

LONE WOLF



The Darklands





LONE WOLF The Roleplaying Game

The Darklands

August Hahn

2	Introduction to Evil
4	Geography of the Darklands
25	Helgedad – The Eye of Evil
41	Darklands Characters
68	The Darklords
90	Tools of Evil
104	Creatures of Darkness
122	Darklands Character Sheet
124	Designer's Notes
125	Index
127	License
128	Map of Helgedad

Layout & Design
Ian Belcher

Cover Art
Ralph Horsley

Interior Illustrations
Tony Parker

Studio Manager
Ian Barstow

Production Director
Alexander Fennell

Playtesting
William T Blackburn, Adrian Czajkowski,
Gloria Egner, Mark Gedak, Tammy Gedak,
Michele Langston, Vivien Lorelied, Matt
Williams

Proofreading
Ian Finch

Contents

Lone Wolf, The Darklands is ©2004 Mongoose Publishing under license from Joe Dever. All rights reserved. Reproduction of non-Open Game Content of this work by any means without the written permission of the publisher is expressly forbidden. Lone Wolf, The Darklands is presented under the Open Game License. See page 127 for the text of this licence. With the exception of boxed story text and character names, character creation rules detailing the mechanics of assigning dice roll results to attributes and the character advancement rules detailing the effects of applying experience, all text within Lone Wolf, The Darklands is declared as open content. Printed in Canada.

Introduction to Evil

Welcome to *The Darklands*, the book about a most terrible country and the vile beings that rule that blasted scar on the face of Magnamund. This text will definitively list the Darklords in all their ebon glory, with their powers, their provinces and their legions in detail. By the time you have finished reading this tome of terror, you will know the ways of evil on Magnamund much better than you did before. You will know which Darklord rules in the domain of Nightmares, which one revels in the applications of torture and what horrors yearn to be awakened in the underhalls of Helgedad. You have been warned.

There is no force of darkness in Magnamund greater than the Darklords. Incarnations of evil born of pure malice and hatred, they are the personifications of evil brought forth into the world by Naar, the true Lord of Evil and the greatest of the Dark Gods. Each one is subtly different and while they all serve the same ends, they often do so at cross purposes. This may be all that saves Magnamund's free peoples from their accumulated power. The nature of evil is recursive; nothing truly lasting comes from evil sources and nothing that is wholly evil can long stand the presence of an equal. The Darklords are held together as a single force by Naar's will alone. Even so, there is little to keep them harmonious and many of their best laid plans are torn asunder not by the machinations of the land's desperate heroes but by their own in-fighting and ambition.

It is only when one Darklord, such as Zagarna or Vashna before him, rises to such pre-eminence that none of his peers dares to challenge his power that anything is done in the name of Naar's true goal – domination of Magnamund. As the planet most beloved by Kai and Ishir, this world is the one jewel Naar craves most for his crown of might. If he can take Magnamund from the Gods of Light, his victory over them will be complete. To that end, he has committed time and time again the greatest bulk of his power towards the goal of Magnamund's conquest.

He exerted himself in such a manner once when he crafted the false persona of the Scarling and slew Kai's true son over the molten beginnings of Magnamund. He did so again when he corrupted the dragons and set them against their own. He reached forth a third time with a son of his own, Agarash the Mighty, and nearly succeeded in grinding the world beneath his black heel. Only the power of the Elder Magi turned aside his victory by the narrowest of margins.

Then he created the Darklords and set them into motion in the Darklands, a ruined land in the heart of the world he despised so much. To these entities he gave the gifts of immortality, terror, wrath and power. They became invulnerable to the weapons of mortals and while they were bound to Helgedad and the Darklands as the source of their foul energy, they were all but unconquerable within that domain.

But generals were not enough. The Dark God Naar knew that with his most powerful minions tied to one place on Magnamund, they would never be able to gain him the victory

he craved. To them, he also bequeathed a gift more powerful and deadly than any of the others – the gift of twisted life. The Darklords were given the power to make living things in the image of their own formless, terrible god. They set to work in the labyrinth under Helgedad, corrupting the living bodies of others and creating all new creatures of such malevolence that the very surface of Magnamund quaked at their efforts.

In this way, Naar's evil begat evil of its own and the cycle of darkness continued anew. From their unholy spawning vats, the Darklords unleashed mutated creatures and original beasts of vicious cruelty to spread over Magnamund. The Darklords themselves could not leave the borders of the Darklands for long without suffering weakness and death, but their creations were under no such limitation. With them, the vile grasp of Naar's generals could enclose neighbouring countries and bring them under their dark control.

These Darkspawn were powerful and some were even capable of reason and logic, but all suffered from the corrupted, mind-bending effects of their creation. While they made effective shock troops and behemoths, only the mutated Giaks were suitable as soldiers. Without rank and file troops in great number, there was only so much the Darklords could accomplish through brutality and rampaging terror. They needed a true army and even their power over life could not provide that to them.



Ah, you are awake. That is wonderful. I was afraid you would sleep for another day and we would have to start the process without you. No, don't try to talk. The pins in your jaw will only pull out with tremendous force and even if you could do it, the blood loss would likely kill you. Besides, the mask keeps your mouth closed in any event. Do not worry; I'll do enough talking for both of us.

You are probably wondering how you got here. That's a fair question, especially from someone like you. Let us just say that we have a number of tools here. Some blunt, while others are very subtle. I'll show you the one we used to get you. See this? It's called a *zejar-dulaga*, which means 'swift stillness' in our tongue. You were apparently felled with one of these by our scouts. A most fortuitous find, I must say, and quite the boon for him. I understand he is with *Kraagenskul* now receiving his reward. I do hope he survives the process; he is too useful a hunter to lose.

Ah, yes. You are wondering about the wound. Do not worry. If we had wanted you dead, you would be. There are other arrows for that. No, we have something much better in mind for you. Well, better for us. I am afraid for you, this will not be pleasant at all. Do not worry. By the time we are done, you'll have a different perspective about all this. A very different perspective indeed...

So came the *Drakkarim*. Warriors from another world, brought to *Magnamund* through a powerful gate provided by *Naar* himself, the forces of *Drakkar* were a nearly unstoppable force for destruction from the moment their legions appeared. After a long campaign of bloodshed and tyranny under no flag or banner but their own, the *Drakkarim* were finally defeated and their advance across Northern *Magnamund* halted by the most unlikely of saviours – the *Darklords* themselves.

This proved to be no rescue, merely a respite. The *Darklords* had proved themselves the stronger force by their defeat of the *Drakkarim* and in the blackened halls of *Helgedad*, the otherworldly warriors signed pacts of blood. Called the *Darke Treaty*, this act of contrition bound the *Drakkarim* to the *Darklords* as their new army. The *Darklords* had all the power they required in the force of men, monsters and malice. All that remained for them to truly become a tool of dominion for *Naar* was the might of a single leader to unite them.

That might was *Vashna*. With his great axe of power and his deadly dagger of lethal venoms, *Vashna* carved his way up the ranks of the *Darklords* and seized control of the *Darklands* for himself. Every territory, from the vast mines of black ore to the sulphurous pits of the *Burning Rift*, came under his sway. Those *Darklords* not completely dominated by his will were powerless to challenge him for the right of ascension to the *Obsidian Throne* of *Helgedad*. Those who tried were swiftly taught their inferiority. At least two other *Darklords* learned this as their final lesson; their blackened bones still grace the throne as a symbol of their folly.

The loss of *Vashna* at the *Battle of Moytura Pass* was a crippling, yet not lethal, blow to the *Darklords*, sending the forces of the *Darklands* back into defeated exile and sparing the nations of *Light* from the enslaving domination of their would-be dark masters. That this battle also gave rise to the hero of *Toran* who would one day become the first *Kai Lord* is a bitter irony that still burns in the hearts of the remaining children of *Naar*. With their greatest general dead and his weapons destroyed or lost, the *Darklords* fell into a time of dire seclusion.

The *Sommlending* and *Durenese* forces that defeated *Vashna* were not foolish enough to think their foes truly vanquished, but with wounds of their own to tend to and the army of evil retreating back into the *Darklands* – a place where the allied victors could not safely go – there was no opportunity to finish

off *Vashna's* legions. The world of *Magnamund* entered a time of peace; *Light* was busy healing and rebuilding while *Evil* was too weak to do anything but the same.

Many years have passed since the *First Black Muster*, the gathering of *Vashna's* forces, was put down at *Moytura Pass*. Many in the world, even those that should be wiser, believe that evil sleeps in the *Darklands* and can no longer threaten *Magnamund* directly. They are wrong. The *Darklands* are both prison and fortress to the scions of *Naar*. In its sheltering confinement, the *Darklords* have come together under the lordship of a new *Archlord*, *Zagarna* – *Vashna's* most ruthless lieutenant.

Through deceit, murder and subterfuge, *Zagarna* has begun a *Second Black Muster* and is calling the forces of evil to him in the *Darklands*. The spawning pits are once again disgorging horrors at a frenetic rate and the beasts of war stir again in the ashen wastes of the North. Within a century, perhaps much sooner, the dark hand of *Zagarna* will reach forth and command an army greater than anything seen in the world.

Unlike *Vashna*, *Zagarna* knows well the lessons of the past. His minions work in secret, his *Helghasts* infiltrate and eliminate without a trace and his spies include the greedy and the desperate of every nation. He is content to work slowly, dreaming of the day when he can cast subtlety aside and descend on his enemies like a black tide of unrelenting death.

Now is the time of heroes. *Zagarna's* War may not be preventable but his plans can be held off and his forces delayed until the land is ready to defeat him. His secrecy must be pulled aside and his *Black Muster* revealed for what it is and the threat it poses. His dark work must be undone and if there are no heroes willing to rise to the challenge, all the *Knights* and *Kai* of the land may be insufficient to keep *Naar's* shadow from finally swallowing *Magnamund* forever.

To defeat *Zagarna* and stop the press of evil, great legends will have to arise. Great powers will have to be mastered. More importantly, great heroes must answer the call of battle. Can you be such a champion? Can you resist the lure of evil power and fight for the *Light*? And ultimately, will you have the courage to venture where the road of heroes must eventually go?

Dare you enter the *Darklands*?



Geography of the Darklands

By looking at any human-drawn map of Northern Magnamund, the Darklands are just a blackened patch of scoria and ash separating Sommerlund from the western coast. This is an understandable assumption for cartographers to make, especially given the difficulties explorers would have trying to get a better idea of its topography. The Darklands are not a safe place to travel even for the evil beings that scratch out their existence there, much less fragile humans with ink and parchment looking to draw a more accurate map.

The Darklands are more than just a blighted realm on the face of Magnamund; they are the physical signs of Naar's power and claim over a small part of the world itself. The Darklands are physically contiguous but, like the nature of evil, not simply one type of terrain. This is as much an echo of the many Darklords themselves as it is a matter of topography. It has been suggested that in the millennia since the coming of the Darklords, the Darklands have shifted to suit the foul entities that hold sovereignty there. The only beings old enough to truly know are the Shianti and the Elder Magi, but the former are in exile and the latter are strangely silent on the matter.

The land itself is like a scar; it resembles the rest of the healthy world but it is twisted and warped until much of the geography of the Darklands is hardly recognisable as land at all. There is very little life in the Darklands that is not some hideous creation of the Darklords or mutated into something evil by their mere presence. The touch of Naar is everywhere and while there might be the extremely occasional plant or animal in the Darklands, it is very much endangered and is not likely to last long.

Travel through the Darklands for anything not sponsored or created by the rulers of this waste is nearly impossible. There are military camps scattered throughout the Darklands, many of which block the only passable routes through the land. Mountain gaps are guarded by fortresses, roads that might once have entered the land are long fallen to disrepair or completely subsumed into guard towers and patrolled trade lanes. While it might be possible to pass through the country in disguise, many of the sentinels of the Darklands are equipped with magic or can read minds; it would be nigh-suicide for any but the most powerful and prepared to even contemplate such an act.

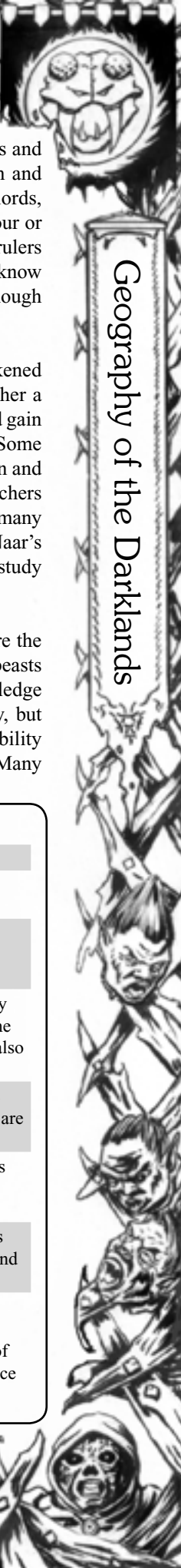
There is also an eldritch power that pervades the Darklands – one of despair and misery. This land is not simply a land of evil; it is evil incarnate on Magnamund. The air is oppressive, acrid and stifling. The ground is soaked in the blood of innocents and as black and barren as cinders. There is no direct sunlight, casting everything in an eternal dusk. More than this, there is a constant presence that lingers throughout the land. The Darklords call this 'vaktaga negethrak Naara' – the Black Will of Naar.

At the heart of this twisted realm lies Helgedad. While there are many small settlements in the Darklands, none of them matter to the will of Naar as much as this blackened mass of spires surrounded by a lake of roiling flames. One look at this shadow city and the constant vents of fire that hurtle into the sky and explode amid the thick clouds that constantly shield it from the sun is enough to make a brave man weep and rob the hope from any armed force. In its entire history, Helgedad has never seen military action; no army has ever ventured close enough to do so.

You will want to close your eyes for a moment. There is not much light out there but it will still be a shock to your eyes. Oh, I forgot. Let me remove these. There... now you can close your eyes. Ready? Good. I will just pull back the curtain and give you your first real look at our homeland. Glorious, isn't it?

Well, I would not expect you to have much of an appreciation for Zhingdarad yet. Hmmm? Oh, that is the name we use for all you see out there. No, it is not the only name for this great nation but it is the one my people use. It means... well, that is not really important. All you need to know is that there are many faces to what you would call the Darklands. Darklands! What a gross oversimplification for our country but I really cannot blame you. As we discovered yesterday, your kind have a very simple brain. I see the bleeding has stopped. Good.

Now, while you watch the fire vents light up the night sky, I will explain just how complex Zhingdarad really is to you. I think you will see a whole new 'Darklands' when we are through. Of course, this will be the last time you see it with those primitive human eyes but the principle is the same.



Maps and Lore of the Darklands

What little the people of Magnamund know of the Darklands comes from lore handed down from generation to generation in Sommerlund and Durenor. Since the defeat of Vashna, both lands have maintained a vigil against the return of a new Archlord and a conquering army. While that vigilance has slipped a bit in the centuries after Moytura Pass, it has produced a common pool of knowledge that most of the people of Northern Magnamund benefit from knowing.

Even commoners far removed from the front lines of the army or the academies of lore know a little about the Darklands. They know that the Darklords dwell there and that evil is spawned in its terrible depths. They know that long ago, there was a great war and the forces of the Darklands tried to claim dominion over all of Magnamund. They are likely to know about the Battle at Moytura Pass and while few ever say his name out loud, most know of Vashna and that he was slain by the King of Sommerlund there.

More educated folk might know that there are rumoured to be 20 Darklords, though it is possible that some have been slain by their fellows (as is the way of evil). They share the knowledge of the common folk and while all know that it is a bad idea to venture to the Darklands, they might

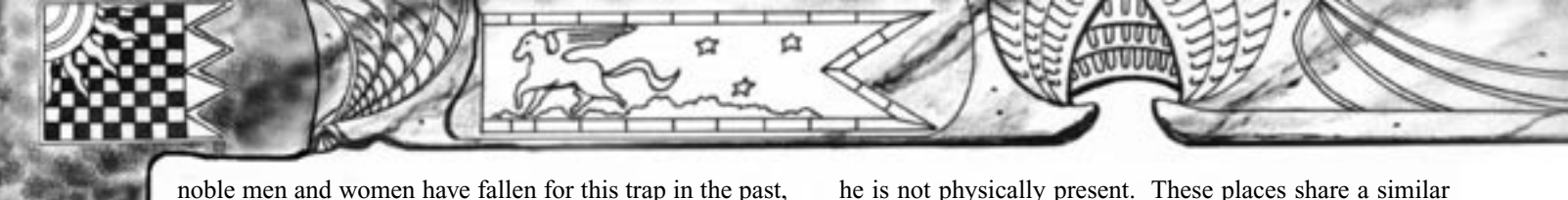
have a better idea as to why. The mountain fortresses and the aerial patrols by Kraan might be known to them and if asked for the names of Darkspawn and the Darklords, a typical noble or merchant might be able to name four or five races and three or four of the more infamous rulers of the Darklands. Educated folk are also likely to know the name of the capital of the Darklands, Helgedad, though none have seen it.

There are scholars that have made a study of this blackened realm. They collect lore and rumours, piecing together a better picture of what the Darklands are really like and gain insight into the names and methods of the Darklords. Some of these people work for the heads of state in Northern and Southern Magnamund, while others are curious researchers with motivations of their own. Because evil corrupts, many of these scholars and sages go mad after gazing into Naar's abyss too long; the truly wise would do well not to study the Darklands too closely.

The only beings to truly understand the Darklands are the foul creatures that make it their homes. Few of these beasts and black-hearted men would ever share their knowledge with those outside the granite walls of their country, but a few might offer small scraps of lore if the possibility of turning allies to their master's causes existed. Many

Knowledge and the Darklands

Final Skill Check	With Knowledge (geography)	With Knowledge (Darklands)
5 or less	The Darklands are in Northern Magnamund near Sommerlund.	The Darklands border Sommerlund to the west and dominate the northern central part of the continent.
6–10	The Darklands are bordered by mountains on all sides and is west of Sommerlund.	The characters know what can be seen from the map of Magnamund; they know the countries and terrain features that border the Darklands on all sides.
11–15	The characters know what can be seen from the map of Magnamund; they know the countries and terrain features that border the Darklands on all sides.	The maps do not show it, but the Darklands effectively stretch to the western coast of Magnamund because the Hardlands share most of the same properties and are also touched by Evil.
16–20	There are many ways into the Darklands, but they are blocked by fortresses, roving Giaks and Drakkarim patrols.	In addition to the geography knowledge gained at this level, the characters also know where these fortresses are and can list them by name and relative strength.
21–25	The listed location for Helgedad is actually a guess, no one knows exactly where in the Darklands the capital city of the Darklords exists.	Through a detailed knowledge of the lore and rumours of the Darklands and its terrain, the exact location of Helgedad can be determined.
26–30	A safe way into the Darklands can be determined but is only 50% likely to be correct from lack of information.	A safe way into the Darklands can be determined; this route is 100% correct but only avoids border patrols and bypasses guard forts.
31+	A safe way into the Darklands can be determined but is only 75% likely to be correct from lack of information.	A course can be charted to any single location in the Darklands, including Helgedad, that will avoid patrols and forts, but the changing face of this realm of Darkness makes the route only 50% likely to work once the border has been crossed safely.



noble men and women have fallen for this trap in the past, seduced by the whispers of evil while looking for answers with the best of intentions.

New Skill: Knowledge (Darklands)

It is possible for Players to have ranks in the Knowledge (Darklands) skill or default to some of the details in this section of the book through Knowledge (geography). When characters (either Players or Non-Player Characters) need to determine if they know something about the Darklands, the Games Master should ask for a skill check and determine if the answer is something they have learned in their past travels.

Check: Games Masters should compare any specific questions the Players might wish to ask about the Darklands with the Knowledge and the Darklands table and assign it a relative level of difficulty equal to the facts presented there. For example, if a character wanted to know where the Darklords do the majority of their iron smelting and production, that might be a DC 16 for Knowledge (Darklands) and a DC 21 for just Knowledge (geography) since it is roughly the same as asking about a specific fortress. The final result of the skill check will determine what the characters know.

Very little real lore about the Darklands exists but what repositories can be found may add a bonus (up to +5 for a well stocked and accurate reference section with multiple books and scrolls) to this check. Libraries in Sommerlund and Durenor are all controlled by the nobility but dispensation for heroes to use them is not out of the question if they have earned such a boon.

Action: Normally none, but if drawing upon library resources the check may take several minutes or even hours (Games Master's discretion).

Try Again: Re-rolls are not generally possible with this check, as failure on the attempt is usually a matter of the lore not existing at all rather than the facts not being at the characters' disposal.

Synergy: If you have 5 or more ranks in Knowledge (Darklands) you get a +2 bonus to any Survival checks while in the Darklands.

The Domains of the Darklands

As mentioned previously, the Darklands are not just a barren waste with no features or geographical differences. The land is a collection of domains, each one warped by the presence of the Darklord that presides over it, even when

he is not physically present. These places share a similar but not identical topography and many of the same traits (detailed on page 21 in the Touch of Naar section).

The domains are not physically separated from each other, save as noted in the text for each one. This is more because the nature of the Darklands is not conducive to such permanent boundaries; the Darklords would never agree to them for long and they could never hold against the pressures of the infighting and territorial skirmishes that constantly erupt. Each domain is recognised tacitly by the current Archlord, since not doing so would quickly undermine the other Darklords' willingness to submit to his authority.

Each domain is patrolled by forces answering directly to the Darklord that rules it, though any Darklord can technically order any lesser being in the Darklands to do their bidding. Even so, fierce rivalries spring up between the Giaks tasked to a given master and the Drakkarim battle forces that march under a specific banner. It is not common for full-scale war to break out between domains but it has and does occasionally happen.

Such conflicts never last long; the Darklords themselves put a stop to them because the wars are a waste of troops and resources. It has been suggested that the battles are allowed to begin in the first place with the knowledge and allowance of the Darklords because it keeps their troops battle-hardened and weeds out the weak. If so, this grind and crush lifestyle certainly explains why the forces of the Darklands are always ready for battle and more than capable of terrible destruction on the battlefield. Their lives are constant warfare, fuelled by the chaos of their homeland.

Aargataag – The Province of Stone

Aargataag is almost unique in the Darklands as it has never been troubled by the infighting that plagues other domains. This is because Archlord Vashna decreed Aargataag immune to such bickering and personally put to death

Aargataag is very important to us but it is merely a wall to keep out the uninitiated. Many of my finest creations go there but so few come back. That's the problem with subjecting such excellent work to the front lines of battle; things get broken. Sometimes, they are broken beyond my ability to repair. Do not worry. You will not be going there. My lord has something far better in mind for you.

Aargataag

Putative Ruler:	None, considered a military domain under the control of Helgedad.
True Ruler:	Lord Vorrkar, Drakkarim High Captain (16 th level Dark Warrior).
Forces:	2,000 Drakkarim, 3,000 Giaks, 5,000 slaves.
Population:	None to speak of beyond the forces listed above.
Notable Cities:	None. Aargataag is a military outpost only, charged with the duty of defending the mountain passes in the Durncrag from invasion by Sommerlund. As such, no settlements have been placed there for any purpose other than garrisoning troops.
Notable Fortresses:	V'taag, the Citadel of Stone. This is Vorrkar's personal responsibility and the largest fort in the Durncrag Mountains. From the spires of V'taag it is possible to see for miles into Sommerlund, a view that drives the Drakkarim to long for the day when that hated, verdant land is consumed by the fires of war.
Special Traits:	None. Aargataag is not technically part of the Darklands and does not share the same traits as other provinces, nor does it have any of its own.

anyone causing trouble there. This happened often enough and gruesomely enough that it has become unthinkable to bring arguments of territory and dominion there now, even centuries after Vashna's death.

It is also too important to the security of the Darklands to risk any trouble from within. As the part of the Darklands closest to the Kai Monastery and the main encampments of Sommerlund troops, it is vital to keep Aargataag prepared for any eventuality – even the unthinkable possibility of Sommerlund leading a force into the Darklands themselves. The troop numbers listed for Aargataag are just the domain's standing forces. When the need arises, three times that number can be sent as reinforcements from neighbouring domains and Helgedad, raising the troop strength to more than 40,000 Drakkarim, Giaks and slave warriors.

Barazoth – The Province of Pain

All of the Darklords have to respect the amount of power and influence Shebnar has managed to amass. Truth be told, it has all been unintentional. Shebnar cares about

Yes, my friend, you are familiar with Barazoth. When you have been less than cooperative, I have had to send you there for 'discipline'. It is a wondrous place, is it not? They always return you to me with nothing broken, nothing ruined. I admire the dedication they have to their art. Even the lake of fire around Helgedad holds no more torment than their Shadow Chambers – something the Archlord would detest if he did not also make use of their services, I suspect.

Barazoth

Putative Ruler:	Shebnar, one of the most neutral of the Darklords where internal politics are concerned.
True Ruler:	Shebnar. As a very attentive Darklord interested only in researching pain and torture, he keeps close control over his realm.
Forces:	500 Drakkarim, 1,000 Giaks, 1,000+ Barren Souls (see page 110).
Population:	None other than the pain artists of Shebnar and those doomed prisoners that suffer their dark ministrations.
Notable Cities:	Shindaar, a subterranean collection of cells, residence halls and private torture rooms called Shadow Chambers. This labyrinth is said to be so sprawling and so confusing that only those directly charged with the knowledge of its layout, a process rumoured to drive those who receive it mad, can find their way around its scream-filled passages.
Notable Fortresses:	None. Shebnar exists only for its pits of pain and has no military value. On the rare occasion when a rival Darklord tries to seize territory from Shebnar's iron reign, swarms of eminently disposable Barren Souls defend Shindaar's hidden entrances and leave the rest of the country undefended. There is nothing on the surface of Barazoth to defend in any case.
Special Traits:	Darklands traits. <i>Echoes of Pain</i> – Any damage suffered by a non-Darkspawn creature in the labyrinth of Shindaar requires a Will save with a DC equal to 5 + the amount of Endurance lost to the injury. Those with any kind of constant mental shield in place, such as Mindshield or a psychic shield, may add +3 to this roll. Failure inflicts an additional 1d4 points of nonlethal damage from increased pain. Even if the saving throw is made, 1 additional point of nonlethal damage is suffered.



only one thing – understanding every aspect of pain. He has already subjected himself to all manner of tortures and disfigurements in his quest for knowledge; all that remains is to see how such vile acts affect the bodies and minds of others. From his Room of Agony in the centre of Shindaar, Shebnar listens to the torments of all those under

the blades and brands of his acolytes and shares their pain through dark magics of his own devising. Other Darklords send prisoners to him to question; a service he is wickedly pleased to provide.

Dajaraa – The Province of the Left Hand

The situation in Dajaraa is that of life on a razor's edge; tensions are higher here than anywhere else in the Darklands because of the constant warfare that exists between this domain and that held by Mrugor, Dajdorza. Because Mrugor is considered the third ranking Lord of Helgedad, he is constantly trying to prove that he and his forces are better and more ferocious than the denizens of Dajaraa. This superiority is typically expressed through bloodshed in the Darklands, and Dajaraa's war with Dajdorza is no exception.

You can see that line of iron poles, yes? Those tattered flags on them are actually the fallen bodies of our own troops caught in the eternal war between the Right and Left Hands of Helgedad. Yes, I agree; that is wasteful. So much flesh thrown to the winds... There, on the other side of the iron poles is the realm of Mrugor. He is a great supporter of my work and so I occasionally send him gifts from my workshop to aid him in his struggles. I am not allowed to take sides in his private war, you see, but what he chooses to do with my creations is his business. No, do not worry. You are not for him. The Archlord has something much grander in mind for you.

Dajaraa

Putative Ruler:	Khatellu, the Left Hand of Helgedad. As the second ranking Lord of Helgedad, Khatellu rules Dajaraa as is his right by Darklord tradition.
True Ruler:	Canjiir, a Liganim under Khatellu's authority, rules the province in his stead. While Khatellu is in residence (a rare occurrence), Canjiir defers to his every whim but when the Darklord is away the wretched Darkspawn is even more tyrannical than the master he serves.
Forces:	1,500 Drakkarim, 4,000 Giaks, 3,000+ slaves.
Population:	No settlements to speak of, though there are more than a dozen semi-permanent structures in the domain that serve as extended military camps. These encampments have served as dwellings for the entire lifecycle of thousands of Drakkarim and Giaks, making them effectively ramshackle cities that could be moved at any time but never have been.
Notable Cities:	By tradition, the locations and names of the military camps in Dajaraa are never recorded because they are not intended to be permanent. The residents of these encampments give them names but like most things in the Darklands, these change on a constant basis.
Notable Fortresses:	Nithraag Tower, a needle-like observation tower in the lower south eastern corner of the domain. This tower keeps watch over Helgedad and allows surveillance of its opposite number in Dajdorza – the Tower of Tiinzaa.
Special Traits:	Darklands traits. <i>Iron Thorns</i> – Any creature without an allegiance to Evil that tries to cross the eastern border of the country (the one marked by bodies on iron spikes) into Dajaraa suffers 4d6 Endurance damage each time they do so. Any creature killed in this way becomes a vile Curseborn (see page 111) under Khatellu's control.

Dajdorza

Putative Ruler:	Mrugor, the Right Hand of Helgedad. As the third ranking Lord of Helgedad, Mrugor rules Dajdorza as is his right by Darklord tradition.
True Ruler:	Vronos, a Liganim under Mrugor's authority, rules the province in his stead. Mrugor is not in the domain often, as he is usually too busy fighting with Khatellu in the halls of Helgedad but Vronos carries out his master's will with an unusual level of loyalty and devotion.
Forces:	1,500 Drakkarim, 4,000 Giaks, 3,000+ slaves.
Population:	No settlements to speak of, though there are more than a dozen semi-permanent structures in the domain that serve as extended military camps. These encampments have served as dwellings for the entire lifecycle of thousands of Drakkarim and Giaks, making them effectively ramshackle cities that could be moved at any time but never have been.
Notable Cities:	By tradition, the locations and names of the military camps in Dajdorza are never recorded because they are not intended to be permanent. The foul residents of these encampments give them names but like most things in the Darklands, these change on a constant basis just as they do in Dajaraa, the domain's blood-soaked reflection.
Notable Fortresses:	Nithraag Tower, a needle-like observation tower in the lower south eastern corner of the domain. This tower keeps watch over Helgedad and allows surveillance of its opposite number in Dajdorza, the Tower of Tiinzaa.
Special Traits:	Darklands traits. <i>Iron Thorns</i> – Any creature without an allegiance to Evil that tries to cross the western border of the country (the one marked by bodies on iron spikes) into Dajdorza suffers 4d6 Endurance damage each time they do so. Any creature killed in this way becomes a vile Curseborn (see page 111) under Mrugor's control.

Hundreds die each year along the border between the domains, usually the result of lightning raids into Dajaraa launched by Mrugor against the denizens of the Province of the Left Hand. Peace between the two Darklords is impossible and only an edict from the Archlord himself could cease their fighting for long. The fact that one has not been forthcoming in the entire history of the Darklands proves the political savvy and cruelty of the Zagarna and Vashna before him. While the two Darklords below the Archlord's throne are fighting each other, they cannot plot and conspire to seize it for themselves.

Dajdorza – The Province of the Right Hand

Nothing in Dajdorza is allowed to rest, not even the leaders of the domain's armies. The entire population of Dajdorza is expected to devote their every waking moment to conquering its hated rival, the domain of the Left Hand. Only the Iron Thorns, the row of poles that separate the two nations, keeps Mrugor from leading his forces personally into Dajaraa and taking it by force. Of course, the Iron Thorns are preventing Khatellu from doing the same thing.

Legends among the denizens of the Darklands say that the Iron Thorns were placed between the domains by Vashna long ago for exactly that purpose. While fighting keeps the forces of the Darklords in fighting form, a wholesale orgy of blood of destruction serves no purpose but to weaken the might at the heart of the dark empire.

Elgazaad – The Province of Gold

Though anyone entering Elgazaad might initially doubt that the country is even part of the Darklands, this mistaken belief is quickly dispelled the first time one meets a slave in the domain. The soul-crushing despair of a life spent doing the bidding of the land's Helghast ruler and its Darklord master is impossible to miss. Such base human misery speaks volumes for the evil that pervades Elgazaad's gilded streets.

Of course, the glitter and wealth of the domain is a façade perpetuated by the overseers of Akku to disguise their own grief. While they are given some privilege for their role as the merchants and tradesmen of the Darklands, they are prisoners and slaves just like the ones they break through constant labour and mistreatment. Ultimately, all their gold cannot buy a single day of true freedom.

Does it surprise you that there is so much wealth around here? The fine curtains, the gold on some of my implements? I can understand; our land is not exactly filled with resources. At least, we do not have the kind of resources you would consider valuable. Helgedad was not built with souls and magic alone. Everything has a cost, you see. Elgazaad helps us pay the more mundane ones.

Elgazaad

Putative Ruler:	Xog, the Darklord primarily responsible for the finances of the Darklands and dealing with the many trade routes coming into the ruined land from the west and south.
True Ruler:	Shorah Telaina, an apparently human female with long red hair, pale skin and remarkably attractive features. Shorah is actually a Helghast as well as an 8 th level Expert. As Xog's personal creation, 'she' is a powerful pawn and a completely dependable administrator.
Forces:	500 Drakkarim, 1,000 Giaks, 1,000+ slaves.
Population:	Elgazaad has more than 20,000 humans that serve as slaves for the many trading posts and warehouses in the country's border towns and gate fortresses. While conditions are as horrible in Elgazaad as anywhere else in the Darklands, most slaves are considered less disposable than they might be elsewhere. Rumours are beginning to circulate that Shorah has spent so much time in human guise she has begun to sympathise with them. Those who spread such rumours around her or Darklord Xog do not live to repeat them again.
Notable Cities:	Akku of the Golden Spires. A trade city that guards the only dependable way into the southwestern corner of the Darklands, Akku is very affluent and those in charge there live in relative luxury. Most of the province's forces are located here, though they serve a light duty only; few would be able to attack the Darklands through this route as the lands surrounding it are strongly allied to the Darklords.
Notable Fortresses:	Akku is the only major fortress in the domain but there are several smaller forts along the border Elgazaad shares with Nyvoz. Each one holds 20 to 30 Drakkarim guards and stables a Kraan to provide quick reports should trouble occur.
Special Traits:	Darklands traits.

Fethmyre – The Province of Decay

Assignment to the citadel of Gazad Helkona is considered a death sentence to the Drakkarim, though they are too

indoctrinated and subservient to refuse such an order. Any small wound must be dealt with immediately or a lethal rot sets into their flesh and claims their lives within a matter of weeks. The Drakkarim know this well and are very careful when patrolling the walls of Gazad Helkona. Fortunately,

Fethmyre

Putative Ruler:	None, Fethmyre exists as much as a buffer between Gazad Helkona and the rest of the Darklands as it does as a domain of any political or geographical nature. Everything rots there, even the flesh of Darkspawn, making the place a danger to all but the Darklords themselves.
True Ruler:	Chlanzor, the Darklord ruler of Gazad Helkona and the petrified forest of Helkona that surrounds it. As a political manipulator of meagre skill, Chlanzor has found his niche by ruling an uncontested city in the middle of an area no one wishes to claim.
Forces:	700 Drakkarim, 800 Giaks. There are no slave warriors that serve in Gazad Helkona; they do not live long enough to be of any real use other than as servants and meals.
Population:	Fethmyre is filled with rotting undead, disease ridden beasts and the doomed 2000+ population of slaves and soldiers in Gazad Helkona destined to join the ranks of the undead when they finally succumb to the terrible power of the rotting swamp around them.
Notable Cities:	Gazad Helkona is the only settlement of any kind in Fethmyre – a rancid fortress of black stone culled from the petrified trees of the Helkona 'forest'. Its stone walls are nigh-impregnable, both from the density of their construction and the incredible difficulty any invading force would have getting to the city in the first place.
Notable Fortresses:	Gazad Helkona is a fortress and city combined, though there are so few inhabitants in the citadel that calling it a city might be over-stating the point. In truth, Gazad Helkona is Chlanzor's sanctuary from the machinations of his fellow Darklords and his seat of power from which he accumulates knowledge of necromancy, undeath and disease magic. He has a few allies, most prominently the Darklord Kraagenskul, but mostly he rests his corpulent form in the black halls of Gazad Helkona, sending slave after slave to search for the power source responsible for the advanced decay that pervades his home.
Special Traits:	Darklands traits. <i>Festering Wounds</i> – Creatures in the Fethmyre cannot heal naturally and any wound becomes infected, causing a –4 penalty to all Fortitude saves against disease while the bearer remains in the domain and a loss of one Endurance point per day until the infection is cured through use of magic or the Heal skill. This slow degeneration can even affect objects that suffer damage and will continue to erode them until they are taken from the area or fall apart.

they have more to fear from Chlantzor himself, as no force has ever tried to conquer the blackwood fortress; it has little value and is too isolated to make such dominion worth the effort.



A foul place, even for the Darklands, though I say it with no distaste. Indeed, I find its foulness intriguing. I have been told that in the swamp surrounding Gazad Helkona, even metal rots if given enough time. Such dark decay suggests a great power beneath its green slime, I would think.

Galhiak – The Province of Cauldrons

Though it is generally believed that the foul creatures created by the Darklords all come from the spawning pits under Helgedad, Galhiak proves this theory wrong. The domain is a well-kept secret and is chiefly responsible for the creation of the armies that the Darklands has sent into the world over the millennia of its existence.

Galhiak is fed by flame rivers that flow from the rift around Helgedad, carrying with them the corrupt powers of life that pervade the Spawning Pits beneath it. These flame wells

A curious name, wouldn't you say? The Cauldrons referred to are the incubators in Galhiak that grow new creatures for Helgedad. Galhiak is very important to the Darklords, which is why so many of them fight for ownership of it. Yet, just between us my bound friend, I detest the work they do in Galhiak. They create new slaves so quickly there that no one has time to tend to the spawn properly. They do inferior work there but no one sees it except me. Well, me and you now. You'll feel the same way; I'll make sure of that.

Galhiak

Putative Ruler:	None. The leadership of Galhiak changes so often that isolating any one Darklord in charge of it would be academic within a matter of days or weeks. In its history, Kraagenskul has probably held it the most often of any Darklord but he loses it to other Darklords so often he cannot truly be considered its sovereign.
True Ruler:	The Archlord of Helgedad. No matter who claims the domain, the Archlord holds the real power in Galhiak. Because new Giaks and other slave beasts are required on a constant basis, the black throne of Helgedad will not tolerate any serious disruption in the flow of them out of Galhiak's infamous Stone Cauldrons.
Forces:	2,000 Drakkarim, 5,000 Giaks, 4,000+ slaves. These are approximate numbers only.
Population:	The population of Galhiak is unique in the Darklands because more than half its number are created beings with no knowledge of existence before awakening in the murky depths of a steaming cauldron. As such, those 'born' in Galhiak are fiercely loyal to what they see as their true homeland.
Notable Cities:	There were cities in Galhiak once but centuries of constant warfare over the domain have left them all ground into dust. Now the landscape of blasted Galhiak is dotted with fortresses surrounding the fire springs that feed the magic of the domain's Stone Cauldrons.
Notable Fortresses:	The Spawnstone Citadel. This fortress is in the very heart of the domain and towers over all others in Galhiak. Ruled by the current Darklord to lay claim to it, it has 21 cauldrons arranged in a ring around the central tower of the fortress on a ring shaped stone of strange grey rock. This unnaturally-occurring ring, also called the Spawnstone, lends the black arts of creation great and terrible power, generating some of the fiercest beasts in all the Darklands.
Special Traits:	Darklands traits.

Gourizaga

Putative Ruler:	Nhorg, the Darklord ruler of Gourizaga, has regretted his choice of dominions since the first attack by the roaming undead of Ixia many centuries ago.
True Ruler:	Shekkaz, Drakkarim High Captain of the domain (14 th level Dark Warrior). Shekkaz is the latest in a long line of Drakkarim soldiers to hold the 'honour' of directing Gourizaga's forces against the seemingly endless hordes of Ixia. Though High Captains (or any other soldier for that matter) do not live long in Gourizaga, Shekkaz is a very effective commander and a fierce warrior in his own right; he has survived ten years in his current role.
Forces:	700 Drakkarim, 3,000 Ice Giaks.
Population:	Gourizaga has several dozen smaller settlements but most of these are just military camps or research posts for Nhorg's dark experiments into the mysteries of Ixia and the power that fills its dark catacombs. These are often besieged by undead crossing into the domain and are either moved constantly or fall to the fleshless invaders. All together, only 5,000 inhabitants make up the entire population of the domain.
Notable Cities:	Gourzaa is the only real city in Gourizaga, located on the peak of the highest mountain in the domain. The home of Nhorg, its population exists solely to serve his black whims. Most Drakkarim would rather fight and die in the snow along the Ixian border than serve in Gourzaa.
Notable Fortresses:	Gourzaa is a large citadel but the domain's greatest fortress is Nhaaga Keep, a huge castle built on its eastern border where Gourizaga meets Hourdast. Now that Hourdast is in a constant state of war to its south, Nhorg would like nothing more than to be able to move Nhaaga Keep to block Ixia to the west.
Special Traits:	Darklands traits. <i>Chill of Death</i> – The terrible cold of the domain can kill the unprepared but it gets even worse within 10 miles of the Ixian border. Any creature entering that zone must have a source of heat at all times or suffer 1 point of cold damage each hour. This cold damage can be healed in any usual way but if a creature succumbs to it and reaches 0 Endurance, they arise as a zombie under the distant control of the Deathlord of Ixia.

provide the energy needed to make the Stone Cauldrons of Galhiak work; without them, the entire province would cease to function and the Archlord would likely abandon it to whatever fate its newly disenfranchised Darklord decided to subject to it and its thousands of inhabitants.

Gourizaga – The Province of Cold Death

Gourizaga's curse, Ixia, is also its greatest asset. Because anyone claiming this domain would have to deal with the Deathlord, Nhorg is safe from reprisal attacks or territorial wars. It is also a tempting prize, having kept the Darklord interested in obtaining the source of its dark magic for

A barren, desolate place is Gourizaga, claimed by a Darklord only to ensure that his remote location and lack of presence in the halls of Helgedad would protect him from attack. I find it hilarious that shortly after Nhorg took that wasteland for his own, he began suffering attacks of a far deadlier nature. Serves the coward right, though let's keep that between us. How little some beings understand the true nature of power. I would not speak ill of the Darklords, mind you, and you would do well not to do so either if you wish to keep the tongue I just sewed in. It is my belief that the magic of Ixia is there by accident, not design, and may never be contained.

more than a millennia. Because any advantage could be key to winning dominion over the other Darklords, Nhorg believes that Ixia holds the key to his eventual rise to Archlord of Helgedad.

Hourdast – The Province of Frozen Trees

The province of Hourdast is surprisingly different from the usual terrain of Zhingdarad. I suspect your human eyes would even find parts of it quite... what is the word... beautiful? The ice-covered trees are like emerald and diamond crystal – very striking in the rare sunlight that occasionally shines there.

The Cursed Forest is not enchanted by any magic of Darklord design, apparently remaining from the time before their coming. No one knows the source of the deadly sleeping curse but it makes the entire area effectively useless to Helgedad and therefore opens it up to settlement by their servitor races. The Drakkarim (who never back away from a challenge) have eagerly taken the land around the Cursed Forest as their own, an action that ironically both draws derision from most of the Darklords and offers them a level of freedom they never would have had otherwise.



Hourdast

Putative Ruler:	None. No one Darklord governs Hourdast because of its remote location and the curse that still lingers in the trees of its crystal forest (see below). As such, it has been given to the Drakkarim to control directly – a decision that has caused more than its share of consternation among the Lords of distant Helgedad.
True Ruler:	Vorrat Tlorn, a Drakkarim General (19 th level Dark Warrior) and one of the three great leaders of the Drakkar people, rules Hourdast in the name of the Darklords and keeps his forces constantly struggling with the armies of other provinces in an effort to make his troops the strongest in all the Darklands.
Forces:	5,000 Drakkarim, 1,000 Giaks, 1,000+ slaves.
Population:	There are over 20,000 Drakkarim living in Hourdast; only 5,000 of them are of fighting age. The rest are women and children who live in the domain's fiercely protected villages. Hourdast does not have any sizeable population centres, following the Drakkarim policy of scattering their population to preserve and hide their numbers from their enemies.
Notable Cities:	Hourdast has no cities to speak of but there are more than a dozen small villages carved out of its frozen wastes. The curse of the frozen forest in the south keeps anyone from living there; all the Drakkarim in Hourdast can be found in the tundra of the province's cold northlands.
Notable Fortresses:	There are two fortress of note in Hourdast. The first is the fortress of Valmarn located directly across the border from Gourizaga's Nhaaga Keep. It is only sparsely manned at the current time because Tlorn sees that domain as effectively beaten and of little threat to his people. The other fortress of import is Troonmahr, a wooden hill-keep on the edge of the Cursed Wood. The Drakkarim of Troonmahr have to be rotated out on a constant basis to keep them from succumbing to the region's terrible curse.
Special Traits:	Darklands traits. <i>Cursed Slumber</i> – Any creature within 10 miles of the Cursed Forest must make a Will saving throw each week (DC begins at 2 and cumulatively increases by 1 for every additional week of continued proximity). Those with any kind of constant mental shield in place, such as Mindshield or a psychic shield, may add +3 to this roll. A failed save means the creature lapses into a comatose sleep and cannot be awakened by any means other than physically removing them from the area. Sleeping victims will eventually starve and die unless tended to carefully.

Kagzizad – The Province of Ash and Smoke

Menashga has an unenviable position among his fellow Darklords; he sits on the border between their homeland and the rest of Magnamund and may someday have to suffer the full force of any army brought to end the threat

Kagzizad

Putative Ruler:	Menashga, the Darklord of Nadgazad. Menashga's rule of a domain so close to the enemies of Naar gives him both a great deal of temporal power and a precarious position. If the East attacks the Darklands in a wave of retaliation, his province will likely be where they strike first.
True Ruler:	Menashga trusts no one and does most of the administration himself but he does have a pair of appointed lieutenants for tasks he cannot see to personally. Hurdaan and Venorah (male and female Drakkarim, both 11 th level Dark Warriors) handle the daily affairs of Nadgazad. Rumours abound that they are siblings, lovers, or that they hate each other and actively plot to kill one another. All three might be true.
Forces:	4,000 Drakkarim, 3,000 Giaks, 2,000+ slaves.
Population:	Kagzizad is a military state and has virtually no civilian population at all. While the domain does handle some commercial traffic and acts as a garrison for the troops of other provinces, it exists primarily to guard the Darklands against the forces of the Free Nations of Magnamund and all its resources are turned to that task.
Notable Cities:	While Kagzizad is huge, much of its territory is dominated by the Kagzitzaga, a range of volcanic mountains that makes any permanent settlement of the area difficult. Since Kagzizad is just a buffer zone between the Darklands and eastern Magnamund, there is little cause for civilian cities as they would only be targets should an invasion ever occur.
Notable Fortresses:	Nadgazad is an imposing structure, especially as its eternally burning front pillars are black stone wreathed in red fire visible for more than a dozen miles on a clear night. The citadel of Nadgazad marks the entrance to the Darklands well, guarding against any attempts at entering the blighted home of the Darklords.
Special Traits:	Darklands traits.

Luurvad

Putative Ruler:	None. Luurvad is a domain entirely populated and controlled by Drakkarim. While this is only because the Darklords do not want the cursed land, it is still an unusual amount of freedom for the warrior servants of Helgedad to be given.
True Ruler:	Keiga Shintar, a Drakkarim General (19 th level Dark Warrior) and one of the three great leaders of the Drakkar people, is a double oddity among her tribesmen. First, she is a woman and has risen to her position through pure will and skill. Secondly, she is the first female ever to be named a chieftain-warlord of the Drakkarim and while she has to fight constantly to keep her rank, she does so with great zeal and implacable strength.
Forces:	5,000 Drakkarim, 2,000 Giaks, 500+ slaves.
Population:	Keiga detests slaves and has very few of them in her land. This is not out of kindness; she just sees them as inefficient and prefers for her own people to handle every task of daily life. As such, the 25,000 Drakkarim under her direct command are extremely skilled and self-sufficient.
Notable Cities:	The unforgiving curse of the forest to Luurvad's north and the barren wastes on its other borders all keep Luurvad from being able to expand or thrive. No permanent cities exist, but Keiga's people have become masters at living nomadically in their domain. They travel between the land's meagre resources, surviving far better than others would under such gruelling conditions.
Notable Fortresses:	Keiga only maintains one fortress, the ruins of Luurta. An ancient keep mostly destroyed by some war of the past and now little more than a shell of broken stone, Luurta has been built up to contain a sizeable force and sits as close to the Cursed Forest as the curse allows. This keep is maintained because raiding forces from Hourdast come through continuously and must be sent back into the forest or, preferably, destroyed.
Special Traits:	Darklands traits. <i>Cursed Slumber</i> – Any creature within 10 miles of the Cursed Forest must make a Will saving throw each week (DC begins at 2 and cumulatively increases by 1 for every additional week of continued proximity). Those with any kind of constant mental shield in place, such as Mindshield or a psychic shield, may add +3 to this roll. A failed save means the creature lapses into a comatose sleep and cannot be awakened by any means other than physically removing them from the area. Sleeping victims will eventually starve and die unless tended to carefully.

I expect you will see Kagzizad sooner than I will again. It will be your gateway to the east and if you are meant for what I think you are, you will probably enter Magador through the black gates of Nadgazad itself. They are most impressive but then so are you. Or at least, you will be soon. I have not been to Kagzizad in years, not since I had to pick up a wagon of subjects for an experiment of mine that... failed. In a way, you are a child of that failure though, so it is not really a loss; is it?

of their tyranny once and for all. This role does afford him the benefit of an edict from Helgedad making his province immune to the normal infighting that occurs in the rest of the Darklands. Since his continued readiness is also important, Menashga actively encourages the raiding of other lands but the rules of Zagarna's Second Black Muster keeps these raids somewhat in check.

The burning keep of Nadgazad is one of the reasons the wise of Magnamund still feel the Darklands are a threat; its continued operation tells them that the Darklords are far from defeated. Others erroneously believe that the manned walls of Nadgazad are merely a front and that behind that keep, the remaining Darklords have little power left. Someday, the sons of Naar will show them just how wrong they really are.

Luurvad – The Province of Long Sleep

Luurvad is possibly the most violent province in the Darklands because of its location and the constant struggle its inhabitants have to fight in order to survive. With the beasts of the Hardlands constantly threatening the Drakkarim of Luurvad every time they stray near the border and the many risks of the Naogizaga Desert to the east, life is dangerous, brutal and often short. In spite of all this, or perhaps because of it, Luurvad's population is extremely proud of their 'freedom' and would never surrender a moment of the life they have made for themselves in their chilly, cursed homeland.

The battle between Luurvad and Hourdast is hilarious to me. The Drakkarim are given their own lands after a millennia of servitude and what do they do? They are so desperate for war they begin shedding each other's blood without being forced to. Amusing, is it not? In many ways, I find the Drakkarim of Luurvad a unique experiment in how tightly your race clings to the idea of controlling their own destinies. Of course, we both know that to be an illusion, don't we? We all have masters and the sooner we accept that, the better we can serve them properly.



to protect. From the glowing forges of that great city come the weapons and armour that supplies the Darklands' huge military force. The loss of Kaag would be a dire if not crippling blow to the Second Black Muster, especially as Zagarna has plans to step up military production in anticipation for a major assault in the next few decades.

Service in Kaag is considered a great honour for the Drakkarim and a great deal of infighting and outright assaults occur over the right to gain a post there. When the Drakkarim assign guards to Kaag, they often do so with the candidate's ability

to survive the reprisals from his unchosen fellows in mind. Garrison work in Kaag is a good way for the Drakkarim to come to the attention of ranking officers in the Darklands armies; many such officers were once Kaag guardians prior to their elevation.

Kaag has one serious weakness. Its entire existence depends on the steady flow of black iron ore from the many strip mines throughout the Darklands. If the lajakeka were to ever stop coming, the entire city would lose its status within a matter of weeks and become just another military fortress.

Maarkaag – The Province of Blades

The metalworking skills of the slaves and servants in Kaag are one of the greatest assets in the Darklands, something that the Archlords have always acknowledged and worked

You are very familiar with these, aren't you? These tools are some of the finest blades made in the Darklands; your changing body is a testament to their quality. The forges in Kaag turn out work so exquisite, I would have to say they are second only to myself. I am sure you will agree in time.

Maarkaag

Putative Ruler:	Slutar, the brutal (even by the vile standards of other Darklords) lord of Kaag, rules Maarkaag with a tyranny and brutality seen in no other domain; even Helgedad is less crushed by its despot leaders than Maarkaag.
True Ruler:	As savage as Slutar is, his political aspirations to rule the Darklands entirely often keep him in Helgedad for weeks or months at a time. During these visits to the capital of the Naarish wastes, Slutar leaves his chief minion in charge of his domain. This servant, Tizzgat, is a Liganim of exceptional ability and power (15 th level Dark Cultist).
Forces:	3,000 Drakkarim, 4,000 Giaks, 3,000+ slaves.
Population:	The people of Maarkaag are more than 15,000 strong, most of whom reside in the land's only real city – Kaag. The rest are scattered as servants, slaves or emissaries to the military garrisons that cover a wide area of Maarkaag's territory.
Notable Cities:	Maarkaag has several villages but all of them pale beside the massive structure and import of its chief city, Kaag. A city of dark stone and metal, Kaag is one of the biggest settlements in the Darklands excluding Helgedad itself.
Notable Fortresses:	While Kaag certainly counts as a notable fortress and is extremely well defended, Maarkaag's largest and most important citadel is the huge Kurzanaar Pass facility that guards the only useable pass in the Durncrag Mountains leading into the Darklands.
Special Traits:	Darklands traits.

Orlo Taanak

Putative Ruler:	Unc, Darklord and ally to no-one, rules the dark throne of Aarnak. An important city for many reasons, this position brings with it a lot of prestige and political power, which is mostly wasted on the politically inept Unc.
True Ruler:	Jorr, a powerfully built human risen from slave status to Underlord of the Aarnak, second only to Unc himself. He keeps the daily business of Aarnak running despite the often inept machinations of his master. A 15 th level Warrior, much of Jorr's physical training came in the gladiatorial pits that generate so much of Aarnak's interest and revenue.
Forces:	3,000 Drakkarim, 2,000 Giaks, 30,000+ slaves.
Population:	At any given time, Orlo Taanak may have as many as 80,000 people swelling its population, but the vast majority of these will be slaves. Uniquely suited to keep slaves in the Darklands because of its special taint of Naar and its geographical isolation, thousands of slaves die every year in Orlo Taanak because of neglect and the vile hungers of its Darklord.
Notable Cities:	Aarnak, also called the City of Prisons, is one of the most heavily fortified cities in the Darklands. Responsible for acting as the clearing house for most of the dark nation's slave traffic and serving as the Darklands' most dependable northern port keeps the city important enough to Helgedad to keep Unc in favour with the Archlord.
Notable Fortresses:	There are no fortresses in Orlo Taanak except for Aarnak because none are needed. While there are constant patrols to keep the many slave camps in its almost entirely icy wastes under strict control, the domain does not have enough strategic value to warrant any greater military build up. Though the easternmost shore of Orlo Taanak might seem ripe for invasion, the taint that blankets this domain keeps that from being an option for the Free Nations of Magnamund.
Special Traits:	Darklands traits. <i>Aura of Hopelessness</i> – Any living creature untainted by the touch of Naar (Darkspawn, the Darklords and Drakkarim are immune) must make a Will saving throw (DC 13) each full hour it spends in Orlo Taanak. Those with a constant psychic shield in place may add +3 to this roll. Failure leaves the victim feeling helpless and docile, taking a –6 penalty to all Will saves and becoming extremely susceptible to suggestion. This effect that will not fade until the creature leaves Orlo Taanak or receives a special alchemical cure that lasts for one full day and suspends the hopelessness (but does not cure it).

Orlo Taanak – The Province of Slaves

Orlo Taanak is proof that a Darklord with an important enough position can endure long past his time of usefulness to the cause of Naar. A degenerate Darklord even by their dark standards, Unc treats Orlo Taanak (rightly) as his centre of power and his own personal amusement centre. He gives slaves the antidote to his domain's lethargic taint and makes them fight in the arenas of Aarnak or satisfy his other horrific appetites. As long as he does not stunt the flow of slaves to Helgedad, his abuses go unchecked but if he ever threatens the supply, his life would be quickly forfeit.

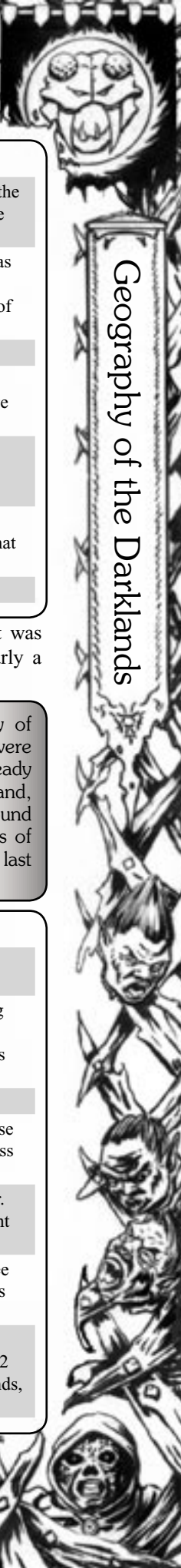
Personally, I think the selection offered at Aarnak is rather meagre – it is a vast and foolishly gluttonous place. I know the Archlord chose that massive territory for the slave trade because there would be nowhere for the captives to run to, but the cold and starvation only weakens them in my opinion. I don't need subjects that cannot survive a single day under the knife.

Ozdaraga – The Province of Black Sand

Travelling through Ozdaraga is a visit to the netherworld; the black landscape is covered in the deep wounds of strip mines and cracked from the stress of so much excavation. Occasional vents of fire rocket up into the dark sky from where mining has tapped underground rivers of flame fed by the burning moat of Helgedad. Dead slaves are simply thrown into abandoned strip mines to feed the wild beasts that roam the land unchecked.

Despite this, service in Ozdaraga is in many ways a blessing for any slave in the Darklands. As long as the ore quotas are met, the slavemasters generally leave them alone and keep others from abusing them as well. The skills of mining are difficult to teach past a certain point, making effective slaves valuable. That value can keep them alive – a fact not lost on the imprisoned population of Ozdaraga.

Now this is an important lesson for you to learn. The forge that makes the sword is no more or less important than the mine from which its metal was taken. Maarkaag may be built on its ability to turn out the Archlord's weapons but Ozdaraga fuels its fires and feeds its hunger for dark iron.



Ozdaraga

Putative Ruler:	Ozdaraga has no direct lord, though a number of site overseers ensure that its strip mines operate throughout the days and nights efficiently. If they do not, the masters of Helgedad do something horrible to them and replace them with new candidates for their positions.
True Ruler:	As dangerous as serving as one of the overseers for the mines of Ozdaraga can be, no office in the domain is as fraught with peril or flush with power as the role of Master of Operations. Currently, that position is held by Traath, a Xagash of great power and surprisingly developed intellect (Intelligence 21). Traath has ambitions of being fully realised as a true Darklord of Helgedad someday but this is not likely to come to pass.
Forces:	4,000 Drakkarim, 8,000 Giaks (double as miners).
Population:	The sheer size of Ozdaraga, second only to Yr-Naoga, and its hundreds of mining outposts ensures that it has a massive population of slaves and soldiers. 60,000+ toil under the sunless sky of the Darklands, loading huge lajakekas with ore and coal, both bound for the many ever-ravenous forges of the land.
Notable Cities:	There are several communities in Ozdaraga but nothing that would really qualify as a town or city. These settlements amount to nothing more than supply stations for the lajakekas and housing for the domain's exhausted slaves and overworked guards.
Notable Fortresses:	Likewise, Ozdaraga has very few military forts because of its sprawling size and relative lack of need. The domain is well-shielded from attack on all sides, making its own citadels a foolish expenditure of resources that would be better spent (as far as many Darklords are concerned) on supplying the Darklands' armies.
Special Traits:	Darklands traits.

Tar Ogashaar – The Province of Ruins

Tar Ogashaar was once the realm of a collection of peaceful races, one of the oldest civilisations on Magnamund. When the Cener Druids released the Great Plague on the world, these races holed up and isolated themselves to survive. This worked until the Darklords came to Magnamund; they fell upon the hidden cities of these ancient people and annihilated them in a battle so savage, the victors do not truly remember the events of the siege itself. Only the

broken stone and burning blood remained for what was once a thriving city-state with a population of nearly a million creatures.

Ah yes, a graveyard and monument to the folly of youth. When the Darklords first came here, there were the inevitable clashes with those unfortunates already here. The sons of Naar were flush with their power and, well, see for yourself. I find it fascinating that the ground of Tar Ogashaar can carry the psychic emanations of destruction and agony so many centuries after the last inhabitant there died.

Tar Ogashaar

Putative Ruler:	Tar Ogashaar is not truly ruled by any one Darklord. It is considered a protectorate area of Skaror and thus falls under its jurisdiction.
True Ruler:	While the government of Skaror, such that it is, technically holds title over Tar Ogashaar, the same powerful being that rules Skaror lays claim to Tar Ogashaar as well – Kraagenskul. From his dark tower in Skaror, Kraagenskul sends his forces into the ruins of Tar Ogashaar on a constant basis to search for ancient lore and the magic of races long lost to Magnamund.
Forces:	500 Drakkarim, 3,000 Giaks, 1,000 slaves.
Population:	Those living in Tar Ogashaar do so at Kraagenskul's behest and are either engaged in excavations or guarding those that run them. No other purpose exists for life in the domain, as much because of the befouled energies of the mass graveyard as the fact that its condition leaves the land unsuitable for any other use.
Notable Cities:	The only settlement to speak of is Ogvast, a small town on the other side of the border from Cragmantle in Skaror. This village serves as a base of operations for Kraagenskul's minions and a clearing house for any finds they might make amid the bones of the province's violent past.
Notable Fortresses:	Tar Ogashaar is completely undefended, though this is mostly because of its lack of value and its special curse (see below). A mountain range blocks any entrance from the southeast and Skaror itself bars the southern route in; this makes Tar Ogashaar effectively immune to invasion and leaves the Darklords with little reason to defend it.
Special Traits:	Darklands traits. <i>Degeneration</i> – All living things in the ruined land of Tar Ogashaar suffer one point of Endurance loss for every 12 full hours they spend there. This damage cannot be prevented or healed while the creatures remain in the Darklands, by any mundane or magical means.

Yr-Naoga

Putative Ruler:	Yr-Naoga is claimed by no-one and no Darklord that tries to hold it does so for long. There is no purpose in holding the territory of Yr-Naoga; its resources are all but gone and its terrain is deadly even to the Darkspawn that dwell there.
True Ruler:	The domain of Yr-Naoga is traditionally considered the dumping ground of the Darklords and as such technically belongs to Helgedad under the control of the current Archlord. In truth, the Darklords turn a blind eye to this wasted province. What happens in Yr-Naoga happens without any intervention by the sons of Naar at all.
Forces:	None. Battalions of troops are sometimes marched through Yr-Naoga on their way to make war on other provinces but no patrols ever bother to keep watch over its barren sands.
Population:	The foulest beasts in all the Darklands roam this ashen desert, searching for food and blood. No indigenous population remains in Yr-Naoga; what was not hunted to extinction when the domain ran out of resources and was abandoned has long since mutated into something unrecognisable.
Notable Cities:	The province of the Damned does have one city left – Naargarod. This city is where Darklords gather in the ash and dust to discuss alliances, make deals and dispose of business in secret outside the walls of Helgedad. Naargarod sees enough use that it is maintained against the destruction that abounds in the domain but it is not garrisoned or given any true status that might draw the unwanted attention of the Archlord or his allies.
Notable Fortresses:	Only Naargarod qualifies as anything resembling a fortress in this domain; its high stone walls are studded with blades to discourage climbing creatures and its moat of brackish acid keeps away all but the most persistent of land-bound beasts. As for flying monsters, the Darklords enjoy blasting them out of the sky for sport and do so whenever they come to the city of the damned.
Special Traits:	Darklands traits. <i>Obfuscate Locale</i> – This province radiates a dolorous magic that prevents any form of magical or psychic detection; even Prophecy, Divination and other scrying effects do not work within its borders or if the power's subject is within those borders. It is as if when the Darklords chose to abandon Yr-Naoga, the land changed in response to their decision.

Now, only scars remain. The taint of death is so strong in Tar Ogashaar (which translates in the Darklord's language to 'land of carnage') that its power has fused with the Touch of Naar to make its landscape one of pain and eventual death for all creatures. Even the Darklords are not immune to its life-draining curse but they regain any lost health immediately after leaving the domain itself.

Yr-Naoga – The Province of the Damned

Travel in Yr-Naoga is not advisable to anyone without a large army to act as escort. Even then, there are always losses when such manoeuvres are attempted as the savage beasts of the Damned domain will attack anything that enters their territory. The Darklords refer to this as the Tariff of Blood and factor such losses into their plans whenever they send their armies into the province. Death

We have almost come to the end of our geography lesson, my friend. I have saved the best and the worst for last – Yr-Naoga. The largest domain in the Darklands, Yr-Naoga is also a wasteland of dust and ashes. Anything that survives the province of the Damned becomes strong indeed! I see this land as the great promise it holds, my friend. It is like a crucible, burning away the weak to reveal the purity of true power.

in Yr-Naoga is often swift but can be painfully slow; many of the creatures that haunt the domain use the bodies of their still-living victims as incubators for their ravenous offspring. Before going into the domain, most Drakkarim and Giaks offer a prayer to Naar for a quick death instead.

The Dangers of the Darklands

Anything trying to travel through the Darklands must first contend with the high security by which the forces of the Darklords protect their borders. Unauthorised travel into the Darklands is exceptionally difficult, as many of the internal borders between the domains are guarded and random patrols cross the country on a constant basis. Between these possibilities of discovery and the very real chance of getting caught between warring factions of Drakkarim and Giak soldiers, most expeditions into the Darklands end in an brutal, ignoble death.

The soldiers of the Darklords are deadly but they are only one of the ways in which an outsider in the Darklands might meet his demise. There are thousands of monsters in the country, many of which roam unchecked over the blackened earth and attack anything they encounter. These beasts are not culled in any way; the Darklords leave them alone for the most part and encourage them to feed on anyone foolish enough to enter their land uninvited.

There is something more dangerous than men or monsters in the Darklands, however. The skilled can avoid beast and the strong can fight battles but the true terror of the Darklands is something no force of arms can prevail against – the Will of Naar, the dark god himself. The burned territory of the Darklands is his focus on Magnamund, the sole foothold he has on the favoured world of Kai and Ishir, the chief gods of Light.

As such, the power of Naar pervades the rocks and sand, the mountains and hills, the stagnant rivers and the twisted plants of this horrid land. It can be felt on the wind, a subtle corruption that fouls the lungs of all that breath. It can be tasted in the water, a poison that slowly withers the soul. It can be heard in the thunder of the constant storms, a roaring darkness that covers the land and keeps the light of Kai at bay. Naar is in every part of the Darklands; his presence is felt no matter where a creature might try to hide. He is in everything and present everywhere, an omnipresent malice that can never be sated.

The Darklands pose mundane difficulties as well. Its terrain has been ravaged by war, mining and abuse for so long, it is almost impossible to traverse any longer. Only those born

and bred to this dark place have any skill at making their way across the country; all others become hopelessly lost or fall prey to one of its natural hazards.

Pitfalls of Darkness

Between the ruined land and the blighted air, travelling through the Darklands is an exercise in pain and frustration. Worse, the land itself can kill as surely as any Giak spear. The rocks are often sharp, the trails are barely visible or are trapped when they can be found, and the normal laws of nature have been horribly set awry, making normal pathfinding all but useless. Even a skilled ranger can become lost in the Darklands; many of his talents and instincts becoming fouled by the evil of the land.

The natives of the Darklands are mostly immune to the disorientation and hazards of their homeland, but even they have trouble journeying far because of the land's other perils. On the extremely off-chance that would-be heroes could get a Darkspawn or Drakkarim to lead them through the mires, wastelands and barren strip mines that cover the Darklands, few such guides would have enough knowledge to aid with travel outside the one or two provinces it might be familiar with. Most beasts of Evil in the Darklands rarely range more than ten or twenty miles from their lair, be that a cave in the wastes of Yr-Naoga or a barracks in Kaag.

Once a traveller enters the Darklands, the following conditions come into effect immediately. These are natural effects and cannot be negated through magical means. Even Kai skills that might mitigate these difficulties are of limited effectiveness; reduced powers are noted in the text.

Blighted Wind

The air of the Darklands is vaguely toxic and can cause great sickness in living creatures unused to its foul nature. Inhabitants of the Darklands have long since become immune to the illness the wind carries but anyone else must make a DC 10 Fortitude saving throw once a day after 24 hours of exposure or contract a case of Dark Chills (detailed on page 161 of the *Lone Wolf* core rulebook). For each additional day spent in the Darklands, the Fortitude saving throw DC increases by 1 to a maximum of 24.

- ♦ **Immunity:** Only Darkspawn, Drakkarim, Giaks and the Darklords themselves are immune to the Blighted Wind of their homeland. All other forms of magical or natural immunity to disease are powerless to stave off the effect of the Darklands' fouled air.



- ◆ *Kai Lords:* The Nexus Magnakai Discipline makes a Kai Lord immune to the Blighted Wind for 48 hours after entering the Darklands. After this time, the Kai Lord must make a Fortitude save like other characters but only needs to do so every 48 hours after his initial exposure, with a bonus to this roll equal to his Tier in Nexus.
- ◆ *Telchos Warriors:* For some unknown reason, the Telchoi are immune to the effects of the Blighted Wind. They can catch Dark Chills from other sources but the atmosphere of the Darklands holds no special risk to them. It is theorised by the Telchoi that the same curse that blasted their homeland also tainted their air and they have developed an immunity over time.

Deadly Terrain

The ground itself is an enemy in the Darklands. While native creatures (Giaks, Darklords and Darkspawn but not Drakkarim) without shoes are assumed to be inured to the sharp rocks and acidic sand, any other being walking over the earth of the Darklands without some kind of foot covering will take 1d4 damage and be reduced to half movement speed until the damage is completely healed. Even if the damage is dealt with, additional unprotected contact with the ground will result in the same effect (1d4 damage and reduced speed). This damage only occurs once per incident, it is not continuous.

- ◆ *Healing Magic and Damage Reduction:* Spells and other effects that mitigate or heal damage will work normally to deal with the injuries inflicted by Deadly Terrain. Healing the damage does not render the character immune to further damage from contact with the ground, however. Damage Reduction of any sort negates both effects of Deadly Terrain completely.
- ◆ *Kai Lords:* A Kai Lord with any Tier of the Nexus Magnakai Discipline reduces the damage to one point and a 5 foot reduction in walking speed. Because the damage from the rocks and sand are non-magical, Curing and similar abilities will heal it without difficulty.

Paths of Confusion and Death

The trails in the Darklands are more often false than true; there are few roads in the country and those that exist are usually trapped by the Drakkarim to catch intruders using them. Such traps are of an infinite variety but rarely include pits because of the risk of damage to the Darklands' massive lajakeka vehicles. Beyond that, anything is possible; the lajakeka are almost impervious to harm and even magical explosions are unlikely to hurt them significantly. Every

time a character from outside the Darklands tries to use a trail in the hellish country, there is a 25% chance they will become confused as to which direction they are headed. If the character currently knows which way is North (see Wandering North, below), that chance is negated. A confused character becomes convinced they are going the way they wish to but they are actually travelling in a random direction other than their intended course. Each hour they remain on the trail, they may recheck for confusion.

- ◆ *Kai Lords:* The confusion of the Darklands is a natural effect caused by the chaos and lack of landmarks in the nation; Kai Lords with a single Tier in Pathsmanship will never become confused (but also see Tracklessness).

Tracklessness

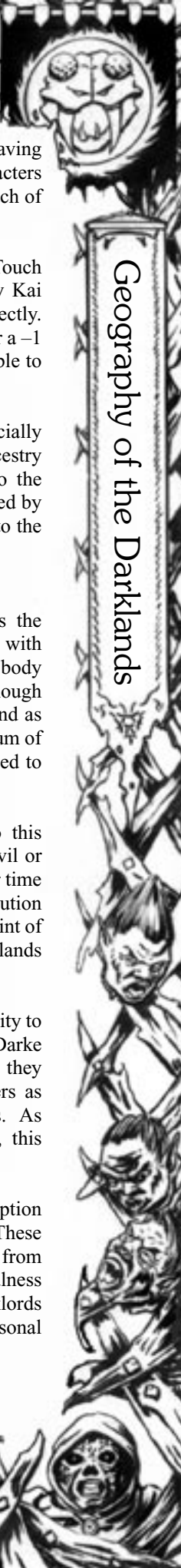
Creatures in the Darklands make tracks when they move just like any creature, but the terrain is so difficult to travel through that following the passage of any given target is exceptionally difficult. Only those with the ability to track as a Kai Lord with the Follow the Trail ability may do so at all and all DCs are increased by +5.

- ◆ *Kai Lords:* Kai Lords with Tracking or Pathsmanship lose one Tier in each while in the Darklands. This can reduce the Discipline(s) to 0 Tiers, preventing the Kai from using it at all. This reduction is due to the dangers and disorientation of the Darklands and does not invalidate anything that might have a prerequisite involving the Discipline (such as Lore-circle bonuses).

Wandering North

The normal means of determining North do not work in the Darklands. Doing so is impossible for anyone without 10 ranks or more of Survival and requires a DC 30 skill check to accomplish. Even if this check is made, the knowledge is only effective for a day. After one day, a traveller must remake the check or lose their sense of North again. Giaks and Drakkarim are susceptible to this effect – they need only 5 ranks in Survival and a DC 10 check, however.

- ◆ *Compasses:* Compasses and similar devices are not effective in the Darklands; they always point to Helgedad no matter where they are located. This trait might be of use to a traveller looking for the Dark City but few would willingly make such a trip.
- ◆ *Kai Lords:* The Tracking Discipline cannot be used to find North automatically but it does waive the 10 ranks of Survival limitation. The DC reduces by 2 for every Tier in the Tracking Discipline or Pathsmanship Magnakai Discipline the Kai Lord possesses (but also see Tracklessness, above).



- ◆ *Telchos Warriors:* The Telchoi are quite used to navigating without many clues to guide them. They only need 5 or more ranks in Survival in order to navigate in the Darklands and the DC is only 25.

The Touch of Naar – Traits of the Darklands

In addition to the natural twisting of the land that makes travel difficult, the power of the dark god Naar is everywhere a traveller turns there. No place in the Darklands is safe from its influence; it corrupts everything and lends its poison to each rock, animal, tree and shadow. The wise avoid the Darklands altogether but those desperate or insane enough to go there risk not only their health but their very soul against the Touch of Naar.

All creatures in the Darklands of an allegiance other than Evil suffer the effects of the Touch of Naar as listed below if they are in a domain of that country with the Darklands trait. Unlike the mundane dangers of the land, these effects generally cannot be mitigated by Kai powers; the Darklands are Naar's realm and the gifts of Kai and Ishir hold little power against them.

Bane of Life

Normal healing is limited in the Darklands and magical healing is less than effective as well. All Heal skill DCs are increased by +5 because wounds rot easier, diseases spread faster and broken bones refuse to set. Magical healing is always reduced by 1 point per die, to a minimum of 0. If the healing is not based on a die roll, it replenishes 1d6 Endurance less than its usual effect, to a minimum of 0.

- ◆ *Regeneration:* Regeneration is reduced by 1 point for any creature of a non-Evil allegiance and no form of Regeneration possessed by such creatures can reduce or mitigate damage caused by Evil sources in the Darklands. Effectively, all non-Evil creatures with Regeneration gain Evil as an additional weakness to that power while exposed to the Touch of Naar.
- ◆ *Fast Healing:* The Bane of Life reduces Fast Healing to half its normal value, rounded down (minimum of 0 if the creature only has Fast Healing 1). This effect changes if a creature is Evil aligned; the Fast Healing of Evil creatures is improved by 1 point, as long as they possess this ability to begin with. Darkspawn possess even more enhanced healing within the Darklands, improving their Fast Healing rate by 2 while in the dark realm, as long as they have this ability to begin with.

Malaise

There is a general feeling of violation and corruption that pervades the Darklands. This sensation imposes a constant

–1 to all attack rolls, skill and attribute checks, and saving throws to all creatures of the Balance allegiance. Characters with a Good allegiance are hit even worse by the Touch of Naar; they suffer a –2 penalty instead.

- ◆ *Kai Lords:* Kai Lords are spared this effect of the Touch of Naar because they are effectively claimed by Kai and cannot be affected by the dark god's evil directly. Even so, Kai Lords of 5th level or lower still suffer a –1 penalty because their still burgeoning will is unable to completely block out Naar's power.
- ◆ *Magicians of Dessi:* The Touch of Naar is especially effective against these characters, as their ancestry opens them up to a much greater sensitivity to the powers of Good and Evil. The penalty is increased by 1 for Magicians of Dessi (to –2 or –3 according to the character's allegiance).

Vile Corruption

Nothing escapes the notice of Naar once it enters the Darklands and that level of divine attention brings with it a horrible corruption that threatens to violate the body and twist the soul. None of this happens quickly enough to have any direct game effect but creatures that spend as many years as their Constitution modifier +1 (minimum of 1 year) in the Darklands have their allegiance changed to Evil and add Darkspawn to their subtype.

- ◆ *Kai Lords:* Kai Lords are vaguely resistant to this corruption. They cannot forcibly be turned to Evil or made into Darkspawn by its power but when their time in the Darklands is up (years equal to their Constitution modifier +1 as above) they lose one permanent point of Endurance per day until they either leave the Darklands or die.
- ◆ *Drakkarim:* The Drakkarim have a special immunity to this aspect of the Touch of Naar. As part of the Darke Compact their leaders signed with the Darklords, they cannot be physically corrupted by Naar's powers as long as they remain true to their terrible masters. As long as a Drakkarim remains allied with Evil, this power cannot affect him.
- ◆ *Slaves:* There are ways to stave off the corruption of Naar's attention known to the Darklords. These techniques are used to keep slave populations from succumbing to Naar's presence before their usefulness ends. These methods are only usable by the Darklords and typically involve branding a slave with a personal sigil during some horrific magical rite.

New Statistic – Corruption

The power of Darkness is a consumptive one and those who serve it inevitably succumb to its power in some way – the Touch of Naar is not safe for those who devote themselves to his dark service. Long exposure to the power of the God of Evil can bring with it short term benefits like class features and the patronage of appreciative Darklords and other powerful creatures. It can also cause physical mutation and mental trauma, leaving characters in the Darklands as little more than shambling, chaotic mounds of tortured flesh with no more value to the powers of Darkness than a pile of doomwolf food.

All creatures that associate with or are spawned by the powers of the Darklands carry a Corruption score; this value is recorded under Charisma. This is the measure of their mortal selves balanced against how much of the chaotic nature of true Darkness they have let into their souls. While this score is low, they are mostly themselves. While they might show some slight effect of the growing vile energies within them, they retain mortality and some semblance of free will. While Corruption always begins subtly, it can quickly become an out of control menace if a given character falls too far into the abyss of his own soul. Such a precious and rare gift as the human soul is not destined to last long in the Darklands. As the Corruption score rises with acts of Evil and exposure to the powers

of the Gods of Darkness, the mortal mind, body and spirit begin to fill with dark taint until finally they collapse.

For most, this surrender is willing and they become truly associated with Evil – capable of performing any depraved act or vile deed. This surrender is one of the mind and it spares them any further effect the Darkness might have on them. Becoming truly Evil is like bending with the storm; it allows survival of the body in the high winds of Chaos that rage across the Darklands. But, like a storm, Chaos can billow so fiercely in the Darklands that bending is not always enough.

When a being's Corruption score grows too great, it overwhelms him and he degenerates into something hideous and foul. The power of Evil tears his body asunder, transforming him into a vile Crypt Spawn – an icon of Evil. This rarely occurs but all Darklands creatures are intimately familiar with their Corruption scores (though not in actual numbers) and versed in ways to keep the statistic down. This is a survival skill in the Darklands, as those that degenerate into mindlessness become target practice, a meal for one of the land's many monsters or a bitter reminder of the limitations of mortal flesh.

The Mechanics of Corruption

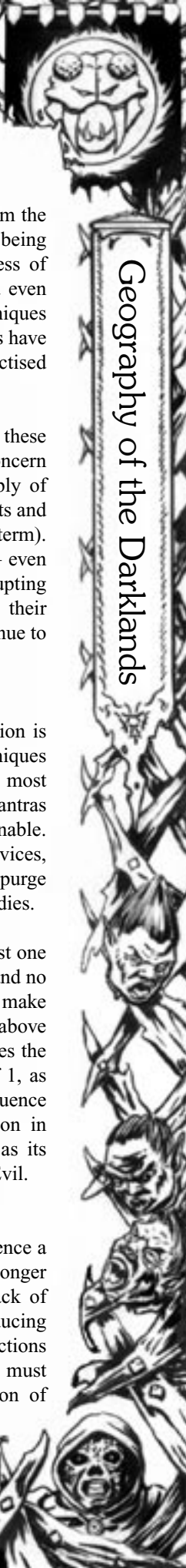
Only animals, dragons, giants, magical beasts, monstrous humanoids and humanoids can accrue a Corruption score;

Acts of Corruption

Type of Act	Specific Action	Corruption Increase
Behavioural	Murder of a sentient creature.	1d2
	Betrayal of trust.	1
	Willingly contributing to the increase of another's Corruption.	1
Magical	Casting a Right-Handed magic spell ¹ .	1 if Corruption Chance is rolled.
	Failing a Will saving throw when struck by a Right-Handed magic spell that requires one.	1
Environmental	Coming into contact with the Lake of Blood.	1d4
	Entering Helgedad.	1d2
	Entering the Spawning Pits.	1d2
	Living in the Darklands.	1 point per year (per month for animals)
Special	Being physically touched by a Darklord (out of combat) ¹ .	1
	Engaging in Psychic Combat in Helgedad.	1
	Touching an artefact of Naar ² .	1

¹ These are the only acts that can accrue Corruption points outside of the Darklands. In the case of the touch of a Darklord, one point is gained per round but no more than 10 points of Corruption can be gained this way per day. That makes it possible for a Darklord to 'burn' the humanity from a victim but only during a long, tortuous ordeal.

² This applies every time the artefact is touched. Kai Lords, Magicians of Dessi and those with 8 or more ranks of Knowledge (arcana) know how to handle these items without incurring Corruption automatically, though they must still make a Concentration check (DC 20) to do so safely.



all other beings are either too alien to be corrupted by Darkness (aberrations, elementals and outsiders), lack the energies of life that make it possible to be consumed by Evil (constructs and undead) at all or are already a minion of Naar (Darklords, Darkspawn or those of the Evil subtype). Plants, oozes and vermin can also be corrupted by the Darklands but do so gradually and automatically – they do not possess Corruption scores.

Creatures capable of having a Corruption score gain one point in this statistic the first time an event occurs to them in the Darklands that would cause the score to increase (see the Acts of Corruption table for more details). At that time, the Corruption score is added as an addendum to their Charisma ability score. It is inexorably tied to that ability score, constantly being compared to it to see if the creature's force of personality has been overwhelmed by the shadow growing in its soul.

Corruption can be countered but it is extremely rare to completely expunge it. Once a creature has a Corruption score, it can never be reduced lower than 1 point for as long as that being exists. Even if that creature were to somehow die and be resurrected, the energies of befoulment and evil are a permanent stain on its soul, never to be removed. Only the direct act of Kai or Ishir can lift the last point of Corruption from a creature and such an event would be a rare act indeed.

There are consequences for having a Corruption score. The Corruption Threshold table lists these effects; a creature suffers from every Taint of their current Corruption level or lower, making a high Corruption score a tangled web of mental and physical ailments. If Corruption is reduced by some means, the effects disappear almost entirely. Some sign or echo of them might remain, but not enough to have any true effect save to remind the creature of the price that Evil exacts from those who dwell within its embrace.

Corruption and the Forces of Light

The powers of Good are not entirely unsympathetic to Corruption; even upstanding heroes can be forced to suffer the first few points of Corruption during the course of their duties. It is the willing acceptance of Corruption points through the commission of acts dedicated to the Gods of Evil that cannot be tolerated. If a character allied with Good ever willingly takes an action that earns him a Corruption point, he loses that allegiance and becomes aligned to the Balance until such time as his choices bring him back to the Light or send him forever into the Darkness.

Slipping the Noose: Reducing Corruption

It is not an easy matter to purge the taint of Evil from the body and soul but it has to be done, or eventually a being touched by it will be lost to the screaming madness of becoming a Crypt Spawn. This fate is not desired even by the most insane followers of Tharrayn, so techniques for balancing mortality versus the power of Darkness have become common knowledge and are widely practised – even in the Darklands.

The Darklords encourage their followers to use these methods of clearing away Corruption but not out of concern for their well-being. As effective as a steady supply of Crypt Spawn servitors would be, trained Dark Cultists and warriors are far more useful (at least in the short term). The Darklords believe that eventually, all humans – even the Drakkarim – are weak and will fall to the corrupting influence of Naar in any case. Thus, preserving their usefulness until they become Crypt Spawn and continue to serve forever is simply an efficient use of resources.

Method One: Meditation

The simplest way to escape the agonies of Corruption is to clear the mind using mantras and mental techniques developed over hundreds of years by some of the most powerful cultists of bygone centuries. How these mantras work is not known but their effectiveness is unquestionable. Many dark churches hold constant prayer services, the primary reason for which is to meditate and purge themselves of the Corruption eating away at their bodies.

To use this technique, a creature must possess at least one rank in Concentration. Over the course of an hour (and no more often than three times a week), the creature may make a DC 15 (+1 for every 5 full points of Corruption above 1 it possesses) Concentration check. Success reduces the creature's Corruption score by 1 (to a minimum of 1, as noted above). Failure normally has no dire consequence but a natural 1 on the check causes the Corruption in the creature to flare and increase, adding 1 point as its meditations veer too close to true contemplation of Evil.

Method Two: Retreat

Creatures that leave the Darklands for a time experience a fading effect as the Corruption within them can no longer echo as strongly with the power of Naar. This lack of reinforcement can ease the pain of Corruption, reducing its hold on the character over time. No specific actions are necessary to see this occur, though the creature must be careful to avoid certain actions or the reduction of Corruption points will cease completely.

Corruption Threshold

If Corruption is:	Consequence (Taint)
1	The creature has occasional nightmares in which it is exposed to the terrible evil of Naar. These are harrowing experiences, occurring at least once a month and causing 1d6 nonlethal damage upon waking.
2 to Charisma Score	Some small physical taint appears, be it an unnatural eye colour, a scar that will not heal, or a minor bodily change. This change is impossible to remove but may be disguised with a Disguise check (the result of which will oppose an opponent's Perception check).
Up to Charisma Score x 2	Physical pain wracks the character at random times but never more than a round at a time and no more than once a day. These pains cause 1d4 damage and inflict a -2 penalty to all skill checks, saving throws and attack rolls for the round they occur and one round thereafter.
Up to Charisma x 3	The character occasionally hallucinates. Once a day, the Games Master can present the character with a false image that, for at least one round, is completely real to it. This can even cause damage to the character but all damage is nonlethal and the image never lasts longer than 20 minutes minus the character's Wisdom score.
Up to Charisma x 4	The bodily changes grow worse. The character receives a random augmentation as per the Breedmaster advanced class (Games Master's choice). This will have a positive benefit but it is also highly noticeable and results in a physical change that cannot be hidden.
Up to Charisma x 5	The physical pains become more severe, causing 1d10 damage once a day, usually during a time of high stress (such as combat). This is lethal damage and can easily kill the character if it is already weakened through other injuries.
Up to Charisma x 6	The nightmares of vulnerability, horror and pure evil are much more frequent and worse now. Once a week, the character must make a Will save with a DC equal to their own Charisma score or die in the night – a victim of their own imagination and fear.
Up to Charisma x 7	Every midnight, the character must make a Fortitude save (15 + 1 per point of Corruption above Charisma x 6) or transform into a Crypt Spawn. Such a beast immediately attacks any living being within 100 feet and does not stop killing until it runs out of victims. If no living creature exists within 100 feet, the new Spawn vanishes and reappears the next time a Darklord summons one, bound forever to that son of Naar for the rest of eternity.
Greater than Charisma x 7	The Crypt Spawn transformation listed above happens automatically; the character is immediately lost to the horrors of physical corruption and spiritual oblivion.

To benefit from Retreat, the creature must spend at least one month outside the boundaries of the Darklands. After this time, its Corruption score will drop by one point per month to a minimum of the creature's Charisma score. This brings relief from the pain of Evil but will not get rid of the physical taint it may have left behind. In order to benefit from this reduction, the creature must refrain from taking any action that would, if it were in the Darklands, earn it another point of Corruption. If such an action is taken, it will be another full month before the Retreat can reduce their Corruption score again.

Method Three: Power of the Light

The divine energies of Kai, Ishir and the other Gods of Light can cleanse the taint of Evil from a creature. While it is mentioned above that only the direct touch of Kai or Ishir can remove the last point of Corruption from a character or being, lesser exposures can burn away the rest of the score without requiring quite so rare and potent an expenditure of energy. The Gods of Light may not intervene often, but even their minor presence on Magnamund can be a bane to the vile powers of Corruption that plague the living.

Any healing spell that heals Endurance damage can be used to purge Corruption instead. The choice to do so is made by the caster of the spell. Calculate the amount of Endurance that would normally be healed, then remove a number of Corruption points equal to one-third this amount instead of healing Endurance damage. This respite from the pain of Corruption only occurs if the spell comes from a caster allied with Good – magical items, including potions, that magically heal will not reduce Corruption.

Ah, you can feel it now. I can see into your soul, you feel the fires all around us. You stand naked on the precipice; one step and you will plunge into the flames. You can hear the voice of Naar, can't you? What does it tell you? What does it command you to do? Can you resist its call? Can you withstand the inferno? No. Of course you cannot. None of us can. The only real question then, my newest child, is – how long will you survive before you are consumed?



Helgedad – The Eye of Evil

Yes, of course. I did forget something on your tour of our world. You have only been looking out of the window. Now it is time for you to see the window itself and everything around it. For this, I will touch your mind and allow you to experience the greatest city on your world the way I see it. Behold; Helgedad!

Of all the dangerous places on Magnamund – the Ruel swamp, the Black Palace in Vassagonia, the forgotten tombs of the Wildlands – no single fortress or city can compare with the power, the dark majesty or the sheer evil that is Helgedad. A citadel built by the blood and deaths of thousands of slaves under the direction of the sons of Naar themselves, Helgedad is a towering tribute to the nature of Evil itself.

Every spire suggests a clawed hand reaching up out of the earth to tear at the sky. Every black stone minaret is like the decaying bones of a titan, still possessed of some slumbering malice just waiting to awaken and plague Magnamund once again. The architecture of Helgedad is like no other structure on the planet, inspired by madness and designed by the dark god Naar himself. Executed to perfection by the Darklords as their first symbol of praise to their deity, Helgedad is a grotesque gospel, a monument to Evil in its truest and most terrible form.

Just getting to Helgedad is an experience that most adventurers would never survive long enough to achieve. Those that did manage to fight or sneak their way close enough to glimpse the black towers of the Dark City would be hard-pressed to find a way inside. Every entrance is guarded and a legion of Giaks and Drakkarim stand ready to move on any threat to the city. Within moments, any force would be overwhelmed by sheer numbers and torn apart.

Helgedad and the Drakkarim

Helgedad is the highest military capital of the Darklords on Magnamund, making it the logical garrison for the finest Drakkarim troops. The Drakkarim Death Knights, the greatest warriors of the race, train in the Palace of War in Helgedad alongside the Naarthane, the most powerful cultists of the dark god. Drakkarim generals gather in Helgedad constantly, plotting out the course of the Second Black Muster and assigning troop movements to prepare for the coming war.

All of this aside, most Drakkarim detest service in Helgedad because it reminds them on a constant basis that their people are body and soul slaves to another force. As a fiercely proud race of warriors, this is galling to them on a subconscious level. Very few Drakkarim would ever express such frustration but it shows in their aversion to Helgedad and such close posting to the Darklords themselves. The Drakkarim serve best when they serve on the battlefield under the command of their own superiors.

The masters of Helgedad know this well and use both aspects of Helgedad to constantly test their minions. Drakkarim suspected of being fractious are brought to the Dark City to test their loyalties while deserving warriors are granted the honour of Death Knight status to hone their battle skills. Helgedad is a place of evil, transformation and violence. Few embody the effects of all those forces like the Drakkarim themselves.


Helgedad and Darkspawn

As the centre of all evil energy in the Darklands, Helgedad shines like a shadowy beacon to all Darkspawn within hundreds of miles. As long as a Darkspawn is physically in the Darklands, it can always find its way to Helgedad, knowing instinctively in what direction and how far the city is from them at all times. This sense cannot be blocked by any known magic or psychic effect; the Darkspawn creature can feel Helgedad as if the city were part of their own body.

The Dark City is more important to the Darkspawn than even the Darklords themselves realise. As the culmination of the Touch of Naar on Magnamund, the presence of the city itself is the source of the power that fuels the Darkspawn special abilities and traits. If the city were to ever be destroyed, all Darkspawn in existence would lose their listed subtype and suffer a permanent loss of one point of Endurance per Endurance Die. These losses would continue until Naar re-establishes another bastion on Magnamund.

Helgedad and the Gods

What is not known to virtually any creature on Magnamund but the Darklords themselves is that Helgedad is not just a city or structure. It is a perversely living extension of Naar himself, thrust into the earth as a focus for the god of Evil's consciousness and power. While Helgedad stands, Naar



can reach out with his power to anywhere in the Darklands and infuse his servants, act against threats to his domain and continue to slowly taint the planet itself.

This importance is also known to Kai and Ishir but by the terms of Ishir's Peace – the accord worked out millennia in the past between the Gods of Darkness and the Gods of Light – they are powerless to act directly against it. Though Naar has seen fit to break the Peace before, Kai and Ishir still hold to the compact because while they do, open war between the Gods is still averted.

Other deities avoid the Darklands and its minions altogether. No other power on Magnamund has the kind of authority and strength Naar, Kai and Ishir possess. Therefore, interference on either side of that deadly cosmic balance would merely be inviting attack and destruction. Kai and Ishir do not involve their allies among the Gods of Light for this reason; their divine friends are too precious to expose to Naar's vengeance and the wrath of his immortal underlings.

Helgedad and the Kai

The creation of the Kai is rightly seen by the masters of Helgedad as Kai and Ishir attempting to foil their plans through the formation of a cadre of mortals not bound by divine law. Their investments of power by the Gods of Light make them uniquely suited to act against Naar and the Darklords, putting them in the unenviable position of being the only people on the face of Magnamund to pose a direct threat to the Dark City and its lords.

This is exacerbated by the fact that the only weapon the Darklords know of with the power to snuff them out of existence is wieldable by the Kai alone. The Sommerswerd, a weapon of gold, silver and the finest god-forged steel, was responsible for the defeat of Vashna, the greatest of their number. None of the remaining Darklords have forgotten this lesson and while they know they cannot destroy the blade itself, they are more confident about their ability to someday eradicate those that can bear it against them.

The truth behind the Darklords' hatred of the Kai is fear, though none of them would ever admit to such. This fear comes from a prophecy given to Vashna on the eve of the Battle of Moytura Pass. Though Vashna had the liganim that channelled the prophecy vaporised and tried to bury all knowledge of it forever, it came to the attention of Gnaag after Vashna's defeat. Through him, it spread quickly to the other Darklords. Zagarna, the next Archlord, took the

words of the prophecy very seriously, guiding the entire Second Black Muster in response to its warning.

Merely mentioning the prophecy, which is known only to the Darklords and their few trusted minions with a need or position to learn of it, is grounds for a slow, tortuous death. The Darklords know that if word of the prophecy reaches the forces of Light, it will only strengthen their faith and resolve in battle against Naar.

Vashna's Prophecy

*In the hour of darkness' heart comes the sword of the sun.
Between two great mountains, a battle shall be lost.
The black king shall fall by the white king's hand,
Lost into the depths of the world's maw.*

*Over the field of battle, an eagle shall fly.
Guided by old lore, he shall seek out the word of Light.
The eagle will return to the land of his birth,
And many will be born of his wisdom.*



The Dark Glory of Helgedad

Perched upon an isle of granite at the centre of a vast, fiery chasm stands the mighty city-fortress, the very core of a cancer that threatens to infect and destroy all that is good in Magnamund. Great walls of black steel encircle it, giving rise to a thousand spiky towers and turrets which harbour the masters and the minions of darkness. Above the city hovers a seething pall of black smoke that keeps it forever in shadow. Fed by the fumes from the volcanic craters of the Naogizaga, this cloud is made all the more noisome by the foul discharges of the Nadziranim laboratories, the weapon furnaces and the hellish breeding pits at the base of the chasm.

Irregularly the darkness is lit by fireballs that seem to form spontaneously among the black vapours. They spin and soar above the city like demonic meteors, before exploding or simply melting away in a rain of sparks. A bridge of twisted black steel joins Helgedad to the wastelands beyond...

— Excerpt from *Masters of Darkness* by Joe Dever

*The children of the eagle will raise their wings to the sun.
By the light of the moon, they shall hunt the darkness.
The land of twenty evils will diminish,
Its power failing before the might of four circles.*

*Fire's circle will burn away the spawn of darkness.
Light shall fill the far places and reveal the truth.
The ring of Solaris will encircle the Eye,
And the Spirit will prove stronger than any shadow.*

*In the turning of a Xagash age, evil will be strong again.
The lands of sun and moon will know fear and trembling.
The forces of the Dark Land will be at their greatest swell,
And all will be ready for the feast of blood.*

*Then shall rise the howl of a wolf in the night.
From a ruined den and slaughtered pack, he will come alone.
First he will bring light to a darkened lord,
Then he will shut the Eye forever.*

*This is the herald of the end, those who sit in shadow.
The age of darkness has reached its last hour.
The sun has been denied too long and when it shines,
The sword of the sun shall end your reign.*

The words of this prophecy have guided the actions of Archlord Zagarna since he discovered it written on a scroll of human flesh in Vashna's former quarters. The only

known recorded version of the prophecy, it was written by the Liganim Vashna destroyed and hidden once the former Archlord found it in the seer's chamber. This scroll is the basis of the Second Black Muster's secrecy and the fervour by which Zagarna hunts down any Kai Lords he can find.

Correctly surmising that the wolf referred to in the prophecy is a Kai, Zagarna plans to someday eradicate their order and break the words of fate forever. Tragically, this move is fated to only bring about the prophecy; Zagarna is destined to bring about his own demise. As in the tragic plays of old, by railing against prophecy, the Darklord only brings it about through his own actions.

Helgedad and Magnamund

There is little room for debate; Helgedad is the most vile and perfidious city on the face of the world. Its black spires are a cancer and its moat of soulfire and torment is the rash of boils that marks the passage of that sickness. While Helgedad stands, no other evil can compare with its dark majesty. This provides the Dark City with a unique position and great authority over the darkness of the land but it also leaves it vulnerable to the petty nature of other evils.

No other dark force on Magnamund will willingly work with Helgedad because its power overshadows their own. This leaves Helgedad unable to make strong alliances, something that may ultimately cripple its plans for world domination in the future.

The Dark City of Helgedad

Merely entering Helgedad is enough to send fear into the hearts of the noblest heroes. The place reverberates with the evil of Naar's Will – a constant drone felt in the soul that can drain the will, erode the spirit, and shake the confidence of any mortal. This city is essentially a communal lair for the most terrible monsters on Magnamund. Their power flows from this city and while they cannot be parted from it long, they are all but invincible while they remain ensconced in its ebon walls.

Many other beings live in Helgedad as well. The Darklords have surrounded themselves with soldiers, servants and slaves for their amusement. In their madness and evil, the lines between which role a given being falls into from moment to moment can easily change for the Darklords. This makes life a hellish existence for any creature in Helgedad, Darkspawn or not. Slaves live brutal, often short lives in Helgedad; the best they can wish for is a swift death when their masters tire of them. A full map of Helgedad can be found on page 128.

1: The Unguarded Gate

The twisted metal bridge is railed on both sides with an irregular row of spiked iron blades, echoing the many ridged spires of the city beyond. The structure of the bridge itself is immense, with hundreds of metal poles woven together like a monstrous spider's web cast in shadow.

The massive road that leads up to the black iron bridge connecting Helgedad to the rest of the Darklands has no guard posts and no gate of any kind. Such things are hardly needed, as any invasion force will have to cross the bridge over the Lake of Blood, leaving them vulnerable to the city's defenders and counterattack.

The bridge is wide enough to accommodate three wagon teams side by side but rarely has to handle more than two at any given time. One lajakeka can travel along the bridge but not two, as their combined weight would crush the framework and plunge it into the Lake of Blood below. This has happened once in the city's past and ever since then, drivers of the massive land barges have known better than to try. When the bridge was replaced by Darklord Vashna, he had magical stonework formed around the supports holding it to the mainland. At a word, he could make them vanish, causing the entire bridge to fall away and disappear into the flames below.

The other Darklords were never made privy to this magical word and Vashna took its secret with him to the grave of the Maakengorge. Rumours surface constantly of its being recorded somewhere in Helgedad but that inscription has never been found. Archlord Zagarna had pledged a great

reward for any servant that brings him this inscription but he is just as likely to kill the messenger to ensure the secret rests only with him afterwards.

On a given day, the Unguarded Gate sees a considerable amount of traffic. From slave caravans bringing in new servants and gladiators to fight in the Blood Ward to ore carts to feed the smiths of the Forge Ward, many carriages come in and out of the Dark City. Guarding the Unguarded Gate is a full-time occupation for the Drakkarim assigned to the southeast Towers of the Eye and the outer courtyard. Despite the lack of guard posts, a cadre of twelve 4th level Drakkarim Dark Warriors is stationed on the bridge to direct traffic, deal with problems and sound their black ivory horns if trouble comes they cannot handle alone.


2: The Black Doors

At the end of the long metal bridge, the way into Helgedad is blocked by twin doors of the darkest iron. The face of each door is carved into a bas relief of terrible beasts and writhing flames. The carvings dance subtly in the ever-changing radiance of the eternal fires from the Lake of Blood.

The defences of the Dark City truly begin here. The Black Doors are a pair of huge iron banded portals that can only be opened by gigantic winches and pulleys controlled by the guard towers to either side of them. A signal must be given from the Drakkarim forces on the bridge to begin the process of opening the Black Doors, a chore that takes nearly three full minutes to complete. Any coach or traveller on foot that tries to enter Helgedad before the doors finish opening will be dealt with severely. The skulls of those who were too impatient to wait for the horn call of 'all clear' line the outside walls of Helgedad on iron Giak spears.

In the unlikely event of a siege, the Black Doors can be locked down and prevented from opening by either of the winch crews in the guard towers. If either set of winches is locked, the doors are completely sealed. They can be pounded through but such a monumental undertaking would require overcoming the doors' impressive strength (hardness 15 and 500 Endurance). Of course, unless circumstances prevented





it, this battering attempt would be occurring while the 20 4th level Drakkarim Warriors in either guard gate were firing arrows down on the invaders.

3: Outer Courtyard

The walls of dark stone rise all around you, armoured guards staring down from them on either side. Ahead, a second set of black gates as impressive and formidable as the ones behind you bar entry into the city itself. Nearby, a massive iron chute rests against the northernmost wall. All around it, pieces of coal and iron ore lie scattered – the remnants of hasty offloading by Giak slaves.

The second set of doors leading into Helgedad has the same statistics as the Black Gates and takes just as long to open. Most visitors to Helgedad never go beyond this point, as they are passengers or crew of the lajakeka that continually traverse the Darklands, bringing mined materials to feed the ravenous city. Those that do enter Helgedad fully do so here, waiting in the outer courtyard until the inner doors have been opened and they have been cleared to proceed.

At all times, a full division of Drakkarim soldiers (200 3rd level Dark Warriors) is stationed in and overlooking the outer courtyard. They have full permission to slay anyone suspicious and few guidelines have been given to them on how to define 'suspicious'. Thus, all travellers entering Helgedad should do so respectfully; offending a gate guard could have disastrous consequences.

All of the guards on the walls of the outer courtyard are armed with crossbows and each one carries a black horn of Helgedad. Made of the finest dark ivory, the horn's deep tone can be heard for more than a mile in the Darklands, making them the perfect signalling tool for raising an alarm. The forces of Helgedad recognise several different signals the horns can make and will act on them almost instantly. From the walls, a gate guard can sound a general alarm, close off the city or simply summon a watch captain, all by sounding a specific tune on his horn.

4: Inner Courtyard

The last barrier to entering Helgedad, this wide corridor of stone and arrow slits is a perfect killing field for the Drakkarim that watch you from all directions. The stains on the cobblestone path beneath you bear mute witness to the fallen.

The third set of gates is lighter than the previous two but only by a little. They have a hardness of 12 and 400 Endurance, taking only four men one minute with ropes and pulleys to open. In Helgedad's long history, these gates have never

had to be locked; any trouble the Dark City has faced has been stopped cold by the outer two sets of doors.

The inner courtyard shares troops with the outer courtyard but also has its own unit of 24 highly trained archers dedicated to its defence. These archers are the best the Drakkarim have to offer; each one is a master marksman and extremely deadly with a bow. These are 10th level Dark Warriors equipped with superior black iron bows and each one is honoured to carry a single zejara-dulaga for use in emergencies. These deadly arrows are never fired without a good reason, because the Nadziranim have made it clear that if they are wasted, the replacement will be created using the soul of the archer that foolishly loosed it.

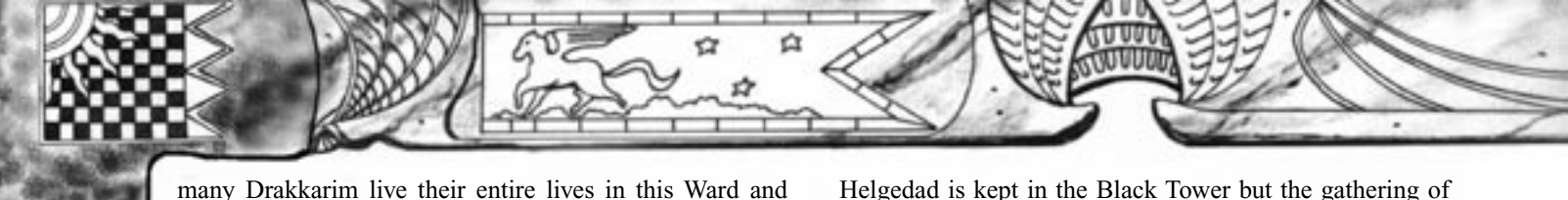
5: Drakkarim Ward

Your first steps into the Dark City are perilous ones. All around you, crowded buildings block your line of sight and what you can see above them is dominated by black spires covered in dark blades of iron and stone. The streets echo with the endless screams of tortured slaves and the inhuman noises of things too foul and alien to imagine.

The Darklords have found a novel way to ensure their Drakkarim servants guard the entrance to their great city efficiently; they gave the entire area of Helgedad in front of the main gate to their warriors as their homes. The streets of the Drakkarim Ward are constantly patrolled by gangs of 10 to 20 Dark Warriors of 2nd to 5th level. Some bands of Drakkarim attempt to enforce the laws of the Dark City but most groups simply hunt other creatures (and occasionally other Drakkarim) for sport.

There is little of interest for most visitors to Helgedad in the Drakkarim Ward. The shops and services of the Ward are limited to Drakkarim only and the proprietors are very good at piercing disguises and recognising their own kind. Prestigious Darkspawn are treated with respect but Giaks, humans and weaker spawn are all seen as cattle for sport and slaughter. The Darklords do nothing about this behaviour because it keeps the streets of Helgedad too dangerous for anyone to travel without escort or the power to defend themselves.

Drakkarim soldiers can find nearly anything they could possibly want in this Ward and know better than to try to go into other parts of the city without a reason. Slaves for companionship, drugs, alcohol and all manner of vices are available for a price, giving the Dark City's troops something to spend their pay on and keeping them dependent on Helgedad for their very survival. Between the warehouses, the violent taverns and the local barracks,



many Drakkarim live their entire lives in this Ward and never see the rest of the Darklands or travel beyond its borders.

Beyond the Drakkarim Ward, visitors need either a pass to get past the gates or they must be of a racial type that grants them entrance (Liganim, Nadziranim, Helghast and so forth). Even then, many gates deeper into the city are watched over by guards carrying truth shards and can detect intruders claiming to be something they are not. The gates around the Drakkarim Ward are heavily guarded, with a full double unit (48 men) of 5th level Drakkarim Dark Warriors in each of the many guard towers that rise above the city ward.

6: The Palace of War

A massive structure of rock, metal and bone, the Palace of War dominates the Drakkarim Ward. As the centre of all battle training and leadership for the Drakkarim of the Darklands, this building is arguably the most important citadel they have and is certainly the most heavily defended. From the Palace of War's shadowed halls come the Death Knights, the Drakkarim's greatest warriors.

The second most dangerous building in Helgedad, the Palace of War is a collective of all the greatest military lore and training of the Drakkarim people. It is practically a historic monument to the Drakkarim and its existence in Helgedad is one of the strongest lynchpins in their alliance with the Darklords. When Vashna gave the order to allow its construction and grant it sovereignty over the Drakkarim troops in Helgedad, he took a brilliant step towards binding the warrior race to the authority of Naar forever.

The Palace of War is many things – a library, a training ground, a government site and a museum dedicated to past battles and future glories. As a building constructed to serve the mostly human minds of the Drakkarim, the Palace of War has a very straightforward and easy to navigate layout of multiple floors and spiral staircases. Its many grand galleries are filled with trophies, tomes of lore and weapons of all kinds. The main armoury of

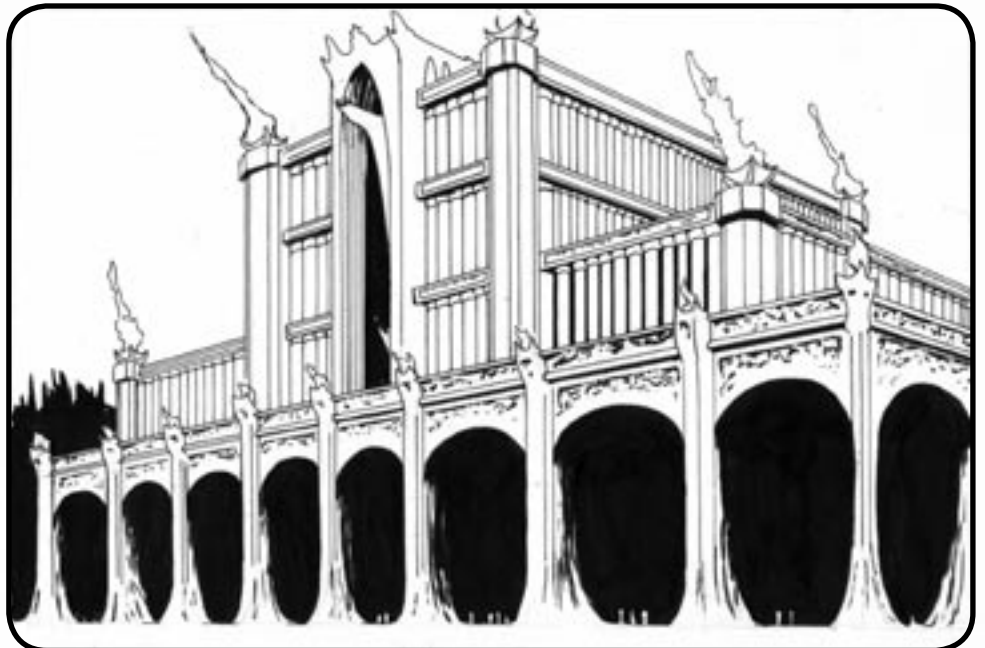
Helgedad is kept in the Black Tower but the gathering of implements of destruction in the Palace of War is a very close second.

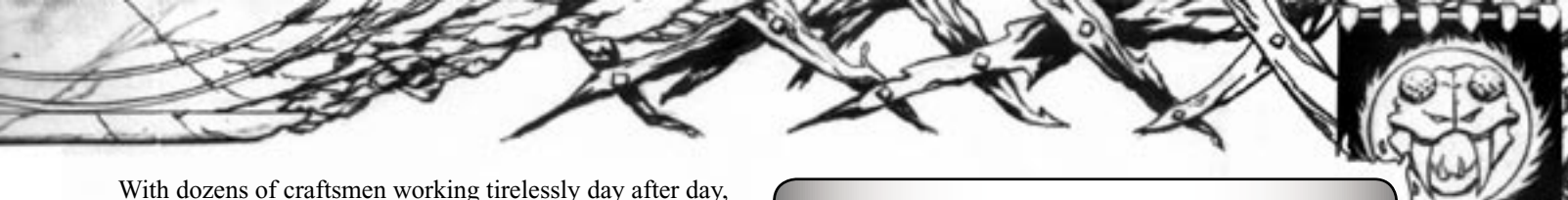
The training of all Drakkarim everywhere in the Darklands is the sole province of the Palace of War, though many Drakkarim far from Helgedad receive their instruction from trainers simply owing their allegiance to the Palace of War. The highest pinnacle of that authority is the creation and training process of the Death Knights, the true dark paragons of the Drakkarim race. This process is overseen by one of the three great leaders of the Drakkarim race, referred to only as the ArchKnight (15th level Dark Warrior / 5th level Death Knight). Imbued with great power by the hand of the Archlord himself and given the finest education in combat techniques from the ArchKnight, Death Knights are a match for any grand champion the Free Nations of Magnamund can produce. Even Kai Lords are hard-pressed to match the savagery and skill displayed by a fully trained Death Knight.

7: The Forge Ward

Smoke gutters from every tower in Helgedad but none of these plumes rise as thick and as constant as the ones snaking up into the dark sky over the Forge Ward. Here, the tons of iron and coal fed into the city every day are smelted down and turned into weapons and armour for the forces of the Darklords.

Kaag may hold the finest smiths in the Darklands but its skills could be rivalled by the work of the Forge Ward.





With dozens of craftsmen working tirelessly day after day, the sheer volume of material this ward turns out is almost unbelievable. Helgedad's output of weapons, armour and items of war is immense; the armies of the Darklords only grow to their massive size because of the efforts of the smiths who clothe and arm them so expertly.

Consequently, the Forge Ward has incredibly high security. Units (24 men strong) of 5th level Drakkarim Dark Warriors patrol the streets constantly, arresting or outright slaying anyone without an express and easily proven reason for being in the area. Only smiths, their slave assistants and Drakkarim transporters are free to walk the alleys and crossroads of the Forge Ward; even these must present their passage tokens (typically smithing hammers inscribed with a special mark that changes as often as the Forge Ward Watch Captain deems it necessary) or be treated as trespassers.

8: Cell Ward

The laments of the doomed in the many incarceration towers and holding pits are like a song of sorrow that fills the streets of the Cell Ward. Composed of screams and wail, crying and pleading, pain and madness, that song is the truest expression possible of the darkness that is Helgedad.

Aside from the Liganim painmasters, the Drakkarim guards and the Darklords that occasionally visit to interrogate or execute prisoners personally, those who come to the Cell Ward never leave. No-one has ever escaped the cages of the Cell Ward in Helgedad's history, a record that every servant and warrior assigned to the largest prison in the Darklands would do anything to preserve. This is partly out of pride and partly out of the standing order by the Archlord that any successful escape will result in the immediate and painful termination of every living thing in the Cell Ward.

This order, which is well known to everyone in the prison, makes the prisoners themselves an active part of the deterrent against escape. If a prisoner cannot escape, it is suicide for him to help other prisoners escape. Thus, many attempts at freedom are crushed by the inmates themselves long before guards get involved. This makes life in the cells of Helgedad brutal and hopeless, just the way the Darklords want it to be.

The standard for incarceration in the Cell Ward is one prisoner per cell, with each chamber being eight feet long and wide. The towers have two foot thick stone walls, while the pits are of course solid rock and impossible to dig through without heavy implements. There are no windows

The Role of Helgedad in Later Era Campaigns

Because the city of Helgedad is destroyed in the 12th game book of the Lone Wolf series, The Masters of Darkness, campaigns set thereafter will have to take into account the effects listed here. All Darkspawn creatures will lose their subtype and suffer a permanent reduction to their Endurance equal to their Endurance Dice. They also no longer have any innate resistance to the effects of the Darklands traits listed in the Geography chapter; their immunity disappeared when Helgedad detonated.


These effects will only be in existence until a new city rises from the darkness to take Helgedad's place. Depending on the adherence of the campaign to the history created by the Lone Wolf gamebooks, this could be very long time coming. The Darklords are defeated after Book 12 but Naar is far from beaten. There is still the Darke Crusade to worry about and other machinations by the surviving scions of Evil. If the Games Master desires, Naar could create new Darklords to take the place of the vanquished. If this occurs, their base of operations could become a new Dark City, returning the Darkspawn to their former power in the process.

on most of the cells and the doors are iron with a single narrow slit for the guards to check in on prisoners. Many prisoners do not receive regular meals and are left to starve to death or seek 'alternate nourishment' in the form of the many rats that prowl the complex.

The life expectancy of a prisoner in the Cell Ward is less than a month, though some linger for years, especially if the guards enjoy tormenting them. The ones that die quickly are the truly fortunate ones; prisoners kept alive are usually only maintained so that they can be tortured for information or for the education of younger pain masters. The most wretched of the lot are the prisoners that have caught the attention of a Darklord. The things they are subjected to not only break their bodies and their minds but what remains afterward could hardly be described as human – or even mortal – anymore.

9: North Gate

The gateway of the damned, this is the passage through which the Darklords take special prisoners to the Cell Ward for what will be the final days of their tortured lives. Here, the screaming never fades. Instead, it is magically preserved by crystals imbedded into the walls of the courtyard and echoes endlessly for the amusement of Helgedad's dark masters.



The North Gate is the least used and most terrible of the entrances to Helgedad. Only the desperate or the insane would try to invade Helgedad using the North Gate, as getting to it involves going around to the far side of the Dark City past several of the Darklords' compounds. Even if an intruder could get past the swarm of four Crypt Spawn permanently bound to the courtyard and past the black doors on either end (each set with the same statistics as the Black Gate), the North Gate entrance leads only to the Cell Ward.

It is for this reason that the North Gate is not guarded by anything other than Crypt Spawn. The entrance is not considered a security risk because even if something did get in, it would only have accomplished delivering itself to the very Ward it would end up in anyway. On the off chance that something did make it out of the Cell Ward and escaped through the North Gate, they would be on the opposite side of the city from freedom and surrounded by the private compounds of the Darklords.

10: Conquest Ward

The streets here are paved in the broken stone of a hundred different cities and the buildings are a chaotic arrangement of cracked facades from the architecture of countries from all over Magnamund. Here lie the bones of civilisations crushed by the power of the Darklords, displayed in a macabre ward – the after-images of people and races long dead.

Created by one of Vashna's first acts as Archlord, the Conquest Ward was intended to be a collection of buildings and artefacts belonging to the vanquished of Magnamund. Its original purpose was to be two-fold; it was meant as a trophy hall of immense size and it was supposed to be ever expanding, as an offering to Naar of the many countries the Darklords destroyed.

It still serves the first role admirably. Many Darklords come to the Conquest Ward to sift through the lingering treasures and lore of destroyed countries and reminisce about the lost days of their power over the world. The Conquest Ward is the hall of memories for the Darklords, reminding them of the civilisations that fell before their might in the first few centuries of their arrival on Magnamund. The preserved bodies of races no longer alive on the world rest here, as do texts written in languages long forgotten. Even the Darklords no longer remember what they say but they keep them nonetheless.

The second purpose of the Conquest Ward has fallen into disrepair. The defeat of Vashna brought an end to the

expansion of the Conquest Ward. The barren plot that was meant to serve as Sommerlund's place in the trophy ward of Helgedad still sits empty, an infuriating reminder of the Darklord's loss at Moytura Pass. It is said among the Darklords that even Naar feels the sting of that defeat, as the Sommerlund plot sometimes burns with a black flame that lasts for days or weeks on end.

The Conquest Ward is unguarded by mortal-kind as it is meant only for the amusement and edification of the Darklords. It is not without its dangers, however; many incorporeal undead have been seeded throughout the ward by the Darklords to guard the area from intrusion. The undead are all insubstantial and unable to touch the many treasures of the ward, making them the perfect guardians for the Conquest Ward in the eyes of the jealous masters of Helgedad. Games Masters should use the statistics for Inbetweens found on page 275 of the *Lone Wolf* core rulebook for the incorporeal undead.

11: Blood Ward

The screams of pain are more acute here, intermingled with the shouts of rage and brutal cheering that rise up all around you. You are in the Blood Ward, the infamous fighting pits of Helgedad. Dozens of arenas fill this section of the city, doing a daily business in life, death and gruesome entertainment.

The only other ward of the city freely open to the Drakkarim besides their own, the Blood Ward is also frequented by many Darkspawn of an intelligent nature and the Darklords themselves. All come for the games that rage on through the Ward constantly. More than forty different arenas exist in the Blood Ward, from the elaborate Naaroseum on the west side of the ward to tiny buildings built around shallow pits in the rock.

Complex or simple, all of the arenas in the Blood Ward serve the same purpose – to provide grim spectacles of fighting, carnage, and death for the amusement of the city's population. Betting is very common but many just come to watch prisoners, Darkspawn and even Drakkarim fight to the death. For the Drakkarim, success in the games is a way to win some modicum of freedom from the eternal servitude of their race. Fighters in the Blood Ward are treated reasonably well between battles; as long as they keep killing, nothing else is asked of them. The arenas do a timeless trade, functioning year round for the never-ending appetites of the Darklords and their minions. These games could form the basis of an entire *Lone Wolf* campaign or provide an excellent background for one.

The Blood Ward is not well guarded along its borders, though the pits themselves have heavy security, typically to the order of six guards for every fighting slave or prisoner present. The guards are usually also part of the audience or occasionally join the fighters themselves. Because it worked so well as a deterrent in the Cell Ward, most arenas are under the same orders where captives are concerned. One escape results in the elimination of every other prisoner and guard in the arena.

12: Vile Labyrinth

This is the most alien part of the city, with buildings that no longer look like normal structures and roads covered with pools of unspeakable fluids and the bones of those who have trespassed here before. Catwalks intersect the sky above, many at angles impossible for a human to climb. The streets themselves are a dangerous maze; one false turn could result in a very dead end.

This is the ward of the city set aside to the intelligent and powerful Darkspawn of Helgedad. Many different creatures dwell here, from Liganim servants of the Darklords to the mad geniuses of the Nadziranim race who toil to create new horrors to unleash upon Magnamund. The many things that live in the Vile Labyrinth are almost beyond counting; it is likely that even the Darklords are unsure of just what lurks in the far corners of the ward now.

It is suicide for a human to wander the streets of the Vile Labyrinth. Not only is its confusing nature and chaotic design impossible to track in, it is very difficult to navigate, inflicting a -5 penalty to all Survival checks, including any attempt to find a specific direction. The inhabitants of the ward have no compunctions about simply devouring anything they come across. Worse yet, there are denizens of the Vile Labyrinth that will find far more constructive and painful uses for an intruder. Death would be a kindness compared to some of the ends that await anyone caught in the wave unescorted.


When visitors must be taken to the Black Tower, it is usually done through aerial walkways that never touch the ground in the Labyrinth. Drakkarim will not venture into the Labyrinth if they can avoid it and always use the catwalks when they have to enter the area at all. The many inhabitants of the Vile Labyrinth understand that humans on the catwalks that travel in groups are not food or materials and generally leave them alone.



The Vile Labyrinth is not guarded by anything more than a token force of 100 Drakkarim, all of whom remain in their three watch towers and never leave them without strict orders. The ward is not patrolled at all; there is little need to do so when the creatures that dwell in it take care of intruders so efficiently on their own. Any prisoner or slave that escapes into the Vile Labyrinth will not be pursued unless the Drakkarim are ordered to do so. The order rarely comes, as the Darklords know full well what the monsters of the Labyrinth do to those who enter unannounced.

13: The Black Tower

The spiral staircase ends at a passageway leading out onto a balcony beneath the shadow of the tallest structure in all of Helgedad – the Black Tower, the Tower of the Damned. Wrought of hellishly dark crystal as black as death itself, the tower extends almost into the dense storm clouds over head. A metallic pennant flies from the top of



the tower, large enough to be visible throughout the entire city. Emblazoned with the symbol of the Archlord, the pennant marks the spike-crowned tower as the dark heart of Helgedad.

The Black Tower, also called the Tower of the Damned, is the true centre of Helgedad and the focal point of the Touch of Naar. The dark god himself can see everything that happens in the tower and can move to directly affect anything that falls in his purview. This power does not extend to those dedicated to other gods, but even those with no divine ties at all can be freely affected by Naar in the Black Tower. This place is his claimed grand temple and the Darklords are his highest clergy. Here, his will is law.

The tower is very straight-forward, especially compared to the chaos of the rest of Helgedad. The first floor is a grand hall used to entertain visitors and serves as a gathering point for the Darklords and their direct servants. The next ten floors are residence levels and meeting chambers, each one subtly different to account for the many physical shapes and climate desires of the Darklords. Each level is guarded by Drakkarim Death Knights (10th level Dark Warriors / 3rd level Death Knights) soul-bound to the current Archlord, present as much to protect the Darklords from each other as they are from outside threats.

The three floors above the residence chambers are laboratories, secret chambers and repositories of dangerous treasures. Some of these are accessible by the Darklords, while others are limited by the whim of the current Archlord. Gaining access to these rooms, and the floor above it which houses the great library of Helgedad, is one of the major goals of the political manoeuvring that occurs between the Darklords.

At the height of the Tower of the Damned are five floors dedicated solely to the Archlord. These floors shelter a private prison, work chambers and a small but incredibly well-stocked magical and historical library containing the plundered works of a hundred cultures and a lavish suite of bedchambers and bathing rooms. The fourth level is connected to the rest of the tower through a special stairwell and a skywalk to a Nadziranim laboratory tower nearby; this is the Hall of the Black Throne, the royal chamber of Helgedad.

The Hall of the Black Throne is a massive chamber with a tall dais of dark stone and pillars of red-veined black marble. The throne itself is a high backed chair of twisted iron under an arch of red crystal inlaid metal wrought in the shape of leaping flames. The open chamber at the base of the steps leading down from the throne is large enough

to hold more than 200 people, though it rarely hosts more than 40 and usually stands empty for days at a time.

The uppermost level of the Tower is dedicated to the worship of Naar. Between the great shrine built in the dark god's honour and the relics of Agarash stored there, the amount of evil power concentrated in that shadowed chamber is staggering. All penalties imposed by the Malaise aspect of the Touch of Naar (see page 21) are increased by 2 and Good aligned creatures lose one permanent point of Endurance every round they spend in it. Kai Lords do not suffer the Endurance loss but the increased penalties of the Touch of Naar still apply. In addition, the Vile Corruption aspect of the Touch of Naar increases its degenerative pace here – a character will only last for his Constitution modifier +1 (minimum 1) in days rather than years if he remains in this chamber, before succumbing to Evil. In this chamber, beings dedicated to other gods lose their protection against Naar's dominion and may be crushed or corrupted by the Dark God at will. Only Kai Lords are immune to this terrible power.

Another feature of note about the Black Tower is the display of seven balconies that jut like daggers from its walls. Each one is large enough to hold a fully grown Zlanbeast and usually serve as perches for those monstrous mounts when Darklords or Darklands dignitaries are in attendance. The highest balcony is also the grandest, capable of bearing two Zlanbeasts and ringed in an ornate railing of razor-sharp black iron blades.

14: Fangyre Tornoth

This complex of blood red and shadow black stone surrounds a deep pit in the rock beneath the Dark City. The pit echoes with a faint, constant thunder and plumes of foul vapour rise up out of its seemingly bottomless depths. The four towers that encircle the pit are all dedicated to the raising, training and experimentation of the foetid creatures that rise from the hole they guard – the Spawning Pit of Helgedad.

If the Black Tower is the headquarters of the Darklords, Fangyre Tornoth is the headquarters for the Nadziranim and Liganim of Helgedad. This four tower structure is linked by a curtain wall of ebon stone lined in downwardly curving blades that contains the many hideous beasts that rise up out of the Spawning Pit. Theirs is the responsibility of ensuring that the Spawning Pit remains viable and that at least some of the chaotic creatures it disgorges find their way into the armies of Naar.



Only the Nadziranim, Liganim and their designated servants can travel freely in Fangyre Tornoeth. Even then, they must always wear special amulets that generate a painful noise only Darkspawn can hear (see page 35). The amulets make the wearer immune to this tone, allowing the Naar-born keepers of Fangyre Tornoeth to endure the grating tone without experiencing great agony and disorientation.

At any given time, the courtyard of Fangyre Tornoeth holds 20 or 30 newly spawned creations from the Pit below. While many of these eventually fall on each other and fight until only a few remain; this is seen as a normal method of weeding out the weak and is not discouraged in the slightest. Those that survive are taken into the towers for examination and education. Of these, only half of the beasts will likely survive long enough to leave the citadel and serve the Darklords in any useful way. The rest are either put to death or die during the gruelling 'training' process.

Even the failures of Fangyre Tornoeth are put to some use, as all the corpses generated by Helgedad – including those of Darkspawn from here – are thrown into the Spawning Pit as meat for the newly hatched beasts below. In the service of the Damned, even carrion has its place.

15: West Gate

A wide gateway courtyard guarded by a contingent of Drakkarim and blocked by black doors of thick iron on either side, this passage exists purely for the use of the Darklords and their guests. Rumour has it that no other creature may enter its blood-soaked confines and live; the scorch marks and signs of battle in the passage would suggest the rumour speaks true.


This entry gate is fairly long and blocked on both sides with doors that match the statistics of the Black Gate. 125 Drakkarim soldiers (6th level Dark Warriors) stand guard inside the West Gate courtyard, ordered to attack on sight anyone not escorted by a Darklord attempting to gain entrance into the Black Tower. Because their lives will be forfeit if they fail in this task, they are utterly fearless and willingly sacrifice their lives in battle rather than face the terrible wrath of their Masters.

The West Gate is also used as a private amusement for the Darklords, as they occasionally send in creatures without an escort to watch the resulting battles that occur. The trained Drakkarim always offer an excellent spectacle of gore and violence, though the Darklords usually stack the deck against the Gate guardians to ensure that the carnage does not end prematurely with an easy victory.

This policy is more than just mere bloodsport, not that the Darklords need more of a motivation. They often do this to determine whether specific Drakkarim are worthy of admission to the Palace of War or promotion to a higher rank. They will transfer promising Drakkarim to serve at the West Gate before inflicting some terrible horror upon all the guards there. The survivors are deemed worthy of special attention, while the losers are carted to the Spawning Pits as food and fodder. The Drakkarim have begun to suspect this chain of events and have taken to calling the West Gate assignment 'going up for officer review'.

16: Towers of the Eye

The main towers of Helgedad exist on its outer wall and rise to half the height of the Tower of the Damned, making them the second tallest structures in the Dark City. Set



aside as barracks and guard stations alike, these edifices have windows on their uppermost levels shaped like massive eyes. From these vantage points, sharp-eyed Drakkarim snipers can see virtually anything that occurs in and around mighty Helgedad.

The Towers of the Eye ring Helgedad completely; there is no part of the city one of the five massive buildings cannot see into and no creature out in the open that cannot be felled by an archer perched at its great stone windows. These gigantic eyes give the creatures of Helgedad the constant feeling of being watched, an effect made only more acute by the fires lit behind the eyes that cause them to glow balefully in the darkness.

Each of the Towers of the Eye houses soldiers, a full barracks, a mess hall, a training chamber and a minor arsenal. 100 troops regularly make their homes in these towers, seldom leaving it except to go spend their pay in the Drakkarim Ward like the many generations of soldiers before them. The Towers can hold up to five times this many without being over-burdened, allowing Helgedad to garrison 500 warriors per Tower for a total of 2,500 soldiers during time of war or emergency.

Each Tower of the Eye also bears a pair of cannon on its roof. Members of the Drakkarim soldiers trained to deal with these weapons crew them when the city has been alerted to danger. Each weapon is a true cannon and the towers stock enough kegs of bang powder and cannon balls for 50 shots with each one. The damage these deadly weapons can do is immense; most creatures proving to be a threat to the city can be easily dealt with before other troops even have to get involved.

The special shape of the Towers and the spectral energies used to empower them also grant keen eyesight and stronger senses to the Drakkarim serving within them. While a Drakkarim is in one of the Towers of the Eye, the evil and cunning begins to whisper in their souls, guiding their attacks and granting them much greater vision and hearing. Drakkarim of any class within a Tower of the Eye gain a +1 bonus to all ranged attacks and ranged weapon damage rolls, a +2 bonus to all Perception skill checks and a +2 bonus to any other roll the Games Master might have to make for them where morale is a strong factor.

17-35: The Compounds of the Darklords

These small walled compounds were the result of Vashna's intolerance of the constant presence and infighting of his brother Darklords and their inability to get along with

each other for very long in such close confines. While the Tower of the Damned has accommodations for all the Darklords, these are seldom used as even the closest of allied Darklords do not live well in close proximity to each other. That, and the fact that many Darklords are so specialised or attuned to a given environment that the normal atmosphere and temperature of the Dark City can be very uncomfortable, drove Vashna to the point of having massive walled complexes erected for each of them.

What happens in these compounds is absolute law; a Darklord owns everything within the confines of his domain and cannot be overruled in a decision affecting it or its inhabitants, even by the Archlord himself. This policy has resulted in some very tense situations between the Master of Helgedad and a Darklord in his domain. Such disputes have generally been handled quickly, as the Darklords do not wish to lose their compounds and the Archlord knows that enough disgruntled Darklords places his position of power at great risk.

Generally speaking, the compounds are all guarded with a huge door just like the Black Gate and other entrances to Helgedad. The compounds themselves all have the Darklands trait just as Helgedad does but within the confines of their curving bulwarks, other powers may also hold sway. Each domain is at least subtly different; descriptions for each are presented below.

17: Gnaag's Compound

A vile echo of its Master's city of Mozgoar, a city fortress to the far west of Gazad Helkona, Darklord Gnaag's compound is extremely cold and filled with the frozen remains of a thousand unfinished meals chewed on and discarded by its vicious lord. Gnaag conducts virtually no business at all in his compound, preferring to leave it under the control of his political spies. Gnaag's compound has no other traits besides those of the Darklands but characters entering it must deal with the possibility of freezing to death within a few hours. This is identical to the Chill of Death trait of Gourizaga (see page 12) except that those reduced to 0 Endurance will simply die rather than being raised as a zombie.

18: Kraagenskul's Compound

Kraagenskul is a strong, cunning Darklord and his heavily populated compound shows these traits in its simple, efficient military design and its well-crafted physical defences. Of all the compounds surrounding Magnamund, only Zagarna's is better protected. The Drakkarim of Kraagenskul are allowed to organise themselves in the defence of the city, an open-handed policy that has resulted

in a much more effective martial setup and a greater number of troops (500 on average) that other Darklords enjoy.

19: Slutar's Compound

The compound belonging to Slutar is a perfect mirror of Kaag save for size, all the way down to the many forges that gutter smoke into the night sky. The wind in Slutar's compound never stops blowing but strangely does not affect the forge smoke that billows up out of the complex. Slutar focuses his power within the compound towards ensuring the quality and quantity of his smiths' output. The Darklands traits that exist in the compound have no effect on craftsmen of any kind while they are engaged in their work.

20: Chlanzor's Compound

Hot almost beyond endurance, this complex radiates enough heat that it is uncomfortable for mortal creatures to approach within 100 feet of its glowing outer ring wall. The actual portal to the compound causes 1d4 points of fire damage to any creature touching it. Inside, all living creatures are protected by the heat by a special brand placed on their brow by Chlanzor the Greedy. Any creature not protected by the brand or some other means (the Magnakai Discipline of Nexus, for instance) will suffer 1 point of fire damage every round while they remain in the soot-choked, burning complex.

21: Dakushna's Compound

Once inside Dakushna's compound, no light source of any kind sheds any illumination at all. The creatures that dwell in this complex of shadows and darkness have grown accustomed to the lack of light; even the human slaves there are considered to have blindsight to 30 feet while inside the compound. This darkness is a supernatural effect and is not subject to any form of Counterspell or Magic Resistance; while Dakushna lives, no light shall fall within his compound.

22: Tomogh's Compound

Always something of an oddity among his fellow Darklords, Tomogh's complex is no less unique. The compound is a small lake of foul yet not poisonous water, with its buildings constructed on sections of inexplicably floating stones. The water is home to some very violent creatures; any aquatic horror is likely to exist inside the complex, free to hunt the slaves and minions of Tomogh as it wishes. The Darklord himself enjoys spending time in his compound, hunting the vile things that live in the foetid waters of his compound.




23: Unc's Compound

A complex as alien and unattractive as the bizarre Darklord that rules it, the compound's buildings are twisted affairs with doors in strange places, stairwells that occasionally pass outside of walls or turn upside down as they rise, and rivers of blood and acid that criss-cross the streets with no apparent reason or pattern. A place of madness, those who dwell there lose one point of Wisdom permanently every week until they reach a score of 1 and are left hopelessly insane.

24: Khatellu's Compound

Also called the screaming cave, Khatellu's compound is the only one with a full dome over it instead of a ring wall. This dome holds in the constant screams that Khatellu enjoys listening to for hours on end when he visits his compound. The screams emanate from the buildings themselves and render the servants and slaves that live there permanently deaf after only a few months of torturous bombardment. Every week that a character remains in this compound imposes a cumulative -1 penalty to all Perception rolls based on listening. As soon as this penalty reduces the



character's Perception bonus to +0, he is rendered permanently deaf. Though Khatellu could silence the screams, which come from the suffering throughout all the Darklands, he never wishes to and so the cacophony of torment continues.

25: Mrugor's Compound

As befits the compound of one of the seven true lords of Helgedad, this complex is connected to the city itself by a long, narrow tunnel just wide enough for a human to crawl through on his hands and knees. The tunnel opens up in the Vile Labyrinth and offers one of the only true possibilities of escape for a being trapped in the Dark City. Unfortunately for anyone attempting to use this tunnel, Mrugor both knows of it and actively encourages its use, delighting in breaking the new 'toys' that come up out of it into the arena of pain he has constructed around its mouth.

26: Ghanesh's Compound

A surprisingly beautiful domain even by the standards of normal human eyes, the silver arches and ornate buildings are only a façade behind which lurks one of the most evil Darklords of the cadre. Ghanesh appreciates beautiful things and craves to constantly have more of them, meaning that he filled his compound with the finest things he could steal or kill for and then promptly abandoned it in search of other conquests. The minions and slaves of the compound have a relatively pleasant life, though they always live in fear of the day when Ghanesh's hunger will bring him back to visit ruin upon them again.

27: Taktaal's Compound

A powerful compound for a powerful leader, the complex of Taktaal is filled with some of the fiercest warriors and fighting creatures in or around Helgedad. Many of these beasts have their strength wasted in pointless gladiatorial games fought at the twisted behest of their lord and master but those that survive the combats are appointed to key positions in the Darklord's armies.

28: Ghurch's Compound

A black and barren compound, most of the buildings in it are little better than wasted ruins with only the barest minimum of shelter for the few hundred slaves and minions forced to call the complex home. This wretched

existence is the direct result of Ghurch's complete disinterest in his compound and his allocation of all his power in other pursuits. The only reason this compound has a population at all is that by Archlord decree those who do not use their compounds will forfeit them and Ghurch hates losing any assets, even those he cares nothing about.

29: Shebnar's Compound

Long standing ally to Ghurch, Shebnar's compound is in a similar state of disarray. It has slightly more shelter than Ghurch's near-ruin but only because Shebnar occasionally uses it to plot his next political move or as storage for the many artefacts and specimens he collects from the ruins of ancient civilisations in the rest of the Darklands. His palace tower is in excellent repair and when Shebnar is not present, the poor souls who live in the blighted complex take advantage of its intact walls.

30: Haakon's Compound

Considered by many of the Darklords to be Zagarna's closest rival for the title of Archlord, Haakon rules his compound as if he already wore the Iron Crown. Life in Haakon's compound is deadly and short, as the Darklord has no patience for failure and enjoys torment in all its terrible forms. Despite this hunger for blood, or perhaps because of it, Haakon's complex has the highest population of any Darklord compound and includes some impressively powerful and healthy creatures – most of whom are insane from torture and extremely dangerous.

31: Xog's Ruins

As punishment for some failure of the past and as example to the others for the price of disappointing their Archlord, Vashna levelled the full power at his command at Darklord Xog's complex while Xog was in it. The resulting blast tore the compound apart, killing every living creature inside it and casting a broken, nearly dead Xog into the Lake of Blood. Xog spent nearly a decade in the Nengud-kor-Adez before clawing his way back up into the shadow of Helgedad. Vashna offered Xog a replacement compound as a reward for enduring the Lake of Blood but the prideful Darklord refused the offer and prefers to dwell in the blackened ruins as a sign of his eternal defiance.

32: Nhorg's Compound

A black knot of small buildings and obelisks proclaiming the power and majesty of Nhorg, the Darklord's complex is considered something of a laughing stock by Nhorg's fellows because of his relatively weak position among them. This only makes him more tyrannical and determined to rule in his compound and in his domain as if he was the equal of his fellow dark brothers. Those who must suffer under his reign are almost pitied by the other Darklords, if only because they are a commodity wasted on their idiot sibling.

33: Menashga's Compound

Not surprisingly, this complex is arranged much like the city-citadel of Nadgazad and run in essentially the same military fashion. More than 200 Drakkarim train in the complex each year before being cycled out to serve on the walls of the black fortress far away. One of the only Darklords to use the domains for anything resembling a useful purpose in Vashna's eyes, Menashga won great favour with the Archlord for doing so and great contempt and jealousy from his bitter peers.

34: Zhanshal's Compound

The only compound with any significant plant life, this complex is filled with growing things of green, black and many wild and unimaginable colours. The seeming beauty of the growth masks the plants' deadly natures. Each type of plant life in the compound is either carnivorous or contains a deadly poison. Zhanshal treats the compound as his own private garden and the only population allowed within are the hundred or so human slaves used to tend and eventually feed its true inhabitants.

35: Zagarna's Compound

Most of the Darklords assume this to be an all-but-abandoned compound because of its master's rise to the position of Archlord. In truth, the complex has never been more active. Hundreds of minions use its cobbled streets and well maintained buildings to plot and scheme for their Darklord, bringing him information, prisoners and acquisitions in secret, away from the prying eyes of the other sons of Naar.

Latter Era Campaigns and the Nengud-kor-Adez

The Lake of Blood is not destroyed when Helgedad is blown apart by Lone Wolf in Masters of Darkness. While the city that focuses the Will of Naar is destroyed, the burning rift that is his true hold on Magnamund remains completely intact. This provides an excellent resource for Games Masters wishing to continue the threat of Naar into campaigns set after the events of the Lone Wolf game book series.

Not only is the original site of the Lake of Blood still viable as a gathering place for Dark Cultists looking to perform ritual sacrifices to their evil god, the tributaries of the Nengud-kor-Adez allow its fiery corruption to spring up anywhere in Northern Magnamund for a short time or as the creation of a new lake far from the watchful eyes of the forces of Light.

Games Masters intending to bring forth a new generation of Darklords to threaten Magnamund would do well to include the Lake of Blood in those plans. It is through the incendiary flow of this terrible hellstream that Naar can make his presence felt in the world after the detonation of Helgedad. New Darklords will likely rise fully formed out of the waters of the Lake of Blood wherever they choose to pool, making the location of the new Nengud-kor-Adez very important to consider.

It is even possible that the Lake of Blood could go so deep underground that it rises up in Southern Magnamund (perhaps in a remote and desolate area in Telchos) or even at the bottom of a massive cavern far away from the burning gaze of Kai. Wherever it rises up and gives birth to the new sons of Naar, that place will become the new centre of all true evil on Magnamund. Heroes beware...

Nengud-kor-Adez, the Lake of Blood

A massive rift in the land, the Lake of Blood is a teeming pit of writhing souls and supernatural flames. It is said that those who fall into its depths never die but simply live on in perpetual torment for all eternity. The worst threat a Darklord can utter is to condemn someone to its burning hell of agony – a threat carried out every day in Helgedad.

This horrific moat of fire is the true manifestation of the Will of Naar on Magnamund, the rift through which his malevolence and rage pours out into the world. The chasm contains so much power and fury that even the Darklords themselves are susceptible to its torments



and could be lost for all time if they were to fall into its burning embrace. The city of Helgedad and the rocky spar upon which it rests are merely the eye of the actual storm – the Nengud-kor-Adez, the Lake of Blood.

What is not well known about the Lake of Blood is that the power it represents is a hungry one; in order for its energies to continually refresh and empower the Darklords, it must feed on the souls of mortal creatures on a constant basis. In this way, the Lake of Blood is like a massive furnace; it generates heat but in return, it must have fuel. While it is not certain that the Darklords would diminish or possibly even die without the constant fires of the Nengud-kor-Adez, none of them have ever been willing to let the flames dwindle and find out. Believing it is better to be safe than sorry, the Darklords constantly ensure that the Lake of Blood is glutted with new victims as often as possible.

Just making contact with some manifestation of the Nengud-kor-Adez, such as being exposed to one of the many fireballs that explode up out of the Lake and shower Helgedad in flames, results in the victim suffering 6d6

fire damage. If a creature or character is submerged into the Lake of Blood, they are gone forever, their bodies dissolving instantly with no saving throw possible and their souls merged into the fires to burn in indescribable torment for the next thousand years.

The Lake of Blood feeds many small tributaries through underground tunnels that range all over the undercaverns of the Darklands. These tunnels can break through to the surface nearly anywhere in the dark kingdom of Naar, bursting forth in a geyser of deadly spiritual flame. Once they gush upwards for anywhere from an hour to a day, these ground blasts usually dry up and disappear, leaving a dark hole in the earth that leads straight down into a rushing river of hellfire.

Ah yes, you do see the glory of our home. You can feel the voice of great Naar echoing in your soul! I can tell by the way your eyes have lost that disgusting glow of – what is the word you humans use? – oh yes, hope. You have accepted the majesty of Naar at long last. Now your true training can begin.



Darklands Characters

You have much to learn, young one. I know you think you know all about the fighting techniques and special skills of those who serve Naar but what you believe is quite removed from the truth. You think all a Drakkarim has on his side is savagery? Were you taught that cultists only have a scattered knowledge of weak magic? Now you will learn what it is to be trained in the Darklands.

For most campaigns set in Magnamund, the Supporting Roles Chapter of the *Lone Wolf* core rulebook handles all the foes and enemies a given set of heroes might encounter during their sessions. A high level Warrior is a potent foe in combat and an Adept can throw dangerous spells at the heroes and truly threaten their lives. Level for level, these Non-Player Characters are not as powerful as the Players they face but for most game purposes, this is as it should be. The heroes are the focus of the core rulebook and it is to them that the lion's share of the powers and abilities of Magnamund have been given.

Unfortunately for the heroes of the world, this is *not* the *Lone Wolf* core rulebook. This is the Darklands sourcebook and while Warriors and Adepts can pose a significant challenge to Players, neither class truly captures the essence and dark might wielded by the devotees of Naar. By the time Players have a few experience levels under their weapon-laden belts, a brief excursion into the Darklands might not sound too dangerous. After all, with only the character classes in the main rulebook to use, it would be difficult for a Games Master to generate a warband of Drakkarim soldiers or Giak skirmishers powerful enough to pose any kind of real challenge once the Players begin to master some of their own classes' potent abilities. Warriors and Adepts are just too basic and underpowered to represent the kind of constant, atavistic experience creatures growing up in the Darklands have been exposed to on a daily basis.

Presented in this chapter are two basic classes and three advanced classes. The two basic classes are fairly straightforward and are treated just like normal classes in the *Lone Wolf* core rulebook. Any monster type from the Darklands with the ability to advance by character level can use these two classes to enhance their powers and effectiveness in combat. The advanced classes are explained later in the chapter and are intended to create uniquely trained characters to fulfil special needs in the campaign world.

Basic Classes

It should go without saying that Players are not eligible to take levels in either of these classes without a strong


background reason for doing so and the Games Master's approval. The classes are not too powerful in the hands of Players but they are symbolic of the Darklands, the Drakkarim and the forces of the Darklords. To use them for basic character creation both weakens their impact and makes them feel less special when they are used for enemies in the campaign.

Unlike the basic classes in the main rulebook, these two paths of enlightenment in the service of Naar are not intended to be entirely exclusive. There are no limitations on mixing and matching levels of both classes in the same character. In fact, most of the Darklords are some split combination of both paths, having terrific fighting ability as well as potent magical powers.

Non-Player Characters are rarely around long enough to worry about level advancement but the basic classes can be progressed through by enemies that 'live to fight another day'. This allows an escaped foe to increase in level as the heroes do, just waiting for the chance to leap out of the shadows again much tougher than he was during the first encounter. Non-Player Characters should have drives and motivations, such as a strong desire to preserve one's own life by fleeing a battlefield, practising tirelessly to improve themselves and seeking out revenge when the time is right.

Advanced Classes

Characters have many options for advancement each time they increase their level but in the end near the highest levels of the game, characters begin to feel quite similar. To this end, *The Darklands* presents the idea of advanced classes. These character classes can be taken by any character that fulfils a certain number of prerequisites. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for an advanced class before that first step, that character cannot take the first level of that advanced class.



The classes presented here allow truly exceptional Dark Warriors and Cultists to take their devotions and training one step further. Not all Dark Warriors and Dark Cultists (the two basic classes in this book) choose to walk down the path of these advanced classes. They may either not meet the qualifications or have no interest in the additional responsibilities that come with the rise in power. Only those denizens of the Darklands capable of surviving the arduous training these advanced classes demand develop into the paragons of evil power that they represent.

As with basic classes, these advanced classes are not generally available outside the Darklands and cannot be taken by anyone not dedicated to Evil. This additional limitation exists because while it might be possible to learn the arts of a Dark Warrior or Dark Cultists without truly consigning one's soul to the dark god Naar, these advanced classes are a different matter entirely. Only those with a spirit as black as the darkest night can hope to be accepted into the ranks of those who have become Death Knights or Cult Leaders.

There is a third advanced class in this chapter but it is something of an exception to the rules above. The Breedmaster class is presented here as an example of the kinds of specialised roles that exist in the service of the Darklords. Breedmasters are born to their gift and have it nurtured during their slavery in the Darklands. Becoming a Breedmaster is rarely a choice; it is an 'honour' that few are ever allowed to refuse.

Dark Cultist

The Gods of Light and Darkness draw power from their worshippers. Whilst Naar is the greatest of the dark deities, there are other powers of terror, death and calamity with their claws in the spiritual reality of Magnamund. These entities all have one thing in common; they exist in the world solely through the actions and souls of their followers. While each of the Gods of Darkness is a powerful being in its own right, they cannot manifest on Magnamund or directly exercise its will on the physical plane.

This is due to the Peace of Ishir, the several millennia-old compact between Light and Dark that keeps Magnamund safe from the overt actions of the Dark Powers. Of course, this compact works both ways, which is why humanity and the other races of Magnamund have had to fight their own battles through the history of the planet. The gods – on both sides – can advise and observe but they may not act or manifest their power on Magnamund in any way. This barrier has long been the saving grace of the world, allowing the people of Magnamund to live and grow according to their own will.

Using Other Classes in the Darklands

The character classes in the Lone Wolf core rulebook are quite suitable for virtually any adventure set in the world of Magnamund. It is very easy (even suggested) that characters from countries other than those represented by the listed classes might simply have their own versions of the classes with little changed except the name. Thus, a horseman from Durenor might simply have levels in Sommerlund Knight of the Realm without actually calling it by that name. A Durenese Knight sounds completely different from a Sommerlund Knight but there is no difference between them beyond the name, how the character is roleplayed and possibly a few rules tweaks.

The Darklands are an exception to this concept. While Games Masters may certainly use normal character classes and change them slightly to suit the atmosphere of the Darklands, it is recommended that the new classes given in this book are a better fit for the forces of Naar. An important note is not to use the core book's Kai Lord class. This class obviously has no place in the Darklands and would require major reworking to make it fit with an Evil character.

And therein lays the flaw in the Peace of Ishir and the way into Magnamund for the powers of Darkness – free will. No god may force itself onto the body or soul of a mortal being on Magnamund but any creature that asks for such contact becomes fair game. Thus are Dark Cultists made, through foolish mistake or intentional action. By reaching out to the shadows of the night and inviting the touch of a Dark God, a mortal creature may gain great power at a terrible price.

Dark Cultists can be found all over the world of Magnamund but the greatest concentration of them lies in the Darklands. In a hundred cabals and vile churches, the cults belonging to Naar the Corruptor exercise the greatest power. They are joined by cultists following entities of madness, disease, murder and lust. These deities form the Pentad, the five Gods of Darkness through which the very force of evil itself is brought forth into Magnamund. Through the misguided actions of the only creatures free to act as they wish, the Dark Powers stand on the brink of shattering the Peace of Ishir.

Allegiance: Evil or Balance only (see the 8th level class feature, The Second Pact).

Endurance Die: d6.

Base Speed: 30 feet.

Class Skills

The Dark Cultist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (any, taken as separate skills) (Int), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (any, taken as separate skills) (Int), Occult (Int), Profession (any, taken as separate skills) (Wis), Speak Language (none) and Stealth (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

All the following are class features of the Dark Cultist.

Armour and Weapons Proficiency: Dark Cultists are skilled with all one-handed melee weapons. They are not proficient with any armour or shield.

Dark Alliance (Su): The first step on the path to total self-corruption is the act of reaching beyond the Peace of Ishir and inviting a Dark Power to take note of the Dark Cultist. This is assumed to have occurred shortly before the Dark Cultist gains his first level in this class. The rituals vary and the means of making contact change for each deity and each Dark Cultist but the results are always the same. In exchange for an oath to praise and worship the Dark Power, the Dark Cultist receives a small taste of the power that entity has to offer.

At this point, the Dark Cultist has not truly consigned his soul to utter evil. This act of contact is a dark one and likely requires an act of base evil but not all beginning Dark Cultists are irretrievably corrupt. The path to damnation is a slow one and while most that walk it never turn back, some do. This is well known by the alien minds of the Pentad, which is why new contacts among the mortals only result in a small investment of power. It is a test to see what the mortal will do with the gift and how far the newly invested cultist will be willing to go for more.

An essential side-benefit of the Dark Alliance is the immediate knowledge of Darkling, the favoured language of Evil creatures (though it is properly known as the Dark Tongue). Without this knowledge, Dark Cultists would have great difficulty communicating with their masters or monstrous familiars.

The initial investment, also called the First Taste, depends on which Dark Power was contacted for an alliance. The powers and their respective First Tastes are listed below. A Dark Cultist may only pledge to one Dark Power, though

they are expected to respect all of the Pentad according to their cultural beliefs and by the will of their chosen Power.

Karaushnith the Carnal: Darkest Desire, the ultimate seductress, is contacted by gluttons, the desperate and the damned to fulfil their depraved wishes and grant their immoral dreams. Those who follow Karaushnith do so for uncountable reasons, some of which actually walk the line of sadistic curiosity rather than true evil. Obsession inevitably becomes dark over time, however, and even the noblest attraction falls into the realm of evil when the Mistress of Lust becomes involved.

- ◆ **Karaushnith's First Taste:** The followers of the Darkest Desire lose the ability to feel pain, instead feeling any sensation as pleasure. This acts as Damage Reduction 1/- and grants a +1 bonus to Will saving throws at all times. This power also tends to lead devotees of Karaushnith to experiment with increasingly more radical body alterations in the pursuit of ultimate bliss in the Lady's name.

Naar the Corruptor: Lord of the Gods of Darkness, the most powerful evil presence in the universe is also the most common Dark Power chosen by new cultists because of his wide-spread lore and his place as Master of the Pentad. Naar rarely has to court new cultists; so many come to him willingly that he rarely feels the need to recruit.

- ◆ **Naar's First Taste:** Dark Cultists devoted to Naar gain the ability to persuade the weak-minded by commanding them in Naar's name. This is a full-round action and involves a short prayer spoken in the Darkling tongue. When complete, the target (who must be within sight of the Naar follower but does not need to have heard the prayer) must make a Will saving throw with a DC equal to the Charisma score of the Dark Cultist. Those with a constant psychic shield in place may add +3 to this roll. Failure means the target will agree to the next suggestion made by the Dark Cultist in a language it can understand, as long as this suggestion is made within three rounds. Self-destructive commands will not be obeyed and the target will not be aware it acted inappropriately unless some other creature points out its odd behaviour afterward.

Tharrayn the Mad: The Shattered Mind, the entity embodying all that is madness and insanity is rarely chosen by sane cultists but often spoken to in gibbering tongues by the already deranged. Tharrayn's flock of followers are often outcasts or mental wrecks – the detritus that society tries to ignore in the hopes they will fade away.

- ◆ **Tharrayn's First Taste:** In madness comes insight, a fact the devotees of Tharrayn know all too well. Once a day, a Tharrayn Dark Cultist may 'see' with incredible clarity, automatically succeeding at any one Intelligence based skill check, Wisdom based skill check or Will saving throw. At all other times, the cultist suffers a -1 penalty to these checks because of encroaching madness.

Vurnos the Plaguebringer: The Riddled Flesh, the patron power of all sicknesses and illnesses in the world is typically approached by cultists looking for a way to overcome a disease they have contracted or wishing to take vengeance upon others by inflicting some plague upon them. Vurnos cares not how his power is used as long as the suffering of all mortal kind continues unabated.

- ◆ **Vurnos' First Taste:** The Dark Cultist with Vurnos as a patron need never fear succumbing to any illness. This is not the same as immunity to disease; the cultist can still catch and carry diseases, even appearing to suffer the visible effects, but statistics are never reduced as a result of them and death or other debilitating consequences of the illness do not occur.

Khagvash the Sanguine: The Red Knife, the harbinger of death in all its violent forms is supplicated by those with wrath and murder in their hearts. Khagvash is the power of the Pentad most likely to be appeased by blood sacrifice, preferably ritual murder or slaughter through violent combat. Battlefields are his temples, graveyards his reliquaries.

- ◆ **Khagvash's First Taste:** Dark Cultists with Khagvash as their patron understand the many ways to make blood flow and spread the litany of carnage. They gain the Sneak Attack class feature of a Shadaki Buccaneer (see page 57 of the *Lone Wolf* core rulebook for details). This ability only works for melee attacks the Dark Cultist makes and cannot be used to inflict nonlethal damage. This ability's extra damage is fixed at +1d6 and does not increase with the Dark Cultist's level, though it is cumulative with the effects of Vilefire.

Magical Combat (Su): A Dark Cultist uses his class level as his Base Combat Skill when attacking with his Right-Handed spells (as shown in the Base Magical Combat Skill column on page 48). This represents his focused training in wielding magical energies during combat. If a Dark Cultist takes levels in any other class, he only adds its class level to this value if that class also has the Magical Combat feature.



Vilefire (Sp): Dark Cultists gain the ability to summon power from the netherworld as an attack against their foes as a free action that can be performed once per round. This power must be channelled through a weapon, such as a sword or bow, as it creates a flame around the blade, head or arrowhead of the weapon used. The colour of a cultist's Vileflame is dependent on the power he worships (Karaushnith – black, Naar – blue, Tharrayn – violet, Vurnos – green, Khagvash – red). Vilefire costs a cultist one point of Endurance each time it is called up and lasts until the start of the cultist's next turn. While active, it adds the cultist's base magical damage as fire damage to any blow made with the imbued weapon. In the case of a ranged weapon (bow or crossbow), the weapon itself is imbued and imparts Vileflame to the ammunition whenever it is fired. The Counterspell DC for Vilefire is equal to 10 + half the Dark Cultist's class level + his Constitution modifier.

The First Pact (Su): The Dark Cultist must forge a pact with his patron power in order to continue studying the black arts. This pact is not optional; a cultist that does not swear the First Pact does not gain the power listed

below and cannot rise above 3rd level in this class. The First Pact does not force a creature to become allied with Evil immediately but it is one more step on the road to utter damnation.

Once a Dark Cultist has forged the First Pact, his life is bound to his patron in a way that is difficult, but not impossible, to break. Most of the Pentad openly accept any penitent wishing to forge a Pact with them, though Naar and Vurnos are a little more discerning; they only accept those with the right attitude and desire to wreak darkness upon the world (Evil aligned cultists only).

Karaushnith: The First Pact of the Lady of Lust is so easy to perform, many petitioners of the Dark Beauty do so by accident (though few if any ever regret it). All that is required of the First Pact is that Karaushnith's name be uttered reverently during the commission of some wicked vice. This invocation is all the Goddess of Seduction and Dangerous Pleasures requires of her followers... at first.

- ◆ **First Power:** The oathbound of Karaushnith can generate waves of sheer pleasure through their gaze as a standard action. This power has a range of 30 feet, counts as a ranged magical attack and can only be used for one round every day. Those struck by the blast of pleasure must make a Will saving throw (DC 10 + the level of the Dark Cultist) or be stunned for 1 round, unable to act coherently save to writhe and moan in sublime ecstasy. A successful save avoids this effect but the target is still at a -1 penalty to all checks, saving throws and attack and damage rolls until the end of the cultist's next turn.
- ◆ **Taint:** Most followers of Karaushnith consider this taint as much a gift as the power she grants her devotees. The Dark Cultist develops a need to indulge a particular vice (drugs, sex, food, etc.) every day or suffer horrible pain, resulting in a -1 penalty to all checks, saves and rolls until the hunger is sated. This pain is not mitigated by the goddess' First Taste, making it the only agony they can feel any longer. While most cultists prefer to keep their habits fed, others string their fixes along until the pain begins, perversely enjoying the agony.

Naar: The First Pact of Naar involves the sacrifice of a slave or someone the cultist has emotional control over, such as a family member or friend. The sacrifice is preferably done not with a knife and altar but in a way befitting the victim (working a slave to death, ordering a soldier on a suicide mission or betraying the trust of a lover). Once performed, Naar approves of the offering and the Pact is sealed.

- ◆ **First Power:** Naar's first true gift is the Will of Naar, an enhancement of the force of personality and strength of spirit the Dark Cultist possesses. The manifests as a permanent +2 bonus to the cultist's Charisma.


- ◆ **Taint:** As a side effect of the First Pact, a Naar cultist's eyes turn completely black. No pupils can be seen at all; there is simply no colour left in the eyes. This does not affect the cultist's vision for better or worse; it is merely a sign of the Lord of Evil's favour.

Tharrayn: The First Pact of Madness is usually taken in the dead of night as an insane cultist gibbers incoherently to the shadows. There is nothing more needed than a moment of clarity and the intention to bind one's self more closely with the power of Insanity. The sanity of the cultist is fractured even more by the swearing of this oath but few care about such a loss when the power and insight gained are so great.

- ◆ **First Power:** Tharrayn extends the frequency and usefulness of his First Taste as his gift to his devoted flock. Dark Cultists dedicated to Tharrayn may now use their First Taste power a number of times per day equal to his Charisma modifier (minimum twice per day) and its effect lasts a full round, rather than for a single check.
- ◆ **Taint:** The cultist develops an irrational fear of something, the subject of which is chosen by the Games Master as befits the personality of the character. Whenever the cultist can see the subject of his fears or is within 30 feet of it (whether he can sense it physically or not) he is shaken and will not recover from this state until the terrifying source has been removed.

Vurnos: The First Pact of the Plaguebringer is in many ways the deadliest and most self-destructive of the Pentad's initial oaths. The Dark Cultist must actively track down and catch a non-supernatural disease he has never had before. Vurnos himself suspends the benefit of the cultist's First Taste ability until the illness runs its course. Only by offering his suffering and health to Vurnos will the God of Sickness be appeased and bring him into the fold.

- ◆ **First Power:** The Dark Cultist gains the ability to inflict the disease he chose to catch for his First Pact once per day through his touch. This ability carries the same effect as the disease itself, but the cultist gets to add his Constitution modifier (if positive) to the Fortitude DC if he desires. This bonus only works to see if the disease is contracted; later saves to resist its progress are at the disease's usual DC. Note that if a prospective



victim immediately resists the disease, the Dark Cultist will never be able to infect them in this manner again.

- ◆ **Taint:** Disease weakens the body even as it inflames and forges the will. The ability score damage from the disease always inflicts at least one point of permanent damage to its relevant ability score.

Khagvash: The First Pact of the Bloody One is brutal and violent. The cultist must use a bladed weapon to slay at least one sentient creature during a night of the full moon. The blood is then used to scribe a parchment of binding that the cultist must sign in his own vital fluid. If the oath is accepted, the scroll burns with black fire and disappears.

- ◆ **First Power:** As befits the Lord of Murder, the First Pact grants the Dark Cultist greater skill in battle and the ability to inflict horrendous wounds that bleed profusely. The cultist receives a +1 bonus to all attack rolls made with slashing weapons. In addition, any wound caused by a Pactmaker of Khagvash will bleed for five rounds. If the bleeding is not staunched within this time, the wound inflicts a point of temporary Strength damage to the victim. Magical healing or a Heal check (DC 15) will stop this blood loss, as long as it is performed within 5 rounds of the wound being inflicted. Note that is quite possible for multiple strikes by a Pactmaker of Khagvash to drop an opponent's Strength score to 0. In this case the opponent drops helpless to the floor due to blood loss and must be magically healed within a number of rounds equal to his Constitution score or automatically die.
- ◆ **Taint:** Children of Khagvash must kill. If a Dark Cultist of Khagvash does not kill a sentient creature once a month, he dies as part of the terrible pact he signed. Many cultists of Khagvash keep slaves to make sure they can constantly fulfil this bargain, but others relish the idea of a desperate hunt during every full moon with a sentient quarry. Khagvash greatly prefers his children to do the latter.

True Power (Sp): There is a foul art in Magnamund that calls on the energies of the ether in a way that binds them to the caster's dark will. This school of spellcasting is called Right-Handed magic and it draws on the forces of Evil and Shadow. There are many paths of Right-Handed magic but a Dark Cultist only follows one – the path dedicated to his chosen deity. As each level of True Power is gained, the Dark Cultist gains the ability to use the Tier of spell associated with it until at 15th level, the third Tier of the cultist's chosen path is learned. Details on the paths are given in the Paths of Magic section on page 51.

Foul Servant (Sp): A Dark Cultist gains the ability to call a Foul Servant, a Small minion of their chosen deity, from beyond the dimensional barriers to come serve him on Magnamund. This servant can be called or dismissed as a full-round action and remains on Magnamund an indefinite amount of time. If the Foul Servant is ever slain, it dies permanently and the Dark Cultist must wait one year and spend 1,000 experience points before another can be called. Foul Servants are described on page 113.

Psychic Awareness (Su): The greater powers of the mind awaken in an 8th level Dark Cultist, allowing him to engage in Psychic Combat as more than just a victim. These powers are a side-effect of the cultist's powerful connection with his dark god than any real training. At this level he gains the ability to use the Erect a Shield psychic action. As he advances in power, the cultist learns how to use the Focus and Attack psychic actions. At 20th level, the Dark Cultist no longer has to expend Willpower to maintain a mental shield – he may do so automatically.

The Second Pact (Su): The next step on the road to power involves a truly vile act; the commission of the Second Pact. Again, this pact is different for each Dark God but one thing remains constant, any compunction the cultist had against becoming completely evil must be cast aside in the pursuit of union with their chosen master. Once the Second Pact is signed and sealed, the Dark Cultist changes to Evil allegiance if he was not already of this allegiance. If the Second Pact is not completed, the power listed below is not gained and the Dark Cultist remains unable to rise above 7th level in this class.

Karaushnith: The Lady of Pleasures demands an orgy of sensation as her Second Pact, one that is ultimately destructive to anyone sharing the experience with the cultist. The Lady does not care how or when but by the time the night long binge of carnal and base gluttony is done, everyone else involved must be dead (minimum of two victims). Ideally, these deaths should be caused by over-indulgence but any death will do. The rite also involves an invocation with an Occult DC of 25. Failure carries no penalty other than an hour of vicious pain and a month's wait for the next attempt. Many devoted followers of Karaushnith enjoy failing at the Second Pact as much as they crave its success.

- ◆ **Second Power:** The minions of the Lustful One are free to partake of any pleasure without fear of consequences. They are immune to non-supernatural disease, poison and the negative side effects of anything they consume. They also cannot be affected by ropes, manacles or non-magical bonds of any kind unless they wish to be.

When they use such things on others, the Escape Artist DC to pull free of them is increased by +5.

- ♦ **Bane:** The Dark Cultist may never refuse a possible pleasure, making them epicureans of the highest order. This does not affect them in combat but their need for ever more elaborate food, drink and entertainment requires them to spend 100 Gold Crowns a month just on basic 'essentials'. If they do not pay this amount, they lose all class features (including Karaushnith's First Taste) until they resume their hedonistic lifestyle.

Naar: The Second Pact of Naar is a complicated ritual requiring 100 Gold Crowns worth of rare oils and incense. The rite can be cast anywhere but absolutely requires one of the following three special items to be cast successfully; the eye of a king, the hands of three slavemasters or the heart of a Kai Lord. The ritual takes a full night to complete and has an Occult DC of 20. Failure consumes the components and requires the Dark Cultist to wait a full month before he can attempt the rite again.

- ♦ **Second Power:** The Dark Cultist becomes so close to the Will of Naar that he gains a special sense where Good and Evil are concerned. This enables him to detect the presence and location of any Good aligned or Evil aligned creature within 60 feet at will, though no details are given as to the identity of detected creatures. The cultist may also use the power of Naar's First Taste on Darkspawn as a free action, once a round. Darkspawn with fewer Endurance Dice than the class level of the Dark Cultist receive no saving throw against this power.
- ♦ **Bane:** As a thrall of Naar, the Dark Cultist now falls under the dominion of the Darklords. Darklords may detect his presence within 100 miles freely, doing so automatically if he approaches and may use their special powers (including Naar's First Taste) on him without benefit of a saving throw.

Tharrayn: The Second Pact of Tharrayn is more complicated than the First, requiring the insane devotee to act coherently long enough to construct a sacrificial altar from one of the following materials; the altar of a temple of Ishir, the skulls of a hundred madmen or the cornerstone of an insane asylum. On this altar, the Dark Cultist must sacrifice a Medium sized animal of any kind and then eat its brain for the ceremony to be complete. The prayers involved in the rite have an Occult DC of 18 to perform correctly; failure leaves the altar intact but will require a month's wait and a fresh sacrifice to attempt again.

- ♦ **Second Power:** The insane penitent of Tharrayn becomes so attuned to the ebb and flow of madness that he can actually force the penalties he normally suffers from his own disorders on others. This can be done once per round as a magical ranged attack and if it hits a sentient target, the victim becomes nauseated for 1d4 rounds. There is no saving throw against this effect but any form of Magic Resistance blocks the attack completely. Those with Mindshield may reduce the number of rounds they are nauseated by their Tier.

- ♦ **Bane:** The Tharrayn cultist gives up some aspect of his sanity forever as part of the Second Pact. This forces him to become panicked instead of shaken when presented with the object of his Taint fear. Under no circumstances can the cultist ever behave rationally towards the source of his terror, curling into a catatonic ball if prevented from fleeing.

Vurnos: The ritual for the Second Pact of Vurnos is both simple and utterly evil. The cultist must find a healthy adult of his own race and inflict diseases on it until it succumbs from them and dies. During this period of illness, the cultist must chant prayers to Vurnos, offering him the death of this sacrifice and continually plaguing it if any sign of recovery is displayed. The entire rite has an Occult DC of 15 but should the check fail or the victim survive seven different diseases, the rite fails and the cultist dies of a wracking, debilitating illness sent straight from the God of Maladies himself.

- ♦ **Second Power:** The cultist gains the power of mass contagion. He can now affect anyone within 30 feet of himself with the power gained through his First Pact as a standard action and the DC of the Fortitude save it requires to resist it is increased by 2. This makes his illness power very difficult to resist, resulting in the cultist truly becoming a walking plague on Magnamund. Note that if a prospective victim immediately resists the disease, the Dark Cultist will never be able to infect them in this manner again.
- ♦ **Bane:** The cultist must now always suffer from a disease, even though it does not detrimentally affect him. While the cultist is not diseased, none of his class features or powers work except Vurnos' First Taste. The moment he contracts an illness, the lost abilities return.

Xhagvash: The Sanguine One demands a terrible price for his tutelage in the arts of death at this level. The Second Pact of Xhagvash involves a private battle between the cultist and any sentient creature with Endurance Dice

equal to or greater than the cultist's character level. The battle must be to the death but no Occult check is needed. Slaughtering the target, which must be conscious, free to defend itself and has known the cultist for at least one full year as a trusted friend, lover or relative, is enough to appease the Lord of Murder.

- ◆ **Second Power:** The violent devotee of Xhagvash gains the power to ensure his blows strike deep and true. This ability is known as the Bloody Blade. Once per day, at the beginning of his turn, the Dark Cultist may declare that he is engaging his Bloody Blade ability – any possible critical hits on living targets will automatically confirm, without needing a second attack roll. This effect lasts until the beginning of the cultist's next turn. The Bloody Blade only works if the Xhagvash cultist is wielding a slashing weapon.
- ◆ **Bane:** The Dark Cultist may never strike nonlethal blows in combat and may not use any kind of healing (spells, potions, the Heal skill and so forth) until after combat is concluded, meaning all opponents are either dead or no longer within sight. If the cultist has Fast Healing or Regeneration, it ceases to restore Endurance

until a combat is over; the lost blood is a sacrament to Xhagvash and cannot be denied.

Willpower: All Dark Cultists gain an additional statistic called Willpower at 8th level. This is a measure of their psychic strength and resilience. Though it is not used to power their dark magical abilities, it is nevertheless a vital statistic, as even at its basic level it acts as a 'buffer' against psychic effects that would otherwise cause serious damage to the character. Willpower is accumulated as a Darklord rises in level. At 8th level, a Dark Cultist's Willpower is directly equal to half his Wisdom ability score (rounded down). Each class level, the Dark Cultist increases his Willpower total by 1 + his Wisdom modifier (minimum of +1 Willpower per level). The Willpower statistic is refreshed by the Dark Cultist's Charisma score each night, at midnight. If a Dark Cultist runs out of Willpower, he is left unable to use any spells or abilities (such as Vilefire) that normally require an Endurance cost until he has at least 1 point of Willpower.

Foul Swarm (Sp): The Dark Cultist now has the ability to summon and maintain more than one Foul Servant. Each additional Servant requires an expenditure of 50 Gold

The Dark Cultist

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Base Magical Combat Skill	Base Magical Damage	Special
1 st	+0	+0	+0	+2	+1	1d6	Magical Combat, Dark Alliance
2 nd	+1	+0	+0	+3	+2	1d6	Vilefire
3 rd	+1	+1	+1	+3	+3	1d6	
4 th	+2	+1	+1	+4	+4	1d8	The First Pact
5 th	+2	+1	+1	+4	+5	1d8	True Power I
6 th	+3	+2	+2	+5	+6/+1	1d8	Foul Servant
7 th	+3	+2	+2	+5	+7/+2	1d8	
8 th	+4	+2	+2	+6	+8/+3	1d10	Psychic Awareness (Erect a Shield), The Second Pact, Willpower
9 th	+4	+3	+3	+6	+9/+4	1d10	
10 th	+5	+3	+3	+7	+10/+5	1d10	True Power II
11 th	+5	+3	+3	+7	+11/+6/+1	1d10	Foul Swarm, Psychic Awareness (Focus 1/day)
12 th	+6/+1	+4	+4	+8	+12/+7/+2	2d6	The Third Pact
13 th	+6/+1	+4	+4	+8	+13/+8/+3	2d6	Bolts of Pain
14 th	+7/+2	+4	+4	+9	+14/+9/+4	2d6	Psychic Awareness (Attack)
15 th	+7/+2	+5	+5	+9	+15/+10/+5	2d6	True Power III
16 th	+8/+3	+5	+5	+10	+16/+11/+6/+1	2d8	Immortal Bond
17 th	+8/+3	+5	+5	+10	+17/+12/+7/+2	2d8	Psychic Awareness (Focus 2/day)
18 th	+9/+4	+6	+6	+11	+18/+13/+8/+3	2d8	Summon Spawn
19 th	+9/+4	+6	+6	+11	+19/+14/+9/+4	2d8	
20 th	+10/+5	+6	+6	+12	+20/+15/+10/+5	2d10	Psychic Awareness (Instinctive Shield), Transformation

Crowns in expensive components and must be summoned separately on the night of the new moon. Once summoned in this fashion, these new Foul Servants may be called and dismissed in the same manner as the original Foul Servant. The Dark Cultist may now have as many in his service at one time as his Charisma modifier +1 (minimum of 2 Servants). In addition, it is now much easier for a Dark Cultist to replace his Foul Servant(s); each one only costs 500 experience points and there is merely a one month wait before it can be called.

The Third Pact (Su): When a Dark Cultist reaches 12th level and stands ready to take the Third Pact, he must be either in the leadership of a church devoted to his chosen deity or completely alone in his practice of the black arts. Those who serve mortals are not permitted to rise to this level of puissance in the Pentad's shadow; those weaklings are limited to 12th level and may never progress beyond it. Failing the Occult DC check for the Third Pact is fatal; there are no second chances.

Karaushnith: There are those devoted to pleasure and then there are true adherents to the concept of pure hedonism. It is from these latter deviants that the Mistress of Burning Desire takes her truest acolytes. These chosen must prove themselves by surviving a single night with the Lady herself, engaged in the most depraved of debaucheries and imbibing the most overwhelming of forbidden substances. In addition to the Occult check (DC 25) needed to call the Goddess of Dark Dreams, the cultist must make a Fortitude saving throw at a DC of 15. Failure brings a screaming, insensate death from unbearable passion and mental collapse.

- ◆ **Third Power:** The sweetest gift of all is given to Karaushnith's surviving devotees; that of union with the power of passion itself. Their Damage Reduction increases to 3/–, they gain one additional Endurance point per class level and for every Dark Cultist level they gain thereafter and they may automatically choose to succeed one Fortitude saving throw every day. The decision must be made before as a Fortitude save is called for – this ability cannot be invoked after the result of a failed Fortitude save is known.
- ◆ **Curse:** Karaushnith's followers are completely enslaved to their obsessions, a curse all of its own. The Dark Goddess chooses not to burden them further and does not levy any greater cost against her devotees than the ones they must already pay to continue living their hedonistic lives.

Naar: The last pact is the hardest for all of the dark gods, but most especially for Naar. The Dark Cultist must be at the head of his church; he may not be a solitary practitioner or subservient to any other in his shrine or temple. The rite itself requires 1,000 Gold Crowns of materials, part of which buys a black iron ring that is thereafter worn as a symbol of the Naarite's rank and power. The ritual has an Occult DC of 50 but this can be lowered by 1 for every slave or minion that legitimately calls the cultist 'master' present at the ceremony (to a minimum DC of 10). These slaves have to have been in the cultist's service for at least six months for the reduction to take effect.

- ◆ **Third Power:** Naar is the Lord of All Evil and his cultists are the rulers of his mortal domain. Naar's First Taste is now usable as a free action once per round on any sentient target, has its DC raised to 20 plus the cultist's Charisma bonus and may be used to force even self-destructive behaviour from targets with half or fewer Endurance Dice than the cultist has class levels.
- ◆ **Curse:** The chosen of Naar must rule someone or something at all times. For every day the cultist goes without issuing a command to a slave or subordinate and having it obeyed, he loses one point of Charisma – permanently. If the cultist's Charisma ever reaches 2 because of this, he immediately degenerates into a Crypt Spawn and disappears to serve the Darklords. Charisma lost to this curse cannot be restored.

Tharrayn: The power of Madness asks little of his followers except their minds, a price most of them pay without regret. The Third Pact Tharrayn makes his cultists swear is a terrible one, as it scourges their memories, erodes their intellect and drives them further into the abyss of irrevocable insanity. The Occult DC of the last pact is just 25 but success is more costly than failure. A failed check simply brings death. Success costs the cultist 1d10 Intelligence points permanently, with no hope of ever restoring them.

- ◆ **Third Power:** What Tharrayn takes in intellect he gives back in fevered insight. The cultist's Occult skill checks all gain a +5 bonus (which is added after the reduction for the lost Intelligence score is taken into account) and the cultist's Will saves receive a constant bonus equal to the lost Intelligence points. The cultist is also always considered to be shielded in Psychic Combat, maintaining this defence of shattered lucidity at no Willpower cost.

- ◆ **Curse:** The chosen cultists of Tharrayn are all completely insane. They may never make Will saving throws against magical effects involving confusion or fear; they are assumed to automatically fail these. Also, every round there is a 5% chance that the cultist will simply act as if stunned while some aspect of their deranged mind takes over and they lose touch with reality.

Vurnos: The last pact of the Plaguebringer is very dangerous to the cultist. The cultist must contract *Slimy Doom* (see the *Lone Wolf* core rulebook for details) while Vurnos suspends his First Taste feature. While he suffers its effects, the cultist must continuously recite an incantation, stopping only when he passes out from the pain. The entire ritual has an Occult DC of 30 and if it succeeds, the *Slimy Doom* is cured and any damage suffered from it disappears as well.

- ◆ **Third Power:** The death of diseased flesh is the gospel of Vurnos and none sing it as well as his chosen cultists. Once a day per point of Constitution modifier (minimum of once per day), the Dark Cultist can make a magical ranged attack and inflict any supernatural disease listed in the *Lone Wolf* core rulebook (or others, if the Games Master wishes to invent more) on a single living target. This manifests as a rippling blast of putrescence that flies from the cultist's hand towards a victim. The victim does not benefit from an initial Fortitude saving throw; they automatically contract the disease. All further save DCs against the disease are increased by the cultist's Constitution modifier (minimum of +1 increase) and the DC may never be lower than the cultist's character level in any case.
- ◆ **Curse:** Vurnos must be appeased at all times. The Dark Cultist must use his Third Power on a healthy, sentient creature once per week without fail. While the cultist's victims do not always need to die from the disease, at least one creature from the cultist's own race must die each year from this power. Failure to perform both of these demands results in an agonising, plague-riddled death for the cultist.

Khagvash: High cultists of the Lord of Slaying do not elevate very often because of the Third Pact's most difficult provision; it must take place during a battle with more than 400 combatants on each side. After a night long ritual involving the blood of warriors from every side in the conflict, the cultist must succeed at a DC 20 Occult check. If he succeeds, he gains the power below but must use it to slay the commanding officer of one of the sides of the battle by the following sunset. Failure brings instant death.

- ◆ **Third Power:** The cultist gains the power of the Crimson Slash, a powerful combat technique with few equals. The stress of performing the Crimson Slash is such that it can only be used once every ten combat rounds and never more times per day than the cultist's Strength modifier (minimum of once per day). The Crimson Slash is a special full attack action that, should the devastating blow hit, automatically inflicts the maximum possible damage (all dice rolled are considered to have rolled maximum damage). Should the strike result in a critical hit (and note that this ability can be combined with the Bloody Blade...) then the critical hit is maximised too.

- ◆ **Curse:** The Lord of Murder is a voracious beast and his taste for blood must be satisfied constantly. The cultist must bleed himself as well as others for the Red God to be sated. In addition to killing a sentient creature every month, the cultist must make daily sacrifices of his own vitality. This means the cultist is always 10 Endurance points below his maximum; this reduction cannot be healed by any means, as the wounds will simply reopen and bleed anew if healed.

Bolts of Pain (Sp): The Dark Cultist may now use Vilefire as a ranged magical attack without needing a weapon as a focus. This requires a magical attack roll to hit and inflicts the Dark Cultist's base magical damage plus half his Dark Cultist level in fire damage. Bolts of Pain can be used as many times as the caster has attacks per round based on his magical combat skill bonus (though each additional attack after the first costs an additional 1 Endurance). The range of this ability is 120 feet. Bolts of Pain inflict terrible agony, leaving a struck victim with a -1 penalty to all checks, saves and rolls for one round thereafter. This penalty does not stack with itself; a victim may only suffer from one instance of this pain at a time. The Counterspell DC for a Bolt of Pain is equal to 10 + half the Dark Cultist's class level + his Constitution modifier.

Immortal Bond (Su): The favoured of the Pentad learns a true secret of Evil; it is eternal and so are they while in its service. From this moment on, the Dark Cultist can never die of old age and will not physically change from their current appearance. The only exceptions are the followers of Vurnos; their physical features may change from disease to disease but they will never age. Dark Cultists with an Immortal Bond gain mental attribute bonuses from old age but they never suffer the physical penalties associated with higher age categories.

Summon Spawn (Sp): The connection between the Dark Cultist's spirit and the true Darkness of Evil permits them

to perform a task normally only possible of the Darklords themselves; they may summon Crypt Spawn, the incarnations of chaos itself. This summoning takes a full-round action, costs 9 Endurance and can be performed as many times as the cultist is willing to pay Endurance to fuel the casting, though they may only control one summoned Crypt Spawn at any time. An Occult check (DC 28) is required; failure results in the full Endurance cost being paid and no Crypt Spawn appearing. The summoned Crypt Spawn is autonomous but follows the telepathic commands of its master to the best of its ability. The Spawn will only remain on Magnamund for a number of hours equal to the Dark Cultist's Charisma modifier (minimum 1 hour) before disappearing.

Transformation (Su): The Dark Cultist is now at the apex of attunement with his chosen deity. He knows the power's will in all things and works tirelessly to spread its evil agenda wherever he goes. His every action and thought is in accordance with the philosophy and desires of the Pentad, special preference given to his bonded aspect of it. This devotion brings with it the greatest of powers, transformation into the form of a minion of the divine.

This form is that of a Helghast. The transformation takes one standard action to complete and may be performed once a day. Changing into this form heals 2d10 Endurance. The cultist retains his ability scores, saves and skills. He gains the Change Shape, Hel-fire and Damage Reduction (20/magic) abilities. He is also considered undead whilst transformed and gains all undead traits, except for immunity to Psychic Combat, immunity to effects requiring a Fortitude save and immunity to physical ability score damage. He gains no new proficiencies in weapons or armour. Note that the Dark Cultist retains all of his own abilities, such as Right-Handed spell use, while transformed, making him a force to be feared. The transformation can last as long as the cultist likes; many devotees of the Pentad transform as soon as they receive this power and never return to their old form again. Turning back into the cultist's original form is also a standard action, does not heal any damage and happens automatically if the cultist is slain.

Paths of Magic – The Right-Handed Spells of the Pentad

Each of these spells requires a single gesture and a spoken word in Darkling, the voice of evil that calls to the mystical powers of the netherworld and the dimension of the Gods of Darkness. While the spells of the Right-Handed Path have been stable sources of vile power for centuries, the ambient magic of Magnamund does not always heed the call of the evil wizard casting them.

Using a Right-Handed spell requires an Occult roll to properly pronounce its power-word and gather the requisite energy needed to empower it. The Difficulty Class of this skill check is $10 + 5 \times$ the Tier of effect the dark wizard wants to call up. Each spell has three Tiers of effect, each one creating a more powerful version of the basic magic. Unless otherwise noted, all spells require a standard action to cast.

For instance, Servash the Vile is a 16th level Dark Cultist of Xhagvash who has been caught ill-prepared by a pursuing Sommerlund Knight. He desperately casts Blade of Blood in order to defend himself. This Tier 1 effect has a DC of 15 to cast, since 5 times 1 is just 5 added to the base of 10. A natural 20 on the Occult roll always succeeds in casting a Right-Handed spell; a natural 1 always fails.

Each spell a Dark Cultist knows can be cast a certain number of times a day. The first Tier of effect can be cast as often as a cultist wishes. Spells of the second Tier of effect can be cast once a day plus a number of times each day equal to the dark wizard's Intelligence modifier (minimum of once per day). Third Tier effects can only be cast as often each day as the dark wizard's Intelligence modifier (placing them beyond the ability of a dark wizard without at least a +1 Intelligence bonus). If for some reason the dark wizard's Intelligence modifier is negative, he can still always cast each spell he knows at the second Tier of effect once per day.

Right-Handed spells are also exhausting to cast and many have a physical damage component to their casting. If a spell has an Endurance cost listed after its name, this damage is taken by the dark wizard each time he tries to cast the spell, whether it is successfully cast or not. On an Occult roll of a natural 20, the spell costs nothing even if it has an Endurance cost listed. A natural 1 inflicts the damage listed in addition to the spell failing (minimum of 1 Endurance, even if no Endurance cost is listed). Also, unlike many spellcasters, dark wizards may push themselves dangerously when casting a spell. A Right-Handed spellcaster may cast a spell whose Endurance cost will drop him to 0 Endurance or lower. The wizard casts the spell, then immediately becomes disabled. The dark wizard may even drop himself to below 0 Endurance (venturing as low as -9 Endurance if he so wishes), though he must be conscious and able to cast the spell in order to do so. The dark wizard casts the spell, then immediately drops to the negative Endurance total needed – he follows all the normal rules for dying of Endurance loss (such as rolling to stabilise) and if he eventually reaches -10, dies as normal.

Counterspelling Right-Handed Magic

The Brotherhood spell Counterspell will work against Right-Handed magic cast by Dark Cultists, Darkspawn and other evil wizards... but will not counter Right-Handed spells cast by Darklords. The Darklords' connection to Naar is simply too primal and too strong. Their magic, and the life force they use to cast it, is too intimately tied to their Dark Lord to be dismissed by mortal magic.

Whenever a Right-Handed spell allows a saving throw to avoid or mitigate its effects, the Difficulty Class for the spell is always 10 + his Intelligence modifier + the Tier of the effect + half the dark wizard's total Right-Handed spellcasting class levels.

Later, after handily dispatching the knight with the Blade of Blood, Servash the Vile encounters a pair of Kai Lords in a small village. Knowing that he cannot face them one on one, he risks failure and possible capture by calling forth his most dangerous Xhagvash spell, Vermillion Storm. The spell has an Occult DC of 25 to cast (10 plus 3 x 5) and if successfully cast, the Kai Lords must each make a DC 24 (10 + 3 Intelligence bonus + 3 Tier + 8 level) Reflex saving throw to avoid his deadly magical assault.

Right-Handed magic has another risk. It has the potential of corrupting the body and soul of the caster, eventually turning them into a horrible beast of insane, writhing chaos. Each time a spell with a Corruption Chance is cast, the wizard must roll a d%. If the result is equal to or less than the Corruption Chance, the caster's Corruption score increases by one point. See the Corruption section on page 22 for more details.

The Path of Karaushnith

The Lady of Dark Delights has magic befitting her destructively hedonistic nature and that of her followers. While many of her cultists are quite satisfied to explore the desecration of their own flesh through the Gifts she provides, others wield this magic to spread the dubious joys of her worship with those around them. The more unwilling the recipients of this 'enlightenment', the better. Devotees of Karaushnith are usually lost in a haze of ecstasy but such a state of disfocus is a part of these spells, not a deterrent to their casting.

Tier I: Bitter Caress (1 Endurance, Corruption Chance 3%)

When the caster of this free action spell touches another living creature, that target must make a Will saving throw

or be stunned for a round due to the sheer bliss delivered through the contact. Unlike most spells, Bitter Caress is actually more dangerous if resisted. If the saving throw is successful, the pleasure becomes pain and inflicts 1d4 Endurance damage. Bitter Caress lasts one round per character level of the caster and one touch may be delivered each round as a special unarmed melee attack. Only living targets with the ability to feel pleasure and pain (those susceptible to critical hits) can be affected by this spell and creatures with an active psychic shield are completely immune. Kai Lords with Tier IV of Mindshield are immune to Bitter Caress.

Tier II: Withdrawal (3 Endurance, Corruption Chance 6%)

Devoted followers of Karaushnith know well the pain of coming down off one of their vices but few truly grasp the agony of trying to quit one entirely. In order to learn this full round casting time spell, they must choose a chemical addiction, get hooked on it and then cease using it again. This acclimates them to withdrawal symptoms and lets them inflict them on others as a ranged magical attack. This spell is cast as a standard action at target within 60 feet. The living target struck must make a Fortitude saving throw or be nauseated for 1d4 + the caster's Charisma bonus in rounds (minimum 1 round) as it is racked with fever, seizures and terrible pain. Those who survive this time of horror become immune to the spell thereafter, making it effective on a creature only once. Kai Lords with Psi-screen are immune to Withdrawal.

Tier III: Kiss of Karaushnith (5 Endurance, Corruption Chance 10%)

By the time a devotee of the Goddess of Pleasures reaches the level of training needed to master this spell, the Dark Dream has appeared to him in his sleep many times, bringing with her hours of torturous pleasures and disjointed bliss. The Kiss of Karaushnith transfers all of these sensations in a single instant to the victim through the embrace of the caster. Delivering the Kiss is a free action to cast and a special full attack action to deliver, both of which happen in the same round. A victim must either be helpless or stunned to be hit automatically; otherwise the caster suffers the normal -4 penalty to attack for fighting unarmed (if applicable) and the target benefits from a +2 bonus to its Armour Class against this tricky unarmed melee attack. Those affected by the Kiss must make an immediate Will save. Failure results in instant death from sensory overload. Kai Lords who have completed the Lore-circle of Light are entitled to a second saving throw (this one Fortitude based) to resist death and only take 1d6 temporary damage to each ability score instead. Only

inanimate objects and Darklords are immune to this spell; even undead and Darkspawn can be overwhelmed by the exquisite demise promised by Karaushnith's attention.

The Path of Naar

Spells of control and dominion are the gifts of Naar to his faithful. These magics bind the will and possess the bodies of the caster's victims, leaving them powerless to do anything but the cultist's will. Hardened warriors may be able to endure the crude magical attacks of other Paths but Naar's tyranny is far harder to resist as it assails the mind, not the body.

Tier I: *Mind Grasp* (1 Endurance, Corruption Chance 2%)

Casting Mind Grasp is very fast, requiring only a free action and a subject within line of sight and 30 feet. Success holds the attention of the target, which must be a living creature with an Intelligence score of 2 or greater, and does not let their thoughts deviate from the caster. This does nothing else to the victim but it does let anything enjoying a flanking bonus against the target to increase that bonus to +4 and denies the target his Dexterity modifier to his Armour Class against anyone but the caster. This spell offers a Will saving throw to completely negate its effect and, if successful, lasts 1 round + 1 per point of the caster's Charisma bonus (minimum of 1 round). While the effect lasts, the dark wizard may not target another victim with Mind Grasp. Kai Lords with Tier III of Mindshield are immune to Mind Grasp.

Tier II: *Chain the Will* (3 Endurance, Corruption Chance 5%)

This spell is a standard action and allows the caster to choose a single target within 60 feet. Unlike Mind Grasp, Chain the Will does not require line of sight at all; the subject does not even need to know of the caster's existence. The target gets a Will saving throw to overcome the effect; success will alert the victim to the fact that someone just tried to affect him with magic but reveals no other information. Failure allows the caster to dictate the subject's every action for the next five minutes. The victim cannot be made to commit suicide but any other action is acceptable including forcing the subject to fall asleep or use any special ability in its possession. The victim of Chain the Will must remain within 60 feet of the caster at all times or the spell is instantly broken. While the effect lasts, the dark wizard may not target another victim with Chain the Will. Kai Lords with Tier V of Mindshield are immune to Chain the Will.



Tier III: *Naar's Domination* (5 Endurance, Corruption Chance 8%)

The most terrible violation of a being's will the Gods of Evil can commit, this spell acts exactly like Chain the Will save for the following changes. The casting time of this spell is one full-round action, the casting range is increased to 120 feet, the duration increases to an hour and once the victim is under the caster's control, it can move out to any range or even leave the dimension and still remain under control. The caster continues to be able to issue mental commands but does not benefit from the target's senses other than to communicate telepathically. Naar's Domination can force suicide but doing so offers a second Will saving throw to avoid the command and break the spell. While the effect lasts, the dark wizard may not target another victim with Naar's Domination or Chain the Will. Kai Lords with Tier III of Psi-screen are immune to Naar's Domination.

The Path of Tharrayn

The magic inherent in madness, irrational furies, and emotional distress are all within the grasp of Tharrayn and his Right-Handed path. Cultists that study his art rarely do so intentionally; the knowledge of these spells tend to come to them in fever dreams and hallucinations. This should not be misconstrued as a lack of mastery on their part; most cultists of Tharrayn are all the more powerful because of their approach to magic. Kai Lords find the insidious power of Tharrayn particularly hard to shield against; while Mindshield will still provide its bonus to Will saves, neither it nor Psi-screen can automatically shield against Tharrayn Path spells.

Tier I: *Derange* (1 Endurance, Corruption Chance 5%)

This spell takes only a glance, a quick gesture and a very short word echoing to the powers of Darkness and Insanity – a free action usable once per round on the caster's turn. The target, which must be a living creature within 40 feet and able to see the caster, must make a Will saving throw or be caught in a momentary tangle of hallucinations and disorientation. This confusion effect lasts 1d4 rounds, during which time the target is stunned. This spell does not work on creatures maintaining an active psychic shield.

Tier II: *Vicious Mania* (3 Endurance, Corruption Chance 10%)

The magic requires a standard action to cast and has a range of 60 feet. The target of the spell must be a living creature with an Intelligence score of 2 or more. When the spell is cast, the target may make a Will saving throw (this save suffers a –5 penalty if the creature possesses any special abilities involving rage). Creatures maintaining an active psychic shield gain a +3 bonus to this roll. A successful save brings a +1 bonus to attacks and damage rolls as the target is filled with controllable fervour. A failed save causes the target to attack the nearest living creature within line of sight with its most effective weapon(s), regardless of loyalties or alliances, while adding a +2 bonus to all attack and damage rolls from the frenzy the magic imparts. Vicious Mania only lasts 1d4+1 rounds in either case.

Tier III: *Waves of Unrest* (5 Endurance, Corruption Chance 12%)

Waves of Unrest is a draining and corruptive spell to cast as it forges a temporary link between the caster and the dimension of madness when Tharrayn resides. It is a full-round action to cast Waves of Unrest and the caster must make a DC 18 Fortitude save immediately after doing so or pass out for one hour from the strain of channelling so much evil power. Conscious or not, the caster is surrounded by rippling waves of mental energy, one each round, that

Waves of Unrest

d6	Wave Emotion	Wave Effect
1	Apathy	Creatures in the wave cannot take any action at all, acting as if they were helpless. They do not defend themselves, nor will they initiate any action on their own, be it mental or physical.
2	Anger	Creatures in the wave gain a sudden bonus of +4 to Strength and Constitution but must make a melee attack against the nearest creature. This is a special attack action that only allows one strike and uses whatever weapon happens to be in hand at the time of the effect.
3	Sorrow	Utter despair descends over the creatures in the wave as sadness overcomes them and they begin weeping uncontrollably. This imposes a –4 to all checks, including attack and damage rolls, but does not otherwise limit the creatures' actions.
4	Joy	Sheer elation fills the creatures in the wave, causing all combat to cease. Creatures affected by this wave take no other actions this round but are not considered helpless. This effect is so powerful it can cause the most embittered of enemies to embrace due to sheer joy.
5	Euphoria	For the round of this effect the creatures in the wave are completely unable to feel pain or discomfort and move very slowly, disconnected from reality at a base level. All creatures affected are limited to only a single action each round (move, attack or free action) and must make a Will save against this spell's normal DC to even accomplish that one action.
6	Fear	All creatures immediately cower in fear for the duration of the round.

radiate from where he was standing and rush outward to affect an area 30 feet in radius. These waves of emotion are described in the Waves of Unrest table.

Living creatures in this area of effect are caught up in the emotions this spell creates, gaining no saving throw to overcome its power. Magic Resistance operates normally. This spell lasts for 6 rounds. Every round, a new Wave of Unrest fills the area, determined by rolling a d6 on the Waves of Unrest table. Each wave lasts only during the round it emanates, disappearing complete as the new one takes effect. The sixth wave lasts a further 3 rounds after the sixth round, making the entire spell's duration 9 rounds long. If the caster is conscious, he is also affected by the

emotions created by this powerfully chaotic magic unless he makes his Will saving throw. Due to the nature of this spell, the caster may not automatically make his save, even if he possesses some ability to do so.

The Path of Vurnos

Rancid and pustulent, the casters of the Vurnos Path are often more disease-ridden in appearance than their victims. Unlike those unfortunates caught in the path of Vurnos' power, the cultists commanding these spells are far more likely to live through their afflictions. The magic of maladies is a powerful one, though only its most terrible and potent effect can slay immediately. The other two spells in the path are more insidious, taking days or week to finally bring the sweet release of death.

Tier I: Pestilent Fist (1 Endurance, Corruption Chance 2%)

This deadly spell is cast as a free action on the cultist's turn and covers his hand in raised, seeping sores. Then, as an unarmed physical attack that counts as if the caster was armed, he can inflict a virulent non-supernatural disease of his choice if he strikes a living target successfully. There is no Fortitude saving throw to resist contracting this disease; if the blow lands, the disease is caught. Each use of Pestilent Fist lasts for one attack, whether it is successful or not. If the disease chosen for this spell is the same one involved with a Dark Cultist's First Pact with Vurnos, the Fortitude DC to throw off its effects (after infection) is increased by +2.

Tier II: Black Breath of Malaise (3 Endurance, Corruption Chance 5%)

This spell takes a full-round action to cast and requires the cultist to succeed in a Fortitude saving throw (DC 18) or pass out from the strain it causes to the body. Black Breath of Malaise tortures the lungs of the caster, tearing them raw and leaving them filled with a virulent disease that emanates from his mouth with his next exhalation. On any round after casting the spell, for up to one hour per point of Constitution modifier (minimum of one hour), the caster can breathe out a cone of hissing black vapours, 20 feet long and 10 feet wide at its furthest edge. This is a move action for the dark wizard. Any creature caught in this cone must make an immediate Fortitude saving throw or catch *Dark Chills*. The DC for this save is the one associated with this spell, not the normal 14 for the disease itself, making this a far more dangerous version of the malady.

Tier III: Instant Plague (9 Endurance, Corruption Chance 9%)

This spell invokes terrible magic and one of the most deadly afflictions of Right-Handed magic. As a standard action,

the caster summons up all of the sickness and disease inside himself and lends evil power to them, transforming himself into a carrier of the most lethal illness imaginable. Once done, the spell transforms the caster into a carrier for this malaise; his skin turns pallid and his eyes grow milky. The spell's effect on its victims is far worse; any creature who touches the caster's bare skin or is struck by him in unarmed combat will suffer an impossibly swift but agonising death.

Contact with the caster in the manner described forces a living victim to start making Fortitude saving throws using the DC of this spell. Each failed save inflicts 1d6 Constitution damage as per *Death Rot*. This magically enhanced disease continues to rage through the victim, requiring a until a successful saving throw each round. If the victim's Constitution drops to 0 it collapses in a pile of desiccation, utterly destroyed. The speed of the target's degeneration makes this a horrific attack to witness. Instant Plague lasts one hour or until discharged into a subject by contact. Instant Plague can only be cast once an hour, no matter how many Tier III spells the caster is entitled to per day. Remember that the damage inflicted by *Death Rot* may only be healed magically – natural healing is not effective.

The Path of Xhagvash

The magic of the Lord of Murder is very straightforward and brutal, designed to do only one thing – kill. In this regard, it is very successful; the Path of Xhagvash is one of the most devastatingly lethal magical arts on Magnamund. Capable of slaying one man or a thousand, the spells of the God of Blood tear through the ether and slice apart all that stand before the caster. The simplest Xhagvash spell is relatively minor but its power increases tremendously as the practitioner learns more from his sanguine patron of death.

Tier I: Blade of Blood (2 Endurance, Corruption Chance 1%)

This is a taxing magic that requires absolute concentration. In addition to the move action and Occult check needed to cast this spell, the cultist must also make a Concentration check (DC 10) or lose control of the magic and suffer 2d6 internal damage as the spell tries and fails to call forth its intended effect; a broadsword made of crystallised blood. If successfully cast, the blade is formed of the caster's own blood and appears in his hand ready to be wielded. The weapon is automatically magical and of mastercrafted quality, adding a +2 bonus to attack and damage rolls (+1 mastercrafted, +1 magical) and has no non-proficiency penalty associated with its use. It may even be used one-



Dark Warrior

The forces of the Dark God Naar are not limited to the bestial creatures spawned beneath Helgedad and the Darklords that command them. In any war, there must be troops, rank and file soldiers with the skill to do battle and the discipline to follow orders. The armies of the Darklands and its allied territories are no exception. The Drakkarim, savages from another dimension, serve in this stead for the Darklords, providing military power and sheer numbers in their bid to darken the face of Magnamund in Naar's unhallowed name.

The Dark Warriors of the Drakkarim are the highest order of their

society, a culture that emphasises martial prowess above all other merits. These soldiers and leaders are the truest representation of their people, able to forge and enforce the law with iron-mailed fists and the power of the sword. Their culture is one of brutal order fuelled by conquest and ruled by a tyranny of physical power. Their leaders are always warriors, all of whom only hold their positions as long as they can defend themselves.

The Darklords have enjoyed the services of the Drakkarim since they defeated the warrior race shortly after the latter's abortive invasion of Magnamund. Impressed with the ferocity of the Drakkarim horde, the sons of Naar offered them the chance to avoid extermination in return for an eternity of service and glory. Faced with this choice, the rulers of the Drakkarim chose to sign the Darke Compact and have bound their race body and soul to the fortunes of Darkness.

The nations of Magnamund with reason to fear the night know well the skull-helmeted faces of the Dark Warriors. Many nations bear the scars of Drakkarim invasion; the viciously effective soldiers have burned and raided their way across most of Northern Magnamund at one time or another. The Drakkarim have even taken territory in Sommerlund in the past, though they were expelled quickly. Everywhere the Dark Warriors go, carnage and destruction follow.

The tactics of the Drakkarim are very simple but direct and remarkably effective. When faced with a defence, they attack. When faced with an attack, they attack. When they

handed without penalty but can only be wielded by the caster. After as many rounds as the caster's Constitution ability score, the sword shatters harmlessly and the spell ends.

Tier II: *Sword Wind* (3 Endurance, Corruption Chance 3%)

This violent spell takes a standard action to cast and summons a near-invisible blade of magic under the caster's mental control. As many times as the caster gets attacks per round (after the round in which it is cast), this blade can be 'hurled' out to a range of 60 feet at any visible target. Each attack automatically strikes the target and inflicts 1d6 plus the caster's character level in damage. The victim may make a Reflex save at the spell's DC to take half damage.

Tier III: *Vermillion Storm* (3 Endurance per round, Corruption Chance 6%)

Effectively a combination of the first two spells of the Xhagvash Path, the Vermillion Storm summons a hundred deadly razors from the caster's own blood. These rage through the air around the caster, spiralling in a lethal cyclone of slashing death – this effect also grants the caster concealment for the duration for the spell. For an Endurance cost of 3 points per round, everything within 20 feet of the caster suffers the caster's base magical damage + his character level in slashing damage that ignores all forms of Damage Reduction. Magic Resistance is ineffective against this storm and there is no saving throw to avoid its effects. The surroundings of a caster of Vermillion Storm are usually slashed to ribbons and covered in droplets of burning blood, making this one of the most recognisable and feared spells in Right-Handed magic.

see an enemy, they attack. They never stop or surrender, leading most enemies in the unenviable position of having to fight to the last man whenever battle is joined.

Allegiance: Evil only.

Endurance Die: d10.

Base Speed: 30 feet.

Class Skills

The Dark Warrior's class skills (and the key ability for each skill) are Athletics (Str), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (Darklands, geography, warfare) (Int), Ride (Dex) and Survival (Wis). Dark Warriors with 5 or more ranks in both Knowledge (nature) and Survival count as having the Kai Lord ability of Follow the Trail (see page 39 of the *Lone Wolf* core rulebook) for the purposes of using Survival to follow trails.

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

All of the following are class features of the Dark Warrior.

Weapon and Armour Proficiency: Dark Warriors are proficient with all melee and ranged weapons. They are also proficient with any armour or shield. Dark Warriors are not automatically trained in the special weapons, armour or shields of other countries of Magnamund, though they do have full proficiency with the black iron bow. Note that Armour Check Penalties apply to Acrobatics, Athletics, Climb, Escape Artist, Sleight of Hand and Stealth checks when using shields and armour heavier than leather.

Weapon of Choice (Ex): A Dark Warrior is trained to use many weapons but he is usually given focused training in one type of lethal instrument as part of his education in warfare. This equates to a +1 bonus to attack and damage rolls when wielding his Weapon of Choice – which must be one he is proficient in wielding. As an alternative, Weapon of Choice may provide a Dark Warrior with proficiency in a single special racial weapon of another culture. Drakkarim wishing to apply for duty in the Towers of the Eye in Helghast commonly train in the use of the cannon – a proficiency normally reserved for Dwarven Gunners of Bor.

Darke Division (Ex and Su): At 2nd level, a Dark Warrior is assigned to his permanent division of the Drakkarim military. The soldier is usually allowed to choose this

assignment, one of the few freedoms the Drakkarim allow. The choices are Archery, Cavalry or Infantry. At later levels, this choice brings with it certain benefits.

Archery

Drakkarim Archers are some of the best trained marksmen in all of Magnamund, able to put an arrow through an enemy knight's visor slit at 100 paces in a high wind. When Drakkarim Archers are assigned to a battle, dark shafts are sure to fly like lethal shadows into the hearts of their foes.

- ◆ **2nd Level Bonus:** The Drakkarim Archer gains a black iron bow and 20 iron arrows as part of his training. This weapon and its special ammunition will always be replaced if lost or broken in combat as long as the Dark Warrior can report to a Drakkarim base to do so.
- ◆ **6th Level Bonus:** Drakkarim Archers are trained to fire swiftly and with great accuracy. As long as the Archer does not make any movement in a given round, he may draw and fire an additional arrow each round.



The Dark Warrior

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Weapon of Choice
2 nd	+2	+3	+0	+0	Darke Division I
3 rd	+3	+3	+1	+1	
4 th	+4	+4	+1	+1	Toughness
5 th	+5	+4	+1	+1	
6 th	+6/+1	+5	+2	+2	Darke Division II
7 th	+7/+2	+5	+2	+2	Elite Soldier
8 th	+8/+3	+6	+2	+2	Toughness
9 th	+9/+4	+6	+3	+3	
10 th	+10/+5	+7	+3	+3	Darke Division III
11 th	+11/+6/+1	+7	+3	+3	Weapon Master
12 th	+12/+7/+2	+8	+4	+4	Toughness
13 th	+13/+8/+3	+8	+4	+4	
14 th	+14/+9/+4	+9	+4	+4	Darke Division IV
15 th	+15/+10/+5	+9	+5	+5	
16 th	+16/+11/+6/+1	+10	+5	+5	Toughness
17 th	+17/+12/+7/+2	+10	+5	+5	
18 th	+18/+13/+8/+3	+11	+6	+6	Darke Division V
19 th	+19/+14/+9/+4	+11	+6	+6	
20 th	+20/+15/+10/+5	+12	+6	+6	Darke Warlord

Doing this imposes a –2 penalty on every attack made that round however, as the speed does impede his skill slightly.

- ◆ **10th Level Bonus:** Long range archery is not a Drakkarim's strong suit. Instead, short range fire is very deadly when delivered by their black iron bows and firing iron arrows. When wielding these weapons and firing at a target within 80 feet, the Archer may add his Dexterity bonus to the damage of each arrow. This is in addition to the Strength bonus associated with firing an iron arrow from a black iron bow. Other Darke Division bonuses may not be used with this skill as precision is essential to the extra damage.
- ◆ **14th Level Bonus:** As a warrior used to fighting at close range, the Drakkarim Archer has learned how to avoid enemy attacks while shooting. Drakkarim Archers may now fire their bows while engaged in melee, though they suffer a –2 penalty to Armour Class if they do so. They also count as armed, able to wield their bows like clubs in melee combat. Other Dark Warrior bonuses may not be used with this ability.
- ◆ **18th Level Bonus:** Once a round as a special full attack action, a Drakkarim Archer may fire a Deadly Arrow. This attack is a combination of dark magic and lethal skill, sending a single shot directly where it

will kill the target most effectively. If this attack hits, it is automatically a critical hit. Unlike most critical attacks, this shot can affect undead (but not oozes or other immune creature types).

Cavalry

Drakkarim Riders are extremely well trained, rivalling the Knights of Sommerlund in their skill with a mount. Given the best equipment and resources the Drakkarim military can provide, these elite soldiers form the core of the Darklands' fast attack forces. When a nation first comes under assault by the Drakkarim, their initial encounter is almost always with swift and deadly Drakkarim Riders.

2nd Level Bonus: The Drakkarim Rider is given a Warhorse with metal barding and a lance, or (rarely) a Doomwolf and a lance. This equipment will always be replaced if lost or damaged as long as the Drakkarim can report to a military base to do so. The mount will also be replaced but only once per month and never more than three times a year.

6th Level Bonus: Drakkarim Riders are well aware that as an asset of the military, their mounts are often considered more valuable than they are. Their training allows a Rider to replace his mount's Armour Class with the result of a Ride check at the beginning of any round he starts mounted and in control of his mount. This Ride check, for better



or worse, becomes the mount's Armour Class until the beginning of the Rider's next turn.

10th Level Bonus: As a skilled and potent soldier, the Dark Warrior is trusted enough to be given a great honour – a Kraan mount. The Dark Warrior's former mount is not lost, as there are many places a land-bound mount may be taken that a Kraan cannot or will not go. In addition, the Dark Warrior gains a +1 bonus to all attack and damage rolls with a lance or sword while mounted. This bonus stacks with the Weapon of Choice class feature, if applicable.

14th Level Bonus: When in the saddle of his mount, a Drakkarim Rider gains a +2 bonus to his Armour Class. His continued training now adds a +2 bonus to all Ride checks.

18th Level Bonus: Now one of the greatest Riders of the Drakkarim, this Dark Warrior is given the greatest gift his division can offer – a Zlanbeast mount. This mount requires so much special training to use effectively, the Dark Warrior spends the next year in seclusion with his

new mount, bonding and learning to work in unison. This mount replaces the Kraan mount but not the land mount.

Infantry

Drakkarim Footmen are the heart of the Darklands military and the division from which the hierarchy of the army is taken. Only footmen can rise above Captain rank by Drakkarim tradition. They receive the hardest and most rigorous instruction, training every day of their service to the Darklords. Drakkarim foot soldiers are terrifying in combat, able to slay as much through fear as by skill at arms.

2nd Level Bonus: The Drakkarim Footman is given a mastercrafted version of his Weapon of Choice and gains an additional +1 bonus to attack and damage rolls with it. This skill continues to be honed throughout the soldier's life, making him one of the deadliest men on Magnamund when wielding it.

6th Level Bonus: Drakkarim Footmen are trained to terrify their enemies in combat. Once per combat, and only in the first or second round of that combat, a Drakkarim Footman may make a demoralise opponent check as a free action rather than a standard action (see the Intimidate skill on page 96 of the *Lone Wolf* core rulebook).

10th Level Bonus: Continued training with his Weapon of Choice gives a Footman a further bonus of +1 to attack and damage rolls. This stacks with the 2nd level bonus feature and Weapon of Choice, granting a total of +3 to attacks and damage. The Footman also gains a +4 bonus to resist being disarmed when wielding his Weapon of Choice.

14th Level Bonus: By this level, most Dark Warrior Footmen are in leadership roles and are responsible for directing lesser soldiers in combat. As long as the Dark Warrior is visible, conscious and free to act, all of his allies fight with a +1 bonus to attack rolls and saving throws. This is a non-magical morale effect and cannot be dispelled or Counterspelled, but it is negated instantly if the Footman is killed or removed from sight.

18th Level Bonus: Now acknowledged as one of the most capable warriors of his race, the Drakkarim Footman is trusted with access to the greatest resources of his people. He can requisition 2,000 Gold Crowns worth of equipment, armour, weapons and special items each month without question as part of this authority, though abuse of this right may draw the unforgiving attention of his superiors. The Dark Warrior also gains the ability to make a Darke Strike once a day. This melee attack is a special full-attack action



and, if it strikes, counts as a grievous effect with a DC of 5 + the damage inflicted.

Toughness (Ex): Dark Warriors are trained to endure a great deal of punishment, more than any other person of the Drakkarim race. Every time the Toughness feature is gained, the Dark Warrior gains 1 Endurance for every class level he possesses, including the level he gained the feature at. This ability is only retroactive; it does not continue to grant a bonus Endurance point for future class levels in Dark Warrior.

Elite Soldier (Ex): An Elite Soldier has learned one of the battle techniques of another culture from Magnamund. An Elite Soldier can immediately gain one of the 1st level class features of a Dwarven Gunner of Bor, a Shadaki Buccaneer, a Sommerlund Knight of the Realm or a Telchos Warrior. The exact feature chosen may be denied by the Games Master as being infeasible but if there is any logical way for the Elite Soldier to gain it, it should be allowed. If the

feature chosen requires a weapon proficiency to use without penalties, the Dark Warrior only suffers a -2 penalty to his attack rolls if he does not have that proficiency.

Weapon Master (Ex): A Dark Warrior that survives the endless battles that chequer his military career and the treachery of the Darklands becomes very skilled in his Weapon of Choice. This feature increases the +1 bonus he received due to Weapon of Choice to +2. Alternately, he can now gain a +1 bonus to attack and damage rolls with one racial weapon, as long as he is proficient in its use. This ability stacks with bonuses gained through the Darke Division feature; this makes Drakkarim soldiers even more fearsome and deadly in combat.

Darke Warlord (Ex and Su): A Darke Warlord is so skilled in battle, he can hold his own against most heroes, though he has the same weaknesses to magic attack that all mortals suffer. Darke Warlords are exceptionally enduring; it is the only way they have triumphed over their enemies for so long and reached 20th level alive. Darke Warlords gain +20 Endurance and an additional +1 bonus to attack and damage rolls with their Weapon of Choice or a racial weapon they are proficient in.

In addition, a lifetime of exposure to the psychic energies of the Darklords and their potent minions has finally battered down the subconscious walls of the Darke Warlord's mind. This is not a pleasant experience and many Dark Warriors die screaming from the sheer madness and agony of their thoughts being invaded by the inhuman horrors of the Darklands. The Darke Warlord must succeed at a Fortitude saving throw (DC 20) or expire within 1d4 days of reaching 20th level. Those who survive become fully capable of engaging in Psychic Combat. These Darke Warlords gain a Willpower score equal to their Wisdom score, which is refreshed completely at midnight, every night. They can use the Attack and Erect a Shield actions in Psychic Combat.

Breedmaster (Advanced Class)

There are those in the Darklands with the gift of creation. While such a talent might seem incongruous with the destructive nature of evil, this power is not put to any noble or constructive end. Instead, such a powerful ability is identified quickly by the Darklords and put to work in the Spawning Pits of Helgedad or one of the other breeding grounds nearby. Possessing the gift of creation in the lands of Naar is a great honour, though it really only means a lifetime of toil in a different capacity.

The Breedmaster

Class Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Base Magical Combat Skill	Base Magical Damage	Special
1 st	+0	+2	+0	+2	+0	—	Know the Flesh, Partial Magical Combat
2 nd	+1	+3	+0	+3	+1	+1d4	Dark Gift, Gift of Life
3 rd	+2	+3	+1	+3	+2	+1d4	Sustaining Essence
4 th	+3	+4	+1	+4	+3	+1d6	Dark Gift, Harvest the Soul
5 th	+3	+4	+1	+4	+3	+1d6	Improve the Breed

Those who can breed creatures do so in the Darklands only in the service of evil, though it is not impossible to imagine that such a skill could be used for better ends if conditions allowed one gifted with the talent to work without direction of the Darklords. In the history of Magnamund, the power of creation has never been known to exist outside the purview of Naar's domain. It is not outside the realm of possibility that a child of Kai or Ishir might also develop

this gift but such a person would be unique and special indeed.

This gift can also be a curse, as each creation given life drains the maker of some of his own vitality. Such is the nature of the universe. To breed a living thing requires that some of the crafter's own soul go into the fledging creature.

This energy returns over time, though some crafters have been worked literally to death in Helgedad as the Darklords are not always known for their patience or understanding of mortal frailties. Even so, such deaths are rare; most of the sons of Naar are also not pointlessly wasteful of resources.

A single craftsman of life can create an entire army of beings given enough time. The creations he makes are fully capable of breeding unless he wishes otherwise, making it possible for a pair of beasts (assuming the creature is not one that reproduces asexually) to become several over the course of months or years. In this time of the Second Black Muster, the Breedmasters of Helgedad are some of the Darklords' most valued and vital minions.

Endurance Die: d8.

Requirements

To qualify to become a Breedmaster, a character must fulfil all the following criteria.

Spellcasting: Must be able to cast some form of Right-Handed magic, even if it is simply a single Path at Tier I.

Skills: Handle Animal 4 ranks, Heal 8 ranks, Profession (breeder) 5 ranks.

Special: The Games Master must approve this class before any levels can be taken it. The spark of creation is a rare one and 99.99% of all living things do not possess its special power. If the Games Master wishes to check randomly for the gift, a Player must roll 00 on a d% twice in a row to have the potential for advancement in this class.



Class Skills

The Breedmaster's class skills (and the key ability for each skill) are Appraise (Int), Craft (alchemy) (Int), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any, taken as separate skills) (Int), Occult (Int), Profession (breeder) (Wis), Ride (Dex) and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the Breedmaster advanced class.

Armour and Weapons Proficiency: Breedmasters gain proficiency in the net and the whip but gain no new armour or shield proficiency.

Partial Magical Combat (Su): A Breedmaster adds three-quarters of his Breedmaster level to his Base Magical Combat Skill when attacking with his Right-Handed spells (as shown in the Base Magical Combat Skill column). This represents his relatively haphazard command of magical energies. The Breedmaster adds his Right-Handed spellcasting class levels together before calculating the DCs of his Right-Handed spells. He also adds an additional amount to his base magical damage as listed in the Base Magical Damage column. Thus a Vilefire bolt thrown by a 13th level Dark Cultist / 2nd level Breedmaster would inflict 2d6+1d4+7 damage upon a target.

Know the Flesh (Ex): A Breedmaster gains a very discerning eye when examining living creatures of any kind. Just by spending a full round motionless (but not helpless) and observing a being within 60 feet, the Breedmaster may make a Profession (breeder) check. Breedmasters with 5 or more ranks in Appraise gain a +2 bonus on this check. The result is compared to the Know the Flesh table and any information up the level of the success is gained instantly. Breedmasters may only try this skill check on a given creature once a day.

Dark Gift (Sp): The rarity and special talents of a Breedmaster make them valued by all the Dark Gods, who will vie with each other to grant gifts to the character. A Breedmaster continues training in magic, albeit in a more haphazard manner than a Dark Cultist or Cult Leader. Thus, when a Breedmaster level with Dark Gift noted is gained, the character gains an additional Tier I spell. This spell is taken from a Path the Breedmaster has not previously trained in. Thus a 5th level Breedmaster knows Tier I spells in at least three Right-Handed Paths – one from his previous class and two from his Breedmaster class.

Know the Flesh

Check Result	Resulting Information
9 or less	Nothing can be determined about the subject that is not readily apparent by its outward appearance. Further study is required.
10–15	The creature's Endurance Die (type and number), Armour Class and creature type is learned as the Breedmaster sees how enduring and resilient the subject appears to be.
16–20	The creature's Endurance score as of the moment the check is made, bonus it receives to Reflex saves, its Base Combat Skill and its Strength modifier are discovered.
21–25	One of the creature's special features or attacks is revealed; the specific discovery is chosen by the Games Master. Obvious features or attacks are likely seen firsthand.
26–30	The creature's exact subtype, allegiance and a single vulnerability (if any) are discovered, with the later being determined randomly by the Games Master if any exists at all. If it does not, another special feature or attack is learned.

Gift of Life (Su): The singular ability that defines this advanced class, Gift of Life gives the Breedmaster the power to create creatures of living flesh and bone. This power is very potent but it also means the Breedmaster may have to serve others of greater power that covet his gift for their own purposes. Just how and why some creatures have this gift and others do not is a mystery even the wisest of sages cannot discern but most assume the power to be a gift of the gods and do not question it further.

The mechanics for the Gift of Life can be as complex as the Games Master wishes them to be or as simple as allowing the character to spend one day per Endurance Die of a creature he wishes to breed and allowing him to select any corporeal, living being from the *Lone Wolf* core rulebook or this sourcebook as his subject. If this option is chosen, a Breedmaster cannot create any monster with greater Endurance Dice than his own character level.

Each creature bred with this power costs the Breedmaster a number of Endurance points equal to half its own, plus one point of Strength. This cost is paid when the creature is first started. The Endurance lost by the Breedmaster this way can only be healed through natural healing; normal spells will not return the damage. The Strength point returns only after the creature is complete and comes to life at the end of the growing time (normally one week per Endurance Die).

Creatures created with Gift of Life will never attack the Breedmaster that created them and tend to be easier to train or command in general – this is one of the main reasons why Breedmasters are so valued in the Darklands.

Sustaining Essence (Su): The connection between a Breedmaster and his creations grows more powerful at this level, allowing him to choose one of them as his ‘focus creature’. This focus allows the Breedmaster to share the creature’s senses out to a range of one mile. While sharing senses, a Breedmaster must personally remain motionless and is considered helpless until he ceases doing so. A Breedmaster can only have one focus creature at a time and initiating a new focus bond automatically severs an older bond. Initiating a focus bond takes one day of continued work and the creature must be present for the whole period.

The most impressive part of this bond is the aspect that gives the feature its name. Endurance damage to the creature can be healed as a full-round action by the Breedmaster, who may transfer up to his Constitution score in Endurance from himself to the focus creature. This loss can then be healed in any way but the loss can never take the Breedmaster below 0 Endurance. If it would, the transfer fails. To use this power, the focus creature must be within one mile – any further and the bond is too weak to allow the Breedmaster to make the transfer of life energy.

Harvest the Soul (Su): Whenever a Breedmaster is within 20 feet of a living being when it dies, he may try to draw in its soul and use that power to strengthen himself or his

focus creature. The dying creature may make a Will saving throw (DC 20) to resist. Success robs the Breedmaster of one Endurance point of damage and gives it to the target (which may potentially stabilise it). Failure snuffs out the target’s life force instantly and grants the Breedmaster a number of temporary Endurance points equal to the creature’s Endurance Dice. This extra Endurance fades at a rate of 1 Endurance every minute.

This Endurance boost may be granted to the Breedmaster’s focus creature instead, if it is in physical contact with the Breedmaster at the time of this power’s use. Harvest the Soul requires a full-round action on the Breedmaster’s part to activate. The Breedmaster must be conscious and not engaged in combat (including Psychic Combat) of any kind in order to use this class feature.

Improve the Breed (Ex): Masters of the breeding arts can use their gift of life on creatures already in existence. This power allows Breedmasters to take normal creatures or beasts crafted by their own talents (but not the creations of other Breedmasters) and improve on them. This allows them to add special qualities, affect their natural abilities or make overt physical changes as they desire.

This talent requires time to be effective and is not a guaranteed success; the stress of modification could very well kill a being subjected to it. The effort time and chance of death are listed in the Improve the Breed table; these modifications are only suggestions and Games Masters are encouraged to provide other options for aspiring Breedmasters to try. Before any new change is attempted,

Improve the Breed

Modification	Effect	Time Required	Profession (breeder) DC	Death Chance
Physical or Mental Enhancement ¹	+1 to any ability score	3 days	15	3%
Dense Skin/Scales/Exoskeleton ¹	+1 to Armour Class	3 days	15	5%
Improved Natural Weapons	Damage die type increase ²	2 days	15	4%
Speed Increase	+10 ft. to movement rate for one movement type	4 days	20	6%
Supernatural Toughness ¹	Damage Reduction 5/magic ³	5 days	25	8%
Improved Healing Rate ¹	Fast Healing 1 ⁴	4 days	25	5%
Extra Limb ¹	One additional attack with weapon or natural weaponry at normal Base Combat Skill –5 ⁵	7 days	25	9%


¹ This modification can be performed more than once. Each time it is done requires a separate use of the class feature, an additional operation and the Death Chance is cumulative with all previous modifications of that specific type (all Strength increases for instance).

² This increases the die type used for one type of natural attack. For example, a tiger has a bite attack inflicting 2d6 damage. By using this modification, the damage die is increased to a d8, changing the tiger’s bite damage to 2d8. The die type may not be increased beyond d12.

³ Damage Reduction may only be applied twice (total of 10/magic and a Death Chance of 16% for the second operation).

⁴ Fast healing is limited to 5 instances (total of fast healing 5 and a Death Chance of 25% for the fifth operation).

⁵ No creature may have more than double its normal amount of limbs (up to eight total for a humanoid).



a Breedmaster has to succeed at the listed Profession (breeder) skill check or the entire operation is a failure, no changes are made and the subject must make a Death Chance check at double its listed value.

Cult Leader (Advanced Class)

Worship in the Darklands is not a terribly organised affair. Cultists abound but many of them revere their dark god privately or in the company of only one or two other like-minded fellows. Services are sporadic at best, limited to brief prayers in the shadow of the night and the occasional blood sacrifice whenever a slave can be spared or stolen. Dark Cultists have a difficult time of things in the Darklands, not because of persecution but because of lack of opportunity. Secret cultists compete against each other for the favour of their deities, making it difficult of any one of them to excel in their patron's eyes.

There is an alternative to scratching out an existence as a private devotee. There exist in the Darklands and in many other countries in Magnamund several Churches of the Profane. Some of these are small congregations of a dozen or less, brought together by nothing more elaborate than their similar beliefs and a need to learn more lore than they can find on their own. Others are massive gatherings that number in the hundreds, replete with temporal power and political connections to their vile community.

All of these churches have one thing in common – a dark master and servitors under him that organise every facet of their religious lives. These leaders are the highest order of cultist, capable of drawing upon the strength of their flock to achieve higher levels of magical power than most Dark Cultists could even imagine. In return for this great power, the Cult Leader must tie himself even closer to his chosen power, an act that carries with it great risk. For most cultists, this is scarcely a consideration. If they were not willing to risk destruction and oblivion, they would not worship Evil in the first place.

Endurance Die: d6.

Requirements

To qualify to become a Cult Leader, a character must fulfil all the following criteria.

Spellcasting: Must be able to cast the Tier III spell from a Path of Right-Handed magic.

Skills: Diplomacy or Intimidate 6 ranks, Knowledge (religion) 10 ranks, Occult 10 ranks.

Special: At least five other cultists must be willing to follow the commands of the character. This does not have

to mean that he is their high priest but he must wield some real, measurable authority over them in a personal sense. The Games Master is the final arbiter on what qualifies a character for this part of the class' requirements.

Class Skills

The Cult Leader's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any, taken as separate skills) (Int), Occult (Int), Perform (oratory) (Cha), Speak Language (none), Sense Motive (Wis) and Stealth (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features

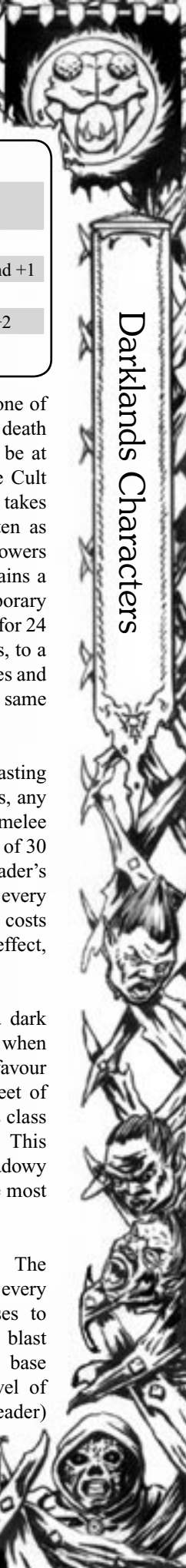
All of the following are class features of the Cult Leader advanced class.

Armour and Weapons Proficiency: Cult Leaders gain no new proficiency in any weapons, armour or shields.

Magical Combat (Su): A Cult Leader adds his Cult Leader level to his Base Magical Combat Skill when attacking with his Right-Handed spells (as shown in the Base Magical Combat Skill column). This represents his continued expertise at commanding magical energies. The Cult Leader adds his Right-Handed spellcasting class levels together before calculating the DCs of his Right-Handed spells. He also adds an additional amount to his base magical damage as listed in the Base Magical Damage column. Thus a Vilefire bolt thrown by a 16th level Dark Cultist / 3rd level Cult Leader would inflict 2d8+1d6+8 damage upon a target.

Dark Gift (Sp): The special leadership qualities of a Cult Leader make them valued by all the Dark Gods, who will vie with each other to grant gifts to the character. While the Cult Leader remains dedicated to a single Evil deity, others in the Pentad grant him additional powers as he advances in level. Thus, when a new Cult Leader level with Dark Gift noted is gained, the character gains an additional Tier I spell. This spell is taken from a Path the Cult Leader has not previously trained in. Thus a 5th level Cult Leader knows Tier I in at least three Right-Handed Paths – one from his previous class and two from his Cult Leader class.

Speak to the Herd (Su): A Cult Leader gains the magical ability to speak with any member of his dark church that exists 'under' him in its hierarchy. This is a supernatural power with a 10 mile range and allows for full communication just as if the people involved were standing



The Cult Leader

Class Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Base Magical Combat Skill	Base Magical Damage	Special
1 st	+0	+0	+0	+2	+1	+1d4	Magical Combat, Speak to the Herd
2 nd	+1	+0	+0	+3	+2	+1d4	Dark Gift, Gather the Flock, Mass Mind +1
3 rd	+1	+1	+1	+3	+3	+1d6	Blood of the Faithful
4 th	+2	+1	+1	+4	+4	+1d6	Dark Gift, Divine Touch, Mass Mind +2
5 th	+2	+1	+1	+4	+5	+1d8	Harrowing Blast

a few feet apart speaking in their own voices. Mimicry is not possible and neither is mind reading; the participants always know who is speaking and can only hear what is intentionally sent. Any member of the 'herd' with an active psychic shield is immune to this power and cannot contact or be contacted while those defences are up.

Gather the Flock (Su): An extension of Speak to the Herd, this is a telepathic summons that the Cult Leader can use to bring together the congregation he is associated with. It also has a 10 mile range but affects every member of the church, even those that outrank him or have psychic defences engaged. The pull is a strong one but can be resisted if desired. Its primary application is as a distress call; when used, every member of the church it reaches knows exactly where the Cult Leader is in relation to himself and receives a brief (ten words or less) message. Gather the Flock is somewhat draining; it can only be used once per day.

Mass Mind (Su): The powers of the congregation begin to fill the aura of its leaders, lending great power to his magic when he practices in front of them. As long as at least six members of his church are present (within 120 feet and in line of sight), the Cult Leader adds the rating of this feature to the DCs of his spells and, if applicable, any attack and damage rolls associated with them. Other Cult Leaders do not count towards this six person minimum, just Dark Cultists that see regard the character as one of their superiors.

Blood of the Faithful (Su): The churches of the Dark Gods are not welcoming institutions and they do not operate out of compassion and caring for their members. Everyone in a forbidden cult is there for their own reasons, few of which could ever be considered good or healthy. Few of them realise that for all the evil in their hearts, the malice of their leaders far exceeds their own. Little do they know that while they are listening to the shadowed whispers of their patron deities, the lords of their cult are learning how to do something so vile it would chill them to the bone if they suspected the truth.

This class feature allows a Cult Leader to sacrifice one of their faithful underlings in a blood ritual ending in death and exsanguination. The member of the faith must be at least a 3rd level Dark Cultist and cannot exceed the Cult Leader in levels of this advanced class. The ritual takes one hour to perform and can be performed as often as the Cult Leader desires, so long as he still has followers to slay. At the end of the ritual, the Cult Leader gains a +1 increase to his Mass Mind class feature, +5 temporary Endurance points and a +1 bonus to all ability scores for 24 hours. These benefits can stack with multiple rituals, to a maximum +5 increase to Mass Mind and ability scores and a +25 bonus to Endurance; after five sacrifices in the same day, killing more followers is just for fun.

Divine Touch (Su): Whenever the Cult Leader is casting spells in the presence of six or more of his followers, any Right-Handed magic spell he uses that requires a melee attack becomes a ranged magical attack with a range of 30 feet. This power draws on the stamina of the Cult Leader's followers, costing each of them 1 Endurance point every time it is used – the Cult Leader must pay the usual costs for casting the spell. The ranged attack has a visible effect, looking much like a beam of the caster's Vilefire.

Harrowing Blast (Sp): The combined power of a dark church can be a terrible power indeed, especially when directed by an experienced Cult Leader with the favour of the gods of Evil. As long as he is within 30 feet of six or more of his followers, a Dark Cultist with this class feature can cast a new Tier III spell, Harrowing Blast. This spell is a terrible incantation that fires a blast of shadowy devastation which can slay or incapacitate all but the most dauntless of heroes.

It takes a full-round action to cast Harrowing Blast. The blast is a 5 foot wide path, which is 5 feet long for every member of the congregation the Cult Leader uses to empower the strike. Each creature caught in this blast is automatically hit and suffers the Cult Leader's base magical damage + the combined Dark Cultist level of every contributing cultist (not including the Cult Leader)

in Endurance damage. This damage is always magical but the Cult Leader may choose one additional damage type (elemental or physical) that the blast also inflicts. Thus a Harrowing Blast may inflict magical and slashing damage or magical and cold damage. This bonus damage cannot exceed +50. Targets caught in the blast may make a Reflex save to take half damage.

All the Dark Cultists which contribute their power to the strike lose 1d4 Endurance, as does the Cult Leader. Note that the contributors have no choice but to lend their power if the Cult Leader initiates this spell – if they are within 30 feet of the caster, they are forced to contribute their vitality towards the evil incantation.

Death Knight (Advanced Class)

In the violent world of the Drakkarim, might surpasses right. The strongest lead and the weakest die at the behest of those with greater force. There is no law but the sword, and that law is in the hands of the best warriors of the race. The Drakkarim are savage, bloodthirsty and know little of honour, charity, compassion or human kindness. In many ways, they are not human, coming from a distant world far from Magnamund where the concepts of good and evil do not exist. In that distant land, only war exists and survival is determined by the fastest blade.

In this brutal culture, the stronger a soldier has become, the greater the respect he is afforded. This hierarchy of battle extends all the way up to the race's leadership; generals are also clan elders and warriors shepherd the rest of their people. Women and children are protected for the betterment and future of the race but the former are expected to fend for themselves and the latter are only sheltered until they come of age and can bear arms on their own.

There is no higher honour among the Drakkarim than an appointment to the ranks of the Death Knights. These grand soldiers of the Darklords act as bodyguards, enforcers, slayers and special forces. They hold the uppermost

station in the Darklands military structure, surpassing even the commanders that technically outrank them. When a Death Knight speaks, the Drakkarim listen. When a Death Knight fights, the Drakkarim rally. And when a Death Knight falls, the Drakkarim swear a debt of blood against those responsible.

Endurance Die: d12.

Requirements

To qualify to become a Death Knight, a character must fulfil all the following criteria.

Race: Must be Drakkarim.

Base Combat Skill: +8 or higher.

Skills: Intimidation 10 ranks, Knowledge (warfare) 10 ranks.

Class Feature: Potential Death Knights must possess the Elite Soldier class feature.

Class Skills

The Death Knight's class skills (and the key ability for each skill) are Athletics (Str), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (Darklands, history, religion, warfare) (Int), Ride (Dex), Sense Motive (Wis) and Use Magical Item (Cha).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the Death Knight advanced class.

Armour and Weapons Proficiency: Death Knights gain no new proficiency in any weapons, armour or shields.

Mark of the Skull (Ex): On the last day of their intensive training, each Death Knight is taken into the heart of the Palace of War and given a brand on his brow as a sign of his graduation. This sigil is in the shape of a black human skull, one of the symbols of the Darklands, and is recognised as the mark of the Death Knights. To wear this mark falsely

The Death Knight

Class Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Mark of the Skull, Black Garb of Helgedad
2 nd	+2	+3	+0	+0	Unhallowed Blade
3 rd	+3	+3	+1	+1	Voice of Darkness
4 th	+4	+4	+1	+1	Cleaving Blow
5 th	+5	+4	+1	+1	Fist of Naar

is one of the worst crimes a Drakkarim can commit and is cause for instant execution, typically at the hands of a true Death Knight. The Mark of the Skull brings with it a +4 bonus to all Charisma based ability and skill checks when dealing with Darkspawn, the minions of the Darklords and fellow Drakkarim.

Black Garb of Helgedad: Death Knights are given the finest equipment in the Darklands, items that are as much a badge of station as they are instruments of war. Death Knights receive a suit of Darke Plate, magical black iron plate armour of mastercrafted quality (see page 99). They are also given a Death's Hand, a weapon of mystical power shaped to match the warrior's division (a broadsword for Infantry, a black iron bow for Archery or a lance for Cavalry). The Death's hand is a superior quality weapon with a +1 magical enhancement. These items will always be replaced if destroyed in the line of duty and while they are worn and visible, the bonus provided by the Mark of the Skull increases to +5.



Unhallowed Blade (Su): Any weapon wielded by the Death Knight is enhanced by secrets of vile power taught to him in the Palace of War. His Death's Hand becomes the bane of living creatures – every critical hit made with this weapon forces the victim to make a Fortitude save with a DC equal to the damage inflicted. Failure indicates that the creature automatically contracts *Dark Chills*. Further Fortitude saves made to recover from the disease are at the disease's usual DC (14).

Voice of Darkness (Su): As a continuance of the lore given to Death Knights during their training, their voice is enhanced with dark power. This allows them to speak in a rumbling tone that easily carries more than half a mile when they wish it and extends their Mark of the Skull bonus slightly – they may now add this bonus to Intimidate checks made against living creatures of any race.

In addition, a Death Knight with the Voice of Darkness can issue a roar of terror once a day. This roar affects every living creature within 30 feet, forcing them to make a Will saving throw with a DC equal to the Death Knight's character level + his Charisma modifier or be panicked for 1d4 rounds. This is a supernatural effect and is not subject to Magic Resistance or Counterspelling. Sommerlund Knights of the Realm who follow the Code of Might are never affected by this power – their belief in their own strength of arms is too strong to be swayed by a Death Knight.

Cleaving Blow (Ex): When wielding his, a Death Knight is a truly dangerous opponent. Often surrounded on the battlefield, he learns how to make the most of his attacks. If a Death Knight deals a creature enough damage with a Death's Hand to make it drop (typically by dropping it to below 0 Endurance), he gets an immediate extra melee attack against another creature within 5 feet. He cannot take a 5 foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. A Death Knight can use this ability once per round.

Fist of Naar (Su): Finally learning to channel some small part of the power of the Darklords themselves, a fully trained and gifted Death Knight becomes a dark paragon of his race – capable of withstanding punishment that would slaughter any mortal. He gains a +2 bonus to his Constitution score and may add his Charisma modifier (minimum of +1) to all saving throws. In exchange for this incredible power, the Death Knight must choose a Darklord and serve him faithfully for the rest of his life. No treachery is possible in this alliance; the Death Knight is spiritually bound to his selected master.



The Darklords

The Sons of Naar, the Darklords are the undisputed rulers of the dark god's domain on Magnamund. In many ways, their mere existence is what perpetuates the dominion of the Darklands and fuels its abnormal, corrupting influence. Powerful beings all, the Darklords are Naar's chosen lords of the world, created with the three great gifts of invulnerability, destruction and utter obedience. These three powers are their birthrights; with them, they are poised to utterly devastate Magnamund and pave a road of skulls for their lord's eminent arrival.

That is the truth of their existence. The Darklords, for all their power, are merely the harbingers of the real tyrant lurking in the shadows of Magnamund. For all their ambition, they are only lieutenants in the service of a greater master. For all their evil, they are mere echoes of the vile darkness that waits beyond this dimension – seeking always a way to enter the world of Magnamund and tear it from the grasp of Kai and Ishir.

Each Darklord is a paragon of strength and mystical power. While each one is different in its own way, they are all so immensely potent in battle that to fight one would be an exercise in suicide. Only the Sommerswerd is reputed to be able to slay them, though this is not entirely true. The Darklords do have weaknesses, though they are few and far between. For all intents and purposes, they are invisible and if heroes come across them, retreat is likely the only sane course of action.

When the Darklords exercise their power, all who fear the night tremble. They are the voice of highest authority in the Darklands and while they all serve under the will of the Archlord, the highest ranking of their number, each one commands a legion of Darkspawn, Drakkarim and Giak troops of their own. Individually, they are a military power to be feared. Together, they are the truest scourge of Magnamund. While Archlord Zagarna's current order of secrecy during the Second Black Muster has their force in check, someday the gates of the Darklands will fly open and they will descend like a plague upon the lands of men.

Darklord Traits

All Darklords are essentially aberrations – extraordinarily old and powerful aberrations but their basic creature type is of a 12 End Dice aberration. Unlike most monsters of this type, Darklords have darkvision of equal range to their normal vision and earn 6 + Intelligence modifier in skill points for every aberration End Die, with four times this amount for their first End Die. They are proficient with all one-handed and two-handed weapons, all armour and all types of shield. All Darklords have different

progressions (good or poor) in the three saving throws and can communicate in virtually every known language of Magnamund, though they far prefer Darkling.

As mentioned, the Darklords have been given three great gifts by their patron, the Dark Lord Naar. In addition to these powers, they each possess strength and magical abilities of their own. Every Darklord is a fearsome and savage combination of the fears of humanity, given form by Naar and drawn from the subconscious terror that all the mortal races of Magnamund see in their darkest nightmares. Unless stated otherwise, each Darklord has the following special qualities.

- ♦ **Aura of Evil:** All creatures with a Good allegiance within 10 feet of a Darklord suffer a –1 penalty to all attack rolls, saving throws and skill checks due to the palpable field of darkness they radiate. Creatures of the Balance do not suffer this effect and Evil creatures gain a +1 bonus to the same rolls.
- ♦ **Energy Resistance:** All Darklords have at least 10 points of resistance to cold, fire, electrical, acid and sonic forms of damage. If a given Darklord has more resistance to one or more of these damage types, it will be noted in their Special Qualities.
- ♦ **Damage Reduction 10/magic:** Only weapons benefiting from a magical bonus (or of a magical nature) can do their normal damage to a Darklord. All other implements of war inflict 10 points less to them as their resilient bodies make them difficult to harm.
- ♦ **Darkvision:** All Darklords have full darkvision – they may see as far in darkness as they can in daylight.
- ♦ **Fast Healing 5:** Artefact weapons can actually kill Darklords but they heal 5 Endurance points per round from such attacks. This makes them hard to kill as damage must be done to them swiftly and continuously to finally take them down.
- ♦ **Magical Combat:** All Darklords have the Magical Combat feature, allowing them to use weapons and items requiring this ability. They can also use their character level as their Base Combat Skill when using magical spells requiring a magical ranged or melee attack, though this is of less use than for most mages as their normal Base Combat Skill is already very high due to their empowered nature. All Darklords may cast Right-Handed spells through any kind of armour, with no chance of spell failure.



- ♦ **Psychic Combat:** All Darklords can engage in Psychic Combat and have a Willpower score equal to their Wisdom score + their End Dice (modified as necessary by class features). Dark Cultist Darklords will have superior Willpower scores. Some Darklords have a superior ability in Psychic Combat. This will be noted in their individual descriptions.
- ♦ **Regeneration 5:** Darklords only take normal damage from energy attacks, weapons of an artefact nature (those with a +5 or greater magical bonus) or those Legendary Items found in the Tools of Evil Chapter. Any other form of attack inflicts nonlethal damage to them, which they heal at a rate of 5 Endurance points per round.

In addition to these traits, there is the matter of the three gifts of Naar that all Darklords possess. These are listed separately from the normal traits because of their unique nature. Each one has a special circumstance in which they

can be lost. This system of checks and balances keeps the Darklords under the control of both Naar and the authority of the Archlord.

The Gift of Destruction

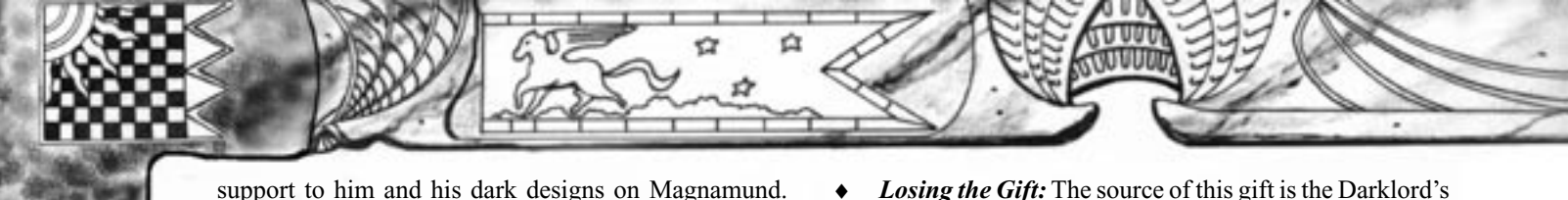
Incredible power to wreak ruin and devastation was given to the Darklords by the will of Naar. Any attempt by a Darklord to sunder an unattended mundane object with less than 100 Endurance points, regardless of its hardness, automatically destroys the object. Tougher objects take 100 Endurance points of damage each time a Darklord tries to sunder it. Damage-inflicting spells cast by a Darklord always add +1 to each die rolled or +10 extra points of damage if it inflicts a non-variable amount.

- ♦ **Ruinous Strike:** Every successful physical attack made by a Darklord is a grievous effect. The DC for this effect is equal to the damage inflicted. When a Darklord takes the field, he can quite easily slay half a dozen foes in a single round.
- ♦ **Losing the Gift:** When a Darklord ascends the Throne of Helgedad and becomes Archlord, he gains the power to suspend this Gift. Simply by naming the Darklord he intends to strip of this power, he can take it away for a day, a year or a century. This decision cannot be reversed once made and there is no resistance possible against losing the Gift immediately. Only by waiting for the banned period to end or by becoming the Archlord himself can a Darklord regain his Gift of Destruction after it has been taken away.

The Gift of Invulnerability

Naar crafted the Darklords to be enduring beyond measure and resistant to virtually every form of attack and ailment. They do not suffer from ageing, disease, poison, or most weaknesses of the flesh. They have a 50% chance to ignore critical hits, instead taking only normal damage if one occurs. They have a 25% chance of ignoring any spell cast at them, rolling this chance after their Magic Resistance (assuming it fails and assuming they possess the feature at all). Darklords also automatically succeed at Fortitude saving throws with a DC of 20 or less; they simply shrug off such weak effects.

- ♦ **Lasting Breath:** Though the Darklords are vaguely mortal, they have no need to eat, sleep or breathe. They are sustained by the power of Naar and require nothing external to maintain themselves. This side power from the Gift of Invulnerability is lost when the Darklord travels outside the boundaries of the Darklands.
- ♦ **Losing this Gift:** To retain their Gift of Invulnerability, the Darklords must spend at least twenty minutes each night in prayer to Naar, pledging their obedience and



support to him and his dark designs on Magnamund. Failure to do this faithfully will cause the gift to be revoked until such time as the Darklord renews his vows to the Lord of All Evil.

The Gift of Obedience

A much more powerful version of the resistance to good compulsions that a Darkspawn enjoys, this power is an echo of the mind of Naar himself. All Darklords are immune to any power that would cause them to act in a way contrary to their own minds and desires or forces them into inaction. This makes them completely resistant to spells that would control their minds, confuse them, inflict a morale effect of any kind, stun or panic them, or affect their Intelligence or Wisdom scores. This does not give them any special resistance in Psychic Combat, though they cannot be stunned by the Stun psychic attack.

- ◆ **Commanding the Spawn of Darkness:** As a side power related to the Gift of Obedience, all Darklords have the ability to summon Crypt Spawn. This requires a standard action and has no roll associated with it. The Crypt Spawn appears within 30 feet of the Darklord and only one can be summoned or in existence for a given Darklord at any one time.

- ◆ **Losing the Gift:** The source of this gift is the Darklord's proximity to the Darklands. If they leave the borders of the Darklands for any time at all, they lose this gift completely until they return. This, combined with the weakness described below, keeps them firmly in the Darklands on a permanent basis.

Darklands Dependence

The Darklords also have one great flaw – the only thing that has kept them from flooding over the world of Magnamund and conquering it by force. They are the children of Naar, but Naar does not have true dominion over Magnamund yet. As such, they must remain where his is the sole power in ascendance. If they do not, they weaken and die. Once a Darklord leaves the boundaries of the Darklands, their great power begins to wane almost instantly. A Darklord is unaffected by his first six hours outside the Darklands, but after this he suffers a loss of 1d6 Endurance points every hour until he returns (whereby the lost Endurance returns at a rate of 10 points per hour). This lost Endurance can only be regained by returning to the Darklands; no other source of healing will suffice. In addition to these effects, a Darklord cannot use Right-Handed magic outside the Darklands, loses the Gift of Obedience immediately, the Gift of Destruction after one day and the Gift of Invulnerability after two days. These four losses are instantly recovered by returning to the Darklands.

Darklords and Character Classes

All the Darklords have character classes as normal creatures but there are a few exceptions and notes worth making. These classes are used to represent a particular Darklord's martial or magical expertise and they are exceptions to some of the usual rules governing these classes:

- ◆ All Darklord Dark Cultists follow the Path of Naar and have access to all three Tiers of Right-Handed magic associated with that Path, regardless of their level. They may never learn spells from other Paths of magic. They are also considered to have all three Pacts of Naar, regardless of level, but do not suffer from Pact disadvantages. Finally, all Darklords may use Vilefire and Bolts of Pain, regardless of their Dark Cultist level.
- ◆ A Darklord Dark Cultist is never under the command of a Cult Leader and thus will never allow a Cult Leader – even a Darklord Cult Leader – to use them when implementing Divine Touch or Harrowing Blast.
- ◆ Darklords can take levels of Dark Warrior and Death Knight, even though they are not Drakkarim. While they certainly do not train or even fight with the particular units described in the Darke Division class feature, they still gain the special abilities listed there (even though these abilities are paltry compared to a Darklord's power).
- ◆ Observant readers will note that the base damage for most weapons of the Darklords is higher than normal. This is because they have larger versions of the weapons. Mostly this means that the damage die has been increased by one (from 1d4 to 1d6, for instance) for Large Darklords. For Huge Darklords the damage die has been increased twice and Zagarna's got increased three times! Interestingly, many unique weapons (those detailed in the Legendary Items section of this book) will automatically re-size themselves for new owners, retaining their magical powers and bonuses but dropping the damage die type by one, two or three steps.

Chlanzor – Darklord of the Crawling Fire

Large Aberration (Darklord)

10th level Dark Cultist / 8th level Dark Warrior

End Dice: 12d8+10d6+8d10+132 (265 Endurance)

Initiative: -1

Speed: 40 ft.

Armour Class: 33 (-1 size, -1 Dex, +15 natural, +10 scale armour), flat-footed 33

Base Combat Skill: +22

Attack: Warclub +33 melee (2d6+14) or Bite +29 melee (1d8+7+poison)

Full Attack: Warclub +33/+28/+23/+18/+13 melee (2d6+14) and Bite +28 melee (1d8+7+poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d10+5 fire), Venomous bite (see below), Vilefire (+1d10 fire)

Special Qualities: Darklord traits, Darke Division (cavalry) II*, Elite Soldier (Sneak Attack +1d6), Foul Servant, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Weapon of Choice (warclub)

Willpower: 43

Saves: Fort +21, Ref +8, Will +17

Abilities: Str 25, Dex 8, Con 19, Int 16, Wis 10, Cha 7

Skills: Appraise +13, Athletics +17, Climb +22, Concentration +19, Diplomacy +3, Heal +10, Intimidate +18, Knowledge (arcana, Darklands, dungeoneering, geography, history, the planes) +18, Occult +23, Perception +15, Sense Motive +5, Stealth +14, Survival +15

Challenge Rating: 27

* Chlanzor always counts as being ‘mounted’ due to his physique. Rather than the usual Darke Division (cavalry) benefits, he has gained the ability to ignore the speed reduction and Armour Check Penalty of his scale armour.

Venomous Bite (Sp): Chlanzor’s deadliest attack is his poisonous mandibles, through which he can generate the effects of any poison listed in the *Lone Wolf* core rulebook. This is a magical effect and is subject to Magic Resistance. The DC for the poison generated is always 30, regardless of the normal DC of the toxin.

The lord of Gazad Helkona and a rotund, vile creature even by the standards of his other brethren, Chlanzor rules a domain no-one else wanted and wields power no-one else would desire. Sitting at the heart of the most foetid area of the Darklands, Chlanzor’s desires are known only to himself and are of interest to none of the other sons of Naar. While he does have ambitions, they rarely involve his dark siblings. He does not often have anything to do with them unless ordered to interact by the current Archlord.

Darklord Chlanzor is the worst part of Evil, my child. He is sloth and gluttony both, content to sit in his mire and plot without ever realising any of his wants except stuffing his already enormous gut. I expect better from you. Do not disappoint me.

Appearance: Chlanzor is a squat, somewhat insectile beast with four spider legs supporting his humanoid torso and a misshapen face with a set of mandibles protruding from his wide fleshy maw. Coarse black hair covers his back, but his chest and arms are clammy and hairless.

In Combat: Chlanzor rarely fights but when he does he usually begins a fight with his deadly bite and a virulent poison that either kills or incapacitates. He prefers live prey to eat, relishing the prospect of a squirming, screaming meal. If he is not seriously pressed and in fear of his life, he uses Strength or Dexterity damaging poisons exclusively. Chlanzor also wields a +3 greatclub (+1 mastercrafted, +2 magical) and wears +4 scale armour (+2 superior, +2 magical).



Dakushna – Darklord of the Silver Sceptre

Large Aberration (Darklord)

8th level Dark Cultist / 8th level Dark Warrior / 1st level Death Knight

End Dice: 12d8+8d6+8d10+1d12+128 (260 Endurance + 50 temporary Endurance)

Initiative: +3 (+1 Dex, +2 Knowledge (warfare))

Speed: 30 ft. (Darke Plate); base speed 40 ft.

Armour Class: 36 (–1 size, +1 Dex, +14 natural, +12 Darke Plate), flat-footed 35

Base Combat Skill: +22

Attack: Nyras Sceptre +35 melee (2d6+13 one-handed)

Full Attack: Nyras Sceptre +35/+30/+25/+20/+15 melee (2d6+13 one-handed)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d10+4 fire), Nyras Sceptre (see page 103), Vilefire (+1d10 fire)

Special Qualities: Darklord traits, Darke Division (infantry) II, Elite Soldier (Born to the Sword), Foul Servant, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Weapon of Choice (broadsword)

Willpower: 40

Saves: Fort +22, Ref +13, Will +12

Abilities: Str 24, Dex 12, Con 19, Int 14, Wis 10, Cha 12

Skills: Acrobatics +11, Appraise +5, Athletics +32, Bluff +6, Climb +18, Concentration +14, Disable Device +7, Intimidate +26, Knowledge (arcana, Darklands, history, warfare) +12, Occult +27, Perception +15, Ride +11, Sense Motive +10, Stealth +6, Survival +5

Challenge Rating: 27

Proof that even something as mighty as a Darklord can be overshadowed by the slightest aspect of Naar's true evil, Dakushna is less known for his own abilities than he is for his possession of an extremely powerful artefact – the Nyras Sceptre. A potent weapon in its own right, the sceptre is made all the more terrible because of the dark artefact, a Doomstone, it holds in its haft. With this weapon in hand, there are few who can challenge the Darklord's might. Dakushna, through little merit of his own, was considered one of the top contenders for Vashna's vacant throne.

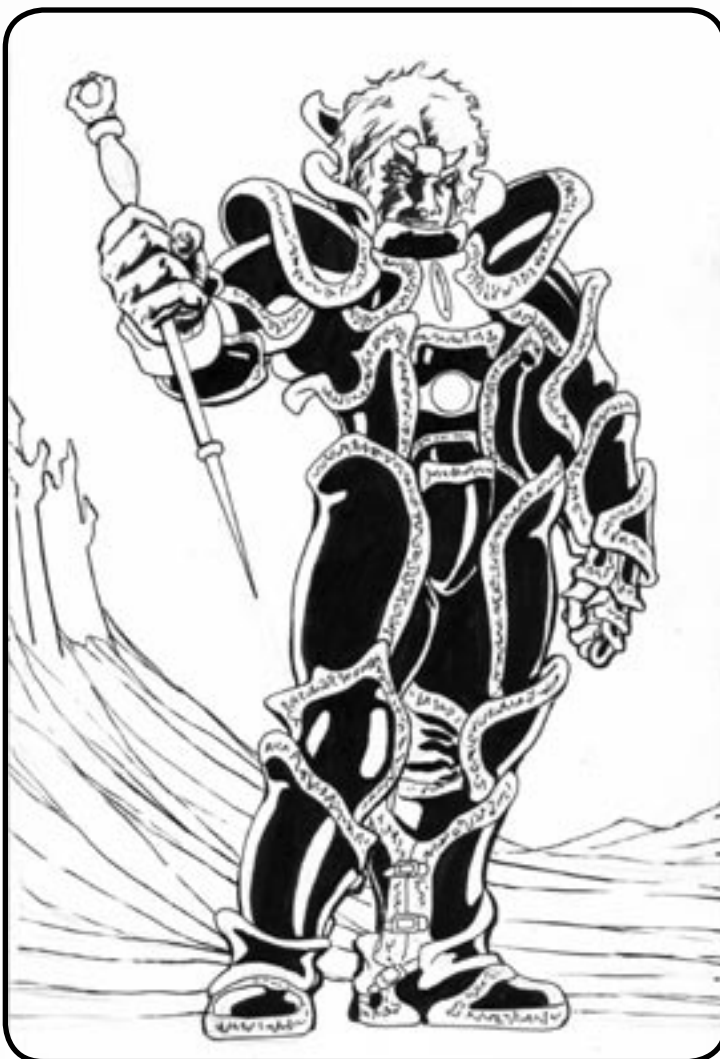
That Dakushna did not get the Archlordship is simply proof that, powerful artefact aside, his own skills at political manipulation were simply not up to the task of securing his ambition in the face of true tyrants like Zagarna and Gnaag. Just insightful enough to realise how quickly he would be destroyed if he truly committed himself to the contest, Dakushna removed himself from the situation and went back to ruling

Dakushna is proof that even the sons of Naar are sometimes slaves to their possessions. Fool.

Kagorst and the Red Fortress of Akagazad. Dakushna also exerts a great deal of influence of the Nadziranim, though many of his rivals believe the manipulative occult-scientists merely feign obedience until one of them can get their clawed hands on the Nyras Sceptre for themselves.

Appearance: Dakushna is one of the least horrific looking Darklords, resembling a massive red-skinned human with wild hair, burning crimson eyes and a disproportionately large right hand.

In Combat: The tactics of the Lord of Akagazad are fairly straightforward; he unleashes blasts with the Nyras Sceptre at range and crushes his foes with terrible strikes from it in melee combat. He is very overconfident with it in hand and will never flee a battle while he holds it.



Ghanesh – Darklord of the Grey Waste

Large Aberration (Darklord)

14th level Dark Cultist / 4th level Dark Warrior

End Dice: 12d8+14d6+4d10+124 (251 Endurance)

Initiative: +1

Speed: 40 ft.

Armour Class: 31 (-1 size, +1 Dex, +15 natural, +6 leather armour), flat-footed 30

Base Combat Skill: +20

Attack: Black iron dagger +33 melee (1d6+11+poison, 19–20)

Full Attack: Black iron dagger +33/+28/+23/+18 melee (1d6+11+poison, 19–20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (2d6+7 fire), Vilefire (+2d6 fire), Wasting Blow (see below)

Special Qualities: Darklord traits, Darke Division (infantry) I, Foul Swarm, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness, Weapon of Choice (dagger)

Willpower: 55

Saves: Fort +16, Ref +14, Will +21

Abilities: Str 24, Dex 13, Con 18, Int 16, Wis 16, Cha 12

Skills: Acrobatics +16, Appraise +18, Athletics +17, Bluff +11, Climb +17, Concentration +22, Diplomacy +11, Intimidate +11, Knowledge (arcana) +33, Knowledge (architecture & engineering, Darklands, history, geography, the planes) +13, Occult +28, Perception +23, Sense Motive +13, Sleight of Hand +11, Stealth +11

Challenge Rating: 25

Wasting Blow (Su): Whenever Ghanesh scores a hit in melee combat with a black iron weapon (such as his favoured dagger), he calls forth the corruption inherent in that metal and inflicts it on the victim. This wound festers for 5 more rounds, causing 1 additional point of Endurance damage each round at the start of the victim's turn. Multiple blows inflict multiple points of damage; this power is unstoppable and unhealable until it runs its course.

Ghanesh, one of the Lords of Helgedad, is an ambitious Darklord with enough personal power to be considered a major contender for the coveted position of second-in-command of all the Darklands. His chief rival, Taktaal, is a thorn in his side but Ghanesh sometimes pulls ahead of him in the Archlord's favour by presenting vile discoveries from the many Liganim and Nadziranim under his command.

Unbeknownst to Ghanesh, many of his servants are in fact spies working for Darklord Gnaag; they only serve under the illusion of faithfulness until such time as Gnaag

Another fool with more ambition than sense, I doubt Ghanesh will live out the echoes of his own folly.

chooses to make his move and usurp all who stand in his way. Ghanesh, a powerful cultist but not as astute in politics as he should be, has no idea this situation exists and still thinks himself secure in his aspirations.

Appearance: Ghanesh is a serpentine shadow of a man, with fine scales and slitted eyes that shine with the light of the Lake of Blood. He towers over most mortals but is shorter than most of his siblings.

In Combat: Ghanesh knows his limitations and works to overcome them through treachery. Ghanesh usually wields a +4 black iron dagger (+2 superior, +2 magical) and wears +4 leather armour (+2 superior, +2 magical). In addition to using his Wasting Blow in battle, his dagger is always envenomed with some deadly toxin – usually Zlanbeast poison.



Ghurch – Darklord of Blood

Huge Aberration (Darklord)

4th level Dark Cultist / 15th level Dark Warrior

End Dice: 12d8+4d6+15d10+217 (391 Endurance)

Initiative: +4 (+2 Dex, +2 Knowledge (warfare))

Speed: 40 ft.

Armour Class: 25 (–2 size, +2 Dex, +15 natural), flat-footed 23

Base Combat Skill: +26

Attack: Bite +39 melee (1d10+13+blood drain) or Tail Slam +35 melee (2d6+9)

Full Attack: Bite +39/+34/+29/+24 melee (1d10+13+blood drain) and Tail Slam +33 melee (2d6+9)

Space/Reach: 15 ft./10 ft.

Special Attacks: Blood Drain (see below), Bolts of Pain (1d8+2 fire), Vilefire (+1d8 fire)

Special Qualities: Darklord traits, Darke Division (infantry) IV, Elite Soldier (Uncanny Dodge), Magical Combat, Psychic Combat, resistance to fire 15 and sonic 20, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x3), Weapon Master, Weapon of Choice (bite)

Willpower: 31

Saves: Fort +25, Ref +16, Will +14

Abilities: Str 28, Dex 14, Con 24, Int 10, Wis 12, Cha 6

Skills: Athletics +29, Bluff +2, Climb +24, Concentration +19, Intimidate +22, Knowledge (Darklands, warfare) +10, Occult +8, Perception +16, Sense Motive +3, Survival +11

Challenge Rating: 27

Blood Drain (Ex): If Ghurch bites a living creature, he automatically begins to drain their blood. The victim of the bite may make a Fortitude save, DC 32. Success limits the damage to 1d4 points of Endurance. Failure costs the victim 1d4 points of Constitution damage. Constitution lost this way comes back at a rate of one per day and Ghurch can only use Blood Drain once per round.

A brutal savage with an animal cunning that belies his lack of real intelligence, Ghurch has few aspirations to a higher position among his fellows and seems content ruling Ghargon with an iron hand. Violent beyond the measure of even other Darklords, Ghurch is nearly Zagarna's physical equal and is more enduring than most of his siblings. Doomed to play the part of a pawn in the machinations of the sons of Naar, Ghurch does not seem to mind being a cat's paw as long as there is carnage to wreak and suffering to inflict on the innocent.

Ah yes, the Lamprey King. Now there is a Darklord I can appreciate. Not for any merit of his own, mind you, but because the great brute is something so few of his brothers aspire to. He is an honest evil; he makes no pretences about his depravity.

Appearance: Ghurch's entire body speaks of strength. His colossal head is crowned by a mane of coarse orange hair. His face is a sickly orange and mottled red colour. His eyes burn with a malevolent blue fire and triple rows of startlingly white teeth fill his lamprey-like mouth. Down both the front and back of his body are rows of sharp, bony spikes.

In Combat: Ghurch is not a subtle creature. What he cannot drink the life out of with his vicious bite, he is happy to impale and crush using his powerful tail. While the rest of his massive body looks fearsome enough, he rarely uses his claws or fists; he prefers to drink blood rather than waste it.



Gnaag – Darklord of Tyranny

Large Aberration (Darklord)

3rd level Cult Leader / 16th level Dark Cultist / 1st level Dark Warrior

End Dice: 12d8+3d6+16d6+1d10+128 (253 Endurance)

Initiative: +6 (+4 Dex, +2 Knowledge (warfare))

Speed: 40 ft., fly 60 ft. (average)

Armour Class: 37 (–1 size, +4 Dex, +16 natural, +8 Amulet of Shielding), flat-footed 33

Base Combat Skill: +19

Attack: Nadazgada +33 melee (2d6+14, 19–20) one-handed

Full Attack: Nadazgada +33/+28/+23/+18 melee (2d6 +14, 19–20) one-handed

Space/Reach: 15 ft./10 ft.

Special Attacks: Bolts of Pain (2d8+1d6+8 fire), Nadazgada (see page 103), Vilefire (+2d8+1d6 fire)

Special Qualities: Blood of the Faithful, Darklord traits, Foul Swarm, Gather the Flock, immunity to cold, Magical Combat, Mass Mind +1, Psychic Combat, Right-Handed magic (Path of Naar), Speak to the Herd, Three Gifts of Naar, Three Pacts of Naar, Weapon of Choice (broadsword)

Willpower: 97

Saves: Fort +16, Ref +18, Will +26

Abilities: Str 24, Dex 18, Con 18, Int 20, Wis 20, Cha 14

Skills: Acrobatics +9, Appraise +20, Athletics +12, Bluff +32, Climb +17, Diplomacy +27, Escape Artist +14, Gather Information +17, Intimidate +15, Knowledge (arcana, Darklands) +35, Knowledge (history, nobility & royalty, the planes, warfare) +20, Occult +30, Perception +25, Sense Motive +35, Stealth +19, Survival +10

Challenge Rating: 28

Gnaag, one of the greatest Darklords of all time, is considered by most of his rivals to be the weakest of their number. This is a carefully constructed façade, allowing Gnaag to pursue his all-encompassing ambitions without worry of interference by the other Darklords. Even Haakon, normally the most perceptive of the sons of Naar, thinks of Gnaag as a pitiable fool with little true power.

The secret to Gnaag's immense power is twofold. The first part of his genius and ability is his skill at manipulation. His skill at playing the perceptions of rivals off each other and seeking advantage in their assumptions is unmatched in the Darklands. The other lynchpin in his plans is the secret alliance he has with the Liganim and Nadziranim of Helgedad. He secretly controls most of them, secreting them in the service of others as spies and if necessary assassins when the time comes. He is not above killing off rivals if he must; he knows that if Naar approves of his ambition, he will be untouchable once he ascends to the Midnight Throne.

Our true master, lest you forget whom you really serve. I must present you to the Archlord soon but keep in mind that while we do Zagarna's bidding, it is the great Gnaag that guides us... always.

Appearance: Gnaag's body is twisted and convoluted with several heaps of organs, exposed without an overlying skin, protruding from his skeletal chest. Darklord Gnaag's head is that of a giant fly, with a row of sharp teeth and gnashing mandibles around them.

In Combat: Gnaag is a powerful spellcaster, one of the highest ranking cultists of Naar in all the Darklands and the most accomplished of his brethren. In direct confrontations, he usually allows his deadly mind powers to supplement the might of his terrible blade, Nadazgada.



Haakon – Darklord of the Iron Helm

Large Aberration (Darklord)

10th level Dark Cultist / 10th level Dark Warrior

End Dice: 12d8+10d6+10d10+140 (284 Endurance)

Initiative: +7 (+5 Dex, +2 Knowledge (warfare))

Speed: 30 ft. (full plate); base speed 40 ft.; fly 60 ft. (average)

Armour Class: 32 (–1 size, +1 Dex, +10 natural, +12 full plate), flat-footed 31

Base Combat Skill: +24

Attack: Power Crystal +36 melee or ranged (1d10+5 fire)* or Lance +33 mounted melee (1d8+13, x3)

Full Attack: Power Crystal +36/+31/+26/+21/+16/+11/+6 melee or ranged (1d10+5 fire)* or Lance +33/+28/+23/+18/+13 mounted melee (1d8+13, x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d10+5 fire), Strike of Shadows (see below), Vilefire (+1d10 fire)

Special Qualities: Darklord traits, Darke Division (cavalry) II, Elite Soldier (Uncanny Dodge), Foul Servant, Magical Combat, Psychic Combat, resistance to all energy types 20, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Weapon of Choice (lance)

Willpower: 67

Saves: Fort +18, Ref +19, Will +22

Abilities: Str 24, Dex 20, Con 18, Int 18, Wis 20, Cha 16

Skills: Appraise +14, Athletics +22, Bluff +23, Climb +12, Concentration +34, Diplomacy +23, Forgery +14, Gather Information +13, Handle Animal +8, Intimidate +23, Knowledge (arcana, Darklands, history, warfare) +19, Occult +29, Perception +25, Ride +25, Sense Motive +25

Challenge Rating: 28

* Haakon has perfected the art of fighting with a Power Crystal. When using it as a ranged weapon, Haakon channels his Bolts of Pain through the item – this increases the range of the attacks to 200 feet. When using it as a melee weapon, Haakon always channels Vilefire into the Crystal but adds half his Dark Cultist level to the damage rolls rather than his Strength bonus. The truly terrifying part of this is that Haakon uses his base magical combat skill when fighting in either style. Neither uses cost Tiers from the Crystal's energy level.

Strike of Shadows (Ex): This ability allows Haakon to sense the perfect time to attack an opponent, capitalising on the slightest vulnerability or weakness. The Strike of Shadows is a special full attack action; Haakon must make a Sense Motive skill check which is opposed by the target's Will saving throw (to which they may add their base combat skill as a bonus). If successful, Haakon can add a +9 bonus (his total Intelligence and Wisdom bonus) to his attack and damage rolls, applicable to the single attack he makes when performing this action. The check and the one attack is all Haakon can do that round.

Haakon is a powerful Darklord and is considered by most of his brethren to be Zagarna's chief rival for the position of Archlord. That he wants the position is a poorly kept

This is the one to beware, young one. The day will come when he must be removed. Live in fear of that.

secret at best but few of the Darklords would guess how far Haakon would be willing to go to see his desire for the throne fulfilled. Haakon has already forged several alliances among his compatriots and gathered a sizable army of Drakkarim and Giaks to his cause. When the incredibly cruel and conniving Haakon makes his move, the Darklands will tremble with the fury of his ambition.

Appearance: Haakon has the face of a young human male but he usually wears a black helmet to cover his features. His upper body is powerfully muscled and his blood vessels can be seen clearly through his translucent skin. Haakon's hands and fingers are remarkably long and thin. His intestines rest in a bulbous sack of clear flesh – a coiled and writhing mass beneath his ribs.

In Combat: The would-be Archlord is a master of the Nadziranim Power Crystal but he is also quite skilled with mounted weapons and relishes summoning Crypt Spawn to his aid while attacking from the back of his Zlanbeast. Haakon wields a +4 lance (+2 superior, +2 magical) when mounted and usually wears +4 full plate armour (+2 superior, +2 magical).



Khatellu – Darklord of Serpents

Huge Aberration (Darklord)

1st level Dark Cultist / 16th level Dark Warrior

End Dice: 12d8+1d6+16d10+185 (330 Endurance)

Initiative: +2 (+2 Dex, +2 Knowledge (warfare))

Speed: 40 ft.

Armour Class: 30 (–2 size, +2 Dex, +20 natural), flat-footed 26

Base Combat Skill: +25

Attack: Bite +36 melee (1d10+8) or Slam +35 melee (2d6+7)

Full Attack: Bite +36/+31/+26/+21/+16 melee (1d10+8) and Slam +30 melee (2d6+7)

Space/Reach: 15 ft./10 ft.

Special Attacks: Bolts of Pain (1d6 fire), Crushing Jaws (see below), Vilefire (+1d6 fire)

Special Qualities: Command Snakes (see below), Darklord traits, Darke Division (infantry) IV, Elite Soldier (Uncanny Dodge), immunity to sonic, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x4), Weapon Familiarity (see below), Weapon Master, Weapon of Choice (bite)

Willpower: 41

Saves: Fort +13, Ref +6, Will +5

Abilities: Str 24, Dex 14, Con 20, Int 12, Wis 13, Cha 8

Skills: Acrobatics +12, Athletics +27, Climb +27, Concentration +10, Heal +6, Intimidate +19, Knowledge (warfare) +21, Knowledge (arcana, Darklands, history) +6, Occult +9, Perception +11, Stealth +12, Survival +11

Challenge Rating: 26

Crushing Jaws (Ex): Khatellu is very adept at catching the limbs of his opponents in his oversized jaws and shattering their bones. If he scores a critical hit with his bite in melee combat, he can forgo the double damage he would normally do to attempt a crush attack. This forces the target to make a Fortitude save (DC equal to the damage inflicted by the bite). Failure means one of the target's arms is broken and unusable until all of the damage done by the attack has been healed.

Command Snakes (Su): Khatellu cannot be attacked by any mundane reptile of any kind, even if it is under magical or psychic control. He can also command them with absolutely authority, giving them any order he wishes and having them carry it out, even they have to travel hundreds of miles or place themselves in great danger.

Weapon Familiarity (Ex): Khatellu's greatest asset is one that he actually uses the least. Khatellu is fully proficient in all weapons of all types, including racial weapons of other cultures. Though he is a great collector of armaments, he far prefers the satisfying crunch of enemies in his jaws and rarely uses weapons in personal combat.

A simple-minded brute little better than Ghurch. He is for hire, however, and that makes him valuable.

Khatellu is a Darklord of fearsome physical aspect and power but little political skill and no patience or desire for the difficult road to power in Helgedad. Content to rule unchallenged in his small corner of the Dark City, Khatellu is a constant ally of convenience for the other Darklords. He throws his support to whichever of his brothers courts his favour most advantageously, preferring to trade his might and wealth for the accumulation of weapons. His collection of implements of death is the grandest in all the Darklands, filling his entire section of the Tower of the Damned and several chambers of his compound outside Helgedad.

Appearance: It has been said that when he made Khatellu, Naar started with a snake and changed his mind several times before he finished. Khatellu looks like a misshapen serpent-man with incredibly oversized jaws and bizarrely coloured patches of fur at seemingly random intervals on his body.

In Combat: Khatellu is not complicated. He bites, crushes and slams anything foolish enough to challenge him in battle.



Kraagenskul – Darklord of the Bladed Seas

Large Aberration (Darklord)

8th level Dark Cultist / 12th level Dark Warrior

End Dice: 12d8+8d6+12d10+154 (302 Endurance)

Initiative: +2 (Knowledge (warfare))

Speed: 30 ft. (scalemail); base speed 40 ft., swim 80 ft.

Armour Class: 32 (–1 size, +16 natural, +7 scalemail), flat-footed 32

Base Combat Skill: +25

Attack: Helshezag +41 melee (2d6+19, 19–20) two-handed

Full Attack: Helshezag +41/+36/+31/+21/+16 melee (2d6+19, 19–20) two-handed

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d10+4 fire), Helshezag (see page 102), Vilefire (+1d10 fire)

Special Qualities: Darklord traits, Dark Awareness (see below), Darke Division (infantry) III, Elite Soldier (Born to the Sword), Foul Servant, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x3), Weapon Master, Weapon of Choice (broadsword)

Willpower: 45

Saves: Fort +22, Ref +10, Will +19

Abilities: Str 25, Dex 10, Con 19, Int 16, Wis 12, Cha 12

Skills: Appraise +8, Athletics +37, Bluff +11, Climb +17, Concentration +15, Diplomacy +6, Gather Information +6, Heal +6, Intimidate +16, Knowledge (Darklands, geography, warfare) +28, Knowledge (arcana, architecture & engineering, Darklands, geography, history, nature, warfare) +13, Occult +18, Perception +21, Sense Motive +11, Survival +11

Challenge Rating: 27

Dark Awareness (Su): The Darklord Kraagenskul always seems to know exactly what is going on around him at all times. He cannot be surprised by any creature (living, undead or non-sentient), can see through invisibility and illusions within 60 feet and knows exactly where any object or creature is in relation to himself within 120 feet regardless of obscurement or cover (though invisibility will still fool him if the object or creature covered by it is more than 60 feet away).

Kraagenskul is one of the more powerful and respected, if the word respect really means anything to the Darklords, of the Masters of the Darklands. His strength and physical power make him feared, while his political skills and alliances keep him from being considered merely a pawn to those of a higher station. His authority in Helgedad is rivalled only by a few of the Darklords and his direct power over Argazad is unquestioned.

Kraagenskul has a fascination with ships and naval combat, even altering his own body to allow him to swim better and

This one has no love for Haakon or Zagarna, which may make him vital to our plans in the future.

survive the dangers of the waters near the Darklands. With Kraagenskul in charge of the Darklands' greatest port city, Zagarna's plans to have a massive naval assault ready when the Second Black Muster is complete will surely see fruition.

Appearance: Kraagenskul looks much like a massive, emaciated human male with fangs for teeth and wicked claws for hands. His scabbed, hairless flesh is constantly covered in a thick layer of red rash but he seems to suffer no discomfort from it.

In Combat: Kraagenskul enjoys wielding his blade, Helshezag, and does so exclusively in battle. He usually wears +3 scale armour (+1 mastercrafted, +2 magical) which has an additional enchantment placed upon it – it never impedes Kraagenskul's flexibility and therefore has no Armour Check Penalty.



Menashga – Darklord of the Black Bastion

Large Aberration (Darklord)

1st level Dark Cultist / 11th level Dark Warrior / 4th level Death Knight

End Dice: 12d8+1d6+11d10+4d12+147 (290 Endurance)

Initiative: +7 (+5 Dex, +2 Knowledge (warfare))

Speed: 40 ft.

Armour Class: 35 (–1 size, +5 Dex, +14 natural, +7 chainmail waistcoat), flat-footed 30

Base Combat Skill: +24

Attack: Sword +33 melee (1d10+9, 19–20) or Black Iron Bow +35 ranged (1d10+11, x3)

Full Attack: Sword +33/+28/+23/+18/+13 (1d10+9, 19–20) melee or +35/+30/+25/+20/+15 Black Iron Bow ranged (1d10+11, x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d6 fire), Unassailable Assault (see below), Vilefire (+1d6 fire)

Special Qualities: Darklord traits, Darke Division (archery) III, Cleaving Blow, Elite Soldier (Evasion), Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Unhallowed Blade, Voice of Darkness, Weapon Master, Weapon of Choice (black iron bow)

Willpower: 40

Saves: Fort +24, Ref +17, Will +11

Abilities: Str 22, Dex 20, Con 20, Int 14, Wis 12, Cha 9

Skills: Acrobatics +23, Athletics +23, Climb +24, Concentration +15, Intimidate +17, Knowledge (warfare) +20, Knowledge (arcana, Darklands) +12, Occult +12, Perception +21, Ride +15, Sense Motive +11, Stealth +11, Survival +11

Challenge Rating: 26

Unassailable Assault (Ex): The Lord of the Black Bastion is a terror in melee combat, combining a rigid defence with wild, almost uncontrolled strikes. When Menashga takes a full attack action in melee combat, he gains a +4 bonus to his Armour Class, giving him an AC of 40 against any targets within 15 feet. His Armour Class remains unchanged for any other opponent (those more than 15 feet away).

Safely ensconced in Nadgazad, Menashga is all but forgotten by the powers of Helgedad and he is happy to let things stay that way. Intelligent enough to see the violent and treacherous path that is ascension to the Archlord's throne and wise enough to know he would never survive the attempt, Menashga remains in his stronghold. He is too valuable to replace and not important enough to plot against – just the way he likes it. If he were ever moved to support a bid for the throne, he would likely throw his power behind Unc because of an ancient debt between them.

Menashga is smarter than he appears and more valuable than he might seem. His citadel makes him vital and he knows it. That will make him difficult to court but there must be something he desires...

Appearance: Menashga is a beast of a man, with a wild mane of tangled fur that runs the length of his spine and covers his head completely. His bright yellow fur is often unkempt but he is scrupulous about his armour and his weapons. Menashga can often be found on the walls of Nadgazad, his eleven foot tall form completely overshadowing the mortals that guard it with him.

In Combat: Menashga is a very flexible fighter, switching easily between his +3 sword (+2 superior, +1 magical) and his massive +3 black iron bow (+2 superior, +1 magical). He prefers archery and when he can he rains death upon his foes long before they can threaten him in melee combat. Menashga usually wears a unique +3 chainmail waistcoat (+2 superior, +1 magical), which has a Max Dex Bonus of +6 and no Armour Check Penalty.



Mrugor – Darklord of the Silent Knife

Large Aberration (Darklord)

7th level Dark Cultist / 9th level Dark Warrior

End Dice: 12d8+7d6+9d10+124 (252 Endurance)

Initiative: +4 (+2 Dex, +2 Knowledge (warfare))

Speed: 40 ft.

Armour Class: 31 (-1 size, +2 Dex, +14 natural, +6 scalemail), flat-footed 29

Base Combat Skill: +21

Attack: Dagger +31 melee (1d6+9, 19–20)

Full Attack: Two daggers +31/+31/+26/+21/+16/+11 melee (1d6+9, 19–20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d8+3 fire), Vilefire (+1d8 fire)

Special Qualities: Darklord traits, Darke Division (infantry) II, Elite Soldier (Sneak Attack +1d6), Foul Servant, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Trackless Passage (see below), Weapon of Choice (dagger)

Willpower: 44

Saves: Fort +16, Ref +15, Will +18

Abilities: Str 20, Dex 14, Con 19, Int 14, Wis 16, Cha 13

Skills: Acrobatics +22, Athletics +15, Bluff +11, Climb +15, Concentration +14, Diplomacy +11, Intimidate +11, Knowledge (arcana, Darklands, dungeoneering, history, warfare) +12, Occult +17, Perception +18, Sense Motive +13, Stealth +27

Challenge Rating: 26

Trackless Passage (Su): The power of shadows has blessed Mrugor with the ability to move silently and remain hidden even in plain sight or when conditions would normally reveal him. Mrugor does not need nearby shadows or cover to make Stealth checks to hide and may always take 10 on Stealth skill checks. Darkness follows Mrugor wherever he goes, making it difficult to see him clearly even when he is not intentionally hiding.

Mrugor is a strong, ambitious, quick-witted Darklord with designs on the throne of Helgedad. Unfortunately for him, he excels at none of these things and many of his rivals are better than him in all of the skills needed to seize power among his peers. Thus, Mrugor is constantly frustrated in his aims, something he takes out on those wretched slaves who serve under his harsh regime. Only Ghurch offers him any respect at all; this gesture is likely to be the start of an official alliance between the two Darklords someday.

Appearance: A strange looking creature, Mrugor is at once incredibly imposing and yet hardly visible at all. On the rare occasions when he comes out of his constant shadows, he looks like an oddly proportioned giant human

The Master of Shadows is master of very little else. If he will serve, fine. If not, he is no great loss.

male with spindly limbs and an elongated head. Clad from head to toe in a featureless black leather body suit, Mrugor often wears ebon-scaled armour that he claims was cut from the hide of one of the last true Dragons while it was still alive, by the hand of Agarash himself.

In Combat: The shadow assassin Mrugor adores getting the drop on his opponents and does not enjoy combat when it is the other way around. If he cannot attack from surprise, he is likely to retreat until he can track down his assailants later and kill them when they least expect an attack. He wields a twinned pair of +2 daggers (+1 mastercrafted, +1 magical) which incur no Two-Weapon Fighting penalty when used. Mrugor's vaunted armour is +2 scalemail (+1 mastercrafted, +1 magical) and has no speed or Armour Check Penalty.



Nhorg – Darklord of the Shadow Moon

Large Aberration (Darklord)

6th level Dark Cultist / 10th level Dark Warrior

End Dice: 12d8+6d6+10d10+152 (282 Endurance)

Initiative: +3

Speed: 40 ft., fly 60 ft. (perfect)

Armour Class: 32 (–1 size, +3 Dex, +14 natural, +6 leather), flat-footed 29

Base Combat Skill: +22

Attack: Sword +34 melee (1d10+12, 19–20) one-handed

Full Attack: Sword +34/+29/+24/+19/+14 melee (1d10+12, 19–20) one-handed

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d8+3 fire), Vilefire (+1d8 fire)

Special Qualities: Dark Stride (see below), Darklord traits, Darke Division (infantry) III, Elite Soldier (Sneak Attack +1d6), Foul Servant, immunity to cold and electricity, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Weapon of Choice (sword)

Willpower: 41

Saves: Fort +14, Ref +16, Will +17

Abilities: Str 20, Dex 16, Con 20, Int 15, Wis 13, Cha 15

Skills: Acrobatics +13, Appraise +12, Athletics +15, Bluff +7, Climb +15, Concentration +15, Escape Artist +18, Gather Information +7, Intimidate +7, Knowledge (the planes) +33, Knowledge (arcana, Darklands) +13, Occult +17, Perception +16, Sense Motive +11, Stealth +28

Challenge Rating: 25

Dark Stride (Su): Nhorg is capable of stepping into one shadow and emerging anywhere within 360 feet as long as there is a shadow big enough to conceal his 10 foot tall body. This ability can be used once a round on his turn, as long as there are shadows at both ends of his journey. The journey itself is a move action, so it is quite possible for Nhorg to Dark Stride and then attack someone who is standing in or next to an area of shadow up to 360 feet away, all in his turn. Complete darkness is acceptable for the end of a Dark Strike but an actual shadow must be entered for this ability to function.

The Darklord Nhorg has very few allies and very little actual power, despite his role as one of the lords of Helgedad. Given his position a long time ago by Vashna as a reward for his aid in dealing with a previous rival, Nhorg has done nothing to earn respect for his actions since. Haakon considers Nhorg the weakest of the Darklords not because of his lack of strength or destructive power but because he has no political savvy, no manipulation skills to speak of and little temporal power. Nhorg knows that he has no respect in the other Darklord's eyes but if this concerns him he has yet to show it.

Nhorg is an enigma to me. What does he do with his time? Why does he allow himself to be ridiculed and vilified? I am sure he has an agenda. We must endeavour to discover what it is.

Appearance: Nhorg is somewhat unimpressive and lacklustre when compared to his siblings. Instead of having bestial features or grotesque deformities, he is just completely black from head to toe and has very muted, almost non-existent features. Nhorg is very quiet and does not communicate much. Other Darklords are not usually interested in speaking with him and he seems to have no desire to associate with them any more than he must.

In Combat: Nhorg has a black iron sword of sublime quality (+3 sublime, +1 magical) and will nearly always enchant the blade with Vilefire before combat. However, whenever possible he just Dark Strides away from a fight. Nhorg wears +4 leather armour (+2 superior, +2 magical).



Shebnar – Darklord of Tortured Souls

Large Aberration (Darklord)

1st level Cult Leader / 13th level Dark Cultist / 2nd level Dark Warrior

End Dice: 12d8+1d6+13d6+2d10+112 (225 Endurance)

Initiative: +2

Speed: 30 ft. (hide); base speed 40 ft.

Armour Class: 28 (-1 size, +2 Dex, +12 natural, +5 hide), flat-footed 26

Base Combat Skill: +17

Attack: Scalpel +27 melee (1d6+10, 18–20) or Slam +25 melee (2d6+8)

Full Attack: Scalpel +27/+22/+17/+12 melee (1d6+10, 18–20) and Slam +21 melee (2d6+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (1d8+1d4+6 fire), Touch of Agony (see below), Vilefire (+1d8+1d4 fire)

Special Qualities: Darklord traits, Darke Division (infantry) I, Foul Swarm, immunity to acid, immunity to pain effects, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Speak to the Herd, Three Gifts of Naar, Three Pacts of Naar, Weapon of Choice (scalpel)

Willpower: 47

Saves: Fort +15, Ref +10, Will +19

Abilities: Str 20, Dex 14, Con 18, Int 15, Wis 13, Cha 10

Skills: Acrobatics +7, Appraise +23, Athletics +10, Bluff +5, Climb +15, Knowledge (pain) +33, Knowledge (arcana, nature) +17, Knowledge (Darklands, the planes) +7, Intimidate +25, Occult +17, Perception +16, Sense Motive +26, Stealth +7

Challenge Rating: 25

Touch of Agony (Ex): Shebnar has become so adept at inflicting pain that while he enjoys wielding the tools of his trade immensely, he no longer really needs them. He can make a single attack each round as a special full attack action against a living opponent for the purpose of causing incredible torment. The victim of the Touch of Agony, if successfully hit by this slam attack, takes no Endurance damage but must make a Will saving throw (DC 33) or be incapacitated for 1d4+1 rounds, writhing helplessly.

Shebnar is considered by most of the other Darklords to be their weakest link. Unlike Gnaag, this is not entirely a false opinion. Shebnar is not as physically potent as the other sons of Naar, though he is still a devastating opponent and more than a match for a legion of mortal troops. His power is concentrated in the ability to torture and destroy mortal life, a pastime that amuses other Darklords but does not form the crux of their existence the way it does for Shebnar. Shebnar has

This one understood the truth of evil once but now he drowns his insight in screams and pain. Tragic.

many designs and ambitions but he lacks the will and the allies to see many of them through. If a course of action does not involve torment, Shebnar seems incapable of giving it enough attention to accomplish anything.

Appearance: Shebnar might once have been the most human-looking of the Darklords but centuries of self-inflicted surgery, torture and magical body alteration have left him with a twisted, violated appearance he accentuates through his choice of garment; a suit of armour made from the skins of his latest ‘subjects’.

In Combat: Shebnar is not incapable of defending himself in combat with his +3 scalpel (+2 superior, +1 magical) and magical skills but he prefers his opponents strapped to a table and screaming for mercy he never grants. His armour often changes as it is ‘modified’ but usually counts as +2 hide armour (+1 mastercrafted, +1 magical).



Slutar – Darklord of Wicked Reaping

Huge Aberration (Darklord)

4th level Dark Cultist / 15th level Dark Warrior

End Dice: 12d8+4d6+15d10+241 (391 Endurance)

Initiative: +3 (+1 Dex, +2 Knowledge (warfare))

Speed: 40 ft.

Armour Class: 25 (–2 size, +1 Dex, +15 natural), flat-footed 24

Base Combat Skill: +26

Attack: Gore +38 melee (2d8+12) or Sword +36 melee (1d12+12, 19–20) two-handed

Full Attack: Sword +36/+31/+26/+21/+16/+11 melee (1d12+12, 19–20) two-handed and Gore +33 melee (2d8+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Bolts of Pain (1d8+2 fire), Crimson Charge (see below), Vilefire (+1d8 fire)

Special Qualities: Darklord traits, Darke Division (infantry) IV, Elite Soldier (Uncanny Dodge), immunity to cold and fire, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x3), Weapon Master, Weapon of Choice (horn)

Willpower: 43

Saves: Fort +25, Ref +11, Will +14

Abilities: Str 26, Dex 13, Con 24, Int 16, Wis 12, Cha 10

Skills: Athletics +23, Bluff +15, Climb +18, Concentration +22, Diplomacy +15, Gather Information +10, Handle Animal +6, Intimidate +25, Knowledge (arcana, Darklands, history, warfare) +18, Occult +13, Perception +16, Ride +16, Sense Motive +12, Survival +11

Challenge Rating: 27

Crimson Charge (Ex): If Slutar makes a charge attack and moves at least 30 feet in a straight line before striking his opponent, he may use his horn (gore attack) to inflict terrible damage. If the attack hits, the target must make a Reflex save (DC equal to the damage inflicted) or be impaled on the spiralling horn of the Reaper Lord. Should this roll succeed, the character takes normal damage (including the grievous effect for being a Darklord attack) for the attack. Should the roll fail, the attack is considered a critical hit with a damage multiplier of x4.

Slutar is a powerful Darklord but his apparent aspirations do not place him in conflict with those seeking the throne of Helgedad. This makes him a ‘safe’ associate for the Lords of Helgedad, a position that has garnered him many benefits over the years. Slutar may look like a savage brute but he is incredibly intelligent and does have ambitions of his own. Secretly, Slutar does have designs on the throne. He is biding his time, playing

The Lord of Kaag is a powerful foe, more powerful than most understand. Our true lord has very special instructions regarding that one but you do not need to know them... yet.

his allies against one another and waiting for the day when he can eliminate Haakon (the only Darklord he thinks may be a challenge) and take Helgedad as his own.

Appearance: Covered in thick blond fur, Slutar is a perfect image of bestial fury with a long horn on his brow, muscled limbs and a scaled head with jaws like a vicious crocodile. His most striking feature is the pair of huge eyes on his shoulders, both with slit pupils like a serpent’s. Slutar is constantly in the company of his Zlanbeast mount; they are inseparable and quite a deadly combination when faced together.

In Combat: Slutar tends to make one sweeping charge on the back of his Zlanbeast, then dismounts to fight with his +2 sword (+1 mastercrafted, +1 magical) and horn. His mount will land opposite him and savage his opponent from behind. Slutar prefers to fight without armour.



Taktaal – Darklord of the Ebon Fist

Huge Aberration (Darklord)

2nd level Dark Cultist / 15th level Dark Warrior

End Dice: 12d8+2d6+15d10+169 (316 Endurance)

Initiative: +4 (+2 Dex, +2 Knowledge (warfare))

Speed: 30 ft. (scalemail); base speed 40 ft.

Armour Class: 31 (-2 size, +2 Dex, +14 natural, +7 scalemail), flat-footed 29

Base Combat Skill: +25

Attack: Crystal Mace +40 melee (1d12+15) one-handed

Full Attack: Crystal Mace +40/+35/+30/+25/+20 melee (1d12+15) one-handed

Space/Reach: 15 ft./10 ft.

Special Attacks: Bolts of Pain (1d6+1 fire), Crystal Mace (see page 101), Vilefire (+1d6 fire)

Special Qualities: Darklord traits, Darke Division (infantry) IV, Elite Soldier (Uncanny Dodge), Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x3), Weapon Master, Weapon of Choice (mace)

Willpower: 47

Saves: Fort +22, Ref +11, Will +20

Abilities: Str 26, Dex 14, Con 20, Int 10, Wis 18, Cha 6

Skills: Athletics +18, Climb +18, Concentration +15, Diplomacy +8, Intimidate +8, Knowledge (arcana, Darklands, warfare) +10, Occult +10, Perception +14, Sense Motive +14, Stealth +12, Survival +12

Challenge Rating: 26

Taktaal has a trait that is very rare in the Darklords, one that has secured him time and again valued positions in Helgedad including third-in-command under Zagarna and the favour of many of the sons of Naar – loyalty. Taktaal can be counted on to be as good as his word and if he pledges support to someone, he gives it without reservation until such time as his association with them ends. Then he is direct enough to inform his ally of the change in allegiances before doing anything that would compromise his past partnership.

Rather than see this reliability as a weakness, the other Darklords count on Taktaal to be a constant source of muscle and skill when they need it most. While Taktaal has worked against virtually every one of his siblings in the past, he never does so without reason and has no personal agenda. This leaves him free to make any deals he wishes with the others and they are free to trust his word and craft their own bargains in the process. Interestingly enough, Taktaal always seems to come out on the better end of these arrangements.

Taktaal is another enigma. In a race of chaos and evil incarnate, he is loyal to the point of being respectable. As distasteful a concept as that might be, I suppose I can understand. True chaos requires no constants. Thus, the Darklords cannot all be treacherous, now can they?

Appearance: Darklord Taktaal possesses a frightening form, nightmarish and terrible. His head is snow-white and smooth; his mouth is filled with an array of sharp, dagger-like teeth. His eyes burn with black fire and his body is both serpentine and covered by disease-ridden hair, though this is normally partially covered by his +3 scalemail armour (+1 mastercrafted, +2 magical). Around his neck hangs a necklace to which is attached the black Crystal Mace – Taktaal's weapon of choice.



Tomogh – Darklord of the Chilling Eye

Large Aberration (Darklord)

18th level Dark Cultist

End Dice: 12d8+18d6+150 (258 Endurance)

Initiative: +3

Speed: 40 ft.

Armour Class: 28 (–1 size, +3 Dex, +15 natural, +1 fur), flat-footed 25

Base Combat Skill: +18

Attack: Frigid Spear +21 melee (1d10+7+2d6 cold, x3)

Full Attack: Frigid Spear +21/+19/+14/+9 melee (1d10+7+2d6 cold, x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (2d8+9 fire), Chilling Eye (see below), Vilefire (+2d8 fire)

Special Qualities: Darklord traits, Foul Swarm, immunity to cold, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Summon Spawn*, Three Gifts of Naar, Three Pacts of Naar

Willpower: 105

Saves: Fort +15, Ref +17, Will +24

Abilities: Str 16, Dex 16, Con 20, Int 16, Wis 20, Cha 18

Skills: Acrobatics +13, Appraise +13, Athletics +8, Bluff +9, Climb +13, Concentration +26, Diplomacy +9, Heal +15, Intimidate +19, Knowledge (arcana, the planes) +28, Knowledge (Darklands, geography, nature) +18, Occult +28, Perception +15, Sense Motive +15, Stealth +13, Survival +25

Challenge Rating: 26

* Tomogh's skills as a Dark Cultist are so comprehensive that he may summon and maintain two Crypt Spawn at a time. The second Spawn follows the rules given for the Summon Spawn class feature on page 50.

Chilling Eye (Sp): As a special full attack action, Tomogh can gaze at a living creature within 120 feet and focus the power of evil through his one great eye. This deadly attack threatens to freeze the target solid, killing him instantly if he fails a Fortitude save (DC 29, which is also the Counterspell DC). To use this power, Tomogh must make a magical ranged attack roll (he has a total +30 bonus to this roll). Tomogh can only use the Chilling Eye once per hour.

Tomogh rules the distant land of Gournen, a country surrounding a lake of nearly frozen black water. The lake is home to a huge beast called the Shog'aash, a creature descended from the ancient water dragons that once plagued the lands of men. While Tomogh could likely defeat the Shog'aash in battle through his powerful magic, the Shog'aash is too adept at eluding capture and can enter a vast series of underground waterways to escape the Darklord and his attempt to bring it down. Other Darklords have not answered his entreaties for aid in slaying the Shog'aash because while

Leave him be with his epic struggle against the last Dragon. While he fights it, he will not be fighting us. Learn this well. Sometimes, the easiest way to win a battle is to stay out of another.

he is occupied dealing with it, he does not have time to pursue other ambitions and get in the way of their own.

Appearance: Tomogh is an almost willowy creature with pale white skin, disproportionately long arms and legs and a thin pelt of white fur over his back and sides. Tomogh's face is completely featureless save for a huge grey eye that radiates bone-numbing cold at all times.

In Combat: Though Tomogh is a potent warrior, he has very little disciplined fighting skill. What he does have is incredible magical ability, deep psychic reserves and a deadly gaze, all of which he uses to great effect. Tomogh wears simple fur armour and wields a +3 frigid spear (+1 mastercrafted, +2 magical) which adds an additional 2d6 cold damage to every successful strike.



Unc – Darklord of the Raging Storm

Huge Aberration (Darklord)

2nd level Dark Cultist / 13th level Dark Warrior

End Dice: 12d8+2d6+13d10+159 (291 Endurance)

Initiative: +2 (+2 Knowledge (warfare))

Speed: 40 ft.

Armour Class: 35 (–2 size, +27 natural), flat-footed 35

Base Combat Skill: +23

Attack: Lightning Spear +38 melee (1d12+15+2d6 electrical, x3) one-handed

Full Attack: Lightning Spear +38/+33/+28/+23/+18 melee (1d12+15+2d6 electrical, x3) one-handed

Space/Reach: 15 ft./10 ft.

Special Attacks: Bolts of Pain (1d6+1 fire), Lightning Spear (see page 102), Vilefire (+1d6 fire)

Special Qualities: Darklord traits, Darke Division (infantry) III, Elite Soldier (Sneak Attack +1d6), immunity to electricity, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Tempestuous Aura (see below), Three Gifts of Naar, Three Pacts of Naar, Toughness (x3), Weapon Master, Weapon of Choice (spear)

Willpower: 41

Saves: Fort +24, Ref +16, Will +13

Abilities: Str 26, Dex 10, Con 20, Int 11, Wis 14, Cha 7

Skills: Concentration +15, Intimidate +13, Knowledge (Darklands, warfare) +15, Knowledge (arcana, history) +8, Occult +10, Perception +12, Sense Motive +7, Survival +12

Challenge Rating: 25

Tempestuous Aura (Su):

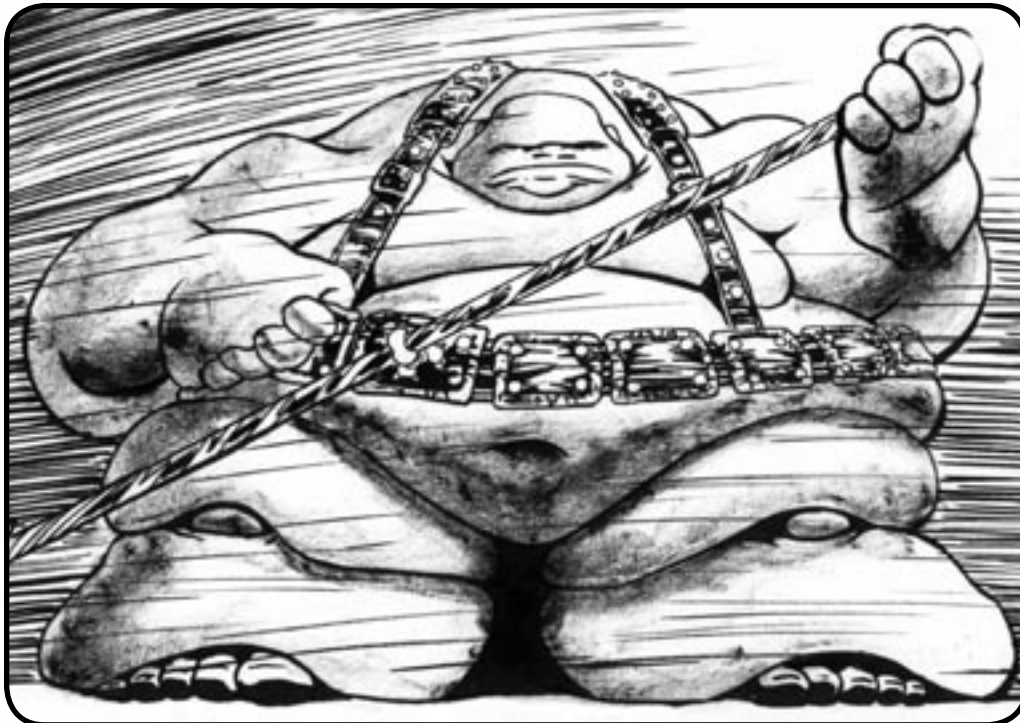
The Lord of Aarnak is constantly surrounded by a power field of lightning and gale-force winds that makes it very difficult to strike him in combat. All missile fire suffers a –4 penalty because of the high wind speeds and anyone in melee combat with Unc takes 2d6 electrical damage every round as the Darklord's storm tries to overwhelm them. Unc is capable of suspending this power when he wishes to but he prefers to leave it on constantly.

This beast of burden is mighty in battle but his glowing spear is the only thing bright about Lord Unc.

While Unc could never be accused of lacking courage, he is not what anyone might call the brightest of the Darklords. In fact, he is comparatively dim for a minor divine being. His intellect is mostly consumed in the never-ending quest to secure the throne of the Archlord for himself. This leaves little time for him to think about other matters, including how he is supposed to gain that exalted position without allies, resources or adequate political ability. Unc, never one for very cerebral pursuits, is unconcerned with such things. He is destined to rule the Darklands. The road is simply littered with bothersome details...

Appearance: Unc's monstrous features are almost lost in the broad, gelatinous mass of his grey flesh. His stubby arms and legs, as thick as tree trunks, jut out incongruously from a torso that resembles nothing so much as a squat, corpulent, blunted cone. At what passes for his waist, he wears a harness-belt and his Lightning Spear, a deadly weapon designed for him by the Nadziranim.

In Combat: Unc is a vicious, direct fighter that delights in the feel of carnage and warfare. His main tactic is to charge as quickly as possible and focus on one opponent exclusively until it is defeated.



Xog – Darklord of the Lonely Road

Large Aberration (Darklord)

12th level Dark Cultist / 8th level Dark Warrior

End Dice: 12d8+12d6+8d10+140 (280 Endurance)

Initiative: +2 (+2 Knowledge (warfare))

Speed: 30 ft. (full plate); base speed 40 ft.

Armour Class: 35 (-1 size, +16 natural, +10 full plate), flat-footed 35

Base Combat Skill: +23

Attack: Burning Fist (slam) +32 melee (2d6+9+1d10 fire)

Full Attack: Burning Fist (slam) +32/+27/+22/+17/+12 melee (2d6+9+1d10 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolts of Pain (2d6+6 fire), Burning Fist (see below), Vilefire (+2d6 fire)

Special Qualities: Change shape, Darklord traits, Darke Division (infantry) II, Elite Soldier (Uncanny Dodge), fast healing 6, Foul Swarm, immunity to cold, electricity and fire, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), regeneration 6, Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Weapon of Choice (unarmed)

Willpower: 57

Saves: Fort +22, Ref +10, Will +22

Abilities: Str 24, Dex 10, Con 19, Int 16, Wis 15, Cha 15

Skills: Athletics +22, Bluff +12, Climb +17, Concentration +19, Gather Information +22, Intimidate +17, Knowledge (arcana, Darklands, geography, history, the planes, warfare) +22, Occult +23, Perception +17, Sense Motive +12, Stealth +5, Survival +12

Challenge Rating: 27

Burning Fist (Su): The punch of Xog is a frightful thing to endure. Not only is the Darklord strong enough to shatter a man's body with a single blow but he can limn his fist at will with the blue fires of Naar. This inflicts +1d10 fire damage and inflicts an additional point of Corruption per blow. Note that this ability is cumulative with Vilefire, if Xog has activated this secondary ability. It does not take long for a battle with Xog to become truly harrowing for the body and the soul. Activating and dismissing the Burning Fist is a free action for Xog but can only be done on his turn.

Called the Darklord of the Lonely Road because of the state of self-imposed exile Xog leads, this Darklord has not dwelt near Helgedad since his compound was destroyed centuries ago by Archlord Vashna in a fit of rage. Though the compound was offered back to Xog shortly thereafter, the prideful Darklord refused to accept it and has been somewhat transient throughout the Darklands ever since. This has worked out quite well for Xog; not only does he have the strength and

Xog's loyalty is fickle but it might well swing the balance when our Master makes his move someday.

power to survive no matter where he roams but his status puts him in a unique position to work with (and spy on) most of the other Darklords.

Appearance: Xog is an innate shapechanger with the ability to alter his body at will. This ability is neither quick nor very precise without extreme effort, so Xog normally looks like a bizarre cross between the forms of several animals and a tall human male. The specifics of his form are always in transition but he usually wears some article of clothing with his symbol, the broken green door, in memory of his sundered home.

In Combat: Xog's Burning Fist is a very deadly form of combat. Combined with Vilefire and his spells as a cultist of Naar, Xog is capable of taking on any physical challenge and surviving. He is nearly always clad in +2 full plate armour (+1 mastercrafted, +1 magical).



Zagarna – Archlord of Helgedad

Gargantuan Aberration (Darklord)

15th level Dark Cultist / 8th level Dark Warrior

End Dice: 12d8+15d6+8d10+222 (372 Endurance)

Initiative: +5 (+3 Dex, +2 Knowledge (warfare))

Speed: 40 ft. (Darke Plate); base speed 50 ft.

Armour Class: 40 (-4 size, +1 Dex, +17 natural, +16 Darke Plate), flat-footed 39

Base Combat Skill: +24

Attack: Nahelzadrath +42 melee (2d10+23, 19–20) two-handed

Full Attack: Nahelzadrath +42/+37/+32/+27/+22 melee (2d10+23, 19–20) two-handed

Space/Reach: 20 ft./15 ft.

Special Attacks: Bolts of Pain (2d6+7 fire), Nahelzadrath (see page 103), Vilefire (+2d6 fire)

Special Qualities: Aegis of the Archlord (see below), Darklord traits, Darke Division (cavalry) II, Elite Soldier (Born to the Sword), Foul Swarm, immunity to acid and fire, Magical Combat, Psychic Combat, regeneration 8, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Weapon of Choice (broadsword)

Willpower: 105

Saves: Fort +25, Ref +18, Will +25

Abilities: Str 30, Dex 16, Con 22, Int 12, Wis 22, Cha 20

Skills: Athletics +20, Bluff +15, Climb +20, Concentration +21, Diplomacy +15, Intimidate +25, Knowledge (warfare) +25, Knowledge (arcana, architecture & engineering, Darklands, religion, the planes) +11, Occult +16, Perception +16, Ride +18, Sense Motive +21

Challenge Rating: 28

Aegis of the Archlord (Su): While the Archlord of Helgedad is in the Dark City, he gains a +5 bonus to his Armour Class and all saving throws (AC 45, Fort +30, Ref +23, Will +30). This power comes from Naar himself and is seen as the true favour of the Dark God. It reveals itself as a shadow of purest evil that covers the Archlord. This shadow is clearly visible to all Darkspawn, Darklords and Dark Cultists of any level. The shadow itself grants no additional bonuses but those that can see it are likely to treat the bearer of the Aegis as the chosen representative of Naar that he is.

The Darklord known as Zagarna ascended to the throne of Helgedad after securing enough power to break the stalemate that resulted after the death of Vashna. Replacing Vashna's cold, calculating evil with his different brand of barbarity and rage, Zagarna galvanised the faltering Darklands back into a force to be feared in Magnamund. Knowing that the time was not yet right to strike back in revenge for their defeat, Zagarna reigned in his own temper and cooled the fires of his siblings as well. Zagarna instituted the Second Black Muster and has been steadily amassing supplies, soldiers and weapons ever since. When he deems the time is right,

The Archlord rules us all but never forget where your true loyalties lie. You belong to the throne of Helgedad, true, but the Darklord that rests there is always subject to change.

Zagarna will unleash this horde on the lands of Light and set all Magnamund ablaze.

Appearance: A mammoth creature even when compared to other Darklords, Zagarna appears to be a huge reptilian monstrosity with arms and legs like pillars of blue and green scaled stone. Zagarna is covered in bladed horns and his torso is split along the abdomen by a huge, ravenous second maw.

In Combat: Zagarna is more than a match for any warrior alive or dead. His great blade is impossibly swift and if he is forced to use anything other than its keen edge, he throws Vilefire and assaults with his deadly mental powers. His Darke Plate armour is formidably enchanted (+2 superior, +4 magical) and he is never encountered without it.



Zhanshal – Darklord of the Bitter Wind

Large Aberration (Darklord)

8th level Dark Cultist / 10th level Dark Warrior

End Dice: 12d8+8d6+10d10+162 (299 Endurance)

Initiative: +3

Speed: 30 ft. (scalemail); base speed 40 ft., fly 90 ft. (good)

Armour Class: 34 (-1 size, +3 Dex, +15 natural, +7 scalemail), flat-footed 31

Base Combat Skill: +23

Attack: Javelin +35* (1d8+12+1d6 sonic) one-handed

Full Attack: Javelin +35/+30/+25/+20/+15* melee (1d8+12+1d6 sonic)

Space/Reach: 10 ft./10 ft.

Special Attack: Bolts of Pain (1d10+4 fire), Thunderstroke (see below), Vilefire (+1d10 fire)

Special Qualities: Darklord traits, Darke Division (infantry) III, Elite Soldier (Survival of the Swiftest), Foul Servant, immunity to electricity and sonic, Magical Combat, Psychic Combat, Right-Handed magic (Path of Naar), Three Gifts of Naar, Three Pacts of Naar, Toughness (x2), Weapon of Choice (javelin)

Willpower: 41

Saves: Fort +22, Ref +16, Will +13

Abilities: Str 24, Dex 16, Con 20, Int 16, Wis 10, Cha 14

Skills: Acrobatics +28, Athletics +17, Climb +17, Concentration +11, Escape Artist +13, Intimidate +17, Knowledge (Darklands, geography, nature) +28, Knowledge (arcana, the planes) +18, Occult +18, Perception +25, Survival +20

Challenge Rating: 27

* Zhanshal is exceptionally skilled with the javelin and incurs no penalty for fighting in melee combat with one.

Thunderstroke (Su): The sheer force with which Zhanshal hurls his javelins is deadly enough but he also releases some of his innate power over storms and lightning into each one. When he hits a target with a javelin, a roar of thunder erupts from the impact. This is enough to inflict an additional 1d6 sonic damage and also force the target to make a Fortitude save (DC 33) or be stunned for one round. Stunned targets are not susceptible to being stunned again; they must first recover before they need to make the Fortitude save against Thunderstroke again.

The Rider of the Grey Storm, Zhanshal is an enigmatic figure in the Darklands. As transient as Xog and as filled with violent fury as Zagarna, Zhanshal is rarely encountered in the same domain twice in a row. A wanderer with a vicious streak matched only by his accuracy with the many dozens of javelins he carries, Zhanshal is rarely at rest. When Zhanshal goes on the hunt, some poor creature is doomed to die, impaled on several short spears and torn apart by the waves of thunderous energy they carry. While it is not likely that

We can use Zhanshal in the coming days, no doubt about that, but finding the wind-blasted wanderer... now that's the difficult part.

Zhanshal will ever settle in one place, he is loyal and if given a permanent assignment by the Archlord, he would serve in that stead admirably.

Appearance: Tall and thin, with sections of invisible flesh and bone, Zhanshal almost looks like a ghostly apparition with merely a head, torso and hands and feet that seem to be floating of their own accord. Zhanshal's penchant for draping flowing silks over his scale armour does not abate his ghostly appearance at all.

In Combat: Zhanshal prefers to be high over a battlefield, sending down javelins like thunderbolts from on high. He takes great joy in his +2 javelins (+1 mastercrafted, +1 magical) and will use them in preference to anything else. Zhanshal wears +3 scalemail armour (+1 mastercrafted, +2 magical) which never impedes his movement and therefore has no Armour Check Penalty or speed penalty.





Tools of Evil

I know I have told you many times that there is nothing a tool can do that the hand does not do first and do better. I have instructed you, as best I can, that you are all you will ever need. Your body is an instrument of incredible destructive potential, especially now that I have... altered it. You have all the power my humble art can give you and you are almost ready for presentation to the Archlord. You need nothing; you are perfect.

That said, only a fool would ever be unarmed. There will be times when you will be faced with situations beyond your body's natural ability to defeat. You have the finest physical augmentations that dark alchemy and my own special gifts can devise, but you will still want armour to protect that investment. You will still want a weapon to extend your already deadly reach. You will want these things because I tell you to want them and because only a fool would not. Have I created a fool?

The Equipment Chapter of the *Lone Wolf* core rulebook is quite comprehensive and covers weapons, gear and armour in enough detail that even the somewhat bizarre variations of the Darklands can be sufficiently represented by the statistics found there. Even though a sword in the hands of Drakkarim leader might have a split blade and a waved pattern of flanges down both edges, it is still a sword and can be treated as such as far as the rules of combat are concerned.

In the Equipment Chapter, readers are cautioned against creating special rules for minor variations on items such as the sword described above. Not only does it add endless and potentially confusing variations to what are essentially the same piece of equipment, it leads to a situation where Players have no desire for the 'basic' version of an item when they can choose from dozens of altered and possibly better versions. One of the beauties of the *Lone Wolf* game is that in its simplicity, there is room for infinite customisation.

If every version of a simple item, like a sword, needs its own set of rules, Players are then not free to describe their equipment outside of certain boundaries. If a Sommlending Knight wants to wield a sword with a scalloped edge and a covered hilt, he should be free to do so without having to worry that covered hilts have their own special rules and that a scalloped edge makes his sword technically a flamberge and therefore no longer counts as a broadsword.

All of this said, Games Masters are free to make any changes they wish to their games and if a piece of equipment varies so drastically that it is deemed necessary to add some game effect due to the change, this is perfectly acceptable. The caution here is that changes can make the game too complicated and detract from the setting or the enjoyment of the adventure. If a rules change actually adds to the fun the Players are having, it is utterly fine to create one.

The equipment in this chapter either conforms to this guideline (only creating special rules if they are absolutely necessary to facilitate play) or are completely new to the system. The Darklands have been the birthing ground for an uncountable number of new and terrible things. Most of these fly, crawl, slither or burrow but a few are objects to be held, touched and otherwise used to end the life of some poor unfortunate.

These latter things have found their wicked way here. Below, you will find new weapons, new armour, new pieces of equipment, and new magical horrors to inflict fear and pain upon the Players of your campaign. Not everything in this chapter is truly evil but there is enough vile darkness in the next few pages to plague heroes for years to come. The only precaution in using these items in a campaign is one of scarcity. Try to limit the Players' exposure to the dark devices of Naar.

From a dramatic standpoint, this is simply to heighten their effect. Unless you want the heroes becoming jaded to these weapons and artefacts, it is best to use them sparingly. Even the most avid Player will become disillusioned if every Drakkarim sniper has a zejardulaga. The impact of evil is that it is something wrapped in shadows and terrible when it comes to light – true evil is not commonplace. If every shadow in Magnamund hides an assassin with a nalzheng, the heroes will sooner or later cease being surprised by them.

Weapons

Few things in the Darklands are *not* weapons, even those that do not look like them. Life among the sons of Naar is a violent affair, with 'kill or be killed' the only constant maxim. As such, more time has been devoted to making tools of death than any craft. From deadly bows to spears with snapping jaws, the Darklords and their minions have

made the business of war into the art of slaughter. None do it better and none do it with such vile variety. Weapons found on the Darklands Weapons table that have special options for the wielder ('you') are described below.

Bite: Like claws, there are many creatures in the Darklands with fanged teeth that can wield them in combat effectively. Fangs are usually a savage's weapon, used only by those who wish taste the blood of their foes and eat their flesh. Because of the difficulty in using fangs effectively during a battle, fangs cannot be selected as a Weapon of Choice or benefit from other weapon-related class features.

Black Iron Bow: The black iron bow is the standard elite weapon for Drakkarim archers and other skilled ranged attackers in the Darklands armies. With its shaft of bent and tempered black iron and its braided steel cable for a string, this bow fires its specially crafted metal arrows with remarkable force and accuracy. Though its heavy arrows do not fly as far as a normal longbow, they hurt a great deal more when they hit. Only characters with a positive Strength bonus may use a black iron bow to its fullest potential; they may add their Strength bonus (up to +5) to the damage they inflict with a successful attack. A legion of Drakkarim archers with black iron bows is one of the most feared military formations in all of Magnamund.

Black Star: An oversized mace with a long handle and several rigid spikes emerging from its flanged head, the Black Star is a speciality weapon used by Drakkarim Infantry troops called Shieldbreakers. Using the same principle as the stiletto, these weapons allow a wielder to ignore cloth and leather based Armour Class bonuses. Used in conjunction with nalzheng-wielding skirmishers, Shieldbreakers equipped with Black Stars can decimate a defensive line of lightly-armoured warriors with brutal ease.

Blowgun: A primitive weapon that still sees some covert use by Giaks in the service of the Darklords, the blowgun is a cultural weapon from ancient times. Modern blowguns are usually tubes of black iron with a special haft-mounted rack for six darts about halfway down its length. By itself, this is a nearly useless weapon in combat as it takes a move action to load it between shots. It shines when used for sniping and assassinations; its dark projectiles can be loaded with any injury venom the wielder has access to. Giaks are especially fond of sleep inducing and Dexterity reducing toxins as they like to play with their helpless victims before the kill.

Claws: There are so many beasts and mutated men in the Darklands that a specific weapon listed for them involving



Tools of Evil

claws becomes necessary. Claws can be gained in several ways, the most common of which are Corruption taint and the experiments of Helgedad's Breedmasters. A creature with claws can wield them in melee combat as if they were armed with a slashing weapon. Claws cannot be disarmed and qualify for any class feature that allows the character to choose a weapon (such as Weapon of Choice), unless that feature presents specific options and unarmed attacks are not listed.

Dark Axe: A wicked barbed axe favoured by many Drakkarim soldiers for its ability to catch an opponent's weapons and tear them out of their grasp, this axe has several metal protrusions around the head and along its metal-jacketed haft. Any opponent struck by a Dark Axe in melee combat while wielding a one-handed melee weapon must immediately make a Strength check (DC equals the damage roll). Any bonuses the opponent has to resist disarming apply to this check. Failure results in the opponent being disarmed automatically. If an opponent is disarmed in this way, the attack that caused it inflicts no

Darklands Weapons

Weapon Name	Cost	Damage	Critical	Range Increment	Weight ¹	Type ²
<i>Unarmed Attacks</i>						
Claws	—	1d4	x2	—	—	Slashing
Fangs	—	1d6	x2	—	—	Piercing
Tail ⁴	—	1d6	x2	—	—	Bludgeoning/Piercing
<i>One-Handed Melee Weapons</i>						
Dark axe	20 gc	1d6	19–20/x2	—	2 lb.	Slashing
Hook	5 gc	1d4	x3	—	3 lb.	Piercing
Kraanblade	50 gc	+1d6	—	—	10 lb.	Bludgeoning
Nalzheng	15 gc	1d8	x2	10 ft.	4 lb.	Bludgeoning
Stiletto	20 gc	1d4	x4	—	1 lb.	Piercing
<i>Two-Handed Melee Weapons</i>						
Black star ⁴	30 gc	1d10	x3	—	11 lb.	Piercing and Bludgeoning
Overhammer	30 gc	1d12	18–20/x2	—	14 lb.	Bludgeoning
Swordspear	40 gc	2d6	19–20/x2	10 ft.	8 lb.	Slashing and Piercing
<i>Ranged Weapons</i>						
Black iron bow	105 gc	1d8 + Str Bonus	x3	80 ft.	6 lb.	Piercing
Iron arrows (each)	1 gc	—	—	—	3 lb.	—
Blowgun	2 gc	—	x2	20 ft.	1 lb.	Piercing
Blowdarts (20)	1 gc	1	—	—	—	—
Great crossbow	90 gc	1d12	19–20/x2	140 ft.	10 lb.	Piercing
Bolts, great crossbow (10)	1 gc	—	—	—	1 lb.	—

¹ Weight figures are for encumbrance only. One-handed weapons can be wielded in one hand regardless of a character's Strength, assuming he can lift the item's weight at all.

² When two types are given, the weapon is both types if the entry specifies 'and' or either type (Player's choice at time of attack) if the entry specifies '/'.

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

actual damage to him; its force was expended tearing the weapon out of his hands.

Great Crossbow: The last word in crossbow technology, these weapons are so large they impose a –2 penalty to attack rolls if the wielder is not Large sized or bigger. A massive crossbow with a braided iron string and heavy gearing designed to propel a bolt with incredible force, the great crossbow fires with such velocity and power that it completely ignores Damage Reduction of any kind. Any creature struck by a great crossbow bolt must make a Fortitude save (DC equal to the damage inflicted) or be knocked prone. It takes a full-round action to reload a great crossbow.

Hook: This simple weapon is little more than a one foot wide metal hook mounted in a handle of wood or iron. Disdained as an unworthy weapon by the Drakkarim, it is often found in the brutish hands of the Giaks. In addition to its normal damage, hooks can pin limbs on a critical hit. If a hook scores a critical hit in combat, the wielder can forgo

the extra damage and instead pin an opponent's limb. The hook still inflicts its normal (non-critical) damage but it also skewers one of the foe's arms (randomly determined) – the hook must then be released by the attacker. Until the foe takes a full-round action to remove the hook, an action that inflicts a further 1d4 damage, he cannot use that arm effectively for any task.

Kraanblade: This is an incredibly sharp metal blade attached to harnesses that straps around a Kraan or Zlanbeast's tail. The weapon can then be used in place of the beast's normal attack or attacks if desired. When wielded, it gives the beast a tail attack (at a –2 attack penalty) and adds +1d6 damage to this attack. Kraanblades do not alter their damage if the tail attack is a critical hit; it adds +1d6 only. Kraanblades sized for a Zlanbeast act exactly the same but inflict +1d10 bonus damage instead.

Nalzheng: A specialised form of hammer, these weapons take their name from the Darkling words *nahl darzheng*, which mean 'darkness fist'. Used exclusively within the

Drakkarim military by their cavalry, the nalzheng has a concave striking head and is used to collapse armour and shields. Upon a successful strike, the wielder may elect to force the target of the blow to make a Reflex save to avoid damaging his armour or shield (shields are always affected first, if present).

This saving throw has a bonus equal to the hardness of the material the shield or armour is made of, plus any mastercrafted, superior or magical bonus it might enjoy. The DC for the save is equal to 10 + the attack's damage roll. If the saving throw fails, the item is severely damaged, reducing its Armour Class bonus by 5. If this reduces the overall bonus to +0 or lower, the item is destroyed (reduced to 0 Endurance). In addition, the damage roll is still applied as damage inflicted to the opponent. If the saving throw succeeds, the bearer has managed to deflect the full force of the blow and his armour or shield is utterly unaffected by the attack. If the attack was made against armour, the victim still takes the attacker's Strength bonus (if any) in bludgeoning damage.

Overhammer: Effectively a massive warhammer with a rounded striking head, the overhammer is intended for use on horseback but some wielders, especially Large Darkspawn and other monstrous warriors, find them to be effective foot weapons. When the overhammer strikes an inanimate object (such as door) it inflicts an additional 1d10 damage and ignores half the target's hardness or Damage Reduction (if applicable). Living targets hit by an overhammer must make a Fortitude saving throw (DC equal to the damage inflicted by the attack) or be moved 5 feet directly away from the wielder due to the sheer force of the blow.

Stiletto: A deadly weapon designed by the vicious smiths of Kaag for use by Helghasts in their assassinations, this design has gotten out of the Darklands and several countries now craft them as well. A needle-thin dagger with a sharp point and little hilt to speak of, the stiletto is designed to pass through physical defences with ease. Against a stiletto, cloth and leather based armours add no bonus (including studded leather). Magical bonuses from cloth and leather armour still apply but the material itself offers no impediment to the blade at all.

Swordspear: A sword blade grafted on a spear haft with a set of covered handgrips along its length, the swordspear is another favourite among the Giak troops of the Darklands. Swift and vicious, the swordspear's main properties are its covered grips and its balanced weight. The first trait adds a +5 bonus in the wielder's favour against any disarming attempts. The second feature allows the swordspear to be thrown without any penalty to the attack roll. Use the listed range increment for ranged attacks using the swordspear in this manner. Most swordspears are attached to a 30 foot length of chain, limiting their range increment to 5 feet but allowing them to be retrieved as a standard action after they are thrown.

Tail: The mutations and depraved experiments in the Darklands can also graft a tail to those unfortunate enough to succumb to such violation. These lashing extremities are difficult to work in combat, suffering a -5 penalty on attack rolls unless the creature has one naturally. In battle, a tail is a valuable weapon as it can reach farther than the wielder normally could, striking at foes outside his normal range. Some tails are blunt and inflict bludgeoning damage while others have spikes and deal piercing damage. Because of the awkwardness of a tail in melee, only creatures that

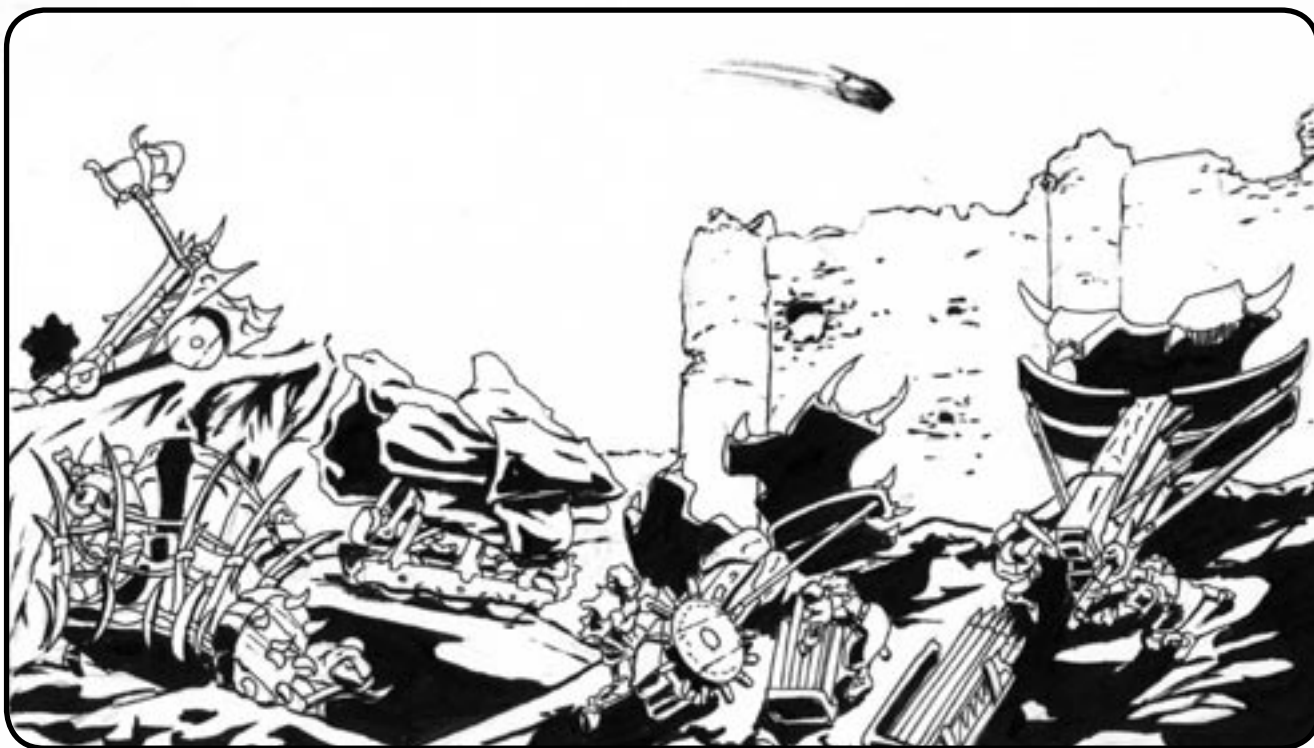
Siege Weapons

Weapon Name	Cost	Damage ¹	Critical ²	Load Time (Man-Rounds)	Range Increment	Weight	Type
Ballista	1,200 gc	10d6	Special	3	100 ft.	700 lb.	Piercing
Bombard	1,800 gc	15d6	Special	3	250 ft.	850 lb.	Bludgeoning
Cannon	1,200 gc	10d6	Special	3	200 ft.	350 lb.	Bludgeoning
Catapult	2,000 gc	20d6	Special	4	150 ft.	800 lb.	Bludgeoning
Dire ballista	1,500 gc	15d6	Special	4	80 ft.	800 lb.	Piercing
Great ram	500 gc	5d6	Special	—	—	850 lb.	Bludgeoning
Oil sprayer ³	1,000 gc	5d6 fire	n/a	20 minutes	10 ft.	900 lb.	Fire

¹ All successful hits count as a grievous effect when fired at a living creature (DC equal to the damage inflicted).

² Siege weapons do not inflict critical hits normally. Critical hits against objects indicate that the weapon has found a weak point and ignores all hardness the object possesses. Critical hits against creatures increases the DC of the grievous effect by +10.

³ Unlike most siege weapons, oil sprayers do not have a penalty to attack rolls when targeting living creatures. A Reflex save (DC equal to the attack roll) will not avoid the attack, though it will halve the damage inflicted. Oil sprayers cannot inflict critical hits. Also, an oil sprayer has only three range increments – targets further than 30 ft. away cannot be attacked with this weapon



naturally have tails may select it for weapon-related class features.

Siege Weapons

The Second Black Muster of Archlord Zagarna is gearing up for a war. In war, crossbows and swords are a staple of combat but they prove less than effective against castle walls and armoured vehicles. To lay waste to the Lands of Light, the Darklands armies will need something more, something bigger – they will need siege engines.

This section of the book is effectively source material for all of Magnamund, not just the Darklands. The concepts of ballista, catapult, and oil sprayer are not limited to the blackened scoria of Naar. Even the civilised nations like Sommerlund and Durenor make use of them from time to time. Generally, the Free Nations of Magnamund have these terrors of destruction in a defensive capacity but they do occasionally see combat on the ground. When a siege crew brings a steel-shielded tower up to the gates of a castle, the defenders take notice. When that tower opens up and bolts the size of trees start flying, defenders take cover.

Siege weapons usually count as a racial weapon, available to Darklands, Borese and a number of other technologically-advanced cultures on Magnamund. Characters with 10 or

more ranks in Knowledge (warfare) are also considered proficient in firing ballistae and catapults, regardless of their culture.

Siege weapons are fired by a single creature, though others may help load and ready it for battle. Siege weapons take three or more ‘man-rounds’ to load. A load time of 3 means that one character can load and fire it every three rounds or three people can load and fire it each round. A load time of 4 means that one character can load and fire it every four rounds or four people can load and fire it each round.

The attack roll for a siege weapon is $1d20 + \text{half the firing creature's Base Combat Skill} + \text{one-quarter of the firing creature's Profession (siege engineer) skill ranks (rounded down)}$. No other bonuses normally apply, though mastercrafted, superior and magical versions of these massive weapons are possible. Siege engines fired at living targets suffer a -4 penalty to their attack rolls but the target does not gain any armour bonuses to their Armour Class. If this attack hits, the living target still gains a Reflex save (DC equal to the attack roll) to avoid being hit.

Ballista: A crossbow on a massive scale, these weapons require three man-rounds to load. Ballistae fire huge iron-shod wooden bolts and inflict massive damage when they strike a solid object such as a defensive wall or a parapet. Ballistae ignore hardness ratings of 8 or less.

Bombard: *(Reprinted from the Lone Wolf core rulebook)*

A larger version of the cannon detailed below, these are also originally of Bor design but now adapted by many countries, including the Darklands. Bombards use two kegs of boom powder per shot and each bombard ball weighs 25 lb. and costs 50 gc to have cast. Bombards are often mounted to stationary towers or the prow of a ship.

Cannon: *(Reprinted from the Lone Wolf core rulebook)*

A massive firearm mounted on wheels and powered by a full keg of smoke powder per shot. A cannon ball weighs 10 pounds and costs 25 gc to make.

Catapult: Catapults are immensely powerful engines of war but they are difficult to use with any real accuracy. Catapults are fired by a crew of three (two if they are Large size or bigger) and have a two round reload time. Catapults suffer from a -4 to attack rolls but their payload, a massive stone or metal-clad sphere, ignores hardness values of 12 or less. Catapults must have a crew of *at least* two people, as their ammunition is too heavy for a single person to load.

Dire Ballista: This weapon is an exclusive design of the Darklands, though other nations may attempt to copy it once they encounter it in battle. With two firing cords and bows attached to the same base, the dire ballista puts two bolts into the air at once with a two round reload time. This can cause massive damage to solid objects. Those who survive the deadly assault should count themselves fortunate they still live.

Great Ram: The great ram is a crewed battering ram on a series of ropes and pulleys, usually mounted in a portable building that offers full cover to its six man team from above and from both sides. When this ram attacks a solid structure it inflicts its listed damage and ignores hardness

ratings of 6 or less. The great ram is a siege weapon only, it is impossible to attack a living creature of less than Gargantuan size with it (and then only if the creature is incapable of moving out of the way).

Oil Sprayer: This weapon is a cauldron of oil, a portable furnace and a series of hoses and funnels all mounted on a rolling cart and pulled by hand. Two men or one horse (which must be a Warhorse) pull the cart at a top speed of 20 feet per round and up to four others may aim and fire the oil hoses. The oil sprayer holds enough oil for 10 shots; afterwards it must be refilled and given twenty minutes to heat the oil sufficiently for use. Oil for the sprayer costs 50 Gold Crowns per barrel and it takes two barrels to refill the cauldron. The damage from an oil sprayer is fire damage and harms solid objects and living creatures alike. Those within 5 feet of an object or creature struck with oil take 1d6 fire damage.

Armour and Shields


Because so much time and energy is spent devising ways to kill in the Darklands, a nearly equal amount of work is spent developing defences against them. Unfortunately, armour rarely matches weapons in this respect, but the Darklords and their minions have devised several ingenious and effective ways to stave off harm. These innovations, tragically, often die with their creators as sharing and open communication are not strong points among the savage creatures of Naar.

A few developments manage to survive the deadly conditions of the Darklands and catch on, disseminated to the smiths and armourcrafters of Helgedad and Kaag. Once they are known to enough craftsmen, they are replicated over and over until enough of them exist to be given out to the elite warriors in the armies of Evil. Many of these

Darklands Armour and Shields

Armour	Cost	Armour/Shield Bonus	Maximum Dex Bonus	Armour Check Penalty	Spell Failure Chance	Speed	Weight
<i>Light Armour</i>							
Giak runner	40 gc	+3	+7	0	20%	30 ft.	8 lb.
Giak skirmisher	60 gc	+4	+4	-3	30%	30 ft.	15 lb.
Blackchain shirt	5,000 gc	+1 ¹	—	0	—	n/a	3 lb.
<i>Heavy Armour</i>							
Drakkarim assault	1,200 gc	+10	+0	-7	50%	15 ft.	75 lb.
<i>Shields</i>							
Shield, slashing	30 gc	+2	—	-2	20%	—	7 lb.
Shield, striking	30 gc	+2	—	-2	20%	—	16 lb.
Drakkarim Nightshield	50 gc	+5	+0	-4	30%	—	45 lb.

¹ See special rules for this bonus under the item's description.



innovations are just slight improvements over normal armour and shields, nothing to worry about chronicling here. There are however a few items of important note; these are included below.

Armour and shields can take damage from some types of attacks. These attack types are covered under sundering rules or have special qualities explained in their own descriptions.

- ◆ **Casting a Spell in Armour:** Darklands characters with the ability to cast spells (Dark Cultists as well as certain monsters) cannot do so effectively if wearing anything heavier than leather armour. Only padded and leather armour can be worn by a spellcaster and permit him to keep casting or using the class features Vilefire or Bolts of Pain unless the description of the armour specifically states that it does so despite its greater bulk and weight. Darklords are immune to this restriction; they never suffer spell failure due to armour.

Any special benefits or accessories to the types of armour found on the Darklands Armour and Shields table are described below. Armour made for Giaks will not fit other races properly, imposing a -5 feet penalty to Base Speed and reducing the Maximum Dex Bonus and Armour Bonus by 1. Thus a human wearing Giak skirmisher armour gains only a +3 armour bonus, has his Dexterity bonus limited to +3 and his base speed is reduced to 25 feet.

Blackchain Shirt: One of the finest forms of armour on Magnamund, this extremely intricate chain link shirt is so light and thin that it can be worn under other forms of armour and have its armour bonus stack with the other suit. Blackchain shirts can even be worn by spellcasters and not interfere with their ability to wield magic. Unfortunately for the Darklords, the ability to make this form of armour was lost during one of their wasteful internal civil wars and has yet to be rediscovered after more than 400 years of tireless research.

Drakkarim Assault: An even heavier and more cumbersome version of full plate armour, Drakkarim assault armour is used only by the race's elite warriors and Death Knights. Identifiable because of its thick metal plates and spiked joints, Drakkarim assault armour is feared on the battlefield for its tenacity and resistance to most weapons. When combined with a shield, this armour is even more resilient. Anyone wearing Drakkarim assault armour gains Damage Reduction 2/- as long as they are using a shield as well. The penalty for anyone of other than a Drakkarim officer or a Death Knight wearing Drakkarim

assault armour is death – a sentence any Drakkarim will carry out immediately.

Drakkarim Nightshield: While the forces of the Darklands have no love for the Lands of Light, they are not above stealing a good idea when they find one. The Sommerlund Greatshield is one such concept, taken from the battlefield of Moytura Pass and modified to better serve the needs and tastes of the Drakkarim. These massive shields are cumbersome and difficult to move but they provide great protection to those warriors strong enough to use them. In addition to their function as a shield, they are also designed to perfectly compliment a suit of Assault armour. When wearing Drakkarim Assault armour and carrying a Nightshield, the Damage Reduction normally provided by the armour improves to 3/-.

Giak Runner: Giaks are the workhorses and beasts of burden for the Darklords' armies. They have to serve many different roles but they excel in this because of their sub-races and lifetime of unquestioning loyalty. Because of this unswerving devotion to their dark masters, the Giaks have benefited from the efforts of armoursmiths and weaponmakers tasked to improving their performance on the battlefield. One of these creations was Giak runner armour, a suit of leather and cloth designed to keep from impeding their movement while still providing good coverage. Most Giak runners decorate their armour with the symbol of their Darklord and the glyph for their military division.

Giak Skirmisher: Giaks have many jobs in the military of the Darklands, one of which is as disposable troops and obstacles to hurl in the path of an oncoming enemy. To keep them functioning a little longer and make them more effective harassers, the Darklords had a special type of armour designed for them that covers well, keeps them mobile and does not limit their ground speed. This skirmisher armour is mostly made from natural scales and heavy leather, with occasional sections of chain link at the joints.

Shield, Slashing: In their never-ending search for deadlier ways to wage war, the armies of the Darklands have designed shields that function effectively as weapons. Giaks usually carry these implements of death as the Drakkarim prefer shields to be shields only; this is not an absolute as some Drakkarim enjoy the idea of everything at hand being a lethal weapon. Anyone carrying a slashing shield may choose to forgo its armour bonus until the beginning of their next turn and make an extra attack with it, following the normal rules for attacking with two weapons. If it hits,



this attack inflicts 1d6 + Strength modifier in slashing damage.

Shield, Striking: This is just like the bladed terror that is a slashing shield but instead of a deadly edge, the shield is reinforced and has several effective striking surfaces built into its sturdy frame. Attacking with a striking shield works just as given above for the slashing shield but its damage is considered bludgeoning instead. Both slashing and striking shields are considered heavy shields.

Adventuring Gear

Darklands Clothing: Travel in the Darklands is a dangerous and sometimes fatal proposition for anyone, including the country's natives. To help combat the more mundane difficulties in the air and terrain, special clothing has been designed for anyone needing to move overland for any significant length of time. Made of loose-fitting heavy cloth and incorporating a full face wrap and cowed hood, Darklands clothing eases the burden of life in Naar's

Darklands Adventuring Gear

Item	Cost	Weight	Type of Item
Darklands clothing	2 gc	10 lb.	Special
Eagle claw	50 gc	2 lb.	Backpack
Helrobe	30 gc	6 lb.	Special
Key, Darke	—	—	Special
Kraan saddle and tack	65 gc	20 lb.	—
Nightshade rope	2 gc	3 lb.	Backpack
Toratca cards	1 gc	1 lb.	Backpack

domain. Wearing a suit of Darklands clothing reduces the effects of the environment, granting a +1 bonus to all Survival checks made while in the Darklands.

Eagle Claw: Because many of the creatures that live in the Darklands are intelligent enough to grasp and manipulate objects but are so twisted of form that they do not have the right kinds of hands to do so, Nadziranim science has provided a way for them to do so. A metal hand with three digits and grasping 'thumb', the eagle claw straps to a wearer's forearm and is operated through twisting and bending the limb. Practice with an eagle claw can allow even the most clumsy beast grasp glass vials without breaking them. Eagle claws are included here as an example of how the residents of the Darklands use magic and science to ingeniously overcome their drawbacks, as well as granting an option for heroes that lose their hands to the dangers of their adventuresome lives.

Helrobe: Helrobes are to Darklands clothing what a fine cloak of velvet and fur is to a burlap table cloth. These garments are worn by the elite of Darklands society, with many examples of this fine work comprising the wardrobes of Liganim and Nadziranim in Helgedad itself. In addition to providing the same bonus as Darklands clothing, creatures wearing Helrobes are even more concealed and can usually pass for natives of the area with little problem (Helrobes grant a +2 to Disguise checks when impersonating Darkspawn with a generally humanoid body shape).

Key, Darke: Because so much of Darklands society is made up of untrustworthy thieves and murderers, the art of locksmithing has become very detailed and complex. The only way to effectively open a lock in Helgedad is with a Darke key, a key of black metal crafted when the lock itself was made. Every lock usually has but one key and if it is not present, a character must take at least twice as long performing Disable Device checks made to thwart the lock and the DC of the lock will be at least 30.

Kraan Saddle and Tack: Kraan (and Zlanbeasts) require special gear for riding. Without the tailored straps and harnesses that come in this set of saddle and tack, a character is at a -4 penalty to Ride checks. Kraan saddles and tack usually include a pair of saddlebags capable of holding 50 lbs. worth of gear each and a feeding bag that collapses and stores under the saddle itself. Because of their wings, Kraan do not usually wear a saddle blanket; one of these is not included in the set.

Nightshade Rope: The nightshade plant is used for a number of Darklands poison work but once it is drained of its toxins it is not just throw away. The plant is slivered and treated with a special mix of spawn oils to give it remarkable resiliency. These strands of resistance fibre are then woven together into a very strong and light rope. Nightshade rope is the standard issue binding material for the Drakkarim armies; all checks made with nightshade rope (except those to escape from it if it is used to bind a character) are at a +2 bonus because of its quality.

Tarotca Cards: Soldiers are the same no matter where one goes in Magnamund, even behind the shadow veil of the Darklands. These cards come from whatever world the Drakkarim originally came from but their purpose is no different from playing cards used by warriors in a hundred other nations. While these cards apparently have some mystical significance to the elders of the Drakkarim race, soldiers in the Darklords' armies use them to pass the time on their long guard shifts through games of chance.

Magical Items

Magical items are rare and precious treasures in the land of Magnamund. Most of the magical wonders of the world are ancient items, made when magic was not restricted by the will of Ishir and the powers that men could command were greater and more terrible than anything imaginable. These items are usually best left forgotten but the darkest of them have a way of finding their way into unsuspecting hands and bringing down ruin upon the people of Aon time and again.

In the Darklands, there are a number of items that are the creation of powers far less exalted than the divine. Nadziranim and Liganim mystics under the brutal employ of the Darklords craft hundreds of items every year. These dark objects are usually borne of the foulest magics, powered by despair, hatred, rage, and the blackest depths of oblivion. While few creatures of the Light could hope to wield these strange and terrible devices and live to tell of it, the damned of the Darklands make regular use of them in battle and in the shadows of their own homes.

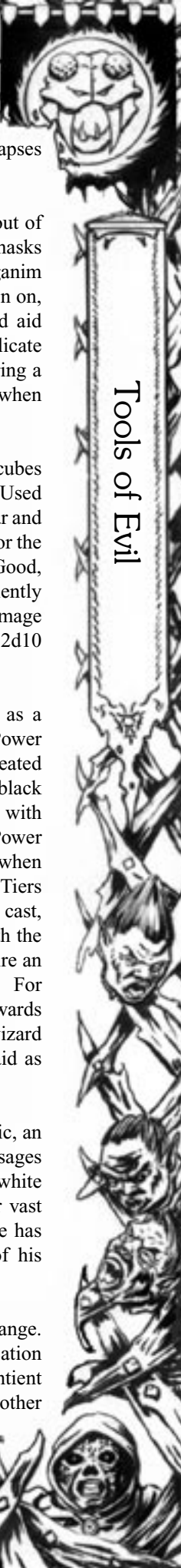
Magic is treated as a fact of life in the Darklands. It is more common there than almost anywhere else on Magnamund, though it is still rare enough to be precious. Magical weapons often find their ways into the hands of the ranking leaders of the Drakkarim and enchantments have been placed on virtually everything a Darklord touches. Even healing, which one might think of as anathema to the power of Evil, is somewhat commonplace. Alchemy labs all over the blasted face of the Darklands turn out potions of all kind to feed the growing hunger of the Second Black Muster and the hidden agents of the Archlord Zagarna.

Amulet of Shielding: These magical talismans are designed and created by the Nadziranim using black sorcery and the direct power of Naar. When worn by a sentient creature allied to Evil, they provide a variable bonus to Armour Class by shrouding it in motile shadows. These pseudo-living arcs of darkness interfere with incoming attacks, protecting the wearer from anything that might harm it. The bonus from an Amulet of Shielding stacks with other Armour bonuses, including shields. If a creature not allied with Evil wears an Amulet of Shielding, it gains the bonus but suffers 1 point of Endurance damage each round it does so. This damage cannot be cured by normal or magical means and must be healed through rest (aided by the Heal skill if possible) only.

Some Amulets of Shielding have the additional enchantment of causing crippling pain and nausea to Darkspawn. Any creature of the Darkspawn subtype approaching the character wearing a Spawnshield amulet must make a Will save (DC 20 + the bearer's Charisma modifier). Failure on this saving throw renders the creature stunned until the

Darklands Magical Items

Item	Cost	Weight	Type of Item
Amulet of Shielding	3,000 gc per +1, maximum of +8	1 lb.	Special
Spawnshield	+1,000 gc	n/a	n/a
Cowl of the Naarthane	4,000 gc	—	Special
Darke Plate	n/a	80 lb.	Armour
Frenzied Eye	900 gc	—	Special
Glass Mask	1,500 gc	—	Special
Nadziranim Power Crystal	500 gc per level remaining	1 lb.	Backpack
Opaline Sphere	250 gc/lb.	1 lb.	Backpack
Truth Shards	500 gc/set	—	Special
Zejar-Dulaga	6,000 gc	—	Special
Zharalatrym Vial	2,500 gc	3 lb.	Special



bearer moves more than 10 feet away. Only Darkspawn wearing a Spawnshield Amulet are immune to this effect. The Nadziranim of Fangyre Tornoth in Helgedad often wear these amulets to help them in their breeding duties.

Cowl of the Naarthane: An enchanted form of Helrobe, the Cowl of the Naarthane is specially woven and enspelled to serve as a garment of great power for dark cultists serving Naar, the Lord of Evil. Cowls of the Naarthane are typically black cloth with blue flames embroidered around their sleeve cuffs and edges. When the hood of a Cowl of the Naarthane is pulled up, the wearer's features are completely concealed and even gender becomes impossible to determine. Cowls of the Naarthane offer a +4 armour bonus (which does not stack with other forms of armour) and adds a +2 bonus to all Occult checks made to cast spells from the Path of Naar.

It is quite possible for other gods to sponsor the creation of similar Cowls that work with their Paths of magic but the resources and following of Naar in the Darklands make the Cowls of the Naarthane far more common on Magnamund than any other form. Creatures allied with Good can wear Cowls of the Naarthane but they gain a point of Corruption every hour they spend clad in the vile garment.

Darke Plate: This is a suit of Drakkarim assault armour that has been modified and specialised for a Death Knight. Darke Plate is enchanted and of mastercrafted quality, enhancing the Armour Class of the armour by +2 (+1 mastercrafted, +1 magical). It also has a Max Dex Bonus of +1 and weighs 80 lb. While wearing Darke Plate, the enchantments on the armour provide a Death Knight with a Psychic Armour Class of 15 (unless the Death Knight already has a greater Psychic Armour Class) and is considered to be psychically shielded. Note that these suits are individually tailored for each Death Knight and may not be worn by anyone other than that Death Knight.

Frenzied Eye: The terrible fusion of alchemy and magic appears to be nothing more than a waxy, preserved human eyeball. Taken from the corpses of Drakkarim that fall on the battlefield, these eyes are treated with horrific chemicals and enchanted by Liganim trained in the art of potioncraft. To use a Frenzied Eye, a creature must simply eat it. 1d4 rounds after consumption, they are seized by a blood-rage that mimics the Tier I ability of a Telchos Warrior's Indomitable Warrior Battle Cry, except that it lasts for 10 rounds and cannot be prematurely ended. During this rage, the consumer of the Eye must attempt to kill anything within 30 feet (though it can pick its target if it has options). This rage can be Counterspelled (DC 20).

After the rage ends, the eater of the Frenzied Eye collapses into unconsciousness for one hour.

Glass Mask: Some of the simplest magic to come out of the vile workshops of the Nadziranim, these glass masks are cast in a racial image (human, Dwarven, Giak, Liganim and so forth) when they first begin to cool. From then on, they can take on the appearance of living flesh and aid greatly in disguising the wearer but can only duplicate faces from the race they were made to mimic. Wearing a glass mask will add a +8 bonus to Disguise checks when impersonating the mask's racial type.

Nadziranim Power Crystal: These black glassine cubes seem to have a storm of darkness trapped inside them. Used by the forces of Darkness to power their engines of war and fuel their dark magics, Nadziranim Crystals are foci for the energies of Evil. In the possession of a creature of Good, they become drastically unstable and explode violently after 1d10 hours. This explosion will inflict 1d10 damage to the bearer per Tier left in the Crystal and inflicts 2d10 damage to anything with 100 feet of its location.

When carried by someone allied to Evil, it serves as a potent repository of dark power. The Nadziranim Power Crystal contains 25 'Tiers' of energy when first created and cannot be recharged; they shatter harmlessly into black powder when they become fully depleted. A bearer with the power to use Right-Handed magic can use the Power Crystal's levels instead of his own internal abilities when casting his Path spells. By 'spending' a number of Tiers from the Crystal equal to the Tier of spell he wishes to cast, the caster uses the supplements his own energies with the Crystal's to power the spell. The spell does not require an Occult roll – it automatically succeeds in being cast. For Tier II and III spells, the spell also does not count towards the maximum number of these spells that the dark wizard may cast per day. Endurance costs must still be paid as normal.

Opaline Sphere: A powerful device of scrying magic, an Opaline Sphere is made from the bones of human sages boiled down and crystallised into a glimmering white orb. These devices let the bearer see and hear over vast distances; he can watch and listen to any location he has visited before, as long as it is within 100 miles of his current location.

Opaline Spheres have a special way to increase this range. By hiding one of these devices in a particular location and anointing it with blood from a freshly slain sentient creature, a link can be established between it and any other



Opaline Sphere anointed with that same blood. The second Sphere can be anywhere on Magnamund in this case. The Darklords use Opaline Spheres in this manner to spy on many of the nations of Magnamund; Darklords can even see through the senses of whoever is at the other end of the Opaline link.

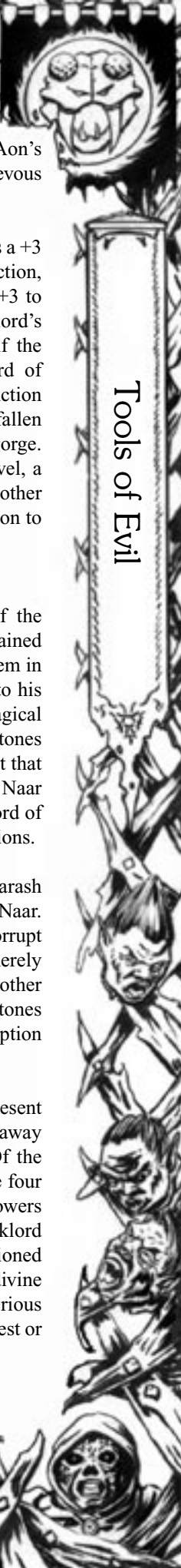
Truth Shards: This collection of seven coloured slivers of crystal is used to determine whether someone talking to the bearer of the shards is telling the truth. Using the shards is quite simple; the bearer holds them in his open palm and asks a question. If the answer spoken aloud to him is the truth (or if the speaker can succeed in a DC 30 Bluff check and Kai Lords may add a +4 bonus to this check if they have Tier IV in Camouflage), one of the shards beings to glow brightly. If not, a different shard flares to light. Which shards glow and what they mean are dependent on the nature of the question but learning how to use the shards is not difficult; it takes roughly an hour of experimentation to figure them out for most sentient users.

Zejar-Dulaga: An incredibly deadly item in the arsenal of the Darklands, the zejar-dulaga is crafted from the pure essence of death and charged with dark forces drawn up from the Lake of Blood. Each zejar-dulaga is a shard

of oblivion in the form of a glowing arrow-like rod that can be fired from a bow, used in melee combat (with a -2 penalty to the attack roll) or thrown by hand (10 feet range increment). They have a +10 magical bonus to attack rolls, disappear forever after being used (whether they strike successfully or not) and force the opponent to make a Fortitude save (DC 20) or be instantly destroyed. Note that this effect will even work on Darklords, though it will instead reduce them to an Endurance total equal to their End Dice rather than killing them outright. It is possibly to alter a zejar-dulaga to inflict unconsciousness instead of death; these weapons carry the same Fortitude save but render their victims unconscious for three days rather than snuff them out into a pile of billowing ash.

Zharalatrym Vial: The most potent magical item in the Darklands is also the most simple to create. A Zharalatrym Vial is a small crystalline bottle with a molten lead seal and a magical rune of containment carved into every facet and on the stopper itself three times. The reason for the heavy warding is because of the Vial's contents – the blood of a Darklord. Bearing a Zharalatrym Vial grants the following powers:

- ◆ Just having the vial on one's person grants a +2 magical bonus to Armour Class. This bonus stacks with any kind of bonus other than the protection from an Amulet of Shielding (as their power comes from exactly the same source).
- ◆ Wearing a Zharalatrym Vial around one's neck makes that creature a Darkspawn and a native of the Darklands for purposes of determining which Taints of the ruined land will actually affect them.
- ◆ Holding the Vial in one's hand grants an additional +2 magical bonus to Armour Class (total of +4), Magic Resistance of 18 and Damage Reduction of 3/magic. Good creatures may do this but holding the Vial will burn them for 1d4 Endurance points per round. This damage can only be treated magically; normal sources of Healing will not relieve the injury.
- ◆ Touching a Vial will allow instant mental communication with the Darklord whose blood rests within it. This is exactly like speech and does not allow for mental probing on either side, though the Darklord can choose to use any of the spells from Naar's Path through the link if it so chooses (and has enough levels in Dark Cultist to have them).



Zharalatrym Vials are very rarely made, as each one causes the temporary loss of 20 Endurance to the Darklord granting the blood for its construction. These Endurance points return at a rate of one per week, making the dark powers of Naar's realm leery of creating too many or letting them out of their sphere of control. It has long been supposed that a captured Zharalatrym Vial could be used in some way against the Darklord it is connected to but this theory has never been tested.

Legendary Items

Many potent artefacts have come from the black pits of the Darklands. Some are the result of Naar himself giving form to some twisted nightmare of his own, while others are the work of smiths and sorcerers toiling for the vile pleasure for the Darklords that rule them. Not surprisingly, most of the truly noteworthy items of power in the Darklands are weapons. It would seem that the power of Evil prefers to take on substance in the pursuit of blood and pain. All of these items are considered artefacts of Naar and thus merely touching one will cause a character to gain 1 Corruption point per day.

Crystal Mace

This potent weapon is actually older than Darklord Taktaal who currently wields it and predates his coming to Magnamund by several hundred years. A tool of evil by circumstance but not design, this mace is not inherently tainted and can be safely held by any creature regardless of their affiliation. In the hands of an Evil creature, its four crystal flanges turn night black. Good wielders cause the crystal panes to turn clear like flanges of diamond and those of the Balance wield it as a mace with flanges of smoky-grey quartz. In any form, the crystal mace only bears a +3 bonus to attack and damage rolls (+2 superior, +1 magical) but it ignores Damage Reduction of *all kinds*, treats incorporeal creatures as if they were solid and inflicts maximum damage whenever used to sunder objects.

Dagger of Vashna *(Reprinted and expanded from the Lone Wolf core rulebook)*

A twisted, wickedly curved blade with a hilt of wrought black iron and a grip sized perfectly for only one hand in all the black realms of evil, the Dagger of Vashna is a dire weapon with an equally dire purpose. The Dagger of Vashna adds a +7 bonus to attack rolls (+2 superior, +5 magical) but does not add anything to damage because any successful hit instantly slays its living target without a saving throw or hope of Magic Resistance. The only defences against the death blow of the Dagger of Vashna are Tier V of the Nexus Magnakai Discipline, a suit of

Crystal Armour or the direct intervention of one of Aon's deities. These defences simply limit the blow to a grievous wound (DC 25) inflicting 25 points of damage.

In the hands of a Darklord, the Dagger of Vashna adds a +3 bonus to the wielder's Fast Healing, Damage Reduction, Regeneration and Magic Resistance traits and adds +3 to the DC of the grievous wounds inflicted by a Darklord's Ruinous Strike trait. This bonus increases to +5 if the wielder holds the rank and station of the Archlord of Helgedad. The Dagger can also be used in conjunction with a dark ritual of incredible power to raise the fallen Darklord Vashna from his grave in the Maakengorge. Doing this requires a Dark Cultist of at least 15th level, a source of power such as the sacrifice of a Kai Lord or other minion of Light, and some relic of Vashna's in addition to the dagger itself.

Doomstones of Agarash

Crafted by Agarash himself as a dark mockery of the Lorestones, these crystallised stones of pure evil contained the sum of the Naarson's power and malice. With them in hand, Agarash was all but unstoppable; nations fell to his might and the bravest of foes were torn apart by the magical energies they imparted to their creator. The Doomstones were more than just a shadow of the artefacts of Light that inspired their making; they were the dark power of Naar given form and the instruments through which the Lord of Evil could affect Magnamund with his profane attentions.

Each of the Doomstones embodies an aspect of Agarash himself and acts as an echo of the seven great Evils of Naar. Possession of even one Doomstone is enough to corrupt and damn the soul of any mortal, though they are merely tools of destruction when grasped by a Darklord or other minion of the Evil One. Mortal bearers of the Doomstones become corrupted very quickly, gaining 2 Corruption points per touch instead of 1.

Of all the Doomstones, only three are known in the present day. The rest are scattered to the winds, hurled away from Agarash during the fury of his destruction. Of the seven Doomstones, history only mentions three. The four remaining stones still exist, though their names and powers are unknown even to the Darklords. Even when Darklord Zagarna found the seven Doomstones and fashioned weapons to channel their powers, he was unable to divine all their names and purposes. The powers of the mysterious four 'missing' stones may be the subject of an epic quest or might remain lost lore until the end of time...

- ◆ **The Doomstone of Darke:** Resting in the haft of the Nyrras Sceptre, the Doomstone of Darke lends its great power to the Darklord bearer of that great weapon. By itself, this artefact of evil is a potent weapon. Charged with the power of command over all six of the other Doomstones, the Doomstone of Darke grants its bearer the power to command the holders of those stones through mental command no matter how far they might be and with no recourse to resist the compulsion. This mind-control ability has no effect on Darklords, however. The Doomstone also allows the bearer to use any of the spells of the Naar Path of Right-Handed magic freely, with no limit to the number of them he may cast per day and no Occult check needed to cast them. The Doomstone also grants its bearer immunity to fire or light based attacks and grants a +4 bonus to his Charisma score.
- ◆ **The Doomstone of Ikaya:** Hidden in the depths of a frigid temple, the Doomstone of Ikaya has been without a bearer for millennia. Its power is extremely potent, as it grants the ability to control and create ice. At will, the bearer can create or control 10 cubic feet of ice a round, using it to imprison targets or craft barriers as he sees fit. Anyone trapped in ice must make a DC 15 Strength check (+1 to this DC for every 10 cubic feet of ice involved past the first) to break free and ice barriers have a 5 hardness and 40 Endurance points per foot of thickness. The bearer of the Doomstone of Ikaya is also immune to cold based effects and gains a +4 bonus to his Intelligence ability score.
- ◆ **The Doomstone of Herdos:** The stone of poisons and insanity, the Doomstone of Herdos has a long history of driving its bearers mad while also making them incredibly powerful. At will, the bearer of the stone can cause a vile toxin to drip from his left hand; a successful melee strike with this hand will inflict the effect of any chosen poison from the *Lone Wolf* core rulebook with a DC of 30 to resist. Especially corruptive, touching the Doomstone of Herdos inflicts 3 Corruption points per instance as opposed to the 2 points that other Doomstones inflict on mortal bearers. The bearer of the Doomstone of Herdos is immune to all poisons and disease and gains a +4 bonus to his Constitution score.

Helshezag, the Sword of Kraagenskul

A deadly weapon with a waved blade and a wickedly cragged hilt, Helshezag was forged in the fires of Helgedad for Kraagenskul personally. Enchanted with the most potent magics of defilement and death available to the Darklord's cultists, this weapon has a thirst for blood so dire, only the strongest will can hold it at bay for long. In battle,

Helshezag adds a +5 bonus (+2 superior, +3 magical) to attack and damage rolls and is treated as a broadsword with a d12 damage die, rather than d10. Its light construction, crafted as it is of black iron, makes it easy enough to bear in one hand that Kraagenskul suffers no penalty for doing so. Lastly, any living creature wounded by Helshezag must make a DC 20 Fortitude saving throw or catch *Dark Chills* instantly. Note that any creature of Medium size will treat Helshezag as a two-handed weapon, even Sommerlund Knights of the Realm (though a Knight's bonuses with a broadsword will still apply to Helshezag).

Icy Orb of Dejkaata

The Icy Orb of Dejkaata was made by Vashna himself channelling the power of Naar directly. Held by Darklord Unc until it was lost during a slave revolt in the frozen wastes above Aarnak, the Icy Orb was a symbol of rulership over the frozen north of the Darklands for generations. The Orb has immense power and can only be used by a Darklord or someone bearing a Zharalatrism Vial. The Icy Orb can be used to emit a ray of purest cold once a round as a magical ranged attack, inflicting 10d6 cold to any target it strikes. It also makes the bearer immune to cold and able to move over even the slickest ice as if it were even, normal footing.

When commanded to do so in Darkling speech, the Icy Orb can invoke a raging snowstorm once a day. This storm circles any area (up to 50 feet in radius) for as long as an hour, inflicting 3d6 cold damage and 2d6 slashing damage from razor-sharp pieces of ice each round. The bearer is immune to this damage. Whilst the storm is raging, no other power of the Orb is effective other than the immunity to cold. Legends describe the Orb picturing the image of the snowstorm within itself – allowing a user to both enjoy the torment of those caught in its icy grasp and see if they are attempting to escape its influence. Other legends say the Orb disappears entirely for the duration of the blizzard.

Lightning Spear

A shaft of lightning violently writhing and seemingly forced into the shape of a spear by unknown means, this item is not safe for any mortal creature to touch without suffering 1d6 electrical damage each round. When wielded by an immortal creature (such as a Darklord), it acts as a +3 spear (+1 mastercrafted, +2 magical), ignores Damage Reduction of *all kinds* and inflicts 2d6 additional electrical damage with each successful attack. Because this barely tamed bolt of lightning tends to arc during combat, it inflicts 1d6 electrical damage each round against every creature within 10 feet clad in metal armour. The wielder is immune to this effect, which automatically occurs at the start of his turn in combat.



Nadazgada, the Sword of Gnaag

One of the most powerful weapons in the Darklands or anywhere on the face of Magnamund, Nadazgada – ‘Dark Burn’ in the Darkling language – is the favoured weapon of Darklord Gnaag and a hidden example of his power. Nadazgada was forged in secret by the Nadziranim loyal to Gnaag over the course of two decades and delivered to him impaled through the body of one of their own, a traitor that had been planning to sell Gnaag out to his enemies. Nadazgada adds a +6 bonus (+2 superior, +4 magical) to attack and damage rolls and is treated as a broadsword with a base damage die of d12 instead of d10. Any creature struck by Nadazgada that does not die instantly from the grievous wound it inflicts (in the hand of a Darklord) suffers an additional 2d6 points of fire damage as the blue-black flames surrounding its blade roast them alive. Note that any creature of Medium size will treat Nadazgada as a two-handed weapon, even Sommerlund Knights of the Realm (though a Knight’s bonuses with a broadsword will still apply to Nadazgada).

Nahelzagrath, the Sword of Zagarna

A massive two-handed blade of cragged and angular black iron, Nahelzagrath bears a cross guard of writhing souls in torment and a pommel shaped like a Zlanbeast’s clawed hand. The hand is empty but it is shaped as if it might hold a stone of some kind. No mention of what the sword’s pommel is meant to hold has ever been made but spies in Helgedad have informed the other Darklords that Zagarna has Helghasts and other agents dispatched to the farthest reaches of Magnamund in search of something unknown.

Even without the stone it is presumably intended to bear, Nahelzagrath is a powerful, Gargantuan weapon, adding a +7 (+2 superior, +5 magical) bonus to attack and damage rolls with a base damage of 2d6. Finally, any mortal struck by Nahelzagrath that makes its saving throw against the grievous effect of the blade’s wound must make the saving throw a second time or lose 4d6 Constitution. Any creature that survives this second saving throw will still suffer an additional 2d6 points of fire damage as the blade’s dark flames sear their soul.

Nyras Sceptre

The silver sceptre that gives Dakushna his power and his Darklord title, the Nyras Sceptre is a potent artefact forged during the time of Vashna as Archlord. By itself, the Nyras Sceptre is a potent bludgeoning weapon striking with a +4 bonus (+2 superior, +2 magical) to attack and damage rolls, inflicting 1d12 points of bludgeoning damage and

forcing any Large sized or smaller opponent struck to make a Reflex saving throw (DC 18) or be knocked prone by the staggering force of the blow.

Once combined with the Doomstone of Darke, the Sceptre becomes an even more potent weapon. It then adds a +4 bonus to all Occult checks made to cast spells of any kind, increases the DC to resist these spells by +4 and allows the bearer to inflict the maximum amount of damage possible with Vilefire or Bolts of Pain a number of times per day equal to the bearer’s Charisma modifier (minimum once a day), if the bearer has this class feature. The Nyras Sceptre also channels the power of the Doomstone it holds into the bearer, increasing the magical attack and damage bonus to +4 and grants the bearer 50 temporary Endurance at midnight every night, which last either until the following midnight or vanish instantly if the Nyras Sceptre is disarmed or dropped.



Creatures of Darkness

This is your big day, my child. Today we will introduce you to the Archlord and get you branded into the service of Naar. Are you excited? You should be, yes.... But before we take you out of here, we need to handle one last topic of your education. I should have long since instructed you on this but there has been so much to cover and so little time. Now that you are one of us, or soon will be, you should know more about the other monsters that dwell here.

Of all the creatures that roam the ravaged wastes of the Darklands, the most potent must of course be its fiendish rulers, the Darklords themselves. Below them, there is a staggered, chaotic hierarchy of behemoths, monstrosities and hideous mutations. Some of them, the most powerful and savage of the lot, hold some rank in the nation and can wield power of both a personal and temporal nature. Others merely prowl in search of flesh to eat and evil to wreak. These brutes are feared even by the native Giak and Drakkarim that live in the Darklands because nothing rules them and if they are caught out alone by one of these beasts, they will surely die.

In that way, the Darklands are no different than any other nation on Magnamund. There are creatures that roam the night and strike terror into the hearts of those they cross. The only real change is that the beasts are no more or less terrible than the people they hunt. The natives of the Darklands are monsters themselves, making the nation a terrible place filled with fear and death at every level. Unlike the lands of light, there is no virtue or honour to be had in the struggles between the inhabitants of the Darklands and its monsters – only survival.

The Darklords are content with this arrangement. They keep their armies honed and ready for battle through their struggles against the creatures that stalk their homeland. They also get to recruit the most powerful of the beasts in the Darklands into their military forces. These creatures take on the role of shock troops, often caged until they are needed and then released to sow chaos on the battlefield. With nothing to lose except the lives of their weaker soldiers and so much to gain, the Darklords have no incentive to try and purge their land of its dangerous ‘vermin’.

There is another advantage to the beasts that cover the scarred terrain of the Darklands. With so much territory, it is difficult to guard so much land effectively. The military of the Darklords is a vast, sprawling organisation but there are simply too many miles of border and not enough guards to cover it all. Key fortresses block the natural passes but the monsters of the Darklands deal with the rest of the sentry duties quite handily by posing a severe risk to anyone trying to invade.

The Military of the Darklands

As the nation’s first line of defence against the Lands of Light and its means of someday conquering them, the armies of the Darklands deserve some mention in these pages. The force is effectively a decentralised bi-level series of armies, each one under the direct control of a Drakkarim command structure answerable only to the Darklords themselves.

The command level of the armies above the Drakkarim gets a little nebulous because of the infighting between the Darklords themselves but authority is usually a clear line from force to force with official orders provided by a given Darklord and final mastery belonging to the Archlord of Helgedad. This is the true might of the Throne of the Dark City. For all its power and grandeur, it is the ability to command the might of hundreds of thousands of troops against any target that displeases him that makes the Darklord on the throne so feared.

With troops stationed in every province of the Darklands, gathering the army’s full might is a complicated affair. They stand at the ready in their individual posts but to unite them all in a common cause is an epic undertaking that has only been done once in the history of Magnamund. Smaller battle forces have been assembled and used to great effect; many nations of Northern Magnamund still have the shattered fortresses and burned fields as evidence of the power of Helgedad’s wrath.

Of Giaks and Drakkarim

The armies of the Darklands are split-level because the Drakkarim warriors that make up its true soldier core despise the Giak slaves that provide the military with its expendable numbers and brute force. The feeling is returned, with the Giaks feeling resentful that they – the created servants of the Darklords and closer to Naar than the Drakkarim could ever be – are not afforded the same ranks and privileges that these weak ‘humans’ possess.

Though the Darklords appreciate the benefits of fighting among the ranks, they also understand the weakness

inherent in a military that cannot be depended upon to work as a whole when battle is joined. To deal with this issue, Drakkarim and Giak units are kept separate most of the time. When a Giak Legion must be commanded by a Drakkarim officer, it is typically given a new one on a rotating basis so that resentment cannot build up against any one leadership figure. At all other times, Giak troops are led by Giak captains and allowed to serve in areas far away from Drakkarim formations.

Giaks are also used in one other capacity; they handle the beasts and animals captured from the wilds or spawned by the Darklords in their hellish laboratories. Not only are they more expendable and thus not as much of a loss to the Darklords if the beasts get free, the Giaks also have more of a sympathy with the low creatures of the Darklands and tend to handle them better. 'To each their own place', think the Drakkarim commanders of the military and for the Giaks, their place is directly in the line of the most dangerous and common threats.

Other Servants of the Darklords

The Darklords have many minions, some of which are so rare and bizarre as to have no names. These work with the military of the Darklands infrequently, usually fulfilling special missions or dealing with some unique situation when it comes up. Of the evil overlords' regular servitors, three races serve a specific role in their armies.

Liganim: These mutated humanoid servitors fulfil as many tasks for the military as they have forms, with the most dextrous of them fulfilling field healing duties and the more combat worthy providing a front line communications relay from the troops to the command ranks. The Liganim as a whole are considered to be liaisons from Helgedad for any purpose the Darklords wish to put them to; this extends to the military. Liganim are a common sight in the barracks of the Darklands, with their misshapen silhouettes, concealed in heavy robes, moving in and out of the officers' quarters bearing news of varying import.

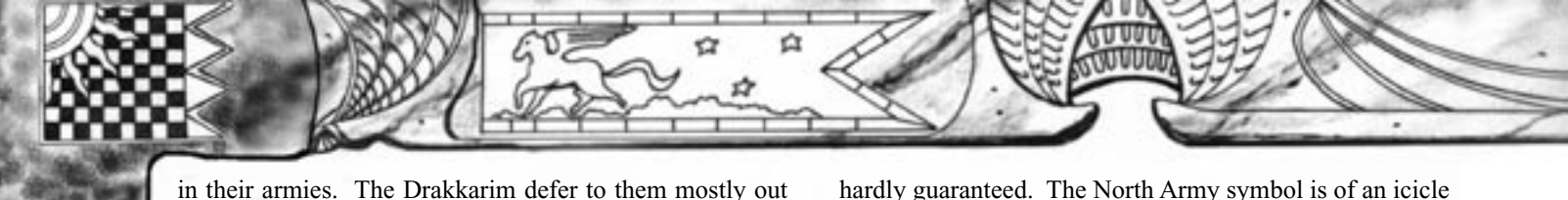
- ◆ **Liganim Chemists:** The Liganim provide potions and special alchemical items to the military – this is their major contributions to the war effort. These Liganim Chemists are generally kept cloistered in one of the fortress-cities of the Darklands or in Helgedad itself, their creations transported by lajakeka to the many encampments and citadels of the army. All Liganim Chemists have two or more levels of Dark Cultist.
- ◆ **Liganim Bodycrafters:** Also called Breedmasters, there are a surprising number of Liganim with this talent and

when they arise, they are often set to work creating new beasts for the military. Some Liganim Bodycrafters use their services to enhance special members of the army, granting new powers and enhancing the abilities of ranking officers as the Darklords command. All Liganim Bodycrafters have five or more levels of Dark Cultist and one or more levels of Breedmaster.

Nadziranim: Also called the Mad Sorcerers of the Darklords (but never to their hideous faces), these humanoid geniuses are both brilliant and psychotic. Kept under control only by the power of the Darklords themselves, these creatures bend their wicked intellect to the design and construction of terrors for their masters. From siege engines to deadly weapons, everything they make is lethal in some way.

- ◆ **Nadziranim Siegemasters:** Any division of the military that has even a single ballista also has a Nadziranim sorcerer assigned to it for maintenance and operation. Nadziranim do not actually crew the weapons – that is work for lesser creatures – but they also remain on hand to rebuild the devices and, whenever possible, improve on their own designs. All Nadziranim Siegemasters have two or more levels of Dark Cultist.
- ◆ **Nadziranim Battlecasters:** True war mages with sorcery that can level buildings and lay legions of troops to waste, Nadziranim Battlecasters fight with the Darklords' armies as living incarnations of magical destruction. Their potent spells are drawn directly from the power of Darkness, making them masters of fear, pain and death. Battlecasters are difficult to distinguish on the battlefield until they begin casting their spells; they wear the same armour as Drakkarim officers as a disguise. All Nadziranim Battlecasters have ten or more levels of Dark Cultist.
- ◆ **Nadziranim Healers:** While most Nadziranim have powers of death and devastation, a few are gifted with the power to mend flesh and bone with their magic. This is considered a dubious honour; most of the Darklords do not value the gift of healing over that of harming. Still, Drakkarim commanders value it highly and these Nadziranim are always welcomed into the ranks of the military. All Nadziranim Healers have one or more levels of Dark Cultist and have access to the Dark Boon spell (see page 117).

Xagash: These reptilian beasts are incredibly powerful warriors and absolutely devastating in combat. Also known as 'lesser darklords', they serve as a level of command above the Drakkarim and usually hold the rank of General



in their armies. The Drakkarim defer to them mostly out of fear, though a few have enough intellect and charisma to lead through force of personality as well as physical might.

- ◆ **Xagash Tactician:** One in every twenty or so Xagash is blessed with a keen mind and incredible wisdom. These are made tacticians and assigned to the armies of the Darklands by the Archlord as liaisons directly to the Throne of Helgedad. Each of the five standing armies has a tactician; these officers technically outrank any other and can countermand any order that does not come from a Darklord. In practice however, this is rarely done as the armies are already under competent leadership and their authority is seldom needed in that regard. All Xagash Tacticians have five or more levels of Dark Warrior and an Intelligence score of at least 20.
- ◆ **Xagash Crusher:** For every tactician born, there is also a 'throwback'. These Xagash lack the intelligence of their breed but have even greater physical strength and endurance. These are dubbed Crushers and assigned to the front lines of the armies where their power and brutality can serve the most good. Other Xagash somewhat despise their Crusher cousins and have no qualms about sending them into situations of certain death. All Xagash Crushers have 3 or more levels of Dark Warrior. They never have an Intelligence score greater than 6 or a Wisdom score greater than 8. All Xagash Crushers have a Strength score of at least 28, a Constitution score of at least 26 and a natural armour bonus of at least +10.

The Armies of the Darklords

The military is divided into five parts, with each one assigned a special area of service and given a certain level of autonomy in which to conduct itself. As long as the borders remain secure, the Second Black Muster continues apace and the occasional raid into the Lands of Light occurs on schedule, the Darklords do not concern themselves with the day-to-day operation of their armed forces. That they exist, they are legion and they strike terror into the Free Nations of Magnamund are all the Darklords need to know.

The North Army: Stationed in Jaarkaasm, the North Army is primarily tasked with the thankless duty of protecting the northern border against the possibility of invasion by Kalte warriors and other threats from the snowy wastes. North Army forces are called on a constant basis to Gourizaga to secure the wall there against Ixia; these warriors gain great skill at fighting undead if they survive, though that is

hardly guaranteed. The North Army symbol is of an icicle superimposed on a diamond.

- ◆ **Unique Details:** The North Army is easily distinguished by their heavy winter cloaks of black cloth with grey wolf fur trim and hoods. Most of the North Army is also highly skilled with spear and mace combat, the latter being more common with soldiers that have served a term of duty in Gourizaga.

The West Army: Stationed in Eglazaad, the West Army often serves outside the borders of the Darklands in the nations to the west. The soldiers of the West Army are usually very well travelled, with many spending their entire military careers in another country such as Nyvos or Nyras. Because the Drakkarim have native populations in these nations, the West Army is very devoted to protecting them.

- ◆ **Unique Details:** Soldiers of the West Army are somewhat less strict about their uniforms and gear than the other armies. This comes from the many nations they patrol and the varied Drakkarim communities they serve. Aside from their Army symbol, the spiked wheel, their dress and armament may vary greatly from unit to unit. West Army warriors may be skilled in many different weapons, with no real trend emerging among their number.

The South Army: The bastion of defence for the most likely avenue of invasion into the Darklands, the South Army has a great deal of the attention and resources of the Darklords behind them. Stationed in Tar Ogashar and Kagzizad, the South Army barracks primarily in Cragmantle and the fortress of Nadgazad. These citadels are heavily manned and capable of repelling incursion forces several times their size through sheer magical and mundane firepower.

- ◆ **Unique Details:** The South Army are very disciplined, as they know that the first battle in any war against the Darklands will likely be on their doorstep. This keeps them very controlled and organised. They wear very heavy armour, trading the typical scale armour of the Drakkarim line troops for plate mail, even on new recruits. The standard weapons of South Army troops are spear and sword and its symbol is a broken, blood-drenched sword.

The East Army: Held fast in the grip of the Durncrag mountains and stationed solely in Aargataag, the East Army is a military force of dull necessity. While a substantial force has to be in those mountains to discourage the Lands

of Light from trying a mountain invasion of the Darklands, the likelihood of one occurring is almost non-existent. For this reason, service in the East Army is somewhat boring and less than glamorous.

- ♦ **Unique Details:** East Army soldiers are rather lax in discipline, mostly because their service is limited to garrison work in fortresses that are never attacked, patrolling walls that never come under fire and spent planning raids that never come to pass because of the watchful eye of the Kai Monastery. East Army soldiers are predominantly archers due to the vast mountainous territory they patrol; melee combat and skirmishing is very rare in Aargataag. The East Army symbol is of a towering, snow-capped mountain.

The Dark Army: The military force devoted solely to Helgedad, these soldiers are the personal warriors of the Darklords and serve in and around the Dark City itself. A tour of duty in the Dark Army is almost a requirement for command rank in the military. Serving in the Dark Army can be very dangerous, not because of invasion but because the whims of the Darklords are impossible to predict and difficult to survive.

- ♦ **Unique Details:** Only Drakkarim with four years of service in the Dark Army can become Death Knights, making the most powerful warriors of the Drakkarim race army brethren of this division. Weapons and armour are quite varied in the Dark Army, as several different Darklords are of differing opinions on the optimal armament of their forces and constantly change things whenever they wish. Only one thing remains constant – the Army’s symbol of an evil, reptilian eye.

In addition to the five main divisions, there are nine Giak regiments. Despite the opinion of the Drakkarim, Giaks are a very organised race with an instinctive sense of order and discipline. They arrange themselves into legions without any real need for a commander’s supervision and once they are gathered, they adopt a sense of identity quickly.

It is from this sense of group division that the nine great Giak regiments originate. Each of the five armies of the Darklands includes elements of these nine regiments; they have a strong bond with their brother divisions and while they serve faithfully in their own armies, they will cleave together and serve as a whole when two or more Darklands armies take the same battlefield. Each regiment is identifiable by a special banner, coloured uniform and the weapon choices of their troops:

Giak Regiments

Regiment	Uniform	Banner	Notes
Gorakim (Animals)	Blood red	Doomwolf’s jawbone	Often led by Gourgaz, the Gorakim are formidable shock troops. Veterans will have a Strength of at least 20.
Konkorim (Hunters)	Putrescent yellow	Black bow crossed by 3 arrows	All these troops carry bows and all veterans will have 5 or more ranks in Survival and Knowledge (nature).
Kaggazheg (Fire-dogs)	Flame orange	Flaming dog’s head	The leaders of the Fire-dogs all wear charred Doomwolf pelts. Veteran Kaggazheg all have resistance to fire 2.
Moggador (Hammerers)	Midnight blue	Crossed warhammers	All these troops carry warhammers. Many Moggador veterans carry Black Stars (see page 91).
Nadul-Nakim (Nightfighters)	Black	Plain black shield upon black flag	These Giaks dress totally in black, and blacken their blades – their veterans have a +2 bonus to all Stealth checks.
Lajakaan (Stonehearts)	Grey	Grey heart pierced by serrated scimitar	Often led by Gourgaz, the Lajakaan often escort lajakeka across the Darklands. Their veterans are as tough as their name suggests, increasing their natural armour bonus by +1.
Ogshashez (Throatlitters)	Rich purple	Curved, serrated knife	These troops always carry two or more long, serrated knives. Veteran Ogshashez may reduce the Two-Weapon Fighting penalty to –2 when wielding these knives.
Nanenrakim (Lifestealers)	Murky blue	Single black arrow	The Lifestealers are all armed with bows and make up some of the most lethal archery blocks in the Darklands armies. Veteran Nanenrakim often own black iron bows.
Orgadak-Taagim (Human-killers)	Dull red	Impaled human head	The Human-killers are usually the rank and file of Giak units, armed with swords and pikes. Their veterans gain a +1 bonus to attack rolls when fighting humans with these weapons.

The Bestiary

Agarashi, Blood and Poison

Huge Aberration (Darkspawn)

End Dice: 15d8+75 (140 Endurance)

Initiative: +10 (+6 Dex, +4 natural)

Speed: 30 ft.

Armour Class: 26 (−2 size, +6 Dex, +12 natural), flat-footed 20

Base Combat Skill: +11

Attack: Claw +16 melee (3d6+5)

Full Attack: 2 Claws +16 melee (3d6+5) and Bite +11 melee (2d10+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend (2d6)

Special Qualities: Aura (see below), Damage Reduction 10/magic, Darkspawn traits, darkvision, fast healing 5, frightful presence, Magic Resistance 19, psychic immunity, scent

Saves: Fort +10, Ref +11, Will +13

Abilities: Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 20

Skills: Athletics +23, Climb +23, Concentration +23, Perception +22, Stealth +24, Survival +22

Environment: Any (typically subterranean)

Organisation: Solitary

Challenge Rating: 13

Allegiance: Always Evil

Advancement: 16–22 ED (Huge), 23–40 ED (Gargantuan)

Aura (Su): Agarashi are surrounded by a specific aura as befits their special nature of evil. There are several different auras that the Agarashi can exhibit; each Agarashi only has one type, which it constantly exudes. These auras may or may not be visible, as the Agarashi chooses.

- ♦ **Blood:** These Agarashi are constantly covered in a dripping, steaming sheath of motile blood. Whenever they strike a target in combat, some of this acidic fluid splashes into the wound, inflicting great pain and leaving horrendous scars. All claw attacks from a Blood Agarashi inflict +1d6 acid damage and force the target to make a Will saving throw (DC equal to 5 + the Agarashi's End Dice, typically 20) or suffer a −2 penalty to all attack rolls and skill checks for the next 10 rounds due to the pain. This effect can only be suffered once at a time; additional claw attacks cannot impose an additional −2 while the penalty is currently in effect.

- ♦ **Poison:** The fangs of a Poison Agarashi are oversized and extremely long, well suited for their typical method of slaughter. These creatures inject a powerful venom with their bite, forcing the victim to make a DC 22 Fortitude saving throw or lose all motor control and become paralyzed. Even if the first save is successful, the victim must make another 10 rounds later or suffer the same fate. A paralyzed target remains helpless for 1 hour but the duration of the effect is usually a moot point when dealing with these ravenous beasts. Note that as a magical poison, this venom is subject to Magic Resistance, though it cannot be Counterspelled.

While most of the surviving Agarashi of Agarash's reign have gone into hiding or lurk in the most remote parts of Magnamund, some few dwell in the Darklands and either serve the Darklords as the pale shadows of their former master that the sons of Naar represent or hunt the land as rampaging beasts. These creatures are just as powerful in the present day as they were when Agarash unleashed them on an unsuspecting and unprepared world millennia ago. The Darklords enjoy enslaving Agarashi into their armed forces, though they treat them with a certain amount of respect due to the beasts' similarly divine origin.

Blood Agarashi resemble tall humanoid lizards with scaled flesh perpetually covered in flowing blood. Their wickedly horned heads have deep pits at the base of each bony protrusion from which a constant stream of cloying vital fluid pours down over their bodies. Poison Agarashi are just as vile, looking somewhat like an elongated rock viper with slender limbs and a grossly oversized and deformed set of jaws. Their eyes are completely black and whenever they open their mouths, deadly venom spills out like drool. The toxin from a Poison Agarashi cannot be harvested; it is created magically and disappears when removed from its host or the bloodstream of its victim.

Antah Wasps

Large Vermin

End Dice: 6d8 (27 Endurance)

Initiative: +2

Speed: 20 ft., fly 40 ft. (average), climb 40 ft.

Armour Class: 17 (−1 size, +2 Dex, +6 natural), flat-footed 15

Base Combat Skill: +4

Attack: Stinger +5 melee (1d8+1+poison)

Full Attack: Stinger +5 melee (1d8+1+poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison (see below), Stinger Dart (see below)



Special Qualities: Darkvision, vermin traits
Saves: Fort +3, Ref +3, Will +1
Abilities: Str 13, Dex 15, Con 10, Int 1, Wis 10, Cha 2
Skills: Perception +4, Stealth +7
Environment: Underground or warm mountains
Organisation: Solitary or colony (2–5)
Challenge Rating: 2
Allegiance: Always Unaligned
Advancement: 7–10 ED (Large), 11–20 ED (Huge)

Stinger Dart (Ex): Antah wasps have the ability to fire their stingers out to a range of 60 feet. This is a ranged attack with a total attack bonus of +7 and can be performed once a round, as the wasps have a large supply of extra stingers in their lower abdomen and can replace them quickly.

Poison (Ex): The venom from an antah wasp's stinger is a virulent one, causing pain and a burning sensation around the affected wound. The Fortitude DC for antah wasp venom is 13. Initial damage is 1d4 Dexterity, while secondary damage is 2d4 Dexterity. In a swarm, antah wasps can quickly leave an opponent unable to move due to crippling pain.

Antah wasps are massive, mottled wasps with three sets of wings and a cruelly hooked stinger at the base of their forward tilted abdomens. A common creature in remote areas like Blood Mountain, they are also found in abundance in some areas of the Darklands due to released Nadziranim experiments from the last millennia. Antah wasps are rarely domesticated and have little use in the Darklords' armies but occasional specimens do show up as 'pets' for Xagash officers and in the retinues of certain Nadziranim Siegemasters. Bottled Antah venom loses some of its potency, retaining only a DC 11 Fortitude saving throw and inflicting 1d4 Dexterity as initial and secondary damage.

Bangrol

Large Animal
End Dice: 10d8+20 (65 Endurance)
Initiative: +3
Speed: 10 ft., fly 80 ft. (average)
Armour Class: 17 (–1 size, +3 Dex, +5 natural), flat-footed 14
Base Combat Skill: +7
Attack: Talons +10 melee (2d6)
Full Attack: Talons +10/+5 melee (2d6, 19–20) and Bite +8 melee (2d8, 19–20)
Space/Reach: 10 ft./5 ft.
Special Attacks: Razor Strike (see below)
Special Qualities: Low-light vision
Saves: Fort +9, Ref +10, Will +5
Abilities: Str 10, Dex 16, Con 14, Int 2, Wis 14, Cha 6
Skills: Perception +15
Environment: Temperate mountains
Organisation: Solitary or pair
Challenge Rating: 6
Advancement: 11–14 ED (Huge)

Razor Strike (Ex): The natural attacks of a Bangrol are almost impossibly sharp, slicing through flesh and bone with ease. Its talons and bite inflict double their normal damage, resulting in 2d6 and 2d8 respectively. Their critical threat ranges have also been increased to 19–20.

Bangrol are another species of animal that have been modified by Nadziranim science and set loose into the wilds of the Darklands. These birds are vicious predators and think nothing of attacking man-sized or larger prey even when hunting alone. With strikingly bright plumage in a number of different colours, these raptors are also easily identified by their oversized talons and slightly serrated beak. Nocturnal hunters, the hunting call of a Bangrol is quite distinctive and sounds like a scream of inhuman rage that carries for more than three miles on a clear night.

Barren Souls

Medium Undead (Incorporeal)

End Dice: 4d12 (30 Endurance)

Initiative: +5

Speed: 40 ft.

Armour Class: 19 (+5 Dex, +4 natural), flat-footed 14

Base Combat Skill: +2

Attack: Slam +2 melee (1d8 + Intelligence drain)

Full Attack: Slam +2 melee (1d8 + Intelligence drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Intelligence Drain (see below)

Special Qualities: Darkvision, immunity to cold, incorporeal traits, undead traits

Saves: Fort +1, Ref +8, Will +3

Abilities: Str 10, Dex 20, Con —, Int 8, Wis 8, Cha 8

Skills: Intimidate +6, Perception +6, Stealth +12

Environment: Darklands

Organisation: Solitary

Challenge Rating: 3

Allegiance: Always Evil

Advancement: —

Intelligence Drain (Su): The slam attack of a Barren Soul simulates its moving through a victim, tearing away part of its mind and soul as it does so. This drain can only affect living targets and allows a Will saving throw (DC 12) to resist completely. If the save is unsuccessful, the victim loses 1d4 points of Intelligence and the Barren Soul gains a +1 to attack and damage rolls, saving throws and the DC of its Intelligence Drain. This bonus lasts for one hour and while there is no limit to the amount of Intelligence a Barren Soul can drain, its bonus can only rise to +5 at any one time. The Intelligence damage is temporary.

Barren Souls are the result of terrible magic and torture in the domain of Barazoth and are found almost exclusively within its confines. These hungry displaced spirits constantly prowl its wastes, looking to relieve their horrific anguish by feasting on the psyches of anything living they come across. This cessation of pain is fleeting, driving the Barren Souls even deeper into madness every time the agony of their mindless existence returns. Drawn to the living but horrified at the reminder of what they once were, Barren Souls relentlessly attack and never flee from combat. They crave their own destruction, eagerly hurling themselves at foe after foe until something finally ends their wretched existence.

Crocaryx

Medium Humanoid (Reptilian)

End Dice: 2d8+8 (17 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 19 (+1 Dex, +2 leather armour, +6 natural), flat-footed 18

Base Combat Skill: +1

Attack: Club +4 melee (1d6+3) or Claw +4 melee (1d3+3)

Full Attack: Club +4 melee (1d6+3) and Claw +2 melee (1d4+3) and Bite +2 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Crystal Ram (see below)

Special Qualities: Darkvision 90 ft., psychic immunity

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 16, Dex 12, Con 18, Int 8, Wis 10, Cha 10

Skills: Concentration +5, Perception +2, Stealth +3

Environment: Underground

Organisation: Pair or squad (5–12)

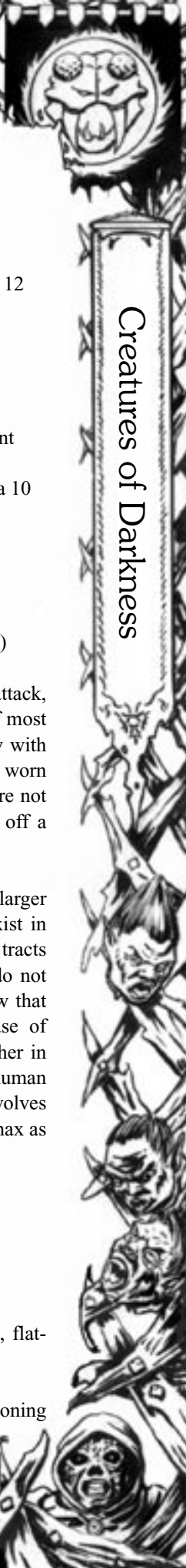
Challenge Rating: 1 (2 if pair are armed with a Crystal Ram)

Allegiance: Usually Evil

Advancement: By character class

Crystal Ram: A device created by ancient science and magic, these rare weapons are used by the Crocaryx in pairs to emit powerful blasts of energy. Only pairs of Crocaryx have a Crystal Ram and it takes both of them to operate it. As a full-round action taken by both Crocaryx, the Crystal Ram can fire a ranged attack (total attack bonus of +2) capable of inflicting 6d6 magical bludgeoning damage. The Crystal Ram is not usable in melee combat and if either of the Crocaryx takes damage during the round in which he is firing the weapon, he must make a Concentration check or the shot is wasted.

Crocaryx are a reptilian people from the land of Anari and its surrounding wilds. During the first Great Muster, Archlord Vashna decided to gather as many of them as he could to bring their potent crystal magic into his service. This was only partly effective; the magic could not be duplicated and the crystal weapons they bore were unique and usable only by their kind. Hundreds of Crocaryx still exist in the Darklands, enslaved for generations and tasked with providing powerful fire support to the Darklords' military. Resembling bipedal crocodiles, the Crocaryx have a powerful bite but generally prefer to use their claws and Crystal Rams in combat whenever they can.



Curseborn

Medium Undead (Darkspawn)

End Dice: 6d12 (39 Endurance)

Initiative: +2

Speed: 30 ft.

Armour Class: 20 (+2 Dex, +8 natural), flat-footed 18

Base Combat Skill: +3

Attack: Claw +8 melee (1d6+5)

Full Attack: 2 Claws +4 melee (1d6+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rend (1d8+5)

Special Qualities: Darkvision, Life Sense (see below), undead traits

Saves: Fort +2, Ref +4, Will +4

Abilities: Str 20, Dex 14, Con –, Int 10, Wis 8, Cha 10

Skills: Athletics +14, Climb +14, Perception +8, Stealth +11

Environment: Darklands

Organisation: Solitary, pair, gang (3–10) or swarm (11–50)

Challenge Rating: 4

Allegiance: Always Evil

Advancement: —

Life Sense (Su): Curseborn can sense living creatures within 60 feet with unerring accuracy. No living creature within 60 feet can achieve surprise, flank, receive a bonus for concealment or deny the Curseborn its Dexterity bonus to Armour Class.

These terrible undead resemble the people they were in life but with withered skin, sunken eyes and bony claws where the tips of their fingers once were. Curseborn are the result of dire magic placed on the border of Dajaraa – a twisted form of unlife forced upon those unfortunate enough to try moving past that domain's foul fence of iron spikes. Once turned, there is no hope of salvation for the Curseborn; only death can release them from the torment of their new existence.

When they are not directly being commanded by their master, Curseborn are completely dormant and appear dead to all outside tests. The master of the Curseborn can sense, command and see through the eyes of any Curseborn within 200 miles. Any Curseborn taken farther than this from their master are instantly destroyed, turning into a fine, red mist.

Dhax

Medium Magical Beast (Darkspawn)

End Dice: 5d10+15 (42 Endurance)

Initiative: +2

Speed: 50 ft.

Armour Class: 14 (+2 Dex, +2 natural), flat-footed 12

Base Combat Skill: +5

Attack: Bite +9 melee (1d8+5)

Full Attack: Bite +9 melee (1d8+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Piercing Bite (see below)

Special Qualities: Darkvision, low-light vision, scent

Saves: Fort +7, Ref +6, Will +3

Abilities: Str 18, Dex 15, Con 16, Int 6, Wis 14, Cha 10

Skills: Perception +5, Stealth +5, Survival +4

Environment: Temperate plains, forests

Organisation: Solitary, pair or pack (3–10)

Challenge Rating: 3

Allegiance: Usually Evil

Advancement: 6–7 ED (Medium); 8–12 ED (Large)

Piercing Bite (Ex): When a Dhax makes a bite attack, its incredibly powerful jaws can make a mockery of most physical protection. It can rend armour plate easily with its bite, reducing a target's Armour Class bonus from worn armour by 4. Shields and natural armour bonuses are not affected, remaining fully effective against warding off a Dhax's deadly strike.

The Dhax is a shaggy, dog-like predator slightly larger and more feral than a Doomwolf. These beasts exist in many different countries, always sticking to barren tracts of land for their hunts whenever they can. Dhax do not fear humans but they are intelligent enough to know that they are the most dangerous prey to stalk because of their weapons and large numbers. When Dhax gather in packs, this concern disappears and raids against human settlements occasionally occur. Giaks prefer Doomwolves to Dhax but Xagash Crushers often keep a pair of Dhax as hunting companions.

Degradon

Huge Aberration (Darkspawn)

End Dice: 12d8+60 (114 Endurance)

Initiative: +5 (+1 Dex, +4 natural)

Speed: 40 ft.

Armour Class: 21 (–2 size, +1 Dex, +12 natural), flat-footed 20

Base Combat Skill: +9

Attack: Tentacle (slam) +16 melee (1d6+7 bludgeoning +1d6 slashing)



Full Attack: Tentacles (slam) +16/+11 melee (1d6+7 bludgeoning +1d6 slashing) and Bite +14 (1d8+7)

Space/Reach: 15 ft./10 ft.

Special Attacks: Slashing Tendrils (see below)

Special Qualities: Blindsight 100 ft.

Saves: Fort +10, Ref +5, Will +12

Abilities: Str 24, Dex 12, Con 20, Int 12, Wis 18, Cha 12

Skills: Athletics +17, Concentration +10, Perception +14, Stealth +11, Survival +14

Environment: Underground, usually cold

Organisation: Solitary or pack (3–5)

Challenge Rating: 10

Allegiance: Usually Evil

Advancement: 11–16 ED (Huge); 17–28 ED (Gargantuan)

Slashing Tendrils (Ex): The tentacles on the sides of a Degradon are tipped with razor sharp claws. While the strength behind the tendrils themselves do a great deal of bludgeoning damage to an enemy, these blades also rake and tear for an additional 1d6 slashing damage with each hit. Because this additional damage is technically a separate wound, Damage Reduction affects it separately as well.

A twisted terror with a fish-like head, long neck, two powerful legs and four blade-tipped talons on the ends of long tentacles coming out of its misshapen torso, this vile predatory monster is also found in the swampy land of Ruel. Raised in the Darklands as a guardian beast because of their preference to remain as close to a single lair as possible, they are swift and efficient killers. Few Degradons ever serve in the Darklords' armies but they make very effective, if unwitting, border defences.

Egorch

Large Magical Beast (Darkspawn)

End Dice: 8d8+ 24 (60 Endurance)

Initiative: +1

Speed: 40 ft.

Armour Class: 18 (–1 size, +1 Dex, +8 natural), flat-footed 17

Base Combat Skill: +8

Attack: Claw +12 melee (1d6+4)

Full Attack: 2 Claws +12/+7 melee (1d6+4) and Bite +10 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rend (2d6+4), Pounce*

Special Qualities: Darkvision, low-light vision, scent

Saves: Fort +8, Ref +5, Will +3

Abilities: Str 19, Dex 13, Con 16, Int 3, Wis 12, Cha 6

Skills: Athletics +6, Climb +5, Perception +5, Survival +5

Environment: Temperate forests

Organisation: Solitary or pair

Challenge Rating: 5

Advancement: 9–12 ED (Huge)

* An Egorch's pounce ability is not as effective as most other creatures' – on the round following a pounce, an Egorch suffers a –4 penalty to its Armour Class as a result of a moment's exhaustion from the attack.

Egorgh are huge, fur-covered beasts that roam the Darklands in search of easily slain prey. Unfortunately for the Drakkarim and Giaks that patrol the majority of that broken land, the Egorgh has no qualms about eating humans and humanoids. Deadly individually, these bear-like predators are even more effective in pairs. They coordinate their attacks, cover each other when injuries occur and even sacrifice themselves so that their mate might live. This kind of behaviour belies their brutal exterior, leading many to wonder just what – or who – went into their construction.

Foul Servant

Small Outsider (Darkspawn, Evil)

End Dice: 3d8 (13 Endurance)

Initiative: +3

Speed: 20 ft., fly 50 ft. (good)

Armour Class: 20 (+3 Dex, +1 size, +6 natural), flat-footed 17

Base Combat Skill: +3

Attack: Bite +2 melee (1d4–1+ poison) or Claw +2 melee (1d3–1)

Full Attack: Bite +2 melee (1d4–1+poison) and 2 Claws –3 melee (1d3–1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dark Boon (see below)

Special Qualities: Darkvision 90 ft., Damage Reduction 5/magic, Foul Rebirth (see below), immunity to fire, psychic immunity

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills: Acrobatics +9, Bluff +6, Concentration +6, Escape Artist +9, Knowledge (arcana, the planes) +6, Perception +7, Stealth +9

Environment: Any, Darklands

Organisation: Solitary

Challenge Rating: 2

Allegiance: Usually Evil

Advancement: 4–8 ED (Small); 9–15 ED (Medium)

Poison (Ex): Called Foul Venom, this poison is administered by a Foul Servant's bite. It calls for a Fortitude save (DC 11), inflicting an initial damage of 1d4 temporary Dexterity and secondary damage 2d4 temporary Dexterity.

Dark Boon (Sp): A Foul Servant receives the First Taste of its summoner's patron Dark God. In addition, a Foul Servant can use any Right-Handed spells that the summoner is capable of casting. It uses its master's Occult bonus when casting these spells but its own Endurance. If interrupted, a Foul Servant must use its own Concentration

skill to maintain spellcasting. The DC to resist a Foul Servant's Right-Handed spellcasting is 10 + Servant's End Dice + the Tier of the effect. The summoner of a Foul Servant can deny it access to his spells at any time but must be conscious to do so and succeed in an opposed Concentration check (DC 15) with the Foul Servant if it wishes to force the issue.

Foul Rebirth (Su): If a Foul Servant is taken to –10 Endurance, its body dissolves one minute after its death and vanishes. At midnight of the next new moon, the Foul Servant reappears to its summoner – whole and completely restored. True death can only be caused by a magic weapon or spell effect – these will kill a Foul Servant permanently; true death is the only condition that counts as 'slain' for the purposes of the Dark Cultist's Foul Servant class feature (see page 46).

Foul Servants are small creatures of twisted visage and vicious demeanour called forth by the will of a Dark Cultist in the name of his patron deity. These little beasts have as many forms as there are Cultists, each one a strange reflection of the hidden darkness in its summoner's soul. They also bear some resemblance to the Dark Power that gave them life but this can also take any one of a million different shapes. No two Foul Servants are exactly alike, in appearance or temperament.

Giak, sub-breeds

Medium Humanoid (Darkspawn, Evil)

End Dice: 1d8+2 (6 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 15 (+1 Dex, +3 studded leather armour, +1 light shield), flat-footed 14

Base Combat Skill: +0

Attack: Sword +4 melee (1d8+4/19–20)

Full Attack: Sword +4 melee (1d8+4/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision

Saves: Fort +4, Ref +1, Will –1

Abilities: Str 18, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills: Perception +2, Stealth +4, Survival +1


Environment: Warm hills, Darklands

Organisation: Gang (4–9) or band (10–30)

Challenge Rating: 1/2

Allegiance: Almost always Evil, very rarely Balance

Advancement: By character class



Giaks are a short and hardy race, bred to be able to survive the poisonous air and heat of Helgedad. The colour of their hide was originally grey but they can now be found in other colours too. Giaks are able to see in the dark and are well disciplined and organised. Usually, they fear their own commanders more than the enemy. Under a strong leader, Giaks can be fearless but if the leader shows signs of weakness or falls in combat, then the Giaks will panic and flee. They are the prime troops of the Darklords, bred in their thousands for battle – it is a rare hero indeed who has never fought a Giak. Every breed of Giak shares the same basic appearance, though they vary somewhat between generations. Giaks have bestial, hairless faces, a very stocky build and narrow, vicious-looking eyes.

There are several sub-breeds of Giaks, each with its own unique traits, weaknesses and advantages. Many of these sub-breeds are the result of man Nadziranim experimentation, but one (the Forest Giak) is actually an indigenous breed from which the other Giak offshoots were originally taken. These sub-races are all used by the Darklords for their own purposes; the entirety of the race, sub-breeds and all, are merely slaves to the power of Naar. The Giaks described above are the ‘standard’ Giaks seen in the Darklords’ armies. The Giaks below also serve the sons of Naar, though often in specialised roles. They all have a CR of 1, unless noted otherwise.

- ♦ **Desert Giak:** These taller, lanky Giaks are specially bred to survive the harsh conditions of Magnamund’s deadly deserts. In addition to a resistance to poisons (+4 to all Fortitude saves involving poison) and survival training (a +4 bonus to all Survival checks), Desert Giaks move faster than any other sub-breed (base speed of 40 ft). This makes them natural runners and couriers, a role they serve with great pride. Their rangy frames are not as tough as other Giak sub-breeds – their Constitution score is 12 (5 Endurance, Fort save of +3).
- ♦ **Forest Giak:** Raised in the few forests to border the Darklands, these Giaks tend to be slightly smarter than normal (Intelligence 12) and a lot more intuitive (Wisdom 12, Will save increases to +0). They gain Knowledge (nature) +6 and their Survival is increased to +6 and as such may use the Follow the Trail ability (see page 39 of the *Lone Wolf* core rulebook). They also have improved wilderness abilities (+4 bonus to Climb and Athletics checks) and are typically dispatched as ‘hounds’ to chase down some target of their masters. They are even less sociable than their ‘civilised’ cousins; reduce Charisma to 6. Also, wild Giaks rarely

wear anything heavier than scrappy leather armour (+1 armour bonus, overall Armour Class of 12)

- ♦ **Ice Giaks:** These rare Giaks are adapted to the freezing conditions of the far north and can survive quite comfortably in the coldest of climates. With their thick layer of white fur, Ice Giaks are often mistaken for polar bears at a distance; this mistake is often fatal for travellers when the Giaks turn on them with bone bows and jagged spears. In addition to being immune to cold damage, Ice Giaks gain Damage Reduction 2/– because of their thick layer of fur and body fat. They are notoriously as thick-witted as they are thick skinned – reduce their Intelligence to 8. Their skills are: Perception +0, Stealth +2, Survival +1.
- ♦ **Mountain Giak:** Extremely strong (Strength 20, +5 melee, 1d10+7 damage with two-handed broadsword) even for Giaks, these brutes are placed in the front lines of many battle formations to take advantage of their physical might. They have the ability to suffer tremendous punishment (Constitution 18, 9 Endurance, Fort save of +6 and Damage Reduction of 1/–). This comes at a cost; they are not very bright (Intelligence 7, Wisdom 8) and have to be carefully controlled in battle to make them part of any tactics more complicated than a straightforward charge. They have Athletics +9 and no other skills. CR 1 1/2.
- ♦ **Swamp Giak:** These rare Giaks exist in small numbers around Gazad Helkona and in other swamps on Magnamund. Created to provide an effective fighting force in such undesirable conditions, they can move through swampy areas at full speed, can hold their breath for an hour without drowning and have a vicious poisoned bite (Fort DC 12, initial damage 1d2 Constitution, secondary damage 1d4 Constitution) which they can deliver as a melee attack once a day. The Darklords use these Giaks very infrequently, though some of the Cener Druids have noticed them in Ruel and begun to enslave them as shock troops.
- ♦ **Wild Giak:** This sub-race of Giak is considered a failed experiment by the Nadziranim. Rather than destroy these fiercely independent, savage Giaks, the Archlord Zagarna ordered them sent out into the Darklands to see if they could be tamed by its hostile environment. Instead, they have only become more chaotic and violent – not entirely an undesirable outcome in Zagarna’s eyes. Wild Giaks will attempt

to kill anything they encounter, leaving whatever they cannot gorge themselves with to rot. They have dense skin (+2 natural armour bonus), improved physical abilities (Constitution and Dexterity 16, Endurance rises to 7, Stealth to +6, Ref save to +3 and Fort save +5) and dangerously overdeveloped claws (1d6 + Strength damage). Wild Giaks do not wear armour (Armour Class 13) and usually use their claws rather than weapons.

Ictakko

Medium Aberration

End Dice: 9d8+18 (70 Endurance)

Initiative: +5

Speed: 20 ft., swim 40 ft., fly 30 ft. (poor)

Armour Class: 20 (+5 Dex, +5 natural), flat-footed 15

Base Combat Skill: +6

Attack: Slam +8 melee (1d8+2+1d6 electrical)

Full Attack: Slam +8/+3 melee (1d8+2+1d6 electrical) and Tendril +7 melee (1d4+2+1d6 electrical)

Space/Reach: 10 ft./10 ft. with tendril

Special Attacks: Tendril Lash (see below)

Special Qualities: Hold breath (see below), low-light vision, scent, tremorsense

Saves: Fort +5, Ref +8, Will +7

Abilities: Str 15, Dex 20, Con 15, Int 2, Wis 12, Cha 6

Skills: Perception +5, Stealth +9, Survival +5

Environment: Underwater, underground or temperate swamp

Organisation: Solitary

Challenge Rating: 7

Allegiance: Always Evil

Advancement: —

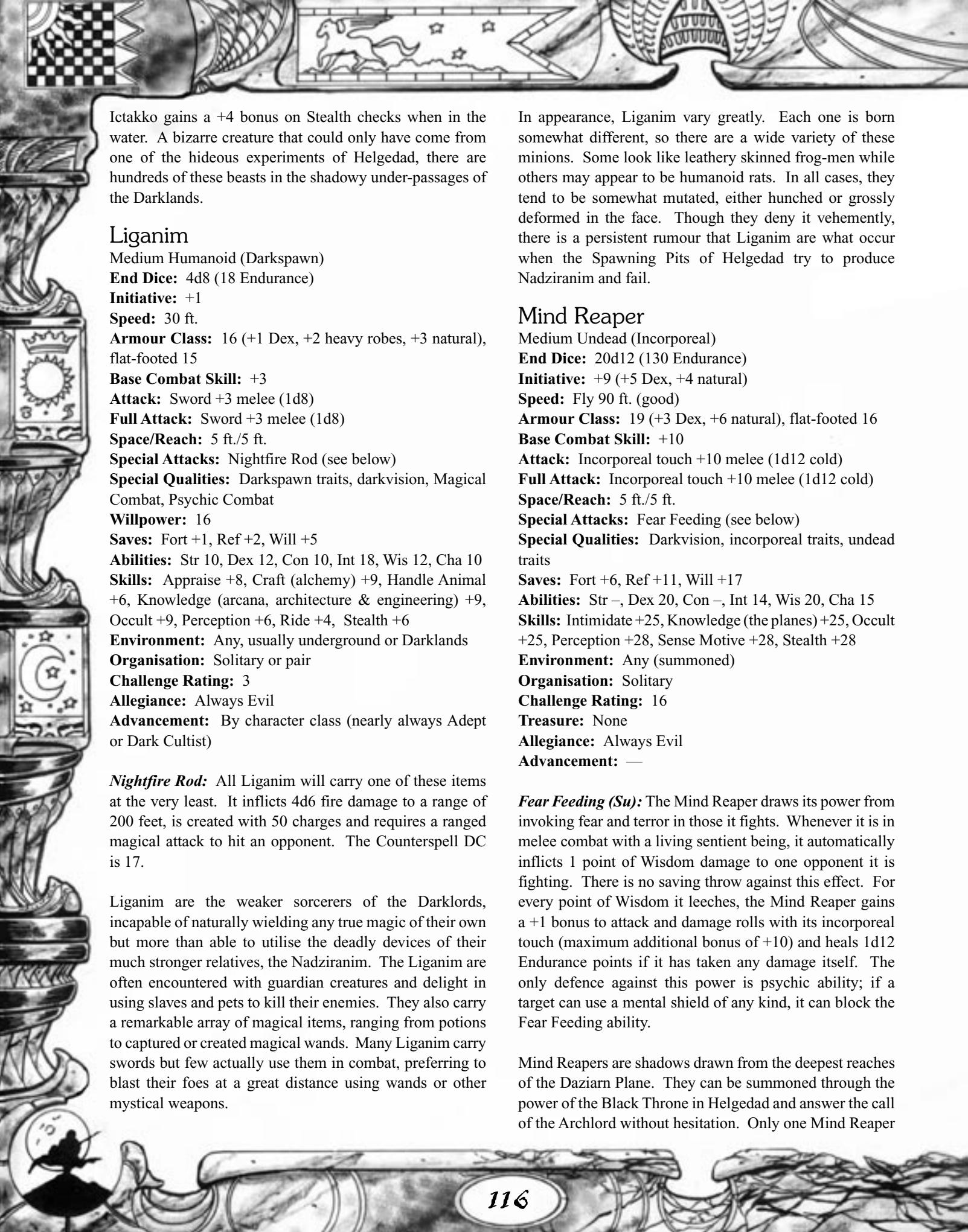
Hold Breath (Ex): An Ictakko can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Tendril Lash (Ex): The Ictakko prefers to kill prey through asphyxiation and electrocution, something it does very well with its long, thin tentacle. As part of a full attack action, it can try to lash this tendril around the neck of its Medium sized or smaller target. This attack is at +7 to hit and if it succeeds, the tendril wraps around the victim's neck and begins crushing and shocking him for 1d4+2 bludgeoning and 1d6 electrical damage once each round. Once this



attack hits, it inflicts its damage automatically; the Ictakko does not need to make another attack for it in subsequent rounds. The tendril has 6 Endurance points, has Damage Reduction 10/slashing and is considered to have an Armour Class of 15.

The Ictakko is a very dangerous predator given to lurking underwater for long periods of time and lashing out at anything that disturbs them. Its bizarre appearance is quite terrifying; it resembles a spider in the shape of its body but it has a long tendril tail, a pear-shaped head covered in horns, wings which it uses for swimming as well as flight and spindly antennae. An Ictakko has a +8 bonus on any Athletics checks made for swimming. It can always choose to take 10 on an Athletics check when swimming, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. An



Ictakko gains a +4 bonus on Stealth checks when in the water. A bizarre creature that could only have come from one of the hideous experiments of Helgedad, there are hundreds of these beasts in the shadowy under-passages of the Darklands.

Liganim

Medium Humanoid (Darkspawn)

End Dice: 4d8 (18 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 16 (+1 Dex, +2 heavy robes, +3 natural), flat-footed 15

Base Combat Skill: +3

Attack: Sword +3 melee (1d8)

Full Attack: Sword +3 melee (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Nightfire Rod (see below)

Special Qualities: Darkspawn traits, darkvision, Magical Combat, Psychic Combat

Willpower: 16

Saves: Fort +1, Ref +2, Will +5

Abilities: Str 10, Dex 12, Con 10, Int 18, Wis 12, Cha 10

Skills: Appraise +8, Craft (alchemy) +9, Handle Animal +6, Knowledge (arcana, architecture & engineering) +9, Occult +9, Perception +6, Ride +4, Stealth +6

Environment: Any, usually underground or Darklands

Organisation: Solitary or pair

Challenge Rating: 3

Allegiance: Always Evil

Advancement: By character class (nearly always Adept or Dark Cultist)

Nightfire Rod: All Liganim will carry one of these items at the very least. It inflicts 4d6 fire damage to a range of 200 feet, is created with 50 charges and requires a ranged magical attack to hit an opponent. The Counterspell DC is 17.

Liganim are the weaker sorcerers of the Darklords, incapable of naturally wielding any true magic of their own but more than able to utilise the deadly devices of their much stronger relatives, the Nadziranim. The Liganim are often encountered with guardian creatures and delight in using slaves and pets to kill their enemies. They also carry a remarkable array of magical items, ranging from potions to captured or created magical wands. Many Liganim carry swords but few actually use them in combat, preferring to blast their foes at a great distance using wands or other mystical weapons.

In appearance, Liganim vary greatly. Each one is born somewhat different, so there are a wide variety of these minions. Some look like leathery skinned frog-men while others may appear to be humanoid rats. In all cases, they tend to be somewhat mutated, either hunched or grossly deformed in the face. Though they deny it vehemently, there is a persistent rumour that Liganim are what occur when the Spawning Pits of Helgedad try to produce Nadziranim and fail.

Mind Reaper

Medium Undead (Incorporeal)

End Dice: 20d12 (130 Endurance)

Initiative: +9 (+5 Dex, +4 natural)

Speed: Fly 90 ft. (good)

Armour Class: 19 (+3 Dex, +6 natural), flat-footed 16

Base Combat Skill: +10

Attack: Incorporeal touch +10 melee (1d12 cold)

Full Attack: Incorporeal touch +10 melee (1d12 cold)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear Feeding (see below)

Special Qualities: Darkvision, incorporeal traits, undead traits

Saves: Fort +6, Ref +11, Will +17

Abilities: Str —, Dex 20, Con —, Int 14, Wis 20, Cha 15

Skills: Intimidate +25, Knowledge (the planes) +25, Occult +25, Perception +28, Sense Motive +28, Stealth +28

Environment: Any (summoned)

Organisation: Solitary

Challenge Rating: 16

Treasure: None

Allegiance: Always Evil

Advancement: —

Fear Feeding (Su): The Mind Reaper draws its power from invoking fear and terror in those it fights. Whenever it is in melee combat with a living sentient being, it automatically inflicts 1 point of Wisdom damage to one opponent it is fighting. There is no saving throw against this effect. For every point of Wisdom it leeches, the Mind Reaper gains a +1 bonus to attack and damage rolls with its incorporeal touch (maximum additional bonus of +10) and heals 1d12 Endurance points if it has taken any damage itself. The only defence against this power is psychic ability; if a target can use a mental shield of any kind, it can block the Fear Feeding ability.

Mind Reapers are shadows drawn from the deepest reaches of the Daziarn Plane. They can be summoned through the power of the Black Throne in Helgedad and answer the call of the Archlord without hesitation. Only one Mind Reaper

can be on a given world at any one time; they cannot be summoned in greater numbers. If destroyed, it takes one full year before another Mind Reaper can be called to the world of the first one's demise. Mind Reapers have no set form, appearing as any number of frightening forms when they manifest in the world. This form is based partly on the will of the summoner and partly on the fears it can sense (if any) from its victims.

Nadziranim

Medium Humanoid (Darkspawn)

End Dice: 4d8 (18 Endurance)

Initiative: +2

Speed: 30 ft.

Armour Class: 20 (+2 Dex, +2 heavy robes, +6 natural), flat-footed 18

Base Combat Skill: +3

Attack: Sword +3 melee (1d8)

Full Attack: Sword +3 melee (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Right-Handed Magic (see below)

Special Qualities: Darkvision, Magical Combat, Psychic Combat

Willpower: 22

Saves: Fort +1, Ref +3, Will +8

Abilities: Str 10, Dex 14, Con 10, Int 22, Wis 18, Cha 16

Skills: Concentration +5, Craft (any two) +4, Handle Animal +4, Knowledge (any three) +7, Occult +6, Profession (any one) +4, Perception +4, Stealth +3. Nadziranim always have Knowledge (any, taken as separate skills), Profession (any, taken as separate skills) and Craft (any, taken as separate skills) as class skills, regardless of their character class.

Environment: Any, usually underground or Darklands

Organisation: Solitary

Challenge Rating: 4

Allegiance: Always Evil

Advancement: By character class (nearly always Dark Cultist or Expert)

Right-Handed Magic (Sp): The paths of dark magic are open to the Nadziranim in ways that even the Darklords cannot match. All Nadziranim are considered to have the Vilefire, Bolts of Pain, Dark Alliance, the Three Pacts and True Power (I, II and III) as a Dark Cultist of Naar. They are considered a 4th level Dark Cultist when using these abilities. This level will stack with any actual Dark Cultist levels the Nadziranim possesses.

Nadziranim may follow two different Paths of the dark gods when they advance in levels as a Dark Cultist,

gaining the First Taste, Gifts and spells from a second god as they advance in Dark Cultist level. Xhagvash is the most common second god worshipped by Nadziranim. In addition, all Nadziranim have access to the following spells of Right-Handed Magic (though only 5% know Dark Boon). These are all Tier I spells.

Dark Boon (1 Endurance)

A full round healing spell known only to a few Nadziranim, this magic draws upon strange forces within the domain of Evil. It channels these forces into a burst of painful energy that wracks the recipient with agony even as it heals its injuries. Dark Boon imposes a -2 penalty to all checks made by the target in the next ten minutes due to the lingering pain but also heals 1d8 points of Endurance damage plus 1 point per character level of the caster. Unwilling targets must be touched in combat; this is considered a magical melee attack.


Mantle of Darkness (3 Endurance)

This powerful protective magic calls down the aegis of Evil to guard the caster or any one creature it is touching when the magic is invoked. Mantle of Darkness takes a standard action to cast and grants a natural armour bonus of +1 to the recipient, +1 for every five full points over the normal difficulty of the spell the caster makes on his Occult check. Mantle of Darkness surrounds the recipient in a shifting cloak of shadows; this effect cannot be suppressed without ending the spell prematurely. It lasts 5 minutes, + 1 minute per point of Intelligence bonus the caster possesses.

Withering Blast (2 Endurance)

This standard action spell surrounds the outstretched hand of the caster in a sheath of roiling black flame. During the caster's next turn, this flame can be hurled as a magical ranged attack at any target within 60 feet. If it hits, the fire inflicts no physical damage but tries to sear the creature's vitality. Only living targets are affected; they lose 1d6 temporary points of Strength as the fire withers their body tremendously. All lost points can be recovered instantly if the caster who razed them with this spell is killed.

The Nadziranim are the true geniuses behind the power and majesty of the Darklands. Their crafting skills usually far exceed the abilities of other mortal beings and their knowledge of science, magic, and other esoteric topics is beyond compare. They are the force that keeps the Darklords' many devices and engines of war functional. They build creatures, weapons, and deadly items of magic, all at the behest of their dark masters.



The Nadziranim also play their own political games, with infighting and back-biting more common among them than it is between the Darklords themselves. It has been postulated by sages with knowledge of the Darklands that were it not for this fractious nature, the power of Evil might have already overrun the Lands of Light. The Nadziranim vary in appearance as much as their lesser cousins, the Liganim. They are always humanoid and rarely more than six feet tall, but those are the only absolutes of their physical forms. Everything else is subject to the whims of chaos.

Plaak

Small Ooze

End Dice: 2d10+12 (21 Endurance)

Initiative: +2

Speed: 10 ft., climb 10 ft., jump 20 ft.

Armour Class: 13 (+1 size, +2 Dex), flat-footed 11

Base Combat Skill: +1

Attack: Slam +3 melee (1d6+3+1d4 acid)

Full Attack: Slam +3 melee (1d6+3+1d4 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smother (see below)

Special Qualities: Blindsight, ooze traits, tremorsense

Saves: Fort +6, Ref +2, Will -3

Abilities: Str 16, Dex 14, Con 22, Int -, Wis 1, Cha 1

Environment: Warm marshes

Organisation: Solitary

Challenge Rating: 2

Allegiance: Always Unaligned

Advancement: 3-6 ED (Medium)

Smother (Ex): When a Plaak leaps at a foe, it always attempts to cover the target's face if possible. This attack occurs automatically if the Plaak hits with its initial slam attack against a creature and can only affect creatures that breathe through their mouth or nose. Once a Plaak begins to smother a target, that creature must make a Constitution check (DC 15, +1 per previous check) every round thereafter. Failure on this check means the character loses consciousness and is reduced to 0 Endurance. The following round the character is reduced to -1 Endurance and is dying. In the third and last round, the victim dies. The only way to stop the smothering is to kill the Plaak. The Plaak will also automatically inflict its usual damage to a smothered victim. Any attack against the Plaak from a source other than the smothered victim (who strikes with a -2 penalty to attack and damage rolls because of the suffocation) inflicts half its damage to the Plaak and the other half to the victim.

Plaak are vicious little amoeboid creatures with a fanged maw under layers of gelatinous flesh. They rarely use these fangs in combat however, as they inflict most of their damage through impact and suffocation. Plaak lurk in many of the dark, humid corners of Magnamund but they are very common in the shadows of Helgedad, where they feed on the unfortunate slaves that linger too long in the Dark City's streets. Plaak are the favoured tools of assassination by many Liganim; they are slipped into the bedchambers or offices of enemies and left to do their deadly work. Victims are assumed to be the unfortunate result of vermin attacks and the Liganim collect their sated pets later.

Sea-Scavenger

Large Animal

End Dice: 4d8+4 (22 Endurance)

Initiative: +2

Speed: 10 ft., fly 60 ft. (average)

Armour Class: 16 (-1 size, +2 Dex, +5 natural), flat-footed 14

Base Combat Skill: +3

Attack: Talons +6 melee (1d6+3)

Full Attack: Bite +6 melee (1d8+3) and 2 Talons +4 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, psychic immunity

Saves: Fort +5, Ref +6, Will +3

Abilities: Str 16, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills: Perception +9

Environment: Seashores

Organisation: Solitary, pair or cluster (3-6)

Challenge Rating: 2

Advancement: 5-10 ED (Large)

The sea-scavenger is a fairly common bird near many ports of call around Magnamund but the breed found near the Darklands is of an especially vicious variety. These sea-scavengers are extremely bloodthirsty and unlike their non-tainted brethren, they will not wait for prey to drown or be killed by other predators. The sea-scavengers of the Darklands enjoy a little fight left in their prey and will eagerly dive at figures floating in the water if they think there is a chance their victims will struggle a bit before being torn open and consumed piece by piece. Sea-scavengers resemble large vultures or other carrion birds; their most distinctive features are the rings of blood red feathers around their necks and the base of their wings.

Tzargs

Large Monstrous Humanoid

End Dice: 10d8+20 (64 Endurance)

Initiative: +2

Speed: 50 ft.

Armour Class: 20 (−1 size, +1 Dex, +10 natural), flat-footed 19

Base Combat Skill: +10

Attack: Claw +14 melee (2d6+4)

Full Attack: Bite +14/+9 melee (3d6+4) and Claws +9/+4 melee (2d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Marsh Breath (see below), Burning Breath (see below)

Special Qualities: Low-light vision, Magic Resistance 20, psychic immunity

Saves: Fort +5, Ref +9, Will +9

Abilities: Str 19, Dex 14, Con 14, Int 12, Wis 14, Cha 12

Skills: Acrobatics +7, Athletics +9, Climb +9, Perception +7, Sense Motive +7, Stealth +7, Survival +11

Environment: Temperate marsh

Organisation: Solitary or vile (5–8)

Challenge Rating: 7

Allegiance: Always Evil

Advancement: 7–12 ED (Large); 13–18 ED (Huge)

Marsh Cloud (Ex): Up to three times per day a Tzarg can exhale the hideous gas within its lungs, releasing a choking cloud of rancid marsh gas. Non-Rahgu or Tzargs within 10 feet of the Tzarg instantly take 2d6 points of acid damage (DC 17 Reflex save for half damage). They must also succeed on a DC 17 Fortitude save or suffer the same damage one round later.

Burning Breath (Ex): As a use of the Marsh Cloud ability listed above, a Tzarg can choose to grind its teeth together while exhaling. This creates tiny sparks that ignite the gas and transform it into a billowing firestorm that lasts only a single round instead of two. All those within 10 feet of the Tzarg (including other Tzargs and Rahgu) take 3d6 fire damage (DC 17 Reflex save for half damage).

The Tzarg is a larger, more aggressive member of the same race as the Rahgu of the Ruel swamp. Tzargs are the result of Naarish corruption influencing the race, making them larger, more physically powerful and warping their innate abilities to become spectacularly violent and destructive. There are two main communities of Tzargs on Magnamund. One group lurks in Ruel and rule over many smaller tribes of Rahgu through their superior strength and intellect. The

other is in the Darklands, lairing in the swamp surrounding Gazad Helkona. These Tzarg are a fiercely independent lot, refusing to serve even the tyrannical Darklord they dwell so near.

Vladoka

Large Giant (Darkspawn)

End Dice: 12d8+48 (102 Endurance)

Initiative: +2

Speed: 30 ft. (plate mail); base speed 40 ft.

Armour Class: 23 (−1 size, +7 natural, +7 plate mail)

Base Combat Skill: +9

Attack: Morningstar +15 melee (1d10+9) two-handed

Full Attack: Morningstar +15/+10 melee (1d10+9) two-handed

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Constant Vigil (see below), low-light vision

Saves: Fort +12, Ref +6, Will +5

Abilities: Str 23, Dex 14, Con 18, Int 10, Wis 12, Cha 10

Skills: Intimidate +10, Perception +15, Sense Motive +11

Environment: Darklands

Organisation: Solitary, pair or group (3–6)

Challenge Rating: 8

Allegiance: Always Evil

Advancement: By character class

Constant Vigil (Ex): Created to be the perfect guards, Vladoka are nearly impossible to surprise. They gain a +4 bonus to Perception checks due to their incredibly sharp senses (already figured into its statistics). Because they are constantly watchful of danger, they may always take 10 on Perception and Sense Motive checks, even when situations would not normally allow them to do so.

Creations of the Nadziranim and placed on duty around their temples and laboratories, the Vladoka resemble eight foot tall humans and are perfectly capable of standing at attention for hours on end, even in the heaviest of armour. Expert with the use of their spiked morningstars and fully trained in the combat arms by Drakkarim teachers, the Vladoka are a potent fighting force usually kept in reserve to protect the Nadziranim of Helgedad against the machinations of other mad sorcerers. More Vladoka guardians die every year at each other's hands than have ever been slain by outside forces.



Yawshath

Huge Aberration (Darkspawn)

End Dice: 25d8+175 (287 Endurance)

Initiative: +7

Speed: 40 ft.

Armour Class: 29 (−2 size, +7 Dex, +14 natural), flat-footed 22

Base Combat Skill: +18

Attack: Claw +24 melee (3d6+6)

Full Attack: Bite +24 melee (3d10+6) and Claws +19/+14/+11 melee (3d8+6)

Space/Reach: 15 ft./10 ft.

Special Attacks: Pounce, rend (3d6)

Special Qualities: Damage Reduction 15/magic, darkvision, fast healing 5, psychic immunity, scent, tremorsense

Saves: Fort +21, Ref +15, Will +12

Abilities: Str 22, Dex 24, Con 24, Int 18, Wis 18, Cha 20

Skills: Athletics +34, Climb +34, Concentration +25, Knowledge (Darklands) +14, Perception +32, Stealth +35, Survival +32

Environment: Any (typically subterranean)

Organisation: Solitary

Challenge Rating: 20

Allegiance: Always Evil

Advancement: —

The Yawshath is a terrifying creature with enough physical power to tear apart an entire legion of armoured troops and suffer virtually no damage in the process. With an armoured hide capable of shrugging off the fiercest of blows from normal weapons and teeth and talons sharp enough to slice through steel with ease, the Yawshath is rightly considered to be one of the most powerful beasts in all of Magnamund – a fitting reputation for one of the lost races of the Agarashi. Yawshath exist in very small numbers, with a few lurking in the darkest and most corrupt places of the world. Wherever there is great evil, pain and death, a Yawshath is likely to make that place its home.

Xagash (also known as Xaghash or Lesser Darklords)

Large Giant (Reptilian)

End Dice: 18d8+72 (153 Endurance)

Initiative: +6 (+2 Dex, +4 natural)

Speed: 30 ft. (hide); base speed 40 ft.

Armour Class: 21 (−1 size, +2 Dex, +7 natural, +3 hide), flat-footed 19

Base Combat Skill: +13

Attack: Greataxe +19 melee (2d6+9) two-handed

Full Attack: Greataxe +19/+14/+9 melee (2d6+9) two-handed

Space/Reach: 10 ft./10 ft.

Special Attacks: Rage of Naar (see below)

Special Qualities: Damage Reduction 5/magic, darkvision, energy resistance 3, fast healing 3, regeneration 3

Saves: Fort +16, Ref +11, Will +10

Abilities: Str 22, Dex 14, Con 18, Int 10, Wis 12, Cha 10

Skills: Acrobatics +5, Athletics +10, Intimidate +15, Perception +10, Survival +10

Environment: Darklands

Organisation: Solitary

Challenge Rating: 18

Allegiance: Usually Evil

Advancement: By character class (usually Dark Warrior)

Rage of Naar (Su): The power inherent in these lesser Darklords comes to the fore during combat. A

Xagash is a veritable storm of destruction on the battlefield. When engaged in melee combat, a Xagash can choose to take a single attack at every opponent in reach at his full bonus (+19) instead of his usual attacks that round. Xagash cannot be affected by any mental control or magic that targets emotions while engaged in melee combat; they are too focused on destruction to succumb to such effects.

The Xagash are the most honoured and revered beings to crawl out of the Spawning Pits of Helgedad. Each one is considered a gift from Naar and well-cared for by their Darklord masters. These towering reptilian creatures are very physically powerful, capable of splitting a warrior from shoulder to hip with a single swipe of its massive axe. In combat, Xagash are given a wide berth by allied troops; they have a distressing tendency to lose sight of friend or foe during the heat of combat.

Of the Xagash, there are also two sub-breeds – Xagash Tacticians and Xagash Crushers. These occur very infrequently but both are welcomed when they do emerge for different reasons. All Xagash are rare, with no more than a hundred existing at any given time in all the Darklands, but these breeds are even less common. Only ten or so of each type exist and each one is given a special role in the forces of the Darklands; see page 105 for more details of these sub-breeds.



Creatures of Darkness

I just do not understand what went wrong. You were perfect. You were better than perfect. You had all the right thoughts, all the right parts and I controlled your conditioning myself. I followed every one of Vashna's original notes to the letter but still you turned on us. I just do not see how this could have happened. Kai training should be no match for the power of Naar. You were easy enough to capture and turn, so why revert now? Now, of all times!

Well, it is too late now. I managed to get you out of there before the Archlord completely tore you apart but there is nothing I can do to save you now. The damage is too severe. It will not be long before you are nothing more than food for the Pits. A shame, really – you were my finest work. So many months, wasted.

I will take advantage of these last minutes with you. Before I close the book on the Bane Project, I want to see if I can figure out from your remains where this spark of defiance came from. You actually cut Zagarna with his own eating dagger! The nerve! Besides, it was not time for you to do something like that yet. I thought we had gone over that thoroughly before. Our true master wanted you to wait. Now, well, the opportunity is lost. I will be lucky if I do not end up as Spawn food myself. I tried so hard; I really do not want to be in a sample jar on some Nadziranim's spice rack...

Hmmm... sample. Perhaps the Bane Project could work if we grew one from a sample instead of trying to indoctrinate a grown specimen! Yes, that has got some potential. Now let us see here. There has to be some original flesh left in you, my child. Ah. Not much, but it will do. You may not have been a complete waste after all.

Darklands Character Sheet



CHARACTER _____

PLAYER _____

CLASS _____

ALLEGIANCE _____

LEVEL _____

HOME TERRITORY _____

CLASS _____

MASTER _____

RACE _____

DARKLORD _____

ABILITY SCORES

	Score	Modifier
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		

SAVES

	Base	Ability	Misc.	TOTAL
FORT				
REF				
WILL				

BASE COMBAT SKILL

BASE MAGICAL COMBAT SKILL

INITIATIVE BONUS:

INITIATIVE IN CURRENT
COMBAT:

SKILLS

Skill	Use Untrained?	Cross- Class?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL
Acrobatics*	Y	Y / N	Dex				
Appraise	Y	Y / N	Int				
Athletics*	Y	Y / N	Str				
Bluff	Y	Y / N	Cha				
Climb*	Y	Y / N	Str				
Concentration	Y	Y / N	Con				
Craft ()	Y	Y / N	Int				
Craft ()	Y	Y / N	Int				
Diplomacy	Y	Y / N	Cha				
Disable Device	N	Y / N	Int				
Disguise	Y	Y / N	Cha				
Escape Artist*	Y	Y / N	Dex				
Forgery	Y	Y / N	Int				
Gather Information	Y	Y / N	Cha				
Handle Animal	N	Y / N	Cha				
Heal	Y	Y / N	Wis				
Intimidate	Y	Y / N	Cha				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Occult	N	Y / N	Int				
Perception	Y	Y / N	Wis				
Perform ()	Y	Y / N	Cha				
Perform ()	Y	Y / N	Cha				
Profession ()	N	Y / N	Wis				
Profession ()	N	Y / N	Wis				
Ride	Y	Y / N	Dex				
Sense Motive	Y	Y / N	Wis				
Sleight of Hand*	N	Y / N	Dex				
Speak Language	Langs. Known =						
Stealth*	Y	Y / N	Dex				
Survival	Y	Y / N	Wis				
Use Magical Item	N	Y /	Cha				

* Armour Check Penalties apply to these skill checks when using shields and armour heavier than leather.



Darklands Character Sheet

ENDURANCE

WILLPOWER

CORRUPTION

ARMOUR



= 10 +

Dex Mod + + + + +
Armour Shield Misc. Misc.

CLASS

Armour Type =

Armour Check Spell
Penalty Failure %

CLASS FEATURES

Ability

Effect

EQUIPMENT

Type

Weight

CURRENT LOAD = L / M / H

TOTAL
WEIGHT =

Remember that a Backpack may only hold 8 Backpack items. 1 Meal takes up 1/2 a Backpack space.

VILEFIRE DAMAGE

DARK GOD:

TRUE POWER TIER: I / II / III

FIRST TASTE:

TAINT:

FIRST POWER:

BANE:

SECOND POWER:

CURSE:

THIRD POWER:

WEAPONS

Atk Bonus

Damage

Critical

Range

Dmg Type

Notes

Notes

EXPERIENCE

MONEY &
TREASURE



Designer's Notes

'Whoever battles monsters should take care not to become a monster too, for if you stare long enough into the Abyss, the Abyss stares also into you.'

– Friedrich Nietzsche, *Beyond Good and Evil*, Chapter 4, N° 146

The above is more than just one of my favourite quotes; it became a watch phrase for me as I wrote the pages you have just finished reading. This book has been the closest I have come to immersing myself in true evil in my entire life. If what you have read did not seem that vile or corrupt to you, then consider yourself fortunate. You have not had to live in the Darklands as I have. You have not had to become each of the Darklords in turn, plotting your dark schemes and tearing apart your slaves for the simple, terrible joy of listening to them die.

Now do not get me wrong; I loved every minute of it. I grew up reading the *Lone Wolf* books, fighting the good fight against the forces of Evil. It was quite an experience to step into the black iron boots of those same minions, fifty years before Archlord Zagarna is blasted into ashes by the unleashed might of the Sommerswerd. Seeing things from the side of Evil has certainly given me an interesting perspective on the state of affairs in Magnamund to be sure...

Getting back to the Nietzsche quote for a moment, I had the most fascinating game session while I was writing this book. I run a couple of different weekly campaigns and even when my schedule is heavy, I always find time to fit them in. It is mandatory at Mongoose Hall for the staff to play at least one game a week and while I may live on the other side of the big pond from them here in the States, that is a policy I wholeheartedly agree with. The idea of a game designer that does not game would be, to me, like a mechanic that never drives a car. I can imagine they might exist but if you do not love and enjoy the fruits of your labour, why are you working at all?

Anyway, on to the game session I mentioned. The players had finally gotten themselves in the position of encountering the true villain behind all the plots that had been ongoing in the campaign for months. By the time the game session was over, one character wanted to take his own life, one was ready to sell out his homeland and his companions, and the rest were too horrified to even speak. During the wrap-up, the only thing my players could say was 'Damn, August. That bastard was *evil*.'

What I did not tell them at the time was that I had modelled most of the encounter on the confrontation of Lone Wolf with Archlord Gnaag in the throne room of Helgedad depicted in the *Lone Wolf* book, *Masters of Darkness*. That scene is one of the most vibrant in all of the gamebooks for me, with Gnaag congratulating Lone Wolf for destroying Darklord Taktaal while he still believes the Kai Lord to be a disguised Liganim. Just the thought that a creature could be so twisted and foul that he would take pleasure in the death of a sibling and the treachery by which it had occurred has always stuck with me as a prime example of true evil.

That was one of the themes I was aiming for in this book – the essentially destructive nature of evil. Without the backstabbing treachery and atavistic nature of evil you will find in these pages, the forces of Naar would have likely wiped out the defenders of Magnamund centuries ago and covered the world in a planet-wide Darklands. The forests would have burned and ash would have clogged the sky, blotting out the sun for all eternity.

So perhaps it is possible to gaze into the Abyss for a while without having it gaze back as Mr Nietzsche says. After all, one of the only advantages we mortals really have is that evil is far too busy plaguing itself to bother with the likes of us yet. Of course, that is just a theory. I think I will play it safe and take a bit of a break from dark-gazing now. I have many other projects and, as is the other nature of evil, it will always be right where I left it if I need to explore it again.

For the Fires of Helgedad and the Dark Glory of Naar!

August Hahn



Index

A

Aargataag – Province of Stone 6
Advanced Classes 41
Adventuring Gear 97
Darklands Adventuring Gear Table 97
Darklands Clothing 97
Eagle Claw 97
Helrobe 97
Key, Darke 97
Kraan Saddle and Tack 98
Nightshade Rope 98
Tarotca Cards 98
Agarashi, Blood and Poison 108
Antah Wasps 108
Armour and Shields 95
Blackchain Shirt 96
Casting a Spell in Armour 96
Darklands Armour and Shields Table 95
Drakkarim Assault 96
Drakkarim Nightshield 96
Giak Runner 96
Giak Skirmisher 96
Shield, Slashing 96
Shield, Striking 97

B

Bangrol 109
Barazoth – Province of Pain 7
Barren Souls 110
Basic Classes 41
Using Other Classes in the Darklands 42
Breedmaster 60
Dark Gift 62
Gift of Life 62
Harvest the Soul 63
Improve the Breed 63
Know the Flesh 62
Sustaining Essence 63
Breedmaster Class Table 61

C

Chlanzor – Darklord of the Crawling Fire 71
Corruption 22
Acts of Corruption table 22
Corruption Threshold table 24
Slipping the Noose: Reducing Corruption 23
Meditation 23
Power of the Light 24
Retreat 23

Crocaryx 110
Cult Leader 64
Blood of the Faithful 65
Dark Gift 64
Divine Touch 65
Gather the Flock 65
Harrowing Blast 65
Mass Mind 65
Speak to the Herd 64
Cult Leader Class Table 65
Curseborn 111

D

Dajaraa – Province of the Left Hand 8
Dajdorza – Province of the Right Hand 9
Dakushna – Darklord of the Silver Sceptre 72
Dangers of the Darklands 18
Blighted Wind 19
Deadly Terrain 20
Paths of Confusion and Death 20
Tracklessness 20
Wandering North 20
Darklands Character Sheet 122
Darklands Domains 6
Darklords and Character Classes 70
Darklord Traits 68
Darklands Dependence 70
Gift of Destruction 69
Gift of Invulnerability 69
Gift of Obedience 70
Dark City of Helgedad 27
01: The Unguarded Gate 28
02: The Black Doors 28
03: Outer Courtyard 29
04: Inner Courtyard 29
05: Drakkarim Ward 29
06: The Palace of War 30
07: The Forge Ward 30
08: Cell Ward 31
09: North Gate 31
10: Conquest Ward 32
11: Blood Ward 32
12: Vile Labyrinth 33
13: The Black Tower 33
14: Fangyre Tornothe 34
15: West Gate 35
16: Towers of the Eye 35
17: Gnaag's Compound 36
18: Kraagenskul's Compound 36

19: Slutar's Compound 37
20: Chlanzor's Compound 37
21: Dakushna's Compound 37
22: Tomogh's Compound 37
23: Unc's Compound 37
24: Khatellu's Compound 37
25: Mrugor's Compound 38
26: Ghanesh's Compound 38
27: Taktaal's Compound 38
28: Ghurch's Compound 38
29: Shebnar's Compound 38
30: Haakon's Compound 38
31: Xog's Ruins 38
32: Nhorg's Compound 39
33: Menashga's Compound 39
34: Zhanshal's Compound 39
35: Zagarna's Compound 39
Nengud-kor-Adez, the Lake of Blood 39

Dark Cultist 42
Bolts of Pain 50
Dark Alliance 43
First Pacts 44
First Tastes 43
Foul Servant 46
Foul Swarm 48
Immortal Bond 50
Second Pacts 46
Summon Spawn 50
Third Pacts 49
Transformation 51
True Power 46
Vilefire 44
Dark Cultist Class Table 48
Dark Warrior 56
Darke Division 57
Archery 57
Cavalry 58
Infantry 59
Darke Warlord 60
Elite Soldier 60
Toughness 60
Weapon Master 60
Weapon of Choice 57
Dark Warrior Class Table 58
Death Knight 66
Black Garb of Helgedad 67
Cleaving Blow 67
Fist of Naar 67
Mark of the Skull 66
Unhallowed Blade 67
Voice of Darkness 67
Death Knight Class Table 66
Degradon 111
Dhax 111



E

Egorgh 112
Elgazaad – Province of Gold 9

F

Fethmyre – Province of Decay 10
Foul Servant 113

G

Galhiak – Province of Cauldrons 11
Ghanesh – Darklord of the Grey Waste 73
Ghurch – Darklord of Blood 74
Giak Sub-Breeds 113
Gnaag – Darklord of Tyranny 75
Gourizaga – Province of Cold Death 12

H

Haakon – Darklord of the Iron Helm 76
Helgedad and Darkspawn 25
Helgedad and Magnamund 27
Helgedad and the Drakkarim 25
Helgedad and the Gods 25
Helgedad and the Kai 26
Hourdast – Province of Frozen Trees 12

I

Ictakko 115

K

Kagzizad – Province of Ash and Smoke 13
Khatellu – Darklord of Serpents 77
Kraagenskul – Darklord of the Bladed Seas 78

L

Latter Era Campaigns and the Nengud-kor-Adez 39
Legendary Items 101
Crystal Mace 101
Dagger of Vashna 101
Doomstones of Agarash 101
Helshezag 102
Icy Orb of Dejkaata 102
Lightning Spear 102
Nadazgada 103
Nahelzagrath 103
Nyras Sceptre 103
Liganim 116
Low-Light Vision 108
Luurvad – The Province of Long Sleep 14

M

Maarkaag – Province of Blades 15

Magical Items 98

Amulet of Shielding 98
Cowl of the Naarthane 99
Darke Plate 99
Darklands Magical Items Table 98
Frenzied Eye 99
Glass Mask 99
Nadziranim Power Crystal 99
Opaline Sphere 99
Truth Shards 100
Zejar-Dulaga 100
Zharalatrism Vial 100
Maps and Lore of the Darklands 5
Knowledge (Darklands) 6
Knowledge table 5
Menashga – Darklord of the Black Bastion 79
Military of the Darklands 104
Armies of the Darklords 106
Giak Regiments Table 107
Of Giaks and Drakkarim 104
Other Servants of the Darklords 105
Mind Reaper 116
Mrugor – Darklord of the Silent Knife 80

N

Nadziranim 117
Nhorg – Darklord of the Shadow Moon 81

O

Orlo Taanak – Province of Slaves 16
Ozdaraga – Province of Black Sand 16

P

Plaak 118

R

Right-Handed Spellcasting 51
Counterspelling Right-Handed Magic 52
Path of Karaushnith 52
Path of Naar 53
Path of Tharrayn 54
Path of Vurnos 55
Path of Xhagvash 55
Role of Helgedad in Later Era Campaigns 31

S

Sea-Scavenger 118
Shebnar – Darklord of Tortured Souls 82
Siege Weapons 94
Ballista 94
Bombard 95

Cannon 95

Catapult 95
Dire Ballista 95
Great Ram 95
Oil Sprayer 95
Siege Weapons Table 93
Slutar – Darklord of Wicked Reaping 83

T

Taktaal – Darklord of the Ebon Fist 84
Tar Ogashaar – Province of Ruins 17
The Touch of Naar – Traits of the Darklands 21
Bane of Life 21
Malaise 21
Vile Corruption 21
Tomogh – Darklord of the Chilling Eye 85
Tzargs 119

U

Unc – Darklord of the Raging Storm 86

V

Vashna's Prophecy 26
Vladoka 119

W

Weapons 90
Bite 91
Black Iron Bow 91
Black Star 91
Blowgun 91
Claws 91
Darklands Weapons Table 92
Dark Axe 91
Great Crossbow 92
Hook 92
Kraanblade 92
Nalzhenz 92
Overhammer 93
Stiletto 93
Swordspier 93
Tail 93

X


Xagash 120
Xog – Darklord of the Lonely Road 87

Y

Yawshath 120
Yr-Naoga – Province of the Damned 18

Z

Zagarna – Archlord of Helgedad 88
Zhanshal – Darklord of the Bitter Wind 89





License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and

You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorised version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

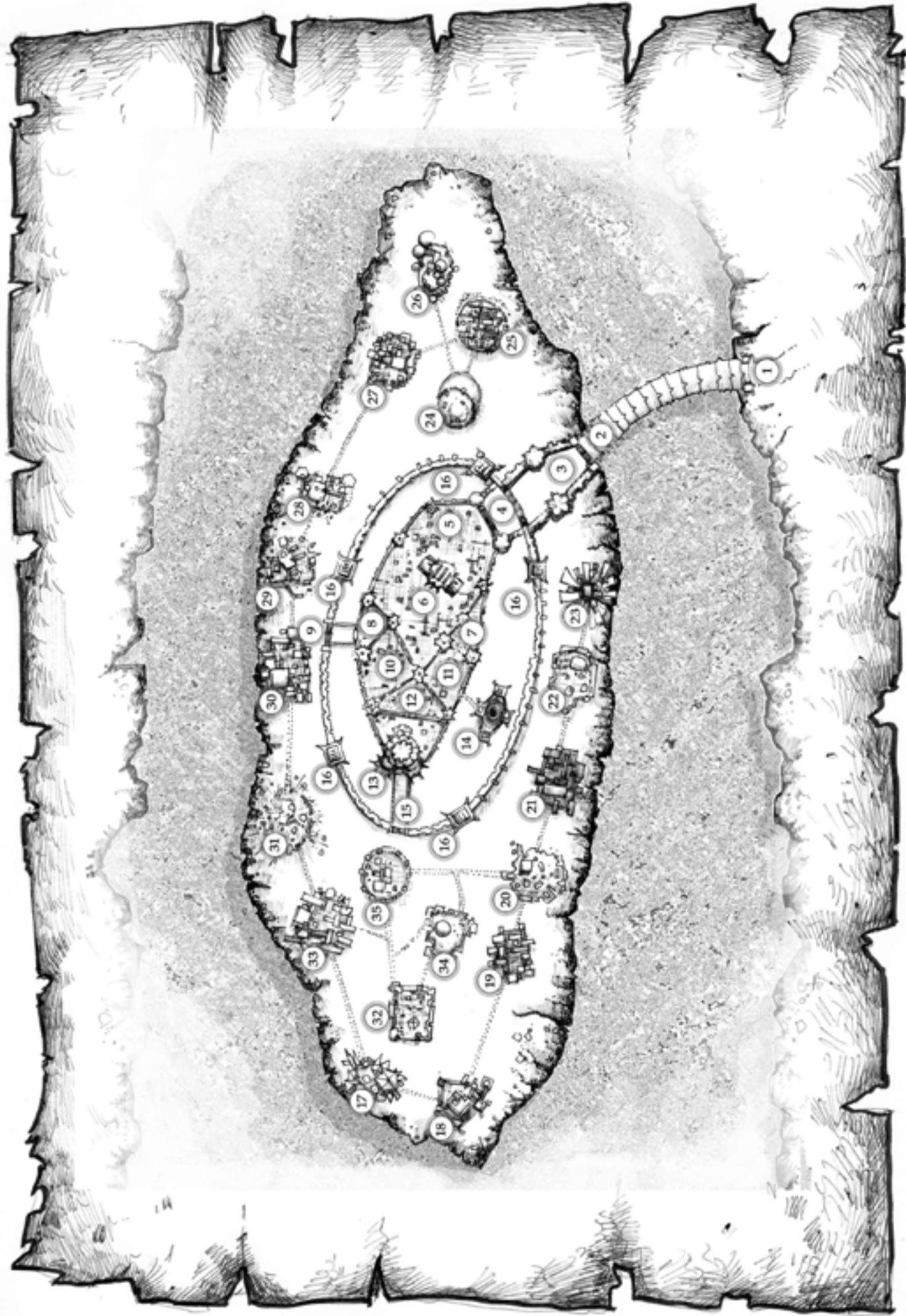
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich baker, Andy Collins, David noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Lone Wolf, The Darklands is (C) 2004 Mongoose Publishing under license from Joe Dever and related logos, character, names, and distinctive likenesses thereof are trademarks of Mongoose Publishing under license from Joe Dever unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorised User.

Map of Helgedad





The Darklands

The Darklands. The most terrible country containing the vilest beings, a blasted scar on the face of Magnamund. The entire country, from ancient history, to regional politics, to specific geography (including a full-colour map), is presented within this tome. Though the Darklords and their minions are hidden, they are neither dead nor powerless. The Second Muster has learnt the lessons of the First, and swells to gigantic proportions while the world looks elsewhere. The Obsidian City itself, Helgedad, is pictured and fully realised, with additional defensive notes and provinces described.

This book definitively lists every single Darklord, including their statistics, weapons, description and image, combat style and personality. Their powers, their provinces and their legions are all described in detail. There is no force of darkness in Magnamund greater than the Darklords. Incarnations of evil born of pure malice and hatred, they are the personifications of evil brought forth into the world by Naar, the true Lord of Evil and the greatest of the Dark Gods.

Naar's evil begets newer evil of its own – from their unholy spawning vats, the Darklords unleash mutated creatures of vicious cruelty on Magnamund, a wide range of which are described inside these pages. Discover the awesome evil of the Egorgh, the Yawshath, the Xaghash and many other beasts, as well as Glak sub-breeds and rules for Liganim and Nadziranim sorcerers.

The Drakkarim, terrible warriors from another world, brought to Magnamund by Naar himself, serve the Darklords as elite troops and form the backbone of the greatest armed force in the world. Uncover the secrets of their organisation and mentality, including rules for their most devastating of dark heroes – the Death Knight.

Perhaps evil has already sunk its fangs in your soul and you wish to take on the mantle of corrupt malice? Inside are two new character classes, the Dark Cultist and the Dark Warrior. Also introduced in *The Darklands* is the concept of advanced classes, with three hideous paths of evil presented within. Arm yourself with a range of new weaponry, from the common Nalzheng to the unique Zejar-Dulaga. Statistics are even given for the mighty weapons of the Darklords, including Nadazgada, Helshezag and the Nyras Sceptre...

Dare you enter the Darklands?

MONGOOSE PUBLISHING

www.mongoosepublishing.com



US \$21.95

