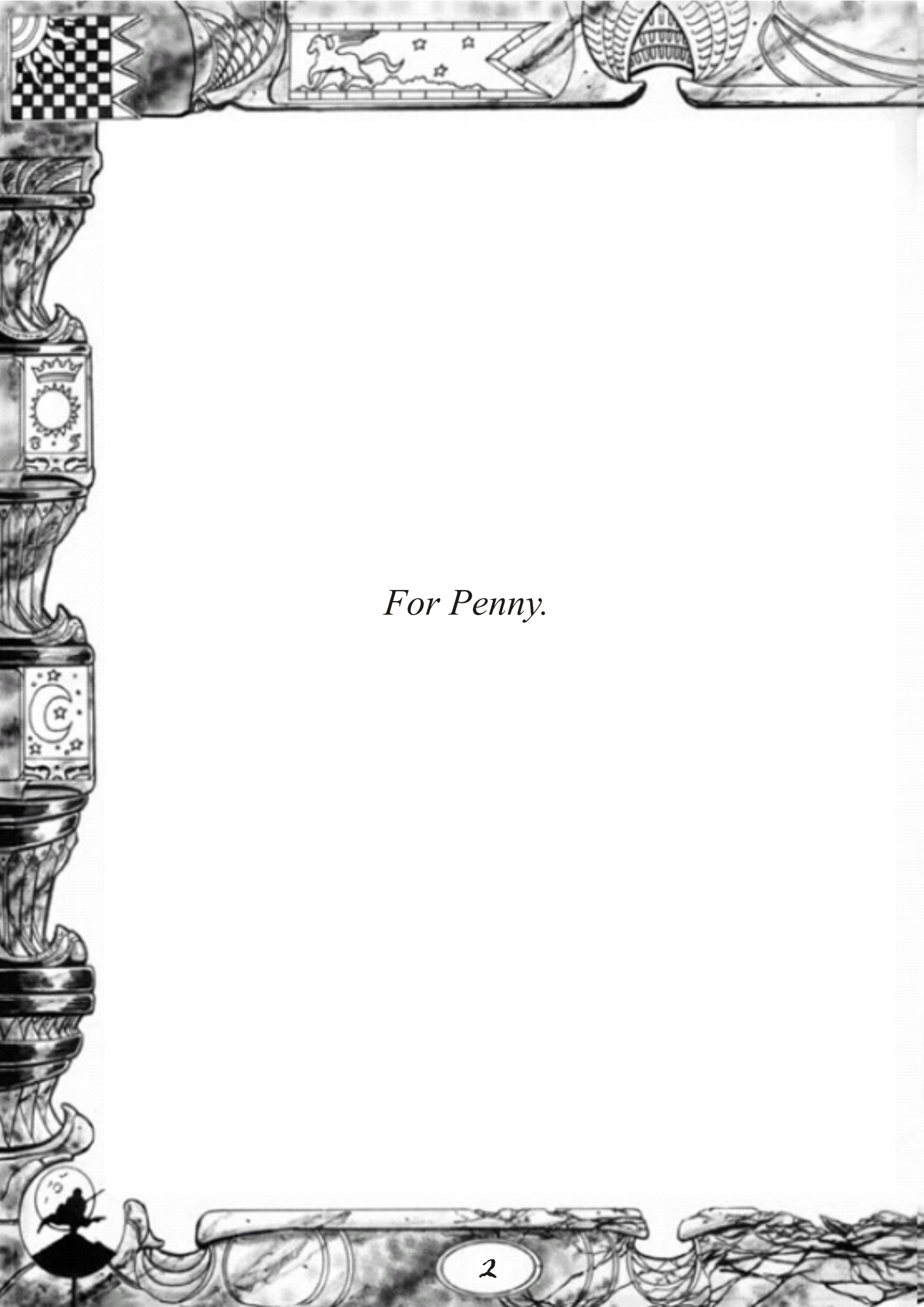




Book of the Magnakai

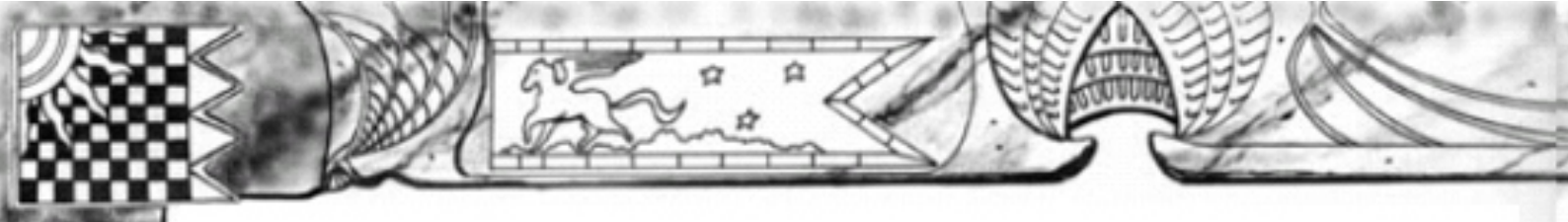




For Penny.

Contents

INTRODUCTION	4	CHAPTER 5: THE PATH TO SUPREMACY	
		Advancing Characters beyond 20 th Level	66
		Advanced Class: Kai Grand Master	66
CHAPTER 1: THE JOURNEY OF SUN EAGLE		GRAND MASTER DISCIPLINES	
The Story so far...	6	Grand Master Disciplines and Endurance	69
The Birth of Sun Eagle	10	Animal Mastery	69
Sun Eagle's Quest	12	Assimilance	70
The Return to Sommerlund	14	Astrology	71
The Birth of the Kai	16	Bardmanship	73
The Book of the Magnakai	16	Deliverance	74
Sun Eagle's Final Journey	17	Elementalism	75
		Grand Huntmastery	76
CHAPTER 2: KAI LORDS IN MAGNAMUND		Grand Nexus	76
Conduct of the Kai	21	Grand Pathmanship	78
Kai Lord Training	22	Grand Weaponmastery	79
Kai Name	23	Herbmastery	80
Code of the Kai Lords	24	Kai Alchemy	81
Fallen Kai	25	Kai Screen	82
Encountering Kai Lords	26	Kai Surge	83
Kai Lords in different eras	27	Magi Magic	84
		Telegnosis	86
CHAPTER 3: SONS OF THE SUN		CHAPTER 6: KAI ARTEFACTS	
The teachings of Kai	28	New Skill: Kai Weaponcraft	87
NEW DISCIPLINES	28	Crafting a Kai Weapon	87
One-for-One Exchange rule	29	Abilities of a Kai Weapon	88
KAI DISCIPLINES		Cost of a Kai Weapon	90
Balance	30	MAGICAL ITEMS	91
Chanting	30	LEGENDARY ITEMS	
Intuition	31	The Book of the Magnakai	92
Faith	31	Neboran Eagle Armour	92
Herbalism	32	Scrolls of Sun Eagle	93
MAGNAKAI DISCIPLINES		Shianti Solsword	93
Acrobatics	33	CHAPTER 7: KAI PARAGONS	
Troubadour	33	Iconic Kai Lords	94
Augury	34	LONE WOLF	94
Holiness	35	SUN EAGLE	98
Herbwarding	36	GHOST LION	99
		DOOM WOLF	100
CHAPTER 4: MASTERS OF MAGNAKAI		APPENDIX A: BEINGS OF LIGHT	
Kai Lord Advanced Classes	40	Nouma	102
Using Kai Lord Advanced Classes	40	Sun Elemental	104
Ranks	41	APPENDIX B: TEMPLATES	
KAI AVATAR	41	Kai Celestial	105
KAI EXEMPLAR	43	Kai Scion	106
KAI GUARDIAN	44	AFTERWORD	108
KAI REDEEMER	46	SPECIAL THANKS	109
KAI SAINT	48	A NOTE ON THE ARTWORK	110
ELITE DISCIPLINES		LICENSE	111
Avatarship	50		
Exemplarism	53		
Guardianship	55		
Redemption	58		
Sanctity	61		



INTRODUCTION

You examine the floor where Darklord Haakon fell, but there are no signs of his body. The atmosphere is strangely calm and peaceful as if a great and evil shadow has been lifted.

You turn and walk to the throne where Haakon sat, sitting for you to appear. Beyond lies a portal, an ancient inscription is carved deep into the blood red stone. Below the carving is the impression of a human hand. Instinct and Intuition guide your hand to the door; the carving fits around it like a glove. Silently the portal slides back to reveal your destiny the Book of the Magnakai. Set on a pedestal, the book lies open, its secrets revealed to your eyes alone. As you lift the sacred book, the very air throbs with the vibration of force locked within its sun-gold cover. With a pounding heart you close the book and hurry from the chamber.

By the time you reach the foothills of the Koneshi, Banedon has successfully completed his mission; he and Tipsa are waiting for you. As they see you appear, clutching the Book of the Magnakai, they can barely contain their excitement.

'This night of triumph,' says Banedon, jubilantly, 'will herald a dawn of new hope for Sommerlund. The Kai are reborn. '

The quest is now over. You have found the Book of the Magnakai and freed Magnamund from the shadow of Darklord Haakon. But for you, Kai Master Lone Wolf, the story has only just begun.

Your destiny lies upon the path of the Grand Masters.

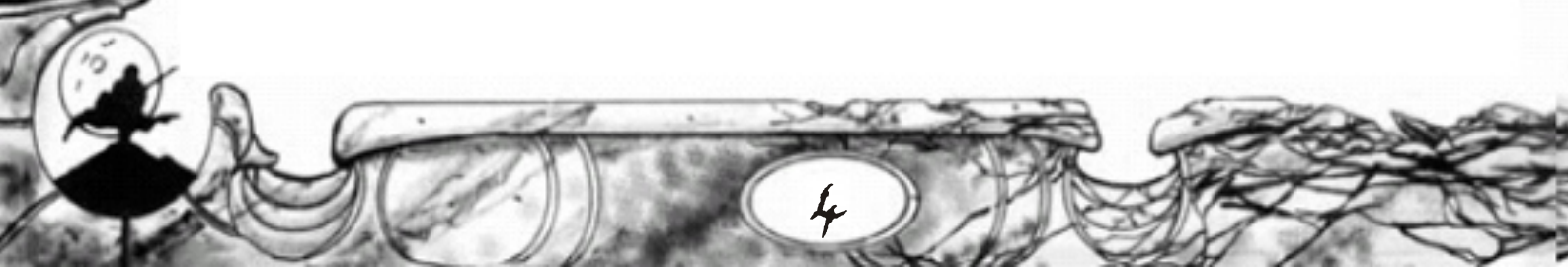
- excerpt from Shadow on the Sand

THE PATH OF THE KOURA-TAS-KAI

The discovery of the *Book of the Magnakai* within the Tomb of the Majhan was an awakening Lone Wolf felt within his very soul. His discovery of the ancient tome penned by the first Kai Grand Master made him realise that the Kai could be reborn. Discarding thoughts of vengeance against the Darklords; the infernal agents of Naar who massacred Lone Wolf's kinsmen, the last Kai Lords journey south to the lands of Dessi and guided by the goodly Magicians, unlocked the secrets of Sun Eagle's first journey.

Within the gilded pages, Lone Wolf discovered the secrets of the Kai Masters. More importantly, Lone Wolf learn of his part in an ancient Dessi prophecy, where the Sons of the Sun would Unite the Lorestones of Nyxator; mighty artefacts entrusted to Kai's fist servant on Magnamund that would herald a new dawn for the Kai, for Sommerlund and for humanity.

What you now hold in your hands is the *Book of the Magnakai* written by Sun Eagle; within these pages you will discover the true potential of the Kai Lord.



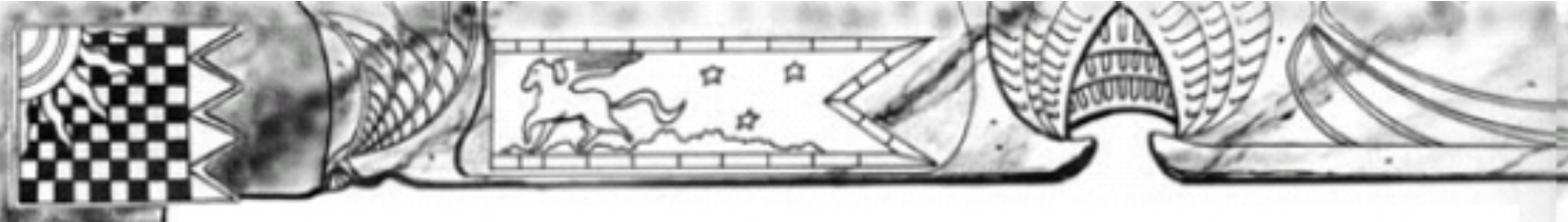


HOW TO USE THIS BOOK

Expanding on the information provided in *LONE WOLF Core Rulebook*, the *Book of the Magnakai* allows Players and Games Masters alike to further expand the Kai Lord Character Class. Each chapter is filled with much information about the Kai Lords of Magnamund; their way of life; how they train, what motivates them and what secrets they guard are just a few of the facets of this book. Chapter One deals with the history of Sun Eagle, the First of the Kai Grand Masters. The second chapter details Kai Lords in Magnamund, their conduct, training and name selection. Chapter Three contains information regarding expanding the existing Kai Lord Character class, allowing Kai Lords to add twelve never before seen disciplines and three new Lore Circles to master. Chapter Four explains the use of Kai Advanced Classes and their associated elite disciplines, allowing Kai Masters to branch into new Kai Lord training. Chapter Five is devoted to the New Order Grand Master character class, allowing Kai Lords to advance to the title of Kai Supreme Master and beyond. Kai Grand Masters will learn over over fifteen skills and disciplines. The sixth chapter covers Kai Weapons and other magical artefacts sacred to the Kai Order. Chapter seven details some of the iconic characters of Magnamund; Lone Wolf, Sun Eagle and more.

WHAT YOU WILL NEED

To use this book effectively, you will need access to the *LONE WOLF Core Rulebook* and the *CORE RULEBOOKS I, II and III*. The *Book of the Magnakai* refers to each on occasion and are invaluable as references. Although not necessary -but equally invaluable should you have them- are the *LONE WOLF Gamebooks* by Joe Dever. These are commonly available through many second-hand book retailers. As stated, they are not necessary to own but contain a wealth of information about the *LONE WOLF* world. Lastly, but most importantly, you'll need some time to read through this erudite tome of knowledge to familiarise yourself with the many new rules contained herein.



CHAPTER 1: THE JOURNEY OF SUN EAGLE

'...all life is a circle. From the lowliest insect to the mightiest dragon, all life obeys this simple law. As a circle is complete unto itself, many more form a chain that makes up the universe of all life. Even a simple man can tell you that two lines drawn in the sand will cross if you follow them far enough. The lives of strangers are just as entwined. Such is the way of things; the way of life; the way of Kai.

Blessed is His Name.'

-Final verse penned in the Book of the Magnakai

THE STORY SO FAR...

The story of the man who would become one of the most respected Sommerlending Warriors in the history of Magnamund began in dark times with a humble upbringing. It was only through great personal tragedy did he rise to true greatness.

Growing up in a dark age full of violence, the prospect of endless war had become the norm for many Sommerlending and other nationalities across the face of Magnamund. In these grim and dour times, many people abandoned their farms and fled to the protection of the towns and cities. The Lastlands had only just emerged from the Helghast War a terrible inquisition that has almost turned brother against brother and had taxed the Brotherhood of the Crystal Star to their limits. Folk distrusted even their closest neighbour after this time and many abandoned their farms, fleeing to the safety of the cities. The authorities, unable to support such a massive influx of people allowed many to live on the streets. Soon enough, famine ripped through many cities like Toran, Anskaven and Tyso. For the poor, life expectancy was growing increasingly short with barely one in four babies surviving their first few years.

This weight of mortality hung heavily upon the beautiful twenty year-old daughter of Toran's new blacksmith. Both her and her father, refugees from one of the outlying communities came to Toran seeking shelter. Unlike many others that came to Toran for protection, the blacksmith and his daughter had begun their trade anew and were becoming upstanding members of the community. The blacksmith was known for his superior craftsmanship and his daughter was a kind and generous soul who helped feed the sick and impoverished, even through her final stages of pregnancy.

Much to their relief, the blacksmith's daughter gave birth to a strong, healthy baby. Both gazed in recognition at the small birthmark on the infant's neck and both knew that the child was destined for great things. As the years passed, the baby grew into a fine lad; full of energy and imagination. Many times he would be off at the edge of town -instead of tending to his chores in the smithy- watching knights and warriors ride from the Baron's Keep

along the highway to Holmgard in the south. Growing up in a world filled with wars seemed to fascinate the young boy. Not knowing his father had been hard on him, so he had always fancied that he was just such a warrior, riding away into battle in some far-off land. He believed that one day, his father would return.

As the years wore on, the boy became less interested in his duties and more intent on stealing into the Baron's Keep to study the knights as they practiced with their weapons in the courtyard. Each expedition to the Baron's Keep saw him get bolder and bolder, much to the disapproval of his grandfather and the constant scolding from his careworn mother.

No long after his fifteenth birthday, the young lad was caught in the Keep by a knight in full armour, resting nearby from the exertions of mock-combat. Instead of running, the lad stood his ground, in open admiration of the knight's armour and weapons.

'Would you like to try, boy?' asked the knight.

The lad brazenly strode forward and took the sword from the knight's hand. Picking up a long switch, the knight pulled off his helmet and ruffled the sweat from his hair.

The lad stopped; seeing the knight's face clearly now, he saw that the knight was actually the Baron of Toran. The Baron laughed at the lad's hesitation.

'Do not fear me, boy. Fear of the enemy is what gets soldiers killed!'

With a sudden lunge, the Baron drove the switch at the lad, who raised the weapon in an instinctive block.

Laughing at the lad's impromptu defence, the Baron began sparring with him.

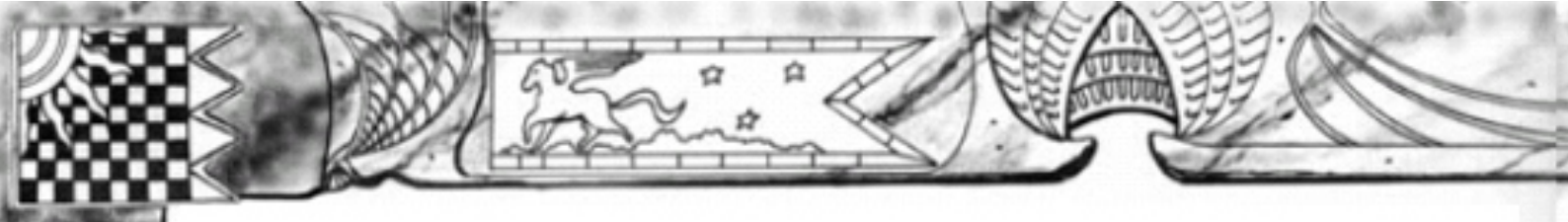
It was dark by the time they had finished their training. Exhausted, the knight-in-training returned home to the smithy. Opening the door, he saw something that would almost stop his heart in shock; both his mother and grandfather lay collapsed on the floor, gripped in a violent fever.

The Plague had come to Toran.

For many weeks, he administered to both his ailing mother and grandfather as the plague ripped through the populace of Toran. In those dark times, many people died, turning the very dwellings of Toran into charnel houses. The Brotherhood of the Crystal Star did the best they could for all who suffered the plague, quickly calling on the aid of the Herbwardens from Durenor.

Their quick arrival by ship brought a small ray of hope to the people of Toran, but the Herbwardens could do little to help the victims already suffering the plague. To their credit, the Herbwardens managed to stop the plague spreading further by burning copious amounts of Laumspur in braziers, filling the streets with a heady pall. Even then, many people died on the streets and in their houses. Counting the final toll, the plague claimed over half of Toran's people, including the blacksmith, his beautiful daughter and even the lovely Baron's wife, herself a noble herself from Durenor.

The dead quickly buried and the area covered in Lime, a day of mourning was declared for the surviving people of Toran, who began to pick up what was left of their lives. The young man was hit hardest; he was left with nothing but a limited knowledge of blacksmithing. Undaunted, he began working his trade.



A year passed; time spent learning the harsh lessons of what it means to be alone, though to the youth's credit he had quickly learnt his skill as a blacksmith a skill in demand for the regrowing city. The young Blacksmith was startled when the Baron of Toran led a fine stallion into the yard before the shop. The stallion had thrown a shoe and the baron was seeking the service of a capable blacksmith to re-shoe the stallion. Instantly recognising the young man, the Baron asked the man how his swordplay was faring.

'Alas,' the young man replied, '...I have been too busy with my grandfather's legacy to warrant practicing.'

The Baron looked over the young man with an appraising eye and then laughed.

'Come with me, back to my home. You shall earn your keep as my personal smith. In return, I shall teach you the sword and provide you with shelter.'

The young man pondered the offer for a few minutes and then readily agreed. He had been secretly yearning to complete his martial training, even at the cost of his livelihood.

'One thing,' the Baron said. '...you are not to set foot inside the castle. Quarters will be made for you by the stables.'

Accepting this conceit, the young man went to live at the Baron's Keep, earning his living by shoeing the Baron's horses and maintaining the ironwork in the Castle. In the evenings, he would train with the Baron himself. The young man considered himself fortunate to have found a friend like the Baron. For three years life went on happily both for the baron -who had mourned his lost wife- and also for the young blacksmith who had finally found a little peace and contentment. Little did they know that jealous eyes watched their friendship from the castle.

The Baron's son, a sickly youth of sixteen years watched the young blacksmith with a growing hatred. Over the past three years he had observed the young man befriend his father, becoming increasingly jealous of the relationship they had forged. The Baron's son reasoned that it should be him down there, practicing with the swords; it should be him who was heartily clapped on the back after sharing a joke; it was *him* who wanted the respect of his father not this...*commoner*.

The Baron's son was not to realise that the power of Naar was working in his heart and the hatred was fuelled by the poisoned words of Gharuz, a sage employed by the Baron to educate the youth. Little did the Baron realise that Gharuz was in fact a Nadziranim sorcerer an agent overlooked from the Helghast Wars. Gharuz had slowly but surely worked his dark magic upon the Baron's son, poisoning his mind against the young blacksmith. Gharuz had divined the future and he knew that if he did not act now, it could jeopardise the Darklords' Master Plan.

Late one evening, Gharuz planted a suggestion in the mind of the Baron's sleeping son; secretly whispering thoughts of death and murder. The Baron's son responded almost immediately by leaping from his bed and grabbed a hunting knife, a present from his late mother. Quickly descending the moonlit stairs of the keep like a vengeful ghost, the Baron's son made his way across the courtyard, passing oblivious guards and into the outer quarters where the young blacksmith made his home.

Seeing him asleep, the Baron's son quickly flew across the room in silent range and rammed the blade deeply into the blacksmith. In his rage, he struck the blacksmith's shoulder, driving the blade to the bone. With a startled cry of pain, the blacksmith woke and instinctively

threw his assailant across the room. Undeterred, the Baron's son snarled and lunged at the wounded man once more. The blacksmith blocked the wild attack and rammed his fist into his assailant's face and grabbed the knife. Before he could stop himself, the blacksmith twisted the blade out of the hands of the youth and plunged it into his stomach.

Standing transfixed over the writhing youth, the blacksmith looked in horror at the youth's pain-filled face; the features so similar to the Baron were uncanny. The young blacksmith's horror was complete when he saw the birthmark on the youth's neck. Instinctively reaching up to his own, he realised the truth.

The Baron was his father.

The shrieks of his sibling on the ground had attracted the guard and the young blacksmith could only stand numbly as he was clapped in irons and led to the castle dungeons. The next day was spent in solitude with naught but the pain of his shoulder to remind him of the past events. At dawn on the following day he was led away to a swift trial. Summarily sentenced to banishment through the Shadow Gate, the blacksmith spent his last night in the dungeons beneath the Brotherhood guild.

It was to the young blacksmith's surprise that Baron came to visit him in the cell. Seeing the hurt in the blacksmith's eyes, the Baron sat down on the bench opposite.

'Your half-brother is fine, my sage....' the Baron began and then trailing off, not knowing what to say.

'It is like looking at a younger version of me.' he chuckled. The blacksmith stared ahead silently.

'Not just physically,' he sighed, '...but on a higher level.'

Finally losing his patience, the blacksmith strained violently against the chains. 'Get to the point!' he snarled.

The Baron sighed again. 'I once thought like you; that I could ride away and find adventure, then to return a conquering hero to the people that I love. But it seems that Fate always has other plans for us.'

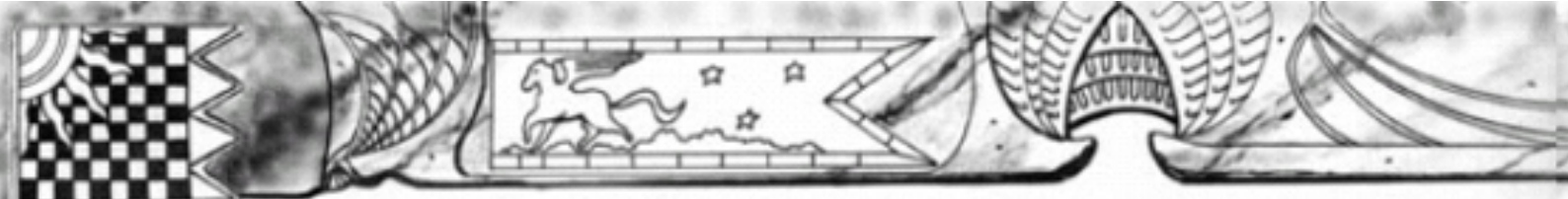
The Baron paused for effect, but the blacksmith was not moved by the sentiment. Nonplussed, he continued:

'I met your mother just before she came to Toran. Please understand that I loved your mother dearly and would have done anything for her. But my marriage to the Durnese Marquess was arranged by Ulnar himself to cement ties between our two great nations. When you were born, my heart broke; I had no idea that your mother was with child.'

The Baron's emotions were getting the better of him, making it hard for him to speak.

'I cannot give you the life you deserve, my Son.... but I can give you a different future. I have arranged with the magistrate to secure your release. Outside is a horse, a sword and shield and lastly, some armour to protect you.'

Walking over to the blacksmith, the Baron kneeled. Taking a key, the Baron unlocked his son's manacles. Producing a sealed scroll from inside the folds of his robes, he gave it to his son.



'Here. This is a document that will secure you a place in the Royal Cavalry. Go my son.'

Rubbing his wrists, the blacksmith stood up, towering over his father. Remaining kneeled, the Baron did not look up. Moving around him, the blacksmith made for the cell door, stopping only for the Baron's final words:

'Do not come back.'

With many unanswered questions in his mind, the blacksmith swiftly made his way south, riding through the night, only stopping to rest briefly before continuing the remainder of the journey to Holmgard. Arriving at mid morning, the young man was greeted by a capital preparing for war. The mighty Darklord Vashna was leading an unstoppable army of Naar's creatures, sweeping all before him. After examining the seal of the Baron, the city guard made way for the unkempt youth to enter the city. Directed towards the royal barracks, the young man prepared to face his destiny.

THE BIRTH OF SUN EAGLE

For one year he trained, graduating from the Royal Academy with full honours in the year MS3799. The young man from Toran had become a fearless officer in the Royal Cavalry and was honoured on many occasions for valorous conduct in the numerous border skirmishes the preceded the Battle of Maakengorge. It was with shock that the young Cavalry Officer received a messenger to his encampment in the Pass of Moytura; he had been given a position in the King's Royal Guard, one of the highest honours a Sommerlending could achieve. This most high honour would be fulfilled when the King himself rode through the Pass in two days with the combined armies of Sommerlund and Durenor at his command.

The young man had watched with pride as King Ulnar rode at the head of the entire Sommerlending and Durnese armies through the pass, their pennants held high in the breeze. During a quick and impromptu ceremony, the Officer's deeds and lineage were spoken aloud to all present. The King looked down at the young man, a peculiar look in his eyes. Taking the golden blade of the Sommerswerd, the King stood before the young officer and addressed all the captains and commanders of the combined armies.

'A mighty demon from the west leads an army of darkness towards Sommerlund. All who have surrendered have been swept away; all who have fought him have fallen. Our Last Land will not fall: We will not fall; *we are Sommerlending!*'

Sweeping the Sommerswerd up, the golden blade caught the wan afternoon sun. With a brilliant flash, fire danced upon the blade. Touching it reverently to his lips, King Ulnar then lowered the blade and knighted the young man before him. As the blade touched the young knight's shoulder, he felt a sudden jolt; seeing instantly in his mind's eye an eagle silhouetted by seven suns. As quickly as it came, the vision passed. In the moments after the knighting, the young man wondered about the look that Ulnar gave him, could it have been recognition?

The way south were filled with battles that were short and bloody. The young knight had many chances to prove his worth in combat against giaks and drakkarim warriors. King Ulnar's battle tactics seem to come from a divine inspiration it was even said that he was possessed by an Angel of Kai in order to protect the future of your nation.

In the afternoon of the third day; Ulnar pushed his forces south into the Forest of Ruanon, preparing

to take on the hellish legions of Vashna; the mightiest of the Darklords. As the army rode south, the King raised the golden Sword of the Sun to the heavens. Even though it was a clear day, lightning struck the blade and wreathed the King in light. Such a sign was seen as a good omen for the coming battle.

The battle began at nightfall; the ruins of Maaken illuminated by the blade of the King's Sword. The young knight was part of the final charge that drove the enemy from the combined armies like water before the prow of a ship. Battle weary, the young knight stood transfixed as the King charged mighty Vashna, receiving a disemboweling cut from the jagged axe the Darklord carried. With a final burst of strength, the King shoved his opponent back into the Rift of the Maakengorge, Vashna's mournful cry echoing through the ruins. With a final sigh, the King collapsed and died.

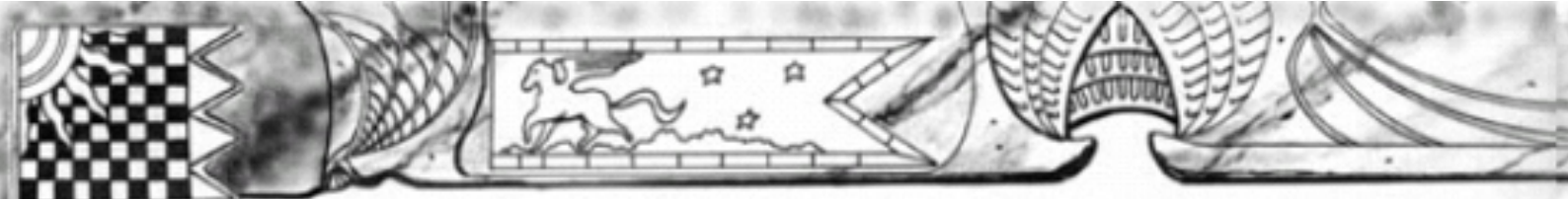
The return to Holmgard was bittersweet; the Lastlands has won the war but at a terrible price. The king's body and regalia were held in state for a week, his body preserved by the magic of the Brotherhood of the Crystal Star. At the funeral ceremony, the knight could not help think of his mother, wondering if she would have been proud of him.

For seven days after the funeral, Prince Regent Pelethar I prepared for his coronation as the next Sommerlending King. His first act was to fully cement the ties between Sommerlund and Durenor; the two nations of the Lastlands as they were now known. A treaty would need to be brokered. As a mark of trust and allegiance to King Alin, Prince Regent Pelethar pledged that the mighty Sommerswerd be delivered as a symbol of their burgeoning alliance.

Of the young knight during this time, little is recorded; it is said that he was responsible for delivering the Sommerswerd to King Alin of Durenor and eventually returned to King Pelethar with the Seal of Hammerdal; the signet ring that would be passed from King to King in the House of Ulnar. This ring would be instrumental in recovering the Somemrswerd should the Sommerlending people need it and its Durenor allies once more. As a gift of service to Sommerlund, the knight was given King Ulnar's Shield and the freedom of the Crown.

The knight's travels abroad were the first steps in the path of the Kai Warrior-Lords. Little is known of the initial journey that this 'Baron of Toran' took; or what revelation he had for him to pursue such a course. Philosophers theorise that his initial contact with the Sommerswerd during his Knighthood awoke the latent Kai power that lurks inside all men and women, further enhanced by his close proximity of the weapon on his mission to Durenor. Others say that an Angel of Kai or Kai himself appeared to the knight in a vision and even others say that on a daring rescue mission the knight saved the life of a powerful magician who gave him his power. Regardless, all people agree that after his initial journey to Durenor, the knight returned a changed man. His mission for Pelethar complete, the knight petitioned to travel south through the Pass of Moytura instead of returning to Toran. His service to the crown complete, the knight made his way to Casiorn, stopping briefly at the edge of the Dry Main to meet with emissaries from Dessi. From there, his trail was lost for a time before resurfacing in Elzain, far to the southeast. It is said that there he received tutelage in the ancient histories of the world from the Magicians of Dessi themselves and was also passed a legacy for the next age. As part of a prophecy, the Dessi Magicians named the knight as one of the *Koura-tas-Kai*; the Sons of the Sun. The knight was named *Kor-Ikar*, the eagle. Another would follow: *Kor-Skarn*; the wolf. As *Kor-Ikar*, the knight was given destiny he so desperately craved in his youth.

The Man became Sun Eagle.



Sun Eagle had not spent his time idle during his pilgrimage; he had discovered that the potential for great good that lay deep within the psyche of all humankind. Sun Eagle learnt that the Magicians of Dessi had nurtured humankind in all its forms throughout the ages of Magnamund and sought to teach them of this legacy. The Magicians of Dessi knew that humanity had the potential to become as powerful as the Shianti themselves. The Magicians of Dessi had selected Sun Eagle to bear this burden of enlightenment for Sommerlund and eventually for all humankind to share.

SUN EAGLE'S QUEST

When Sun Eagle was given this legacy, he was already starting to display innate Kai Powers; his skill with a weapon had already increased and he found that cognitive abilities were sharpened beyond anything he had known throughout his life. It seemed that his tumultuous youth belonged to another age even though it had only been three years since he left Holmgard. Finally the day had come; Sun Eagle was given the quest that would change the face of Magnamund forever. He must recover the Lorestone of Nyxator.

The Lorestone of Nyxator was one of seven artefacts that contained all aspects of wisdom and knowledge. A gift from the God Kai, the Lorestones were given to Nyxator, Kai's first servitor. Both featured in many legends across Magnamund; to the Bhanar they were the seven eggs of Nsien Sin the Dragon God; to the Dwarves of Bor, they were the seven Kingstones of Just Temperance; to the Shadaki, they were the Seven Pearls of Quaa, rumoured to control the Oceans themselves. Each nation and society had their own beliefs regarding the Lorestones, but all agreed that they were lost to a mighty evil of great power. The Magicians of Dessi knew of the evil that the legends spoke: Agarash the Damned had descended into Nyxator's crypt at the centre of Magnamund and battled the mighty dragon for the Lorestones. Agarash won, but at great price. Sensing he could not use the Lorestones, he scattered them in the dark places of Magnamund, never to be reunited.

But Agarash had ultimately failed; the Magicians of Dessi defeated him and slowly gathered information where the Lorestones were hidden. Using powerful divination magic, the ancient sorcerers had learnt that the Lorestone of Nyxator still lay undisturbed in his crypt deep underground.

Such a journey was not to be undertaken lightly, a journey into the bowels of the earth was fraught with danger and it was said that a mighty servitor of Agarash still guarded the skeletal remains of Kai's servant. Unafraid, Sun Eagle journeyed to the great chasm of Gorgoron via a Magi sky-ship; manoeuvring it over the chasm and dropped into the dark depths. For many hours the craft descended into the darkness piloted only by Sun Eagle's intuition, until the sunlight above was barely visible in the oppressive darkness. Far below, Sun Eagle could see the fiery glow of molten rock of Magnamund's core. Before long, the craft could descend no further; the way blocked by a massive precipice that jutted across the chasm walls. Dropping from a rope, Sun Eagle nimbly alighted on the rock and disappeared into the tunnel leading further down.

Sun Eagle travelled for many days, encountering fell beasts both fearsome and unnatural, until at last he stood on the vast shore of a giant lake of molten rock. Cutting the lake, a causeway led to a cyclopean tomb, carved into the basalt on the far side. Cautiously picking his way across the narrow bridge, Sun Eagle started in shock: Lying beyond the shadow of the large pillars that supported the roof, was the headless skeleton of a gigantic creature from a bygone age. Knowing this to be the skeletal remains of Nyxator, Sun Eagle offered a prayer to the fallen servant of Kai and delivered thanks for the safe guidance to the Crypt. Stepping beyond the pillars, Sun Eagle saw the true vastness of the crypt itself; the pillared hallway stretching for several miles. In the far distance, hidden previously by the glare of molten rock came a white glow and faint warmth. In his mind, Sun Eagle knew that the Lorestone of Nyxator was close.

Ever wary of a trap, Sun Eagle ventured forth, the floor sloping as he walked the many miles to the glow. A bellowing roar in the darkness confirmed Sun Eagle's suspicions; Lumbering from out of the gloom emerged a gigantic dragon creature the likes Sun Eagle has never seen; a hundred feet long, this gigantic lizard walked on six legs that were as thick as the oldest tree trunks in Sommerlund. A triangular head crowned with horns loomed towards the roof of the cavern, its baleful red eyes regarding Sun Eagle with a wise malevolence. Opening its mouth, the fearsome dragon creature roared again, billowing great gouts of fetid breath.

Sun Eagle shuddered. This was the dreaded Gagadoth; the mightiest Agarashi to be spawned in Naaros. Breaking into a run, Sun Eagle ran straight at the creature! Dodging between the creature's six legs, Sun Eagle sprinted away into the distance. Bellowing in rage, the Gagadoth turned and lumbered off after the interloper.

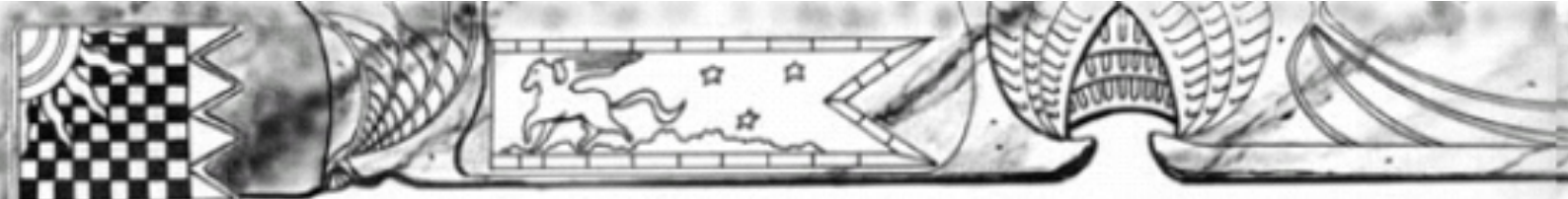
Running as fast as he could, Sun Eagle finally came to a pillar of rock climbing a hundred feet into the air. At the very tip came a brilliant white glow he saw from the crypt entrance. Breathless, Sun Eagle glanced back at his pursuer and thought frantically. A hundred feet was no great feat for a creature like the Gagadoth to ascend, but daunting for a human with no rope.

Another roar from the Gagadoth made Sun Eagle spring into action; his hands and feet working at a blistering speed. Finding hand and foot holds in the rocky pillar, Sun Eagle ascended just as the Gagadoth closed the distance to the base of the pillar. Determined not to let its prey escape, the Gagadoth slammed its massive bulk into the rock, attempting to dislodge the quickly climbing Sun Eagle.

Shaken, Sun Eagle clung to the rocks resolutely, his hands blistered and torn. With a final burst of speed, Sun Eagle began to climb again until at last he arrived, breathless at the summit. Sitting in a small indentation, laid a small pearl, about the size of his fist. A brilliant white glow shone from its surface. Reaching down, Sun Eagle took the Lorestone.

Another shudder rocked the pillar and Sun Eagle stumbled, dropping the Lorestone. It tumbled from the edge of the pillar and illuminated the Gagadoth in its brilliant glow. At the touch of this holy light, the Gagadoth wailed in pain and swung its great bulk about, retreating towards the soothing darkness of the cavern depths. Sun Eagle looked over the edge, and breathing a sigh of relief, Sun Eagle began the return journey.

Before climbing down, Sun Eagle had noticed that the cuts and blisters on his hands had disappeared! Elated, Sun Eagle climbed down the stone pillar and retrieved the Lorestone. In his hands, he could feel the warmth emanating from its surface, filling him with health and vitality. Not wasting any more time, Sun Eagle left the crypt. Guided by the light of the Lorestone, Sun Eagle escaped the chasm, returning to where he had left the sky-ship. Arriving in Elzain late the same afternoon, Sun Eagle immediately sought the counsel of the Magicians of Dessi once more. On the return journey, Sun Eagle noticed that since coming into contact with stone from the crypt, his innate abilities were magnified a hundredfold; his mental and physical capabilities had become stronger and his five senses had been sharpened beyond anything he had known before and perhaps most remarkably, he had noticed that his body was now ageing at a much slower pace.



THE RETURN TO SOMMERLUND

It is unknown what other missions and quests Sun Eagle embarked upon during his pilgrimage in the southlands. Soon, ten years had passed since Sun Eagle had left Sommerlund and now he yearned to return home. Bidding farewell to Dessi, the Kai Lord rode northwards, wearing the simple garb of a Journeyman blacksmith. The shield that was given to him by Prince Pelethar was made as new with powerful Dessi magic and now the design bore a motif of an Eagle emblazoned over a shining Sun. Knowing the value of disguise, Sun Eagle kept it hidden under old sackcloth, strapped to the back of his horse's saddle. The Lorestone he kept safe in a satchel by his side

Stopping only briefly, Sun Eagle made the arduous trek through the southlands, searching for the mountains that would lead him home. After many months, he arrived in Holmgard. He marvelled how so much had changed; Prince Regent Pelethar had matured into a fine King and ruled the country well. Seeing the castle of the King reminded Sun Eagle of his youth so long ago. He yearned to return and make amends with his father and brother. Meditating on the situation for a few days, he came to the revelation that if he could not forgive them, how could he be expected to enlighten mankind with the wisdom of Kai?

Setting out the next day, Sun Eagle began his journey to Toran, stopping several times to rest his horse and think of what he would say to the two men. Cresting the last rise that led down into Toran, Sun Eagle stopped in shock. Arrayed on the road before him were five knights on black horses. Beyond lay the city of Toran and the imposing keep of his father, the Baron. Using his innate abilities, Sun Eagle reached out to the minds of the horsemen blocking his way and recoiled in shock. These men were drakkarim death knights! Sensing a battle, the knights urged their skittish mounts slowly forward. A deep voice issued from the helmet of the foremost knight, the tinny resonance cutting through Sun Eagle like a knife:

"The Baron sends his regards, Kai whelp!"

The drakkarim death knights surged forward, eager to close the ground between them and Sun Eagle. Falling back on his meditative skills, Sun Eagle drew a bow and with four fluid shots struck down as many of the death knights in the short distance, each taking an arrow through their visor. Rolling of his horse, Sun Eagle avoided the fifth's charge. Using his newfound Magnakai Disciplines of Animal Control, Sun Eagle managed to spook the horse of the remaining knight, causing it to toss its hellish rider. Now on even footing, Sun Eagle grabbed a sword and charged at the fallen Knight.

The battle was furiously swift; both combatants were evenly matched, but a chance ray of sun broke through the clouds; shining through the knight's visor and blinding him. Taking the advantage, Sun Eagle swept away the knight's weapon and cleaved the knights' head from his shoulders.

After the brief encounter Sun Eagle pondered what had become of his homeland. Riding further on, Sun Eagle's questions were answered.

Hanging from a gibbet was the body of his father.

Overcome with grief, Sun Eagle lowered the gibbet and buried the remains of the Baron, his father. Offering a prayer to Kai for the souls departed, Sun Eagle's soul was clouded with a cold grimness

Riding boldly up to the keep, Sun Eagle was disheartened to see drakkarim guarding the fortress. Had his brother become a tyrant, allied with the Darklands? Where was the Brotherhood of the Crystal Star? Why had not the King heard of this? Determined to find answers, Sun Eagle waited until nightfall.

Stealing into the keep using his Magnakai skills of Invisibility, Sun Eagle learnt the secret. He made his way into the inner chambers of the keep, where he found his brother, relining on a throne in a drunken torpor. Pacing the room was none other than Gharuz, the former Baron's sage. No longer did he wear the robes of a scholar, but now he wore the regalia of a Nadziranim Mage; one of the mighty Sorcerers that pays fealty to the Darklords! Lazily toying with a black gem, Gharuz whispered evil charms to the new Baron, using the power of the gem to weaken his will. Magnifying his vision, Sun Eagle saw that the gem was in fact a Doomstone: One of the stones of power created by Agarash the Damned in mockery of the Lorestones of Nyxator.

Needing time to think, Sun Eagle retreated into the shadows. Of course! With the Doomstone, Gharuz had thrown an illusory pall over the City of Toran, blinding all to Gharuz's evil. The Brotherhood of the Crystal Star would be powerless to act, indeed they might even come to Gharuz's aid should he call them. Sun Eagle had to think of a way to destroy the Doomstone.

Turning back to the chamber, Sun Eagle saw Gharuz making his way from the room. Acting quickly, Sun Eagle followed the Nadziranim mage from the shadows, keeping far enough behind to remain out of sight. Gharuz climbed the ancient stone stairs of the keep, ascending to the tallest tower, finally emerging on the roof. Walking to the edge of the tower, Gharuz held the Doomstone high above his head and intoned words in the dark tongue. High in the cloud-laden sky appeared the visage of a hideous reptilian creature; its mouth a distended row of fangs and upon its head, mighty horns and spines jutted from all angles. From the shadows, Sun Eagle watched.

'Mighty Zagarna, I bring you news. The half brother of the Baron is returning and with him, he brings the accursed Lorestones of Nyxator.'

A mighty howling rolled across the countryside as the Darklord's image writhed in the sky.

'Fool! You have failed, Nadziranim! He is here! May your death serve me better!'

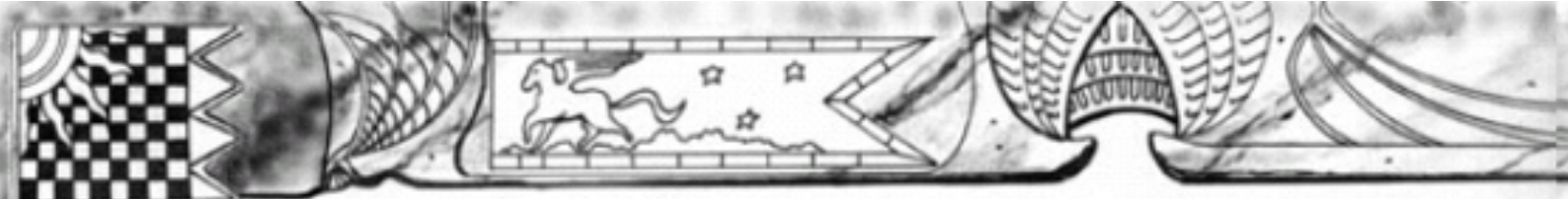
A mighty bolt of lightning split the suddenly stormy sky, crashing down engulfing Gharuz. Illuminated by the lightning, Darklord Zagarna saw Sun Eagle for the first time. The Darklord gave rent to a hideous shriek, before fading away.

Turning his attention to the Nadziranim, Sun Eagle stood transfixed on the spot where Gharuz laid. Instead of the elderly man, now stood a powerful wolf-faced demon, an Agarashi; a spawn from the Crypts of Naaros. Without hesitation, Sun Eagle drew his weapon and charged. Amidst the now-driving rain, Sun Eagle sliced off the hand of the Agarashi, watching as the Doomstone fell to the slick stones. Dropping, Sun Eagle withdrew the Lorestone of Nyxator and just as the Agarashi's remaining claw struck down, Sun Eagle smashed the holy stone against the black gem. The sound of breaking glass echoed through the rain as the Doomstone shattered. A bellowing roar of dismay issued from the inhuman creature and robbed of its power; the Agarashi fell and faded away.

With the destruction of the Doomstone, the storm quickly abated, leaving only the sound of the night. Descending through the keep, Sun Eagle noted that all the drakkarim had fled and a sense of peace had crept back into the world.

'Brother?'

The wavering voice bought Sun Eagle from his reverie. Standing behind him the dishevelled robes of the Baron, stood the half-brother who attacked him so many years ago. His eyes wide, the new Baron embraced Sun Eagle, tears streaming down his face.



'...I-I am....sorry brother. I do not deserve to be Lord of Toran. I am glad you have returned. That man...Gharuz...he taught me to hate! I am so sorry brother!'

Sun Eagle could see that the man was wracked with guilt over what he had done. Gently telling the Baron about the death of their father, Sun Eagle was relieved to discover that his brother had played no part in the murder. After talking long into the night, the question of lordship returned:

'My Brother, you may have the title of Baron, I no longer deserve such a thing.'

Sun Eagle smiled and explained that he no longer yearned for title or the adventure he craved in his youth. Wise beyond his years, he explained that he wanted his brother to remain the new Baron. After much deliberation, his brother agreed. Like the morning after a stormy night, the lives of Toran's populace returned to a sense of normalcy, marking the passing of the old Baron with sorrow. However, this day was also a cause for celebration; the new Baron's brother had returned and together they promised to herald a new age of peace and prosperity for Toran and for Sommerlund.

THE BIRTH OF THE KAI

Another ten years passed quickly and in the summer of MS3820 the work started by Sun Eagle was complete. Located some sixty miles from Toran stood a magnificent monastery, its high buttresses fluttered with the flag of Sun Eagle's design; a chequered motif adorned with the sun emblem of House Ulnar. It was here that Sun Eagle pledged that all the children of nobility and common birth that displayed the Gifts of Kai be allowed to tread the path of enlightenment. These men and women; these *Kai Lords* would lead Sommerlund and humanity into a new age of peace and prosperity. Sun Eagle organised a grand feast to commemorate the beginning of this journey and to renew his pledge of allegiance to Sommerlund and her allies. The Feast of Fehmarn is still celebrated to this day.

During the ten years building the monastery, Sun Eagle had spent his time training a youth of exceptional intelligence and foresight. Strong Bear was the first of the Kai Lords, a young man who rose to the title of Kai Master in a few short years of diligent study of the Kai Disciplines.

In the years to follow, many more youths came to the Kai Monastery as it came to be known. Each pledged their allegiance during the Feast of Fehmarn and began their training as Kai Novices. Soon, their distinctive golden helms, armour and green cloaks became a common sight in Sommerlund. Eager to spread the teachings of Kai, many Kai Lords began a pilgrimage, setting up small enclaves to bring the protection of Kai to all across the face of Magnamund. Life, peace and prosperity were given to all.

THE BOOK OF THE MAGNAKAI

After mourning the death of his brother in MS3843, Sun Eagle became aware of his own mortality. Although at the venerable age 64, Sun Eagle displayed the vigour, vitality and youth of a man half his age. Penning notes on training, Sun Eagle was surprised that nearly five years passed and he was no closer to finishing the mound of paper that he had started. Employing several scribes from the Brotherhood of the Crystal Star, Sun Eagle began the illumination of the tome that would eventually become the *Book of the Magnakai*. For many years, he quoted ancient scriptures and formulated strict exercise regimes for both the mind and body. Lastly, he began work on the disciplines a Kai Lord would have to master in order to achieve enlightenment. Finally dismissing the scribes, Sun Eagle began the final copy, meticulously illuminating each page with care. Sun Eagle carefully scribed the *Book of the Magnakai*, destroying each draft of notes as they were illuminated by the Grand Master.



As Sun Eagle penned the final chapters of the *Book of the Magnakai*, he knew that he had only begun to scratch the surface of human potential. Eager to continue and culminate this tome as a complete life's work, Sun Eagle was tempered by the realisation that to write down all knowledge of a Kai Lord's strengths may be folly. If the Darklords knew that Sun Eagle had written a book that unlocked human potential, what was to stop them from taking the book and using it for themselves? He had seen the evil of Naar's agents first hand and was not prepared to risk the lives of thousands for a mere book!

Suddenly bone-weary, Sun Eagle fell asleep at the desk he was working at; a sleep from which Sun Eagle would never awaken.

Sun Eagle's body rested in state for a week in the Chamber of the Sun and was mourned by Kai Lords across the continent. Sun Eagle was then removed to an undisclosed location where he rests to this day.

SUN EAGLE'S FINAL JOURNEY

A blinding sun enveloped Sun Eagle's vision as he stood upon an endless stair. High in the distance, a blinding sun glared from a world beyond, beckoning the Kai Grand Master forward. Warily ascending the golden steps, Sun Eagle suddenly saw a giant eagle break from the sun and swoop low over the Kai Grand Master. He watched in rapture as the gigantic eagle alighted upon the stairs in front of him, a silhouetted shadow basking in rays of light.

'All life is a circle; your journey has just begun, Son of Kai.'

Shielding his eyes, Sun Eagle listened to the voice that seemed to come from all around him. He knew that the voice he heard was Kai himself. Alighting on the back of the bird, The Kai Grand Master took to the skies. Moving ever faster towards the light, Sun Eagle saw visions of the past; his birth; growing up; his mother and father and the quest he embarked upon. He then saw Strong Bear, now the new Kai Grand Master; he saw the recognition in his face as the eagle flew by. The vision faded, only to be replaced by another; the fabled Lorestone of Nyxator. From the shadows, Sun Eagle saw a hand emerge and take the Lorestone he had found in Nyxator's crypt. Sun Eagle tried to shout a warning; the thief had been a Kai Lord!

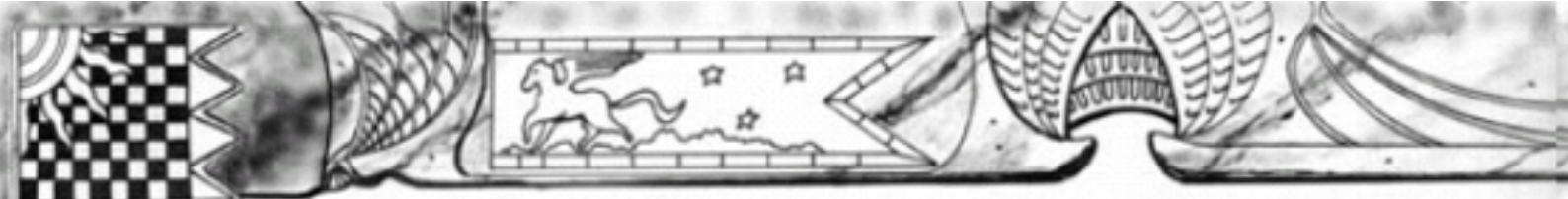
'Fear not, Son of Kai, for the Lorestone is safe. A great evil is coming and seeks to undo the great work you have started.'

Flashing forward now, the eagle soared higher until the light was naught but a speck in the darkness below. Above him Sun Eagle saw the Kai Monastery besieged by the Darklords. He knew that they were after the book. Worse still, the Kai Lords had been betrayed by one of their own number. Many Kai Lords perished in that battle, but were ultimately victorious against Naar's forces and joyous in the eventual recovery of the Lorestone. He then saw Strong Bear again in another vision, this time entrusting the recovered Lorestone of Nyxator to a Kai Master who took it to the far corner of the world.

Puzzled, Sun Eagle turned to the bird.

'It has begun' said the Eagle, '...its wisdom has already awakened the power of enlightenment within you and the Sons of this land. It is no longer needed here. Come, there is still more to see.'

He now saw the Chamber of the Sun, in the dark of night; the *Book of the Magnakai* resting open on the unfinished page.



'We now look at the monastery nearly six hundred years after your passing. Take the book, Son of Kai.' the eagle demanded

'Why?' asked Sun Eagle.

'Darkness is coming,' stated the eagle.

Without further question, Sun Eagle reached out and took the book from its perch. Once again, the eagle soared away to a dizzying height above all of Creation.

A final image remained, this one showed the Kai Lords at the Feast of Fehmarn. A dark cloud descended over the Monastery and in the darkness, Sun Eagle saw his brethren butchered and the walls of the monastery collapse.

With tears in his eyes, Sun Eagle screamed.

'This cannot be!'

'Look again, Son of Kai,' the eagle advised.

Sun Eagle looked closer at the horrific destruction; at the very edge of the vision, Sun Eagle saw a lone Kai Initiate, sprawled unmoving in the undergrowth. Looking even closer, Sun Eagle saw he was breathing.

'This is your brother, Son of Kai,' the eagle intoned. '*...Kor-Skarn...Silent Wolf.*'

'A Lone Wolf.' Sun Eagle breathed.

Realising the truth of it all now, Sun Eagle sat back as the gigantic bird descended towards the light once more at a dizzying speed. He now knew that his steps were only the first on a road to enlightenment. His incomplete work would serve as a guide to for humanity, not a true path. This thought made Sun Eagle feel content that humanity would learn things for themselves and that he had done a great service in leading them on those first faltering steps.

At once, the Eagle appeared over a vast, moonlit desert. Far below, an ancient tomb; half buried by the sand came into view. Flying closer, the gigantic eagle flapped its great wings rhythmically as it came to alight on a rocky perch a few hundred feet from the stone doors that barred the entrance to the tomb.

Craning its neck, the bird of prey regarded Sun Eagle with a beady eye.

'There is one more thing you must do, Son of Kai. Finish the book and place it within the Tomb of the Majhan.'

The two monolithic doors slowly grated open and revealed a darkened passageway leading into the inky blackness. Taking the book under one arm, Sun Eagle began slowly walking towards the tomb entrance.

'I shall wait your return, Son of Kai,' the eagle said.

Passing down the wide passageway, Sun Eagle walked for many miles, finally emerging in a circular chamber. A throne carved out of rock dominated the chamber. Placed on the armrest were a quill,

some ink and a candle. Examining the rest of the chamber, Sun Eagle found a portal behind the throne. An ancient inscription carved deep into the blood red stone. Below the carving was the impression of a human hand. Instinctively reaching up, Sun Eagle placed his hand inside the impression. It fit like a glove.

Shielding his eyes from the sudden glare, Sun Eagle took a step back. Before him, resting on a marble dais was the golden blade of the Sommerswerd. Intuitively, Sun Eagle took the weapon. It fit well in his hand. Golden fire crackled along its length and he remembered the first time he had seen the golden blade in Ulnar's hand and the look he gave him.

Turning his attention back to the throne, Sun Eagle sat down and lit the candle. Dipping the quill into the ink, Sun Eagle began to write. When he had done, Sun Eagle placed the book where the sword had been and left the tomb. Keeping the sword at his side, the Kai Grand Master found the eagle waiting for him.

'I am ready to pass over now.' Sun Eagle said.

'Not yet,' the eagle stated. '...there is one more vision you must see.'

The eagle took off once more with the Kai Grand Master on its back. Passing through another Shadow Gate, they appeared once more in the Planes of Light. Banking, the bird of prey flew towards the shining light of Kai's radiance. Looking closer, Sun Eagle could see indistinct shapes within. After many hours of flying, Sun Eagle could make out the images more clearly; a man a King and his retinue of captains and commanders stood before a table piled with battle plans.

'The Sommerswerd, Son of Kai,' the Eagle said, gesturing to the sword that lay in the Kai Grand Master's scabbard. '...the only weapon that can destroy a Darklord. This weapon was made by the Nouma- once Warrior-Gods like the Shianti, but now servants of a higher power. They had made this blade for Kai, for the enlightened beings of Magnamund.'

The Eagle beat its wings rhythmically before continuing:

'But surely, an enlightened being has no need for weapons? The man before you is King Ulnar I, a mighty and noble warrior that has forged the Sommerlending into the people they are today. Without the Sommerswerd, he is sure to perish and the Sommerlending Army fail, but...' The eagle trailed off.

'But what?' asked Sun Eagle.

'Ulnar is not enlightened to use the power within. Only a Son of Kai is.' the eagle stated.

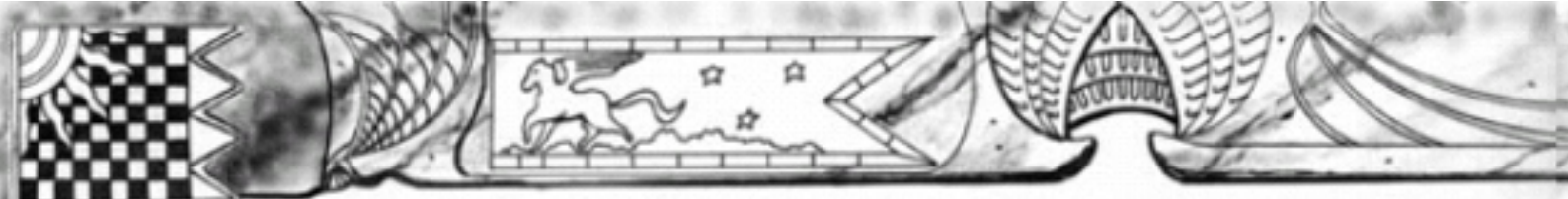
Now realising what he must do, Sun Eagle bade the bird to lower him. Stepping off the eagle's back, Sun Eagle stood in the air before the vision.

With one last look at the Planes of Light, Sun Eagle stepped into the vision.

The eagle nodded.

'All life is a Circle,' it intoned.

The Eagle banked once and then soared towards the endless horizon.



The Court of Ulnar gasped as a towering angel of light appeared behind the King and his war council. Bending to one knee, Sun Eagle saw the fear and apprehension of the days to come in the King's features. Offering the Sommerswerd to the King, Sun Eagle saw the doubt and fear dispelled. This was replaced with a new resolve and determination; a man unafraid. Rising, Sun Eagle walked towards the King, and embraced him.

Merging with the King, Sun Eagle let his will fuel the Sommerswerd. Drawing it cleanly from the scabbard, King Ulnar caught the dying sun upon the blade; it crackled with power.

'For Sommerlund and Kai!' the King cried.



CHAPTER 2: KAI LORDS IN MAGNAMUND

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KAI LORDS IN MAGNAMUND

"...on this fateful morning, you, Silent Wolf (the name given to you by the Kai) have been sent to collect firewood in the forest as a punishment for your inattention in class. As you are preparing to return, you see to your horror a vast cloud of black leathery creatures swoop down and engulf the monastery.

Dropping the wood, you race to the battle that has already begun. But in the unnatural dark, you stumble and strike your head on a low tree branch. As you lose consciousness, the last thing that you see in the poor light are the walls of the monastery crashing to the ground.'

-excerpt from Flight from the Dark.

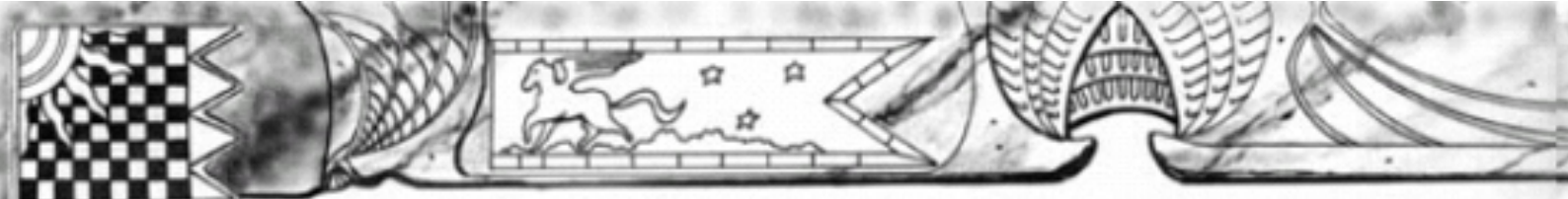
Kai Lords are an intrinsic part of the *LONE WOLF* Campaign. A class unto themselves, the Kai Lords are an eclectic and monastic group of Warriors who draw upon innate abilities gifted to them through the wisdom of Kai. With these extra powers comes a vast responsibility to use them for the cause of good. When Sun Eagle began the *Book of the Magnakai*, he had in the forefront of his mind the very ideals a Kai Lord should embody upon his path to enlightenment. It is a common mistake to power play Kai Lords as just 'Rangers with Psionics' or a bard-like 'jack-of-all-trades.' A Kai Lord has a very spiritual outlook towards daily life and when interacting with both his country folk, foreigners and even in the face of the enemy. As such, the Kai Lords adhere to a strict set of beliefs that, if broken, see the Kai Lord severely punished or expelled from the order. This Chapter is devoted to the Code the Kai Lords must take, the training a Kai Lord receives and the varied roles Kai Lords undertake in the execution of their duties.

CONDUCT OF THE KAI

Being a Kai Lord is about being a hero; a selfless, brave and responsible person that upholds the ideals of what is good and right even above his own personal wants and needs. It is much more than just defeating an enemy or overcoming the power of Naar; it is about gaining respect of not only the Non-Player Characters he comes across, but the other Player Characters as well. This is mostly easier said than done in a lot of cases. Taking on the role of a Kai Lord is an ultimate responsibility.

There are many campaigns that may not be geared for this type of Roleplaying and certainly, a lot of players take on the Kai Lord

class just to relive their dreams and excitement of the Gamebooks. In as much wisdom that I can offer the Player or the Games Master, there is no 'right' way to play a Kai Lord, other than to treat the Class with the respect it deserves. A Kai Lord is law bound to uphold the defence of Sommerlund and the protection of its people and allies; a Kai Lord must oppose evil wherever it rises and a Kai Lord must attain enlightenment through perfection of discipline. That is not to say that each Kai Lord must gather a host of allies and march upon the Gates of Helgedad every chance he gets. A Kai Lord also acknowledges that he is imperfect and fallible; it is this knowledge that leads to the path of enlightenment. If a Kai Lord wants to sneak



around in the forest ambushing giaks, then that is okay; if the Kai Lord wants to follow the intrigue of royal society, then that is okay as well. As long as the Kai Lord remembers the basic fundamentalism of being a hero in the world of Magnamund, he has achieved the goal of being a Kai Lord before play has even begun.

KAILORD TRAINING

In essence, the training of a Kai Lord never ceases, from the moment a Kai Novice is admitted to the monastery, he is considered a student, first and foremost: All actions and interactions are a learning experience on the path to perfection and enlightenment. Throughout the life of a Kai Lord, this attitude does not change.

Because a Kai Lord can diversify his training; taking eclectic skills and abilities, no one Kai Master can definitively train a group of Kai Lords. There was a time in the history of the Kai Monastery where Kai Masters were each assigned a student to train. The end result caused many philosophical debates regarding the differing ways a Kai Lord can be taught. The plan was abandoned in favour of allowing all Kai Lords to complete a term of studentship to each of the Kai Masters; indeed each Kai Master would have up to seven Kai Lords as students. As the Kai Lords progress in rank, he is then allowed to study with other Masters until he attains the rank of Kai Master himself. Many masters have come and gone within the walls of the Kai Monastery each with their own methods of training. As the Kai Lord advances in rank he will find that his exposure to the other Masters of the Order is greatly increased.

The Kai Masters themselves train through meditation and direct study of the *Book of the Magnakai*. It was also a very common practice for Kai Grand Masters to provide Kai Masters with training, such as how the Masters provide training for the Novices. In the cases of the Advanced Classes, Kai Grand Masters tended to adopt a more one-on-one training with those that choose the path. Their special abilities saw them increasingly assigned to positions and roles that allow the Kai Lords to hone these special powers. For more

information regarding the Masters of Magnakai, see CHAPTER 4: MASTERS OF MAGNAKAI.

The facets of training for a Kai Lord can be broken down into distinct areas. As the path of the Kai Lord is one of enlightenment and perfection, this area can be only construed as a guide.

1st to 4th level

During this phase of Kai Lord training, the Novices are trained in the basics of the Kai Disciplines and are shown the many paths and roads to perfection that are open to a Kai Lord. He is also taught the precepts of the Code of the Kai and how to obey them. Player Kai Lords of this level are free to explore the abilities and possibilities that the Kai Lord Character class has to offer, with a mind that as the Kai Lord progresses, he will have to make some important decisions regarding Lore-Circle access and advanced character class selection.

5th to 9th level

As the Kai Lord progresses up the ranks towards the title of Kai Master, he now should be acutely aware of what sort of Kai Lord he wants to be, judicious Discipline selection will grant the Kai Lord access to the seven Lore Circles of the Magnakai and to the Kai Advanced Classes. As some of the Classes and Lore-Circles are geared towards specific discipline selection, poor choices from 5th level onwards can severely restrict the Kai Lord in his next stage of advancement.

10th to 19th level

Upon attaining the rank of Initiate Master, many doors are open to the Kai Lord. Having the right combination of Disciplines allows the Kai Lord to expand his character by multiclassing into one of the Advanced Character Classes, such as the Kai Saint or the Kai Avatar. A Kai Lord must bear in mind that the ultimate rank one of these classes can reach is the equivalent of Grand Master. These Kai Lords may still gain Endurance and increase their ability scores, but gain no further training as a Kai Lord. Those

who chose to stay with the original Kai Lord class will find that his progress to Grand Master and beyond is unhindered. In either case, a Kai Lord's Discipline selection greatly influences which Lore-Circles are available to him. It is impossible for a Kai Lord to master all seven of the Lore-Circles, indeed it is not necessary for a Kai Lord to Master the four original Circles of Fire, Light, Solaris or Spirit. Taking this further, it is not necessary for the Kai Lord to master any of the Lore-Circles to attain the rank of Kai Grand Master. Training in the basic Disciplines for a Kai Lord finish at 14th level, giving unrestricted access to the Magnakai Disciplines he is allowed. Even a poor selection of Kai Disciplines enables a Kai Lord to attain one or two of the Lore Circles. For more information on the New Disciplines and Lore Circles, see CHAPTER 3: SONS OF THE SUN. For more information on the Kai Advanced Classes, see CHAPTER 4: MASTERS OF MAGNAKAI.

20th level and Beyond

The path to Supremacy is only open to Kai Lords who have not taken a Kai Advanced Class. Kai Advanced classes can still accrue levels and max out their disciplines when they get to 20th level, but they cannot advance beyond the title of Kai Grand Master nor gain Grand Master Disciplines. Kai Lords who decide to progress down the path of ultimate enlightenment will find that previous disciplines he did not select as a Novice are now once again available to him. A Kai Grand master has access to over eighteen Grand Master disciplines, but may take fifteen in order to attain the rank of Kai Supreme Master. Beyond 35th level, the Kai Supreme Master may continue to gain Tiers in the Grand Master Disciplines he has selected until reaching level V in each.

KAI NAME

Each Kai Lord has a name that means something specific to the Kai Lord it is given to. A Kai Name is given to the Kai Novices after their first anniversary of training at the Feast of Fehmarn. The Kai Novices are taught to remember their given names only as the names of their lives

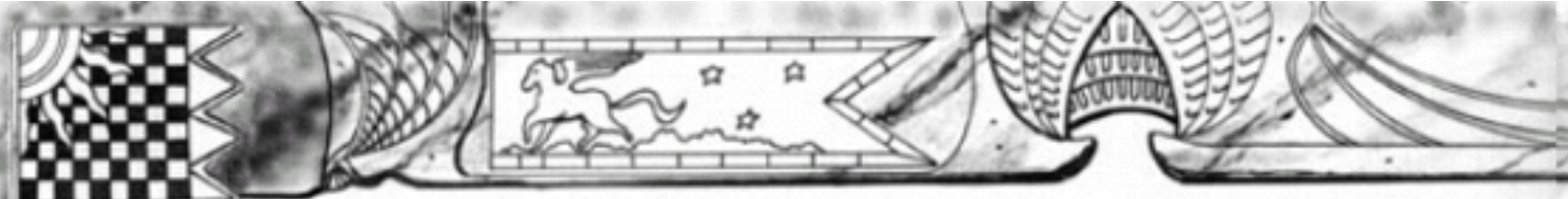
before becoming a Kai Lord. Their Kai Name will be their virtue and mark of respect whist the person remains a Kai Lord. Many fallen Kai renounce their Kai Name or change it to reflect their new outlook on life. To select a Kai Name, either choose or roll on the either table or a combination of both to generate a prefix and a suffix. Alternatively, a Player may create their own Kai Name. All selections must meet with the approval of the Games Master.

TABLE 2-1: KAI NAME TABLE A

PREFIX		SUFFIX	
D20	NAME	d20	NAME
1	Sun	1	Blade
2	Swift	2	Fire
3	True	3	Hawk
4	Bold	4	Heart
5	Moon	5	Friend
6	Sword	6	Star
7	Wise	7	Dancer
8	Storm	8	Helm
9	Rune	9	Strider
10	Brave	10	Shield
11	Running	11	Arrow
12	Sure	12	Lion
13	Desert	13	Falcon
14	Cloud	14	Striker
15	Mountain	15	Rain
16	Gold	16	Bear
17	Walking	17	Fox
18	Snow	18	Phoenix
19	Strong	19	Wolf
20	Silent	20	Eagle

TABLE 2-2: KAI NAME TABLE B

PREFIX		SUFFIX	
D20	NAME	d20	NAME
1	Summer	1	Lynx
2	Winter	2	Fist
3	Ghost	3	Horse
4	Wild	4	Talon
5	Rogue	5	Owl
6	Evening	6	Jaguar
7	Flying	7	Hunter
8	Grey	8	Tiger
9	Lightning	9	Axe
10	Silver	10	Wing
11	Fearless	11	Shadow
12	White	12	Crane
13	Great	13	Claw
14	Day	14	Wraith
15	Rain	15	Leopard
16	Night	16	Seeker
17	Steel	17	Guardian
18	Iron	18	Rune
19	Long	19	Sword
20	Shining	20	Dragon



CODE OF THE KAI LORDS

Each Lore-Circle governs a set of vows that the Kai Lords adhere to. These vows are what bind the Code of the Kai Lords together. When a Kai Novice is to be accepted into the training halls of the Kai Lords, he must pass the four vows as detailed in the *LONE WOLF Core Rulebook*, pages 33-34. Failure at any stage means that the Kai Novice is unworthy of induction into the Kai Monastery and will not be trained. In many cases, these children become Kai Scions.

When Sun Eagle trained the first Kai Lords, he laid down a strict regime of exercise and discipline training for the novices to adhere to. This regime became the basis of the *Book of the Magnakai's* doctrine. By adhering to the wisdom of the Book, the new Masters like Strong Bear and Swift Rune were able to pass on what they had learned to the new Kai Novices in the following years. Below, is a set of Codes that are based on the Lore Circles. Each of these codes highlights the associated disciplines that a Kai Lord must master in order to attain perfection. For details on the Lore-Circles of Dawn, Dreams and Lunara, see CHAPTER 3: SONS OF THE SUN.

CODE OF DAWN

By conquering arrogance, does the Kai Lord achieve humility.

The gifts of Kai are many, but the body and soul of the Lord is no greater than his brother. By

treating his bothers as his superior does the Kai Lord learn the true meaning of humility. Contempt for the weak opens the heart to hatred and eclipses the rays of Kai.

Game rules: *Contemptuous behaviour to those he must protect is forbidden*

CODE OF DREAMS

By respecting others, does the Kai Lord attain knowledge freely.

Use the power of the mind to satisfy the will of Kai. Use not the power of the mind to satisfy your curiosity.

Game Rules: *Misuse of Divination, Kai Surge, Mindblast, Psi Surge, Sixth Sense or Telegnosis is strictly forbidden. Proven violation is an offence punishable by expulsion*

CODE OF FIRE

By conquering aggression does the Kai Lord attain peace.

Against evil, a Kai Lord is duty-bound to destroy it with passionless grace. A Kai Lord is never hateful or vengeful against others and never provokes unwarranted aggression. By defending the weak does the Kai Lord honour the ideals of enlightenment. Against those who try to seek balance, a Kai Lord should try and seek the non-aggressive solution to a problem.

Game Rules: *A Kai Lord may encounter any evil creature the way he sees fit. He may not strike out of revenge or hatred. He may not goad Unaligned or Balanced Non-Player Characters into combat without good reason.*

KAISCIONS

Not all children who display the gifts of Kai become Kai Lords. Indeed, children across the entire continent of Magnamund have displayed these gifts. In many cases, the Kai Lords cannot train all children who display latent Kai abilities. These children grow up to be men and women of all creeds and nationalities and take up many other professions. Such people are known as Kai Scions. These Scions display wild Kai Lord Abilities, rarely manifesting higher powers than a Kai Novice. A Kai Scion is free to take on any class he or she wishes. Whilst something of a boon, the Kai Scion has been known to be ousted from communities for their power and in some cases, hunted by societies who do not tolerate the worship of Kai. The Kai Scion is provided as a template that can be added to most human races. For more information, see CHAPTER 7: KAI PARAGONS. It is not necessary to have the Kai Scion template applied to a creature for them to become a Kai Lord. A Kai Lord is still generated in the normal procedure outlined in the *LONE WOLF Core Rulebook*.

CODE OF LIGHT

By subduing single-mindedness does the Kai Lord attain omniscience.

Knowledge is power; and by being willing to accept defeat does the Kai Lord learn something of himself. A contest can have many other outcomes other than winning or losing. By pursuing a narrow-minded goal does the Kai Lord realise that winning is sometimes worse than losing.

Game Rules: *By learning from his mistakes, a Kai Lord can seek to overcome problems. If gracious in failures and failed rolls or ability checks, a Games Master may award +1 to the Kai Lord's next check or roll.*

CODE OF LUNARA

By transcending the physical does the Kai Lord achieve enlightenment

The spiritual Kai transcends all things that are physical. The spiritual Kai needs not the sword to fight his enemies; the spiritual Kai needs not the bread to sustain him; the spiritual Kai needs not the trapping of fortune to provide richness; the spiritual Kai needs not the water to quench the fire in his soul; the spiritual Kai needs only the fastness of his mind to enlighten him.

Game Rules: *Kai Lords all take a vow of poverty and may not possess more than 10 magical items. Furthermore, this may not exceed one suit of armour, one shield, two weapons and six other magical items. Magical items that count as special items also fall into this category.*

CODE OF SOLARIS

By identifying the instinctive, does the Kai Lord attain harmony.

When we are born, our instinctive mind is what drives us. As we get older, we become more aware of the mind that seeks to enlighten us. By allowing ourselves to recognise what are instinctive reactions and what are enlightened reaction requires a mind that is at peace with the body. It is only then to we see ourselves apart and above the animalistic.

Game Rules: *by thinking through problems logically, the Kai Lord learns to overcome the instinctive part of his mind. A Kai Lord may add*

+1 to any intelligence or wisdom based check. Whenever he does, he must add a -1 penalty to his next athletics check.

CODE OF SPIRIT

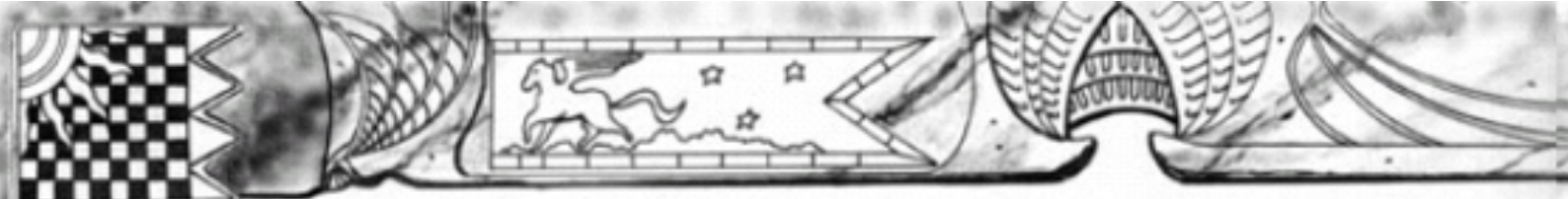
By knowing honesty does the Kai Lord achieve unity.

The foremost responsibility of a Kai lord is that of honesty. A Kai Lord will be true unto himself. By being true to himself opens his heart to the will of Kai.

Game Rules: *A Kai Lord is encouraged speak the truth. Above all, a Kai Lord must always be truthful to superior ranks of Kai Lords. A Kai Lord can on occasion lead others into believing an incorrect conclusion by playing on suppositions and points of view. As such Kai Lords gain a -1 penalty to all Bluff checks. Against all non-evil creatures, the Kai Lord gains a -2 penalty to all Bluff checks.*

FALLEN KAI

Kai Lords who have not met the ideals laid down by the Code of the Kai Lords, are brought before a council of seven of his peers and a trial is conducted. Indeed, many Kai Lords who feel they have transgressed the codes willingly call themselves to trial. If it is found that the Kai Lord is guilty of having transgressed any of the seven codes, he is given punishment reflective of the crime. This punishment can be anything the Games Master wishes; be it extra communal duties around the monastery to herding pigs with farmers for a week. Severe transgressions can lead to expulsion or even worse; banishment through the Shadow Gate in Toran: The Kai Lords do not believe in the wanton execution. In the history of the Kai, there have been several transgressors of the order; one of particular note is *Doom Wolf*. His statistics and background can be found in CHAPTER 7: KAI PARAGONS.



ENCOUNTERING KAI LORDS

In addition to having Kai Lords in the party, the Players may deal with many other Kai Lords, sometimes not always on the best of terms. A Kai Lord can be encountered almost anywhere, accomplishing many differing tasks. As such, it is quite easy to insert more Kai Lords into the game. Kai Lords can be encountered as mentors or superiors, as allies and rivals and on occasion, as enemies. Kai Lords controlled by the Games Master can be used to highlight the strengths and weaknesses of the Kai Order as well as serving to show the Players how a Kai Lord interacts with the rest of the world as a true, spiritualistic hero. Player-controlled Kai Lords may either accept or reject the viewpoints of other Kai, depending how they wish to roleplay: It is very possible for the Player to *want* his Kai Lord to fall into disgrace as part of the story he is telling.

KAILORDS AS MENTORS

Kai Novices through to Kai Savants gain their training from the Kai Masters in the Monastery. Kai Lords whose ranks exceed Master gain their training from the Grand Masters. In addition, this Kai Lord can also find themselves as a magistrate or sheriff of an area, or holding some other position of authority. By and large, Kai Lords who fulfil this role in a campaign are generally more powerful and more knowledgeable than the Players. This does not mean that the Kai Lord is all-knowing and all-seeing. In addition, the Kai Lord may not be willing to share all information with underlings, expecting them instead to obey instructions.

KAILORDS AS ALLIES

Kai Lords make excellent allies to the Players, especially if the Players have one or more Kai Lords in the party. Allies of this nature can provide and share knowledge willingly. Kai Lords who fulfil this role can sometimes be found on a pilgrimage far from home; encountered in a foreign royal court as an emissary; or on a specific mission for the Kai Grand Masters. Allied Kai Lords have a skill base that is generally on-par with the other Players. As allies, Kai Lords will exemplify the nature of heroism. That said; Kai Lords can sometimes make for an ambiguous ally. Kai Lords as allies may be on a specific quest whose goals may contravene whatever the Players are doing. The Kai Lord's ultimate loyalties lie to the success of the mission or quest he was sent on. If the Players find themselves at odds with what the Kai Lord is trying to achieve, the Kai Lord will oppose them. For more details on Kai as Opponents, see below.

KAILORDS AS OPPONENTS

Kai Lords make for dangerous foes as opponents; he has exactly the same training and access to the same skills as Player Kai Lords and will not be hesitant in using them. A Kai Lord fulfilling this role can come from many different scenarios. The Players may be fallen Kai themselves and have fled the Monastery, or be in direct contravention of the Code of the Kai (See above). Kai Lords will hunt the Players and if possible- seek a peaceful solution to return the wayward Players for trial. Reversing the roles, the Players may be on the hunt for a fallen Kai

THE ECLECTIC KAI

Another Kai axiom is '...there can be *too much* of a good thing.' As much as the Kai Grand Masters would desire their number to be prolific, overuse of Kai Lords makes them lose their charm as mystical and spiritual warrior-lords. If every Non-Player Character the Players meet is a Kai Master and every commoner a Kai Scion, or are Kai Scions themselves, the Kai Order as a whole tends to lose its appeal as a character class. The *Book of the Magnakai* was written to preserve not only the way of the Kai but to also make existing Kai Lords unique by offering new Disciplines and career paths. In short, do not be afraid to mix it up, but be wary of overdoing it.



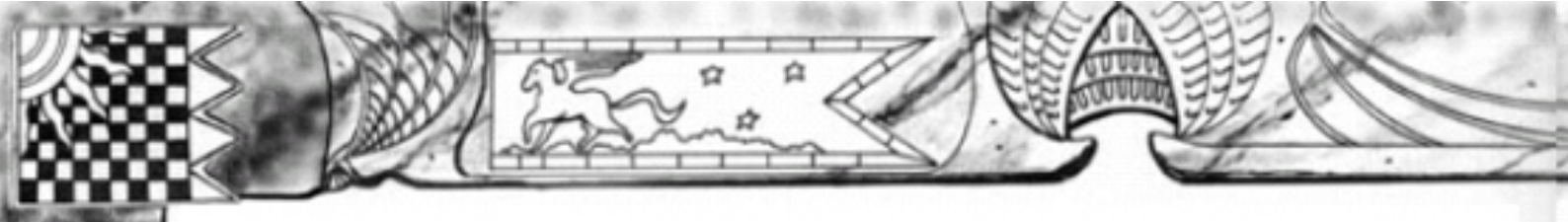
Lord who has directly contravened the Code of the Kai. The Kai Lords on the run are not necessarily desperate but are easily dangerous opponents. Players will also find that other Kai Lords that have been sent on a mission or quest that directly contravenes their own goals will find the Kai Lord as an opponent. Kai Lords in this role will be an honourable person and will seek a peaceful solution to the confrontation. Should the Players commit an evil act whilst in competition with a Kai Lord will discover how dangerous a Kai opponent can be.

KAI LORDS IN DIFFERENT ERAS

The current timeline of the *LONE WOLF Core Rulebook* is set in the year MS5000, some 50 years before the events of *LONE WOLF1: FLIGHT FROM THE DARK*, by Joe Dever. The twenty-eight book series that Joe Dever wrote covered a period of thirty-four years; culminating in MS5084. The times leading up to the Kai Massacre in MS5049-50 are a great time to detail the heyday of the First Kai order founded by Sun Eagle. A campaign set in this era would have seen the first siege of the Kai Monastery, the War of the Lorestone, the Rise of the Vassagonian Empire, the great Khordaim War and the death of the Black Zakhan; which heralded the Age of Magnamund.

Campaign set during the *LONE WOLF* Books (MS5050-84) are not recommended; Lone Wolf was the last survivor of a massacre that nearly wiped out the Kai Lords completely. There would have to be exceptional extenuating circumstances for Players to play a Kai Lord during this age. Lone Wolf's statistics and story can be found in CHAPTER 7: KAI PARAGONS.

The years of MS5070 onwards is marked as the New Kai Order; where Lone Wolf; now master of many skills rebuilt the Monastery and began training a new generation of Kai Lords. It is possible for a campaign to be set in this period; following the rise of the New Kai Lords as they pass through the ranks, eventually becoming Grand Masters themselves. *LONE WOLF18-28* by Joe Dever provides some excellent material for basing a campaign in this new era. Of particular note is *LONE WOLF18: DAWN OF THE DRAGONS* and *LONE WOLF 24: RUNE WAR* which give the Games Master some excellent starting points for a campaign of his own devising.



CHAPTER 3: SONS OF THE SUN

'...on many occasions, Sun Eagle referred to the Seven Lorestones of Nyxator and the associated Lore-Circles of the Magnakai throughout the Book of the Magnakai. I remember in my youth many scholarly Kai Lords heatedly debating the existence of more Lore-Circles one for each Lorestone of Nyxator. Such a question of whether more Lore-Circles existed remained at the back of my mind and totally unanswered until the founding of the New Order of Kai. One of the many things that were alluded to in the Book of the Magnakai were extra facets of Grand Master training, something that has brought into existence and I must admit through a lot of trial and error - a new, more powerful Kai Grand Master; adept at fifteen Disciplines instead of twelve. Perhaps even more Disciplines and Lore Circles are available to Kai Lords and Kai Masters as well? I have turned once more to the Book of the Magnakai, rereading many of the chapters written by Sun Eagle. It was there in the light of the Lorestones that I discovered the answer: Sun Eagle had hidden within the texts a key to unlock human potential. I can see why Sun Eagle has only alluded to this information; should this key fall into the hands of the Naar's agents; who knows what they might have achieved?'

-Codex of the Kai; Kai Supreme Master, Lone Wolf. MS5084.

THE TEACHINGS OF KAI

For many generations, the Kai Lords have protected the lands of Sommerlund and her allies from the depredations of Naar and his infernal agents, the Darklords. Bathing in radiance of the Lorestone of Nyxator, the first Novices of the Kai Order benefited from the wisdom of Kai and the teachings of Sun Eagle. The result was a Warrior-Lord who was without peer. Perfecting such Disciplines required time, patience and above all, practice. It was not until Sun Eagle began the *Book of the Magnakai*, that training became standardised. Many Kai Masters up until then had different methods of instructing pupils, each with varying degrees of success. Once the Book had been created by the now-legendary Grand Master, a new standard in perfection was reached in training the leaders of men.

NEW DISCIPLINES

The Warrior-Monks of the Kai epitomise versatility. By allowing Kai Lords the freedom to choose their path of progression, the Kai Masters and Grand Masters have ensured that that few Kai Lords are alike. As a Kai Lord progresses through the ranks of training, he will find himself mastering many Kai, Magnakai and Grand Master Disciplines. There is a point however, where the Kai Lord has mastered all the Disciplines there is to know. In many cases, play would be stopped and the character retired. But what if a Kai Lord seeks enlightenment along a different path and yet still remains true to

the precepts of the Kai? This chapter deals with some extra facets of training alluded to in the *Book of the Magnakai*. Use of these extra Disciplines and Kai Advanced Classes ensure that the Kai Lord class will remain totally unique.

The ten Disciplines of the Kai Lord are the basis of all the training found within the *Book of the Magnakai*. These ten Disciplines allow the Kai Lord to perfect himself along the road to enlightenment. As the Kai Lord transcends his very existence upon the journey to Kai Supreme Master, more doors are open to him. Astrology,

Bardmanship, Elementalism, Herbmastery, Kai Alchemy and Magi-Magic: These are the Disciplines that only the true masters perfect. Some Kai Lords are permitted to study lesser forms of these skills and are even given access to other less-known Disciplines. Kai Masters are encouraged to let their students diversify their training. In game terms, a Kai Lords from Novices to Savants can forego training in an existing Discipline and embark upon a different road of training.

THE ONE-FOR-ONE EXCHANGE RULE:

A Kai Lord of 1st level through to 9th level can forego learning the following Disciplines:

Camouflage
Healing
Hunting
Mind over Matter
Tracking

Instead, the Kai Lord can learn one of the new Disciplines listed below. By foregoing training in a particular Kai Discipline excludes the Kai Lord from access to the associated Magnakai Disciplines. A Kai Lord can make up to five substitutions. This substitution is on a one-for-one basis. For example, if a Kai Lord takes one of the Disciplines above, the Kai Lord can only select up to four new Disciplines. If the Kai Lord takes two, he may only select three new Disciplines, and so on. As the Kai Lord progresses in level, he takes an additional tier in each Discipline he knows as normal. A Kai Lord may only have ten Disciplines at Kai and Magnakai levels.

When a Kai Lord reaches the Magnakai Disciplines, he must take the associated Magnakai Discipline of whichever skill he is

Trained. In addition, should a Kai Lord be eligible to advance to the Kai Grand Master Advance Character Class, only then is he able to take Assimilance, Deliverance, Grand Huntmastery, Grand Nexus and/or Grand Pathmanship to make up a total of fifteen Disciplines available to the Kai Grand Master character class.

Example:

The following example details a Kai Lord at three stages of his career:

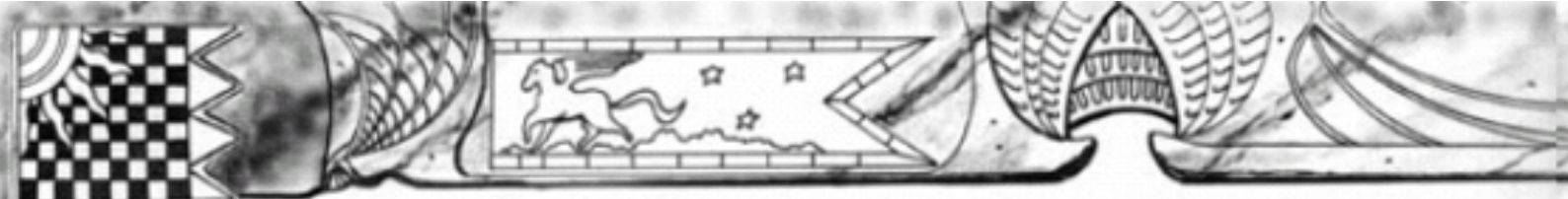
1. Rune Phoenix is a 6th Level Kai Lord and has taken the following Disciplines: Faith, Balance, Chanting, Hunting, Healing and Weaponskill. As Rune Phoenix has taken Hunting and Healing and he already has Faith, Balance and Chanting, the new Disciplines of Intuition and Herbalism are forbidden to him as are Camouflage, Tracking and Mind over Matter; these have been swapped for the one-for-one exchange rule. Thus, Rune Phoenix's path is set: Animal Kinship, Mindblast, Mindshield and Sixth Sense are the only Disciplines left available to him as he progresses to the rank of Kai Master.

2. Rune Phoenix is a 16th level Kai Lord. He has taken the following Kai Disciplines of Animal Kinship, Balance, Chanting, Faith, Hunting, Healing, Mindblast, Mindshield, Sixth Sense and Weaponskill. In addition, he has progressed well into the Magnakai Disciplines of Acrobatics, Troubadour, Holiness, Huntmastery, Curing and Weaponskill. As per the previous example, Rune Phoenix may only learn Animal Control, Psi-Surge, Psi-Shield and Divination.

3. Rune Phoenix is a 20th level Kai Lord/6th Level Kai Grand Master. For more information on the Kai Grand Master, see CHAPTER 5: THE PATH TO SUPREMACY. As the Kai Grand Master character class allows the use of fifteen Disciplines, Rune Phoenix thinks about his career progression. He is already locked into learning Equilibrium, Bardmanship, Divinity, Deliverance, Grand Huntmastery, Grand Weaponmastery, Kai Shield, Kai Surge, Animal Control and Telegnosis. Rune Phoenix is free to learn five of the remaining eight Grand Master Disciplines that will bring his total to fifteen at 35th level.

NEW DISCIPLINES AND THE KAI LORE CIRCLES

Substituting new Disciplines in favour of the more traditional ones detailed in the *LONE WOLF Core Rulebook* makes some of the Lore-Circles of the Magnakai inaccessible. For instance, how does a Kai Lord complete the Lore-Circle of Fire if he has Herbwarding instead of Huntmastery? There are two different schools of thought on the subject. Firstly, a Games Master could rule that by learning unusual Kai, Magnakai and Grand Master Disciplines excludes them from the teachings the Lore Circles provide, such is the price a Kai Lord must pay. Alternatively, access to the New Disciplines grants the Kai Lord access to more Lore-Circles, bringing the total of Lore-Circles to seven. For more detail on the New Lore-Circles, turn to the section entitled NEW LORE CIRCLES



KAI DISCIPLINES

BALANCE

Balance exists at the centre of all things, from the smallest pebble, to the infinite Planes of Existence. All of Creation is affected by the need for balance. Mastery of this Discipline gives the Kai Lord mastery over all things. Using this skill give the Kai Lord unerring hand-eye coordination, makes him fleet of foot and allows his actions to become ever faster.

Tier I: Sightless Mind

The balance of a Kai Lord is dependant on the senses or sight, sound, taste, touch and smell. By wilfully and progressively impairing his senses during training, the Kai Lord allows himself to rely on the natural mechanics of the body to hone his mind. Whilst in combat, the Kai Lord need not see his foes. Every time the Kai Lord misses because of Concealment, he may re-roll the attempt. In addition, unseen assailants do not get a bonus to hit the Kai Lord in melee, thus allowing the Kai Lord to keep his Dexterity bonus to AC and disallowing the attacker from gaining a +2 bonus to attack rolls. The Kai Lord may only be wearing light or no armour to use this Tier.

Tier II: Out of the Way

A Kai Lord can move with great agility, allowing him to avoid even magical and unusual attacks. If a Kai Lord makes a successful save against an attack that allows a saving throw for half damage, the Kai Lord instead takes no damage. Failed saving throws still incur the full effects of the attack. The Kai Lord may only be wearing light or no armour to use this Tier.

Tier III: Reflexive Insight

The Kai Lord gains the ability to react to danger before his senses would normally allow. As such a Kai Lord may retain his Dexterity bonus to AC (if positive) regardless of being caught flat footed or struck by an otherwise unseen assailant. The Kai Lord may only be wearing light or no armour to use this Tier.

Tier IV: Away from Death

The Kai Lord can roll with a potentially lethal blow to take less damage from it. Once per day, when a Kai Lord would be reduced to Zero (0) Endurance or less by damage in combat, the Kai Lord can attempt to roll with the damage. He makes a Reflex saving throw (DC equal to the damage dealt) and if he is successful, the Kai Lord may only take half damage from the blow. The Kai Lord may only be wearing light or no armour to use this Tier.

Tier V: Speed of the Mind

The Kai Lord has learnt to hone the synapses in his brain to fire faster, creating faster than normal reflexes. The Kai Lord gains +2 to all Reflex saves.

CHANTING

By reciting the benedictions sacred to the Kai Warrior Monks, the Kai Lord learns to channel energy into his voice, granting him oneness of mind and body and purity of the spirit. Each chant that the Kai Lord learns has as different effect. The Kai Lord may only use one Tier ability per round.

Tier I: Words of Kai

Kai Lords who learn the Discipline of Chanting are taught the Celestial tongue native to the Planes of Light: The Kai Lord may take Celestial Language as a free skill. In addition, when dealing with Good Outsiders that speak Celestial, Kai Lords gain a +2 bonus to all Charisma checks.

Tier II: Valorous Hymn (1 Endurance)

As the Kai Lord's abilities increase, he is able to inspire courage in the face of danger, bolstering his allies with poems against fear and improving their combat abilities. All allies within 30 feet of the Kai Lord gain a +2 morale bonus to all saving throws against fear effects and a +1 morale bonus to all attack and damage rolls. Great concentration is required to find the appropriate hymns and poems suitable for each situation; thus the Kai Lord may only use this ability as a Standard Action. Kai Lords can maintain this ability for five rounds as a Free Action.

Tier III: Praise for the Skilled (1 Endurance)

The Kai Lord can use his skills to praise an ally to succeed at a task. The ally must be within 30 feet of the Kai Lord and be able to hear him. Depending on the task the ally has at hand, the Kai Lord may use his singing and poems to lift the ally's spirits, to help the ally focus mentally or in some other way. The affected ally gains a +2 competence bonus on the skill at task. The Games Master may rule that this Discipline cannot affect some checks, such as chanting to improve Stealth checks. A Kai Lord may invoke this ability as a full round action. The Kai Lord can maintain this ability for two minutes, long enough for the ally to take 20.

Tier IV: Warding Chant (2 Endurance)

Kai Lords can use their Chanting ability to bolster the defences of others against magical attacks. As a standard action, the Kai Lord can recite mantras of defence; allowing all allies within earshot of 30 feet to gain +2 to their AC when resolving Magical Combat. Kai Lords use this ability as a standard action.

Tier V: Psalm of the Mighty (2 Endurance per round)

By focusing the power his power of Chanting, the Kai Lord can imbue himself with great strength and skill in combat. As a standard action, the Kai Lord can recited the ballads of the Kai Lords who have gone before, granting him the Base Combat Skill of a Knight of Sommerlund (see the *LONE WOLF Core Rulebook* for more information) and an enchantment bonus to Strength sufficient to raise it to 18. If the Kai Lord's Strength score is 18 or higher, this ability grants him a temporary +1 enchantment bonus to Strength. The Kai Lord can maintain this ability as a standard action.

INTUITION

By expanding on the meditations taught by the Kai Masters a Kai Lord learns to focus the primitive precognitive functions of his mind, developing a 'feel' for a given situation. With it, a Kai Lord can gain an insight and influence his

decision making into helping him choose an instinctively 'correct' course of action. Unlike the Kai Discipline of Sixth Sense, the ability of Intuition is not a Psychic skill, rather an ability of Luck. As the Kai Lord increases his skill, his instinctive abilities develop into a more psychically-aware Discipline. Kai Lords who use this Discipline find the Grand Master Discipline of Astrology easier

Tier I-V: As the Kai Lord progresses in rank, his mastery of Intuition grows. Every Tier of this allows the Kai Lord to add a +1 insight bonus to any check made a certain amount of times per day. At Tier I, the Kai Lord may add this bonus once a day. At Tier II, the Kai Lord may use this bonus twice a day and so on. Any unused bonuses are lost at dawn of the following day, when his original total is restored.

FAITH

Faith is hinged on the belief system of an individual. Since all Kai Lords swear servitude to Kai, the Discipline of Faith is a powerful tool: It can be used as spiritual armour, a well of life or as a deadly weapon. As the Kai Lord increases in skill, more powerful manifestations of Faith are possible.

Tier I: Fortify Thyself

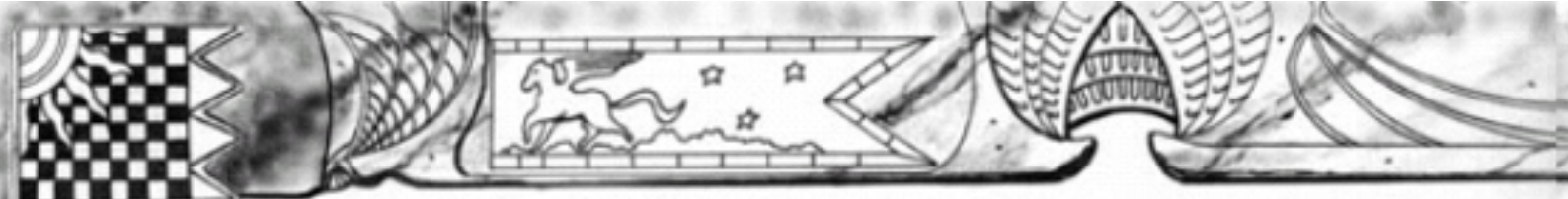
By believing in himself, Kai Lords can use their faith to overcome fear. Kai Lords with this level of training may add a +1 morale bonus to any save that involves the affects of fear.

Tier II: Empowered Steel

With the abilities of faith, the mastery of Empowered Steel allows the Kai Lord to deal damage to creatures with Damage Reduction as if the blow was made with a weapon of +1 enchantment.

Tier III: Perceive the Faithless

By believing in himself and in the eventual victory over Naar's Agents, Kai Lords with this level of training can actively detect Darkspawn up to 100 feet in any direction. To activate this ability, the Kai Lord must make a concentration



check (DC10 + 1 per ten feet the Kai Lord wishes to detect to). If the check is successful, the Kai Lord is instantly aware of the type, number and direction of Darkspawn within range. The Kai Lord can concentrate for up to 2 minutes; long enough to take 20 on this ability, as long as he performs no other action.

Tier IV: Darkspawn's Bane

Faith in the good of all things is the very antithesis of Naar's evil. This level of training allows the Kai Lord to gain a +1 bonus to Athletics, Bluff, Concentration, Disguise, Perception, Sense Motive and Stealth Checks against creatures that have the Darkspawn type. In addition, the Kai Lord receives a +1 bonus to attack rolls and damage against Darkspawn.

Tier V: Consecration (4 Endurance)

This level of skill shows that the Kai Lord has achieved the highest faith and can now consecrate a fixed area of up to 20 feet with positive energy from the Planes of Light. All Charisma based checks and abilities used in this area gain a +3 sacred bonus. This effect applies only to creatures with a good Allegiance. Undead entering the area suffer a -1 sacred penalty on attack rolls, damage rolls and saving throws. This area lasts for 1 minute per level of the Kai Lord.

HERBALISM

The forerunner to the Grand Master Discipline of Herbmastery, Herbalism allows the Kai Lord to learn the basic features of his natural surroundings and how to use them to full effect. With Herbalism, the Kai Lord can concoct a variety of salves, unguents and potions. Upon attaining this Discipline, Kai Lords receive Knowledge: (Herbalism) as a free skill. When a Tier description mentions concocting something, a Kai Lord must make a check against their Knowledge: (Herbalism) skill. The DC for each check is 10 + the Tier level. In the safety of an Apocathary, a Kai Lord may take 20. While resting, a Kai Lord may take 10 at this ability. A Kai Lord may give these concoctions to others and will last as long as stated in the Tier descriptions. Each unused concoction will only

last for 24 hours of it being made. A Kai Lord can make one concoction per day plus one extra concoction per level of the Kai Lord.

Tier I: Arcane Resistance

With the right herbs and plants, the Kai Lord can concoct a salve that when applied to the skin, increases the resistance of Magical Energy. A person applying this concoction gains a +2 enchantment bonus to their AC during Magical Combat. This concoction will last 2d4 rounds

Tier II: Nature's Aspect

This concoction is created by a special mix of the right herbs and when applied to the body, changes the recipient's skin into the bark of a tree. This tough exterior grants a +3 natural armour bonus to AC in melee combat and will last for five rounds plus one round per level of the Kai Lord.

Tier III: Escape Artists Oil

This oil is derived from several plants and mixed together to form a concoction. When applied to the body it grants a +30 bonus to all Escape Artist Checks, meaning that all attempts to grapple, tie, chain, or otherwise hold an affected creature is virtually impossible. The oil can be applied to an area of 10 feet, such as a floor or stairs. All creatures in an affected area must make a Reflex save every round (DC14) or slip, skid and fall, reducing their speed to half. This concoction lasts for 1 minute per level of the Kai Lord

Tier IV: Stone as Dirt

This acidic concoction can be thrown onto an area of up to 10 feet. All natural earth or stone quickly softens under the effects. Wet earth becomes thick mud whereas dry earth becomes like loose sand or dirt. Stone becomes like soft clay that is easily moulded or chopped. The depth of the affected area is one to four feet, depending on the resilience of the earth or stone. Creatures caught in mud must succeed at a reflex save (DC14) or be caught for 1d2 round and be unable to move, attack, or cast spells. Creatures may still engage in Psychic Combat. This effect is permanent.

Tier V: Psyche's Bastion

This concoction is made from rare leaves which are boiled in a bitter tasting tisane. When imbibed, it allows the drinker to add a +2 bonus to his Psychic AC against all forms of Psychic Combat. This concoction lasts for 2d8 minutes.

MAGNAKAI DISCIPLINES

ACROBATICS

Acrobatics is the Magnakai Discipline of Balance, and allows the Kai Master to further centre himself in the universe. The Kai Master becomes adept at all sorts of acrobatic manoeuvres, including somersaults, handstands, cartwheels and the like. Such manual dexterity makes the Kai Lord more difficult to hit in fights with the addition of also making him a devastating combatant. This ability cannot be used in confined spaces nor with worn armour heavier than Light.

Tier I: Controlled Descent

A Kai Master, who is within arms reach of a wall whilst falling, takes damage as if the fall were 20 feet shorter than it actually is. Falls from a height of 20 feet or less incur no damage to the Kai Master.

Tier II: Master Acrobat

Kai Masters who attain this level of ability find that their Acrobatics skills are greatly enhanced. Kai Masters may take two free ranks in Acrobatics. Aside from the bonus this already gives him, he may also treat balancing on precarious surfaces as one DC level better than what he is actually on, for example; If the Kai Master is trying to balance on a surface that is 2 inches wide, he may treat it as a surface that is at least 7 inches wide. In addition, any High or Long Jumps made by the Kai Master are treated as one DC level better than the attempt he is making. When calculating vertical reach, the Kai Master is treated as a creature of the next largest size.

Tier III: Master Reflexes

A Kai Master with this level of training finds that he is aware of all things around him and is

able to react to situations quicker than the eye can follow. A Kai Master with this level in training cannot be flanked. In addition, all Attacks directed against the Kai Master that involve a Reflex save for half damage now do no damage if the save is successful. If the save fails, the attack only does half damage.

Tier IV: Arrow Snatch

A Kai Master can attempt to snatch arrows that are aimed at him or anyone within 5 feet of him out of the air. To do this, a Kai Master must make a Reflex save against DC 20 plus whatever enchantments the opponents ranged weapon might have. If the Kai Master succeeds, the Kai Master can either snatch or deflect the arrow with his hand. The Kai Master must be aware of the attack and not flat-footed. Attempting to deflect an arrow does not count as an action. A Kai Master must have at least one free hand to do this.

Tier V: Extend the Balance

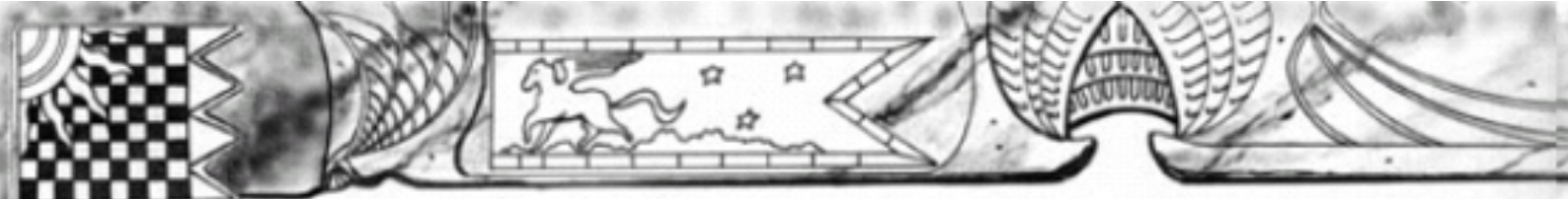
The mastery of Acrobatics represents the very pinnacle a Kai warrior-monk can achieve prior to becoming Grand Master. Extend the Balance allows the Kai Master to over-extend an advantage and still remain focused and centred. Kai Masters using this ability allows him to make a Standard Attack at the end of a charge.

TROUBADOUR

The voice of the Kai Lord has become modulated and distinct, allowing the Kai Master to sing complicated masterpieces fit for a celestial choir. A Kai Master's skill as a Troubadour is well noted. As the Kai Master progresses in rank, his ability as an orator grants him dominance over sound itself. Some of these skills can be used in conjunction with other abilities and may be used simultaneously.

Tier I: Audible Sight

As a skilled crafter of language, the Kai Master becomes adept at using his eyes to read the lips of others. To do so, the Kai Master must be within 50 feet of the target and able to understand the language spoken. The base DC for this ability is 15 and may be higher if the



speaker is inarticulate or using a complicated language. The check is modified by Wisdom. The Kai Master must concentrate on the lips for a full minute before the skill check is made and the Kai Master may not perform any other action during this minute other than move at half speed, in addition to maintaining eye contact with the targets lips. If the check succeeds, the Kai Master gains the general content of what is being said.

Tier II: Master Singer (Enhanced Chanting)

By improvisation and skilful modulation of his voice, a Kai Master may change his melodies, allowing poems and songs to segue into one another. This vocal dexterity allows the Kai Master to maintain two Tier abilities of the Chanting Kai Discipline simultaneously instead of just one as a standard action. As some Tier abilities cost Endurance, the Kai Master must be wary of over-exerting himself.

Tier III: Ventriloquism (1 Endurance)

Mastery of this ability allows the Kai Master to make his voice, or any other sound that can be made vocally seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage and so on. The Kai Master can speak in any language he is proficient in. The Kai Master can project his voice up to 25 feet plus five feet for every two levels of the Kai Master.

Tier IV: Shape Sound (1 Endurance per round)

An advanced form of Ventriloquism, Shape Sound allows the Kai Master to shape sound with his very mind, altering the sounds that creatures or objects make. A Kai Master can create a sound where none exists, such as making a tree sing, deaden sounds such as making footfalls silent or transform sounds into other sounds such as making a creatures voice sound like a pig. All affected creatures are allowed a Will save with a DC of 15 plus the Kai Master's level. This ability does not emulate languages or command words. The range of this ability is 25feet plus five feet for every two levels of the Kai Master.

Tier V: Song of the Universe (3 Endurance)

The pinnacle of the Magnakai Discipline Troubadour allows the Kai Master to break down the language barrier. The Kai Master gains the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The Kai Master may only understand one language at any given time, although he may know several different languages. Song of the Universe does not allow the Kai Master to speak with creatures who do not speak. The Kai Master can make himself understood to anyone within the range of his voice.

AUGURY

The Kai Master has honed his instinctive ability of Intuition into a powerful Discipline. With further training in the Magnakai Discipline of Augury, the Kai Master is able to gather brief yet distinct pictures of the future. These visions allow the Kai Master to take definitive actions based on these visions.

Tier I: True Augury

The Kai Master is gifted with a powerful insight that allows him uncontrolled images of the near future. In addition to the power of Intuition, the Kai Master can add a further +2 insight bonus to one check or save he makes in that day. This ability is usable once per day and replenishes at the dawn of a new day.

Tier II: Aura of Allegiance (1 Endurance per turn)

With this gift of Augury, the Kai Master can look beyond the person and see who they really are inside. To use this gift, the Kai Master must be in eye-contact with the creature he wants to read. It is not necessary for the target to be actively staring back; just as long as the target is looking in the general direction of the Kai Master. If the Kai Master can maintain contact for one minute he is privy to the target's Allegiance. Targets wishing to block their allegiance must make an opposed Concentration check with the Kai Master. Allegiance Auras are displayed as colours, as detailed below:

Gold Auras displaying this colour have an even corona radiating from the centre of the target. The Allegiance of this aura is Good.

Blood Red Auras of this colour are as spiky and uneven, growing darker at the centre of the creature. The Allegiance of this aura is Evil

Blue Auras in this shade are filled with intricate, swirling patterns. The Allegiance of this aura is Balance.

Clear These auras commonly appear as a shimmering heat haze, radiating clearly from the body of the target. The Allegiance of this aura is Unaligned.

The range of this gift is 120 feet.

Tier III: Divining Action (1 Endurance)

This level of training allows the Kai Master to hone his sense of preservation to unsurpassed levels, leaving the Kai Master's senses heightened and constantly alerted for danger. Each time a Kai Master must roll for Initiative, he may elect to roll again and take the better result of the two. A Kai Master may use this ability as many times as he wishes.

Tier IV: Battle Senses

Honing the Magnakai Discipline to penultimate levels heightens the Kai Masters senses so that his awareness extends a fraction of a second into the future, allowing the Kai Master to better evade blows and anticipate his opponent in combat. This gives the Kai Master either +1 insight bonus to AC or a +1 insight bonus to all attack rolls in combat. The Kai Master may change the bonus once per round. If a Kai Master is caught flat-footed in combat, this bonus does not apply.

Tier V: True Vision (2 Willpower per round)

Mastery of the Magnakai Discipline of Augury grants the Kai Master with True Vision, enabling the Kai Master to concentrate on a locale and hear or see almost as if the Kai Master were there. Distance is not a factor, but the place must be well-known to the Kai Master or an obvious one. Places viewed that do not have

a light source require the Kai Master to be able to see in the dark. Places covered in a magical darkness, cannot be viewed at all. Psychically aware creatures in the field of view can force the Kai Master to make an opposed Perception versus the Kai Master's Psychic Armour Class plus 1d20. If the check succeeds for the viewed target, the target creature may conduct Psychic Combat against the Kai Master for as many rounds equal to the target's Charisma Modifier (minimum of 1). The Kai Master cannot break combat and must continue to spend Willpower holding True Vision in place until the round duration ends. Due to the infernal corruption of the Darklands, True Vision will not penetrate into its borders.

HOLINESS

As the Kai Master's faith in the Sun God increases, so does the power of Holiness. Holiness is the Magnakai Discipline of Faith. With Holiness, the Kai Master can protect others and cause greater damage against Darkspawn and other vile creatures.

Tier I: Blessed Water (1 Endurance per pint)

By concentrating for 1 minute, the Kai Lord may bless a one-pint flask of water, imbuing it with the positive energy from the Planes of Light. This water retains the charge for 24 hours. Water blessed by the Kai Master is treated as holy water.

Tier II: Pure Presence

As the Kai Master's faith increases, he finds that his mere presence is baneful to Darkspawn. All Darkspawn within 10 feet of the Kai Master must take a -1 sanctity penalty to all attack and damage rolls.

Tier III: Guiding Strike

By channelling his faith and Holiness into his arms, the Kai Master succumbs to the greater will of Kai, allowing him to guide his weapon for one strike only per day. This ability must be nominated before the attack is made. Such an attack gains the Kai Master's Charisma bonus, with a minimum of one. If the Attack is successful, the Kai Lord may add his Character level to the damage roll.

Tier IV: Unmask the Faithless (3 Endurance)

Kai Masters with this level of training in this Magnakai Discipline can see through glamers and illusions that originate from Darkspawn, such as the shape change ability of a Helghast. To activate this ability, the Kai Master must make a standard Psychic Attack against a target within 120 feet that he believes to be the source of a spell, spell-like ability, supernatural ability or extraordinary ability that causes something to appear as something else. Should the attack succeed, the Darkspawn's ability is nullified for one round per level of the Kai Master. This ability may only be used on one opponent at any one time.

Tier V: Beatific Presence (4 Endurance)

The mere presence of the Kai Master forces undead creatures to cower in terror. Kai Masters with this level in training find that they can rebuke undead as a cleric of half his level, rounding fractions down. Thus, if a 15th level Kai Lord used Beatific Presence against undead creatures, his mere presence causes them to be rebuked as a 7th level cleric. Undead affected by this ability are only rebuked; all attempts that result in Command are treated as Rebuked also. For more information on rebuking undead see *CORE RULEBOOK I*. A Kai Master does not need a holy symbol to activate this ability.

HERBWARDING

Provided by the doctrines set down by the Durnese Herbwardens, this Magnakai Discipline allows the Kai Master to further his training in Herbalism. Correct usage of this Magnakai Discipline grants the Kai Master many abilities, such as allowing the Kai Master to set up barriers against uncanny creatures or turning someone into a wisp of smoke. As with Herbalism, when a Tier description mentions concocting something, a Kai Master must make a check against their Knowledge: (Herbalism) skill. The DC for each check is 20 + the Tier level. In the safety of an Apocathary, a Kai Master may take 20. While resting, a Kai Master may take 10 at this ability. A Kai Master may give these concoctions to others and will last as long as stated in the Tier descriptions.

Each unused concoction will only last for 24 hours of it being made. A Kai Master can make one concoction per day plus one extra concoction per level of the Kai Master.

Tier I: Corrosive Cloud

By mixing a concoction, Kai Master can call into being a bilious cloud, obscuring all sight including darkvision for 20 feet. All opponents within five feet of another whilst within the cloud are treated as if they had one-half concealment. Creatures beyond five feet of each other as having full concealment, giving a 50% miss chance and the inability to use sight to locate opponents. In addition, anyone within the cloud suffers 1d6 points of Acid damage per round. A moderate wind of 11mph will disperse the cloud in 4 rounds; otherwise the cloud will last for 5 minutes. The area covered by the cloud is 1d4 x 10 feet

Tier II: True Herbwarden

With the right herbs and knowledge, the Kai Master becomes adept at healing the ravages caused by disease and poison. As such, the Kai Master receives two ranks in the Heal skill. In addition, he may add a +2 synergy bonus to all heal checks when administering to those with Disease or affected by poison.

Tier III: Uncanny Salts

By mixing Drodarin iron filings with common salt, the Kai Master can use it as a simple defence against unnatural creatures. This concoction can be spread in a line, such as in a circle or across a path or passageway. Unnatural creatures such as Undead, Magical Beasts or Outsiders under 5 End Dice may not cross this line. Unnatural creatures with greater End Dice or other Darkspawn and Darklords are not affected. Uncanny Salts last for 1d6 hours in a dry environment. If it is a wet environment, such as a rainforest, the Uncanny Salts last for 1d2 hours. If placed outside whilst it is raining, the Uncanny Salts last for 3d20 rounds. Uncanny salts cannot be placed on water, underwater or any other liquid surface.

Tier IV: Spirit Smoke

These vapours are a special concoction that when inhaled, allows the recipient and all his equipment to become insubstantial, misty and translucent. The subject gains damage reduction of 20/+1 whilst in this form. Any material or otherwise physical armour including natural armour is useless. Other benefits to AC still apply. The recipient may only use Psychic Combat whilst in this form. Users of this vaporous concoction can only fly at a base speed of 10 with perfect manoeuvrability and is able to pass through small cracks and openings. This concoction lasts 2 minutes before the recipient is returned to his normal state.

Tier V: Strength in Stone

This gritty salve is concocted from the roots of various trees that have lived for over a thousand years. As such, Kai Masters may only make one salve at any given time. When this concoction is applied to the body, it changes the texture of the skin to rock, gaining the resilience and the inflexibility of stone. Whilst under the affect of this salve, the recipient gains a +4 bonus to his Strength and a -4 penalty to his Dexterity. In addition, the recipient is reduced to one-quarter of his movement rate and his body weight is increased by a factor of five. Magicians are unable to cast spells or otherwise engage in Magical Combat whilst in this state. Unarmed attacks deal 1-6 points of Endurance damage and he is immune to critical hits and grievous wounds. In addition, he gains damage reduction of 20/+3. This concoction lasts for 1 minute before the recipient is returned to his normal state.

GRANDMASTER DISCIPLINES

EQUILIBRIUM

A Kai Grand Master attains true perfection of balance. With this Grand Master Discipline, his Magnakai Discipline of Acrobatics is further refined, allowing the Kai Grand Master to attain extra bursts of speed, strength and agility. The Kai Grand Master also gains some special martial training in unarmed attacks. All abilities of Equilibrium may only be used in light or no armour.

Tier I: Run the Walls

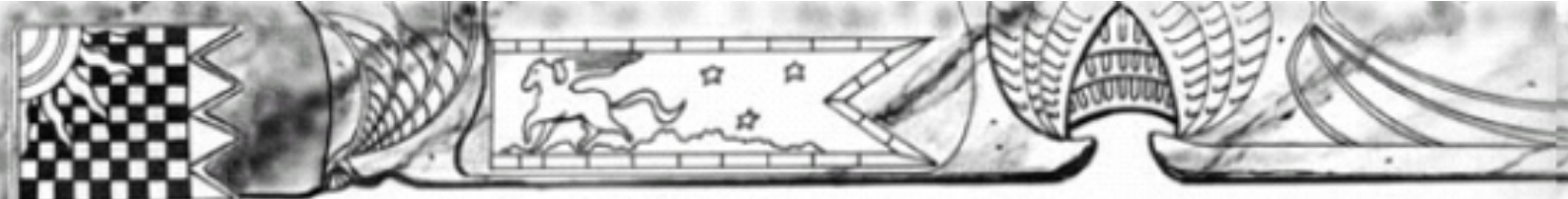
As the Kai Grand Master begins training in the Grand Master Discipline of Equilibrium, he becomes able to mentally adjust his centre of gravity to various parts of his body. This in effect allows him to climb vertical surfaces or even traverse ceilings as well as any spider. The Kai Grand Master must have bare hands and feet to climb in this manner and can move at half his normal speed. A creature with a Strength score above 20 may pull the Kai Grand Master off the wall.

Tier II: Stunning Strike (1 Endurance)

By adjusting his centre of gravity, the Kai Grand Master can now use it as a weapon against his foes. To use this ability, the Kai Grand Master must be using an unarmed attack. In addition, the Kai Grand Master must declare he is using this Tier ability before the attack is made. If the attack is successful, he forces the target to make a Fortitude saving throw (DC10 + one-half of the character level of the Kai Grand Master plus his Constitution modifier, if positive). If the save fails, the target is stunned. A Stunned opponent loses any Dexterity bonus to AC and attackers get a +2 bonus to all attack rolls made against the target. The effects of Stunning Strike last for one round.

Tier III: Arrow Mastery (Enhanced Arrow Snatch)

The Kai Grand Master has become fully adept at the Magnakai Discipline ability of Arrow Snatch that the Kai Grand Master may now flow



with the momentum of arrow flight and redirect the arrows to other opponents at a reduced range. To use this ability, the Kai Grand Master must attempt to snatch the arrow the same way as the Tier IV ability of Acrobatics. Should the Kai Grand Master be successful he can return up to two ranged attacks to anyone within one-half of the ranged increment of the original ranged weapon. This action is wholly dependant on how many hands the Kai Grand Master has free to use with this ability. A Kai Grand Master with one free hand may only redirect one attack per round. A Kai Grand Master with two free hands may redirect two attacks per round. These ranged attacks are made using the Kai Grand Master's highest Combat Skill bonus and are considered free actions.

Tier IV: Centred Strike (5 Endurance)

The Kai Grand Master has full control upon the forces of his own body and is fully adept at redirecting his centre of gravity towards a target. To use this ability, the Kai Grand Master must be using an unarmed attack. In addition, the Kai Grand Master must declare he is using this Tier ability before the attack is made. If the attack is successful, he forces the target to make a Fortitude saving throw (DC10 + one-half of the character level of the Kai Grand Master plus his Constitution modifier, if positive). If the save fails, the target is treated as if he has taken a critical hit.

Tier V: Harmonious Synergy

Total mastery of Equilibrium allows the Kai Grand Master to transcend the very laws of physics. The world around him becomes a harmonious choreograph, acting, interacting and reacting to the Kai Grand Master's movements and actions. Once per round, the Kai Grand Master gains one extra standard action to be used as he sees fit.

BARDMANSHIP

This Grand Master Discipline is the advanced form of the Discipline Troubadour. Bardmanship is detailed in length in CHAPTER 5: THE PATH TO SUPREMACY.

ASTROLOGY

This Grand Master Discipline is the advanced form of the Discipline Augury. Astrology is detailed in length in CHAPTER 5: THE PATH TO SUPREMACY.

DIVINITY

The Kai Grand Master has achieved a true synergy with Kai himself, becoming a paragon of virtue similar to the Kai Saint. For more information on the Kai Saint, See CHAPTER 4: MASTERS OF MAGNAKAI. The Grand Master Discipline of Divinity allows the Kai Grand Master to smite undead and Demons with mighty attacks and provide an uncanny defence against their supernatural abilities.

Tier I: Sanctified Will

The Will of a Kai Grand Master is a powerful thing. The Kai Grand Master gains a +2 sanctity bonus to all will saves. In addition, all allies of the Kai Grand Master within 25 feet, may either use the Kai Grand Master's Will save bonus or their own, whichever is higher.

Tier II: Grace of Kai (2 Endurance)

The grace of the Sun God Kai flows through the veins of the Kai Grand Master. Using this innate grace, the Kai Grand Master may channel it into the physical world to great effect. Any check or save the Kai Grand Master makes, the Kai Grand Master also add his Charisma modifier to the roll (with a minimum adjustment of +1). In checks that require Charisma, the Kai Lord may add his Wisdom modifier (again, with a minimum adjustment of +1).

Tier III: Divine Retribution (5 Endurance)

The Kai Grand Master can channel divine power to smite his enemies. The power takes the form of a three-dimensional grid of energy. All evil creatures within a 30 foot area up to 100 feet away take 5d8 points of holy damage. And must make a Reflex save (DC10 + one-half of the character level of the Kai Grand Master plus his Charisma modifier, if positive) or be dazed. A successful save negates the dazed effect and only takes half damage.

Tier IV: Corona (10 Endurance)

A brilliant divine glow surrounds the Kai Grand Master, protecting him from attacks, granting him magical resistance and striking evil creatures blind when they hit the Kai Grand Master. Initially, the Kai Grand Master gains a +4 deflection bonus to AC and a +4 resistance bonus to all saves. This bonus affects all melee, magical and psychic combat directed against the Kai Grand Master. In addition if an evil creature succeeds in hitting the Kai Grand Master, the offending creature must make a Fortitude save (DC10 + one-half of the character level of the Kai Grand Master plus his Charisma modifier, if positive) or be struck blind, for 1d20 rounds. This ability will last the length of one round per Character level of the Kai Grand Master.

Tier V: Divine Retriever (20 Endurance)

Identical in effect to the Magnakai Discipline of Curing ability; Not While I Breathe, the Kai Grand Master may try to restore life to a person or creature a longer time dead. The Kai Grand Master may try to restore life to a person that has been dead up to as many minutes as the Kai Grand Master's Character level. The Kai Grand Master need not have the Magnakai Discipline of Curing to use this ability. The rules for returning a person to life via this means works exactly as the Tier V ability of Curing as stated above. For more information, consult the *LONE WOLF Core Rulebook*, page 42.

HERBMASTERY

This Grand Master Discipline is the advanced form of the Discipline Herbwarding. Herbmastery is detailed in length in CHAPTER 5: THE PATH TO SUPREMACY.

NEW LORE-CIRCLES

Knowledge unearthed by Lone Wolf in the *Book of the Magnakai* has seen new Kai Lords become adept at more Kai Disciplines, in addition, the Kai Master have unlocked the secrets of three additional Lore Circles. These Lore Circles now number seven; one for each

Lorestone of Nyxator. Discovery of the existence of these Lore-Circles of Magnakai has certainly proved beneficial to the Kai Masters that use them.

KAI MASTERS AND THE LORE CIRCLES

Mastery of all the Lore-Circles is not required for a Kai Master to ascend to the title of Kai Grand Master. Of the seven Lore-Circles, Kai Master may only learn those which are connected to the Magnakai Disciplines he uses to a maximum of four. This means a Kai Master cannot hope to gain all Lore Circle benefits, but judicious selection of Magnakai Disciplines makes it possible for a Kai Lord to maximise on the benefits given by mastering the Lore Circles.

CIRCLE OF DAWN

'The dawn of a new day represents the beginning of a new journey. Just as the Sun acknowledges this journey, so to must we acknowledge our path to perfection. Only through this truth will we attain harmony.'

Acrobatics and Weaponmastery

+1 Base Combat Skill, +4 Endurance.

CIRCLE OF DREAMS

'Just as our hammers and ploughs are extensions of our craft, our psyche is an extension of our soul. By forging the psyche into a great device, can we afford to temper the mind and furrow our soul.'

Acrobatics, Augury and Troubadour

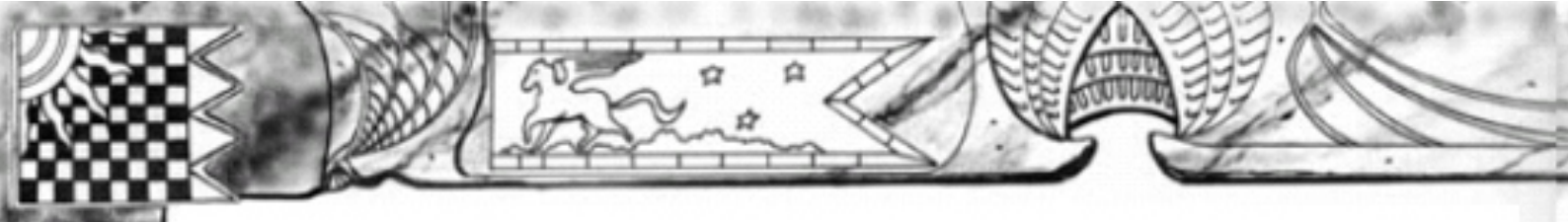
+1 to Strength, Dexterity and Charisma scores, +6 Endurance.

CIRCLE OF LUNARA

'Do not be afraid of what lurks within the dark, for no shadow can exist without the light.'

Curing, Herbwarding and Holiness

+1 to Intelligence, Wisdom and Constitution scores, +1 to Psychic Combat Skill, +6 Endurance.



CHAPTER 4: MASTERS OF MAGNAKAI

'...if all wisdom comes from one source, should we accept without question? How does one tell the truth from the lies? If we also believe what we speak as wisdom to others as true, how do we know we are not mistaken? Might not one Holy Man know more than the other because he has lived longer or seen more? In our ignorance, we mistake righteousness for wisdom: The Path of the One is made by the Path of the Many. Blind devotion to a truth and fanatical idealism build a wall of righteousness, but faith to one's course makes the door and purity to one's actions holds the key to unlock the true wisdom beyond.'

-excerpt from the Book of the Magnakai

KAILORD ADVANCED CLASSES

For most, penning a definitive tome of wisdom such as the *Book of the Magnakai* would be an arduous task for most. No so for Sun Eagle. Fuelled by divine inspiration, Sun Eagle laid down the premise for what would become the code of the Kai Lords; followed in word and spirit for centuries to come. Nearing the end of the great volume, Sun Eagle took to meditating in the warm glow of the Lorestone of Nyxator. His increased exposure to the divine stone fuelled Sun Eagle's cognitive power to beyond that of any mortal. Struck with a sudden vision, Sun Eagle was filled with the realisation that there existed many paths on the road of enlightenment for potential Kai Lord to embark upon. Hurriedly beginning a new chapter, Sun Eagle chronicled the meditative techniques required to become to become one of the Masters of Magnakai. When he had finished, he found that there was no less than five different paths for the Magnakai to follow. The Masters of Magnakai were: The Kai Avatar, master of beasts; the Kai Exemplar, bastion of faith and defence; the Kai Redeemer, seeker of truth and knowledge; the Kai Guardian, master of stealth and infiltration; and lastly, the Kai Saint, lord of battle and master of life itself. Eager to learn more, Sun Eagle returned to the Lorestone of Nyxator and discovered the ultimate journey for a Kai Lord to undertake, returning to the monastery to chronicle the Path to Supremacy the final journey of the Kai Grand Master.

USING KAI ADVANCED CLASSES

The advanced classes represent the differing journeys to the title of Grand Master each with their own distinct advantages and unique features, adding an extra dimension to the Kai Lord class. Each of the advanced classes has

their own ranks and titles that coincide with the main Kai Lord class. A Kai Lord is free to multiclass into these advanced classes without having to forego his progression in the Kai Monastery, provided he meets the requirements and adheres to the imposed restrictions of the template he chooses. In short, using an advanced class does not excommunicate a Kai

Lord in any way and is still able to advance in all Kai and Magnakai Disciplines. As Kai advanced classes are essentially a 'prestige class' for Kai Lord Character, there is a question of whether or not the Games Master feels if these classes might unbalance the game he is running. Before deciding to select a Kai advanced class as a career path, check with your Games Master to make sure that he is comfortable with the rules herein. As with the Kai Lord Character class detailed in the *LONE WOLF Core Rulebook*, all Kai Lords who choose an advanced class must adhere to the restrictions of being a Kai Lord as well as following the rules and restrictions of the advanced class he has chosen.

RANKS

Although Kai Advanced classes receive slightly different training and some different abilities to the average Kai Lord, the ranks of the Kai Saints, Redeemers and so on have as much authority as the equivalent Kai Lord rank. Therefore, a Kai Novice of 1st level must obey an 18th level Kai Lord as much as a 10th level Kai Lord/8th level Kai Saint or a 10th level Kai Lord/8th level Kai Avatar.

THE SUPREME SACRIFICE

The path leading to Kai Supreme Master is not a journey to be undertaken lightly and requires the utmost dedication and commitment. (See CHAPTER 5: THE PATH TO SUPREMACY for more detail) Because of this only true Kai Lords are able to take this career progression. Kai Lords who have already taken a Kai advanced class cannot take the Kai Grand Master character class once he reaches 20th level. A Kai Lord may continue to increase their level, Endurance, Base Combat skill and Save modifiers, but he cannot attain any more Disciplines or special abilities of a Kai Lord after reaching the rank of Grand Master (or equivalent). Such are the precepts of Kai.

KAI AVATAR

Also known as the Kai Beastmaster, the Kai Avatar is a Kai Master that focuses his training on the Magnakai Disciplines of Huntmastery and Animal Control. By spending many months away from the monastery in the arboreal realms of the world, the Kai Master focuses on honing his animal instinct and tempering it into a tool to become one with the all of nature. By following the edicts of the *Book of the Magnakai* and forsaking all but the rudimentary training in the other Magnakai Disciplines, a Kai Avatar becomes a master of all nature's forms and a friend and ally to all creatures.

Game Rule Information

Kai Avatars have the following game statistics.

Endurance Dice: d8

Base Speed: as previous.

Requirements

In order to be eligible for the Kai Avatar class, the Kai Lord must fulfil the following criteria:

Special: In order for a Kai Lord to use a Kai advanced class, he must state his intention for doing so once he reaches the rank of Kai Initiate Master (10th level). Once he has enough experience to reach Kai Master (11th level Kai Lord) and provided he meets the requirements listed below for the class he wants to take, the Kai Lord instead becomes a 10th level Kai Lord/1st level Kai Avatar. In gaming terms, he is still considered an equivalent-level Kai Lord.

In addition, the first two Magnakai Disciplines the Kai Avatar must take is Animal Control and Huntmastery.

Class Skills

The Kai Avatars class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (nature, history) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Wis), Survival (Wis)

Table 4-1: KAI AVATAR

Kai Avatar level	Base Combat Skill	Fort Save	Ref Save	Will Save	Kai Rank	Special
1 st	+1	+0	+0	+0	Avatar	Restricted Disciplines
2 nd	+2	+1	+1	+1	Avatar Senior	Restricted Disciplines Elite Discipline
3 rd	+2	+1	+1	+1	Avatar Superior	Restricted Disciplines Elite Discipline
4 th	+3	+1	+1	+1	Avatar Lord	Restricted Disciplines Elite Discipline
5 th	+4	+2	+2	+2	Wildmaster	Restricted Disciplines Elite Discipline Focus (3/day)
6 th	+5	+2	+2	+2	Hierophant	Restricted Disciplines Elite Discipline
7 th	+5	+3	+3	+3	Guardian Hierophant	Restricted Disciplines Elite Discipline
8 th	+6	+3	+3	+3	Solar	Restricted Disciplines Elite Discipline
9 th	+7	+4	+4	+4	Arch Avatar	Restricted Disciplines Elite Discipline
10 th	+8	+4	+4	+4	Grand Avatar	Restricted Disciplines Elite Discipline Focus (4/day) Slow Ageing

Skill points at Each level: 4+ Int modifier.

Class Features

All of the following are a feature of the Kai Avatar advanced class.

Weapon and Armour proficiencies: Kai Avatars gain no new weapon, armour or shield proficiencies.

Restricted Disciplines: Upon taking the Kai Avatar as a class, a Kai Master may only advance their training of Animal Control and Huntmastery as detailed in the *LONE WOLF Core Rulebook*. All other Magnakai Disciplines are restricted to Tier I only. A Kai Avatar may continue to advance all Kai Disciplines as normal.

Elite Disciplines: Upon attaining the 2nd prerequisite Discipline at 12th level, the Kai Avatar gains access to the Elite Discipline of Avatarship. As a Kai Avatar increases in level,

He automatically gains access to the next Tier, similar to the way he attains Tiers in other Disciplines. Unlike other Kai and Magnakai Disciplines, Elite Disciplines have nine Tiers to master, culminating at 20th level.

Example:

*Swift Rune is a 10th level Kai Lord/2nd level Kai Avatar. In addition to having **Tier V** in seven Kai Disciplines, Swift Rune also has achieved **Tier II** in Huntmastery and **Tier I** in Animal Control, allowing the Kai Avatar to access the **Tier I** abilities of Avatarship.*

Focus: This ability is described in the *LONE WOLF Core Rulebook*, page 34.

Slow Ageing (Ex): From this point in the Kai Avatar's life, the benefits of longevity are now his. For every five years that pass, the Grand Master ages only one year physically.

KAI EXEMPLAR

As a light in the dark, a Kai Exemplar is a Kai Master that focuses his training on the Magnakai Disciplines of Nexus and Psi-Shield. A defender of the weak and the ideals of goodness and truth, Kai Exemplars are sworn to uphold the ideals of Kai through championing those unable to defend themselves. To some, the Exemplar is known as the Kai Crusader. Most Kai Exemplars are not wanderers like other Kai Lords, indeed Kai Exemplars can be found guarding the inner sanctums of the Kai Monastery a prestigious and worthy honour. Sometimes, they can be sent to a faraway nation to take on the role of a bodyguard to a king or an ailing Magician of Dessi, ever watchful for the evil attacks of Naar's minions. As such, a Kai Exemplar receives only rudimentary training in the other Magnakai Disciplines whilst concentrating on protection, defence and the use of faith as a weapon against the Darklords and their minions.

Game Rule Information

Kai Exemplars have the following game statistics.

Endurance Dice: d12

Base Speed: as previous.

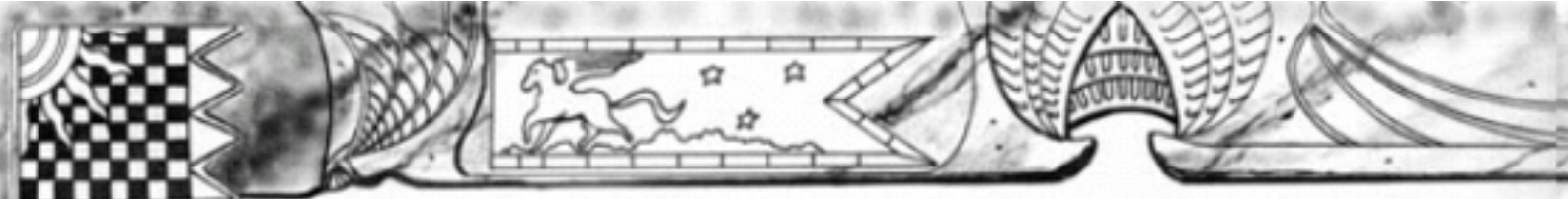
Requirements

In order to be eligible for the Kai Exemplar class, the Kai Lord must fulfil the following criteria:

Special: In order for a Kai Lord to use a Kai advanced class, he must state his intention for doing so once he reaches the rank of Kai Initiate Master (10th level). Once he has enough experience to reach Kai Master (11th level Kai Lord) and provided he meets the requirements listed below for the class he wants to take, the Kai Lord instead becomes a 10th level Kai Lord/1st level Kai Exemplar. In gaming terms, he is still considered an equivalent-level Kai Lord.

Table 4-2: KAI EXEMPLAR

Kai Exemplar level	Base Combat Skill	Fort Save	Ref Save	Will Save	Kai Rank	Special
1 st	+1	+0	+0	+0	Exemplar	Restricted Disciplines
2 nd	+2	+1	+1	+1	Exemplar Senior	Restricted Disciplines Elite Discipline
3 rd	+2	+1	+1	+1	Exemplar Superior	Restricted Disciplines Elite Discipline
4 th	+3	+1	+1	+1	Myrmidon	Restricted Disciplines Elite Discipline
5 th	+4	+2	+2	+2	Sentinel	Restricted Disciplines Elite Discipline Focus (3/day)
6 th	+5	+2	+2	+2	Crusader	Restricted Disciplines Elite Discipline
7 th	+5	+3	+3	+3	Archon	Restricted Disciplines Elite Discipline
8 th	+6	+3	+3	+3	Shield of the Sun	Restricted Disciplines Elite Discipline
9 th	+7	+4	+4	+4	Arch Exemplar	Restricted Disciplines Elite Discipline
10 th	+8	+4	+4	+4	Grand Exemplar	Restricted Disciplines Elite Discipline Focus (4/day) Slow Ageing



In addition, the first two Magnakai Disciplines the Kai Exemplar must take is Nexus and Psi-Shield.

Class Skills

The Kai Exemplars class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (Nature) (Int), Knowledge (Warfare) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Wis), Survival (Wis)

Skill points at Each level: 4+ Int modifier

Class Features

All of the following are a feature of the Kai Exemplar advanced class.

Weapon and Armour proficiencies: Kai Exemplars gain no new weapon, armour or shield proficiencies.

Restricted Disciplines: Upon taking the Kai Exemplar as a class, a Kai Master may only advance their training of Nexus and Psi Shield as detailed in the *LONE WOLF Core Rulebook*. All other Magnakai Disciplines are restricted to Tier I only. A Kai Exemplar may continue to advance all Kai Disciplines as normal.

Elite Disciplines: Upon attaining the 2nd prerequisite Discipline at 12th level, the Kai Exemplar gains access to the Elite Discipline of Exemplarism. As a Kai Exemplar increases in level, he automatically gains access to the next Tier, similar to the way he attains Tiers in other Disciplines. Unlike other Kai and Magnakai Disciplines, elite Disciplines have nine Tiers to master, culminating at 20th level.

Example:

*Steel Hawk is a 10th level Kai Lord/2nd level Kai Exemplar. In addition to having **Tier V** in seven*

*Kai Disciplines, Steel Hawk also has achieved **Tier II** in Psi-Shield and **Tier I** in Nexus, allowing the Kai Exemplar to access the **Tier I** abilities of Exemplarism.*

Focus: This ability is described in the *LONE WOLF Core Rulebook*, page 34.

Slow Ageing (Ex): From this point in the Kai Exemplar's life, the benefits of longevity are now his. For every five years that pass, the Grand Master ages only one year physically.

KAI GUARDIAN

Known to the foresters of Sommerlund as Kai Rangers, the Kai Guardian is similar to the Kai Avatar; a master of the wildlands of Magnamund and an ally to those who dwell within their borders. Forsaking all but the most rudimentary training in the other Magnakai Disciplines, the Kai Guardian focuses his training on improving his Pathmanship and Invisibility Disciplines. A master with the bow and able to pass with supernatural speeds through the forests, the Kai Guardian becomes a respected protector of the wilds and a feared enemy of those who would seek to haunt or destroy the wilds of Magnamund.

Game Rule Information

Kai Guardians have the following game statistics.

Endurance Dice: d8

Base Speed: as previous.

Requirements

In order to be eligible for the Kai Guardian class, the Kai Lord must fulfil the following criteria:

Special: In order for a Kai Lord to use a Kai advanced class, he must state his intention for doing so once he reaches the rank of Kai Initiate Master (10th level). Once he has enough experience to reach Kai Master (11th level Kai Lord) and provided he meets the requirements listed below for the class he wants to take, the



Kai Lord instead becomes a 10th level Kai Lord/1st level Kai Guardian. In gaming terms, he is still considered an equivalent-level Kai Lord.

In addition, the first two Magnakai Disciplines the Kai Guardian must take is Invisibility and Pathmanship.

Class Skills

The Kai Guardians class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (nature, history) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Wis), Survival (Wis)

Skill points at Each level: 4+ Int modifier

Table 4-3: KAI GUARDIAN

Kai Guardian level	Base Combat Skill	Fort Save	Ref Save	Will Save	Kai Rank	Special
1 st	+1	+0	+0	+0	Guardian	Restricted Disciplines Bowyer and Fletcher
2 nd	+2	+1	+1	+1	Guardian Senior	Restricted Disciplines Elite Discipline
3 rd	+2	+1	+1	+1	Guardian Superior	Restricted Disciplines Elite Discipline
4 th	+3	+1	+1	+1	Guardian Lord	Restricted Disciplines Elite Discipline
5 th	+4	+2	+2	+2	Waywatcher	Restricted Disciplines Elite Discipline Focus (3/day)
6 th	+5	+2	+2	+2	Wayfinder	Restricted Disciplines Elite Discipline
7 th	+5	+3	+3	+3	Targeteer	Restricted Disciplines Elite Discipline
8 th	+6	+3	+3	+3	Master Targeteer	Restricted Disciplines Elite Discipline
9 th	+7	+4	+4	+4	Arch Guardian	Restricted Disciplines Elite Discipline
10 th	+8	+4	+4	+4	Grand Guardian	Restricted Disciplines Elite Discipline Focus (4/day) Slow Ageing

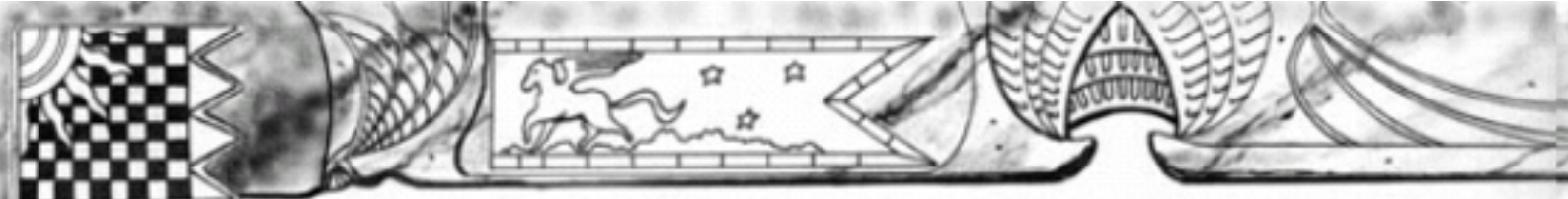
Class Features

All of the following are a feature of the Kai Guardian advanced class.

Weapon and Armour proficiencies: Kai Guardians gain no new weapon, armour or shield proficiencies.

Restricted Disciplines: Upon taking the Kai Guardian as a class, a Kai Master may only advance their training of Pathmanship and Invisibility as detailed in the *LONE WOLF Core Rulebook*. All other Magnakai Disciplines are restricted to Tier I only. A Kai Guardian may continue to advance all Kai Disciplines as normal.

Elite Disciplines: Upon attaining the 2nd prerequisite Discipline at 12th level, the Kai Guardian gains access to the Elite Discipline of Guardianship. As a Kai Guardian increases in level, he automatically gains access to the next



Tier, similar to the way he attains Tiers in other Disciplines. Unlike other Kai and Magnakai Disciplines, elite Disciplines have nine Tiers to master, culminating at 20th level.

Example:

*Swift Arrow is a 10th level Kai Lord/2nd level Kai Guardian. In addition to having **Tier V** in seven Kai Disciplines, Swift Arrow also has achieved **Tier II** in Invisibility and **Tier I** in Pathmanship, allowing the Kai Guardian to access the **Tier I** abilities of Guardianship.*

Bowyer and Fletcher: A Kai Guardian is given a +1 *Superior longbow*. With it, the Kai Guardian will learn the skills of the Elite Discipline of Guardianship. In addition, the Kai Guardian is given 4 Ranks in Knowledge (Profession: Fletcher) as a free skill. Whilst plying his craft uninterrupted, a Kai Guardian can construct 6d20 arrows a day.

Focus: This ability is described in the *LONE WOLF Core Rulebook*, page 34.

Slow Ageing (Ex): From this point in the Kai Guardian's life, the benefits of longevity are now his. For every five years that pass, the Grand Master ages only one year physically.

KAI REDEEMER

The long-running Helghast Wars was a horrific period in Magnamund's history that saw the Darklords embark on a campaign of terror both within Sommerlund and in the other goodly-aligned kingdoms of Magnamund. Suspicion and fear turned both against brother during this dark time. Although the might of the Magician's Guild in Toran were used to good effect in identifying many disguised Helghast, a problem existed in permanently destroying the foul darkspawn. Such a problem would not have existed had the Magician's Guild had the skills and abilities of a Kai Redeemer. Also known as the Sword of the Mind, the Kai Redeemer focuses his training in the Magnakai Disciplines of Divination and Psi Surge, eschewing all but the most rudimentary training in the other Magnakai Disciplines in

order to hone their psychic abilities of Divination and the strengthen the force of their will. Their belief is that the mind is a vessel to be filled with knowledge; knowledge is the path to enlightenment; enlightenment is the pure truth of all things and the vile and corrupt cannot exist in the blinding rays of pure truth. As such, the Kai Redeemer will go to great lengths to deny the will of Naar throughout the world of Magnamund.

Game Rule Information

Kai Redeemers have the following game statistics.

Endurance Dice: d8

Base Speed: as previous.

Requirements

In order to be eligible for the Kai Redeemer class, the Kai Lord must fulfil the following criteria:

Special: In order for a Kai Lord to use a Kai advanced class, he must state his intention for doing so once he reaches the rank of Kai Initiate Master (10th level). Once he has enough experience to reach Kai Master (11th level Kai Lord) and provided he meets the requirements listed below for the class he wants to take, the Kai Lord instead becomes a 10th level Kai Lord/1st level Kai Redeemer. In gaming terms, he is still considered an equivalent-level Kai Lord.

In addition, the first two Magnakai Disciplines the Kai Redeemer must take is Divination and Psi-Surge.

Class Skills

The Kai Redeemers class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge

(Nature), Knowledge (religion) (Int), Knowledge (Occult) (Int), Knowledge (Planes) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Wis), Survival (Wis)

Skill points at Each level: 4+ Int modifier.

Continue to advance all Kai Disciplines as normal.

Elite Disciplines: Upon attaining the 2nd prerequisite Discipline at 12th level, the Kai Redeemer gains access to the Elite Discipline of

Table 4-4: KAI REDEEMER

Kai Redeemer level	Base Combat Skill	Fort Save	Ref Save	Will Save	Kai Rank	Special
1 st	+1	+0	+0	+0	Redeemer	Restricted Disciplines Holy Symbol
2 nd	+2	+1	+1	+1	Redeemer Senior	Restricted Disciplines Elite Discipline
3 rd	+2	+1	+1	+1	Redeemer Superior	Restricted Disciplines Elite Discipline
4 th	+3	+1	+1	+1	Sunseeker	Restricted Disciplines Elite Discipline
5 th	+4	+2	+2	+2	Lord Sunseeker	Restricted Disciplines Elite Discipline Focus (3/day)
6 th	+5	+2	+2	+2	Inquisitor	Restricted Disciplines Elite Discipline
7 th	+5	+3	+3	+3	Inquisitor General	Restricted Disciplines Elite Discipline
8 th	+6	+3	+3	+3	Redeemer General	Restricted Disciplines Elite Discipline
9 th	+7	+4	+4	+4	Arch Redeemer	Restricted Disciplines Elite Discipline
10 th	+8	+4	+4	+4	Grand Redeemer	Restricted Disciplines Elite Discipline Focus (4/day) Slow Ageing

Class Features

All of the following are a feature of the Kai Redeemer advanced class.

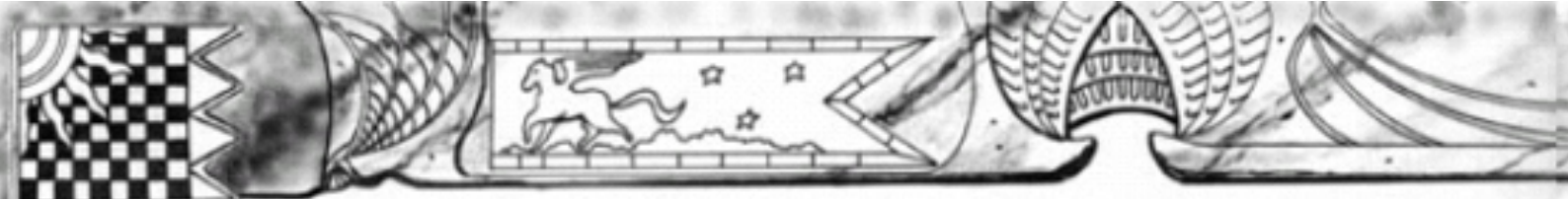
Weapon and Armour proficiencies: Kai Redeemers gain no new weapon, armour or shield proficiencies.

Restricted Disciplines: Upon taking the Kai Redeemer as a class, a Kai Master may only advance their training of Divination and Psi-Surge as detailed in the *LONE WOLF Core Rulebook*. All other Magnakai Disciplines are restricted to Tier I only. A Kai Redeemer may

Redemption. As a Kai Redeemer increases in level, he automatically gains access to the next Tier, similar to the way he attains Tiers in other Disciplines. Unlike other Kai and Magnakai Disciplines, Elite Disciplines have nine Tiers to master, culminating at 20th level.

Example:

*True Falcon is a 10th level Kai Lord/2nd level Kai Redeemer. In addition to having **Tier V** in seven Kai Disciplines, True Falcon also has achieved **Tier II** in Divination and **Tier I** in Psi-Surge, allowing the Kai Redeemer to access the **Tier I** abilities of Redemption.*



Holy Symbol: As a gift from the Sun God, the Kai Redeemer is given a Holy Symbol of Kai; a golden disc shaped into the aspect of the sun. The Holy Symbol of Kai acts as a focus for some of the abilities detailed in the elite Discipline of Redemption. Should the Kai Redeemer lose the Holy symbol, all willpower costs for Elite Disciplines are doubled. A Kai Redeemer can have his Holy Symbol replaced by the Grand Masters at the Kai Monastery, but only at eternal shame, and may need to atone for losing it.

Focus: This ability is described in the *LONE WOLF Core Rulebook*, page 34.

Slow Ageing (Ex): From this point in the Kai Redeemer's life, the benefits of longevity are now his. For every five years that pass, the Grand Master ages only one year physically.

KAI SAINT

Truly the warrior-elite of Magnamund, the Kai Saint is the archetype of martial perfection. Commonly known as the Kai Weaponsmaster, the Kai Saint quite literally holds the power of life and death in his hands. Focusing on the Magnakai Disciplines of Weaponmastery and Curing, the Kai Saint's weapons become extension of his hands and his mastery of the healing an extension of his soul. Holding all but the most rudimentary training in the other Magnakai Disciplines, the Kai Saint is a warrior without peer and like the Kai Exemplar, will often find himself acting a role in a royal court, either as a bodyguard to nobles or dignitaries to those who require the protection of the Kai Lords or as the Kings Champion to rulers who are sympathetic to Sommerlund and her allies. In times of war, the Kai Saint can be found on the front lines, championing the cause of good or as a healer saving the lives of the grievously wounded.

Game Rule Information

Kai Saints have the following game statistics.

Endurance Dice: d8

Base Speed: as previous.

Requirements

In order to be eligible for the Kai Saint Class, the Kai Lord must fulfil the following criteria:

Special: In order for a Kai Lord to use a Kai advanced class, he must state his intention for doing so once he reaches the rank of Kai Initiate Master (10th level). Once he has enough experience to reach Kai Master (11th level Kai Lord) and provided he meets the requirements listed below for the class he wants to take, the Kai Lord instead becomes a 10th level Kai Lord/1st level Kai Saint. In gaming terms, he is still considered an equivalent-level Kai Lord.

In addition, the first two Magnakai Disciplines the Kai Saint must take is Weaponmastery and Curing.

Class Skills

The Kai Saints class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (Nature) (Int), Knowledge (Warfare) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Wis), Survival (Wis)

Skill points at Each level: 4+ Int modifier.

Class Features

All of the following are a feature of the Kai Saint advanced class.

Weapon and Armour proficiencies: Kai Saints gain no new weapon, armour or shield proficiencies.

Restricted Disciplines: Upon taking the Kai Saint as a class, a Kai Master may only advance their training of Weaponmastery and Curing as detailed in the *LONE WOLF Core Rulebook*.

All other Magnakai Disciplines are restricted to Tier I only. A Kai Avatar may continue to advance all Kai Disciplines as normal.

Elite Disciplines: Upon attaining the 2nd prerequisite Discipline at 2nd level, the Kai Saint gains access to the Elite Discipline of Sanctity. As a Kai Saint increases in level, he automatically gains access to the next Tier, similar to the way he attains Tiers in other Disciplines. Unlike other Kai and Magnakai Disciplines, Elite Disciplines have nine Tiers to master, culminating at 20th level.

Example:

*Three Swords is a 10th level Kai Lord/2nd level Kai Saint. In addition to having **Tier V** in seven Kai Disciplines, Three Swords also has achieved **Tier II** in Weaponmastery and **Tier I** in Curing, allowing the Kai Saint to access the **Tier I** abilities of Sanctity.*

Kai Weapon: The weapons of a Kai Saint are not mere tools for combat; they are the very extensions of his being. Upon attaining the rank of Kai Saint, the Kai Lord must select a specific Kai Weapon. This weapon is given to the Kai Saint and represents a gift from Kai himself. All Kai weapons are of Superior quality and will add +1 to Combat Skill and damage rolls. As the Kai Saint increases in level, he will be able to manifest some of the Elite Discipline abilities of his class through his Kai Weapon. A Kai Saint may only have *one* Kai Weapon.

Code of Conduct: A Kai Saint will never surrender his Kai Weapon to anyone, excepting a Kai Grand Master or above. A Kai Saint is permitted to use other weapons, but only of Superior quality and below; a Kai Saint will never use any magical weapons of any type other than his own Kai Weapon. Should a Kai Saint violate any of these precepts knowingly, he is automatically considered an Ex-Kai Lord. Should a Kai Saint lose his Kai Weapon in any way, he must do everything in his power to recover it or immediately return to the Kai Monastery amidst great shame and seek another from the Grand Masters. See QUESTING FOR YOUR KAI WEAPON, above for more information.

Focus: This ability is described in the *LONE WOLF Core Rulebook*, page 34.

Slow Ageing (Ex): From this point in the Kai Saint's life, the benefits of longevity are now his. For every five years that pass, the Grand Master ages only one year physically.

ALTERNATIVE: QUESTING FOR YOUR KAI WEAPON

Instead of handing out Superior weapons automatically, your Games Master may want to role-play the events of a Kai Saint finding his Kai Weapon. This could be a long drawn-out quest or journey given to the Kai Lord that will symbolically represent the trials that a Kai Lord must face on a daily basis. Such a journey will be fraught with peril and danger, but the rewards of a successful mission will be beyond price, especially so if the Kai Weapon he recovers contains permanent enchantments. Such weapons are detailed in CHAPTER 6: KAIARTEFACTS.

Table 4-5: KAI SAINT

Kai Saint level	Base Combat Skill	Fort Save	Ref Save	Will Save	Kai Rank	Special
1 st	+1	+0	+0	+0	Saint	Restricted Disciplines Kai Weapon Code of Conduct
2 nd	+2	+1	+1	+1	Saint Senior	Restricted Disciplines Elite Discipline
3 rd	+3	+1	+1	+1	Saint Superior	Restricted Disciplines Elite Discipline
4 th	+4	+1	+1	+1	Armsman	Restricted Disciplines Elite Discipline
5 th	+4	+2	+2	+2	Arms Master	Restricted Disciplines Elite Discipline Focus (3/day)
6 th	+5	+2	+2	+2	Sword Initiate	Restricted Disciplines Elite Discipline
7 th	+6	+3	+3	+3	Sword Master	Restricted Disciplines Elite Discipline
8 th	+7	+3	+3	+3	Sword Saint	Restricted Disciplines Elite Discipline
9 th	+8	+4	+4	+4	Arch Weaponsmaster	Restricted Disciplines Elite Discipline
10 th	+9	+4	+4	+4	Grand Weaponsmaster	Restricted Disciplines Elite Discipline Focus (4/day) Slow Ageing

ELITE DISCIPLINES: SKILLS OF THE MASTERS

Existing beyond the scope of most Kai Lords, the Elite Disciplines represent the advanced training of two or more Magnakai Disciplines into a third unique ability. Only available to Kai Masters who have taken the vows of one of the Kai Advanced classes, the Elite Disciplines contain nine Tiers to be mastered

AVATARSHIP

Combining the training of Animal Control and Huntmastery, Avatarship allows a Kai Master to achieve oneness with nature. Followers of this Discipline are known as Kai Avatars. A Kai

Avatar's empathic link to beasts both natural and otherwise is strengthened as the Kai Avatar increases in level, allowing the use of Avatarship to mould and shape nature at a merest thought.

Tier I

The Kai Avatar gains the following abilities:

Wild Avatar I

The Kai Avatar is a direct conduit between nature and humanity and his connection to animals and other creatures runs deep. The Kai Avatar gains the ability to change form into a small or medium sized animal and back again three times per day. Upon changing the Kai Avatar may regain lost Endurance as if having rested for one day. Whilst in this form, the Kai

Avatar gains the physical and natural abilities of the animal he has become. Physical abilities include Strength, Dexterity and Constitution. Natural abilities include armour, attack routines and special abilities that are a natural ability, such as Sprint or Constriction. Natural abilities also include mundane movement capabilities. Any clothing, armour, weapon and items of equipment are also transformed along with the Kai Avatar when he uses Wild Avatar. The Kai Avatar may only use this ability to change into an animal he has touched physically. Animals are available in the Magnamund Bestiary section of *LONE WOLF: The Roleplaying Game*. The Kai Avatar can use his Wild Avatar ability more times per day and have more options as the Kai Avatar increases in level.

Tier II

The Kai Avatar gains the following abilities:

Wild Avatar II

This ability is identical to Wild Avatar I above, but now the Kai Avatar may change into a Tiny-Sized animal. The rules for different sized creatures can be found in the *LONE WOLF Core Rulebook*.

Totem Aspect I (1 Willpower per round)

When the Kai Avatar is in the wild places of Magnamund, he finds that his connection to animals stronger than ever before. This empathic connection can become so strong that it manifests itself physically. With training, the Kai Avatar can hone this ability and manipulate it to his advantage. When a Kai Avatar gains this power he must find a *Totem Animal*. To do this, the Kai Avatar must select from a creature from the Animals section in the Magnamund Bestiary (*LONE WOLF Core Rulebook*, pages 287-294). This animal now becomes the Kai Avatar's *Totem Animal*. As the Kai Avatar chooses to manifest this power he can temporarily gain ONE of his Totem's abilities for his own, once per day. (STR, CON, Base Speed, Special qualities, and so on). Using this ability drains one point of Willpower per round.

Example:

Swift Rune is a 10th level Kai Lord 3rd level Kai Avatar with a Wisdom score of 14 and a Willpower score of 43. As his first Totem Animal, Swift Rune has selected the Elix. By chance, Swift Rune spies a war-party of Giaks marching through the forest a few miles southwest of the Kai Monastery, looking to ambush a class of Kai Novices who are training nearby. Seeking to warn the new Kai Lords, Swift Rune invokes the power of his Totem Animal. Checking the special qualities of the Elix, Swift Rune sees that it can Sprint once per hour at ten times its base speed. Power flows into Swift Rune's legs, becoming supple and rangy in appearance. The trees and undergrowth fly by as Swift Rune pushes his ability the limit. Coupled with the Tier Ability of Feral Flight, Swift Rune covers the staggering 6000 feet to the Kai Novices in 15 rounds (just over a mile in 90 seconds!) with plenty of energy to spare. The Kai Novices are startled at the sudden appearance of the Kai Avatar. Calmly warning the students, Swift Rune and the Kai Novices easily avoid the giak war-party using their Kai Disciplines of Camouflage.

Tier III

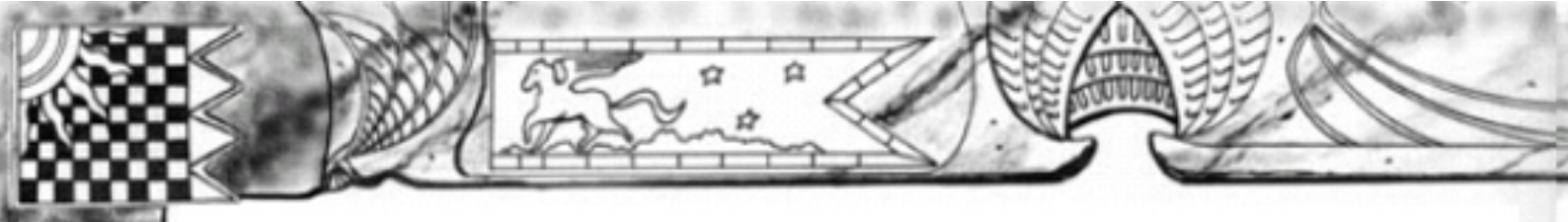
The Kai Avatar gains the following abilities:

Wild Avatar III

This ability is identical to Wild Avatar I above, but now the Kai Avatar may change into a Large-Sized animal. The rules for different sized creatures can be found in the *LONE WOLF Core Rulebook*.

Wild Blessing I

A Kai Avatar can pass on wild blessing to animal companions or use it on himself whilst under the influence of Totem Aspect or Wild Avatar (see above). Wild Blessing gives all natural weapons of one creature, such as slam, fist, bite, claw or other natural weapon a +1 enhancement to Combat Skill and damage rolls and is considered magical weapons and is capable of striking incorporeal creatures. Against Evil creatures, all critical rolls are automatically



successful as well as negating damage reduction.

Tier IV

The Kai Avatar gains the following abilities:

Wild Avatar IV

This ability is identical to Wild Avatar I above, but now the Kai Avatar may change four times a day.

Totem Aspect II

As Totem Aspect I above, this level of training allows the Kai Avatar to attain the abilities of a second animal, usable once per day.

Tier V

The Kai Avatar gains the following abilities:

Wild Avatar V

This ability is identical to Wild Avatar I above, but now the Kai Avatar may change into a Dire-animal as detailed in *CORE RULEBOOK III*.

One with Nature

Once per day, the Kai Avatar can attune himself to the wild, attaining knowledge of the surrounding territory. The Kai Avatar instantly gains knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, animal population, presence of woodland creatures, presence of unnatural creatures, or the general state of the natural setting.

As an example, the Kai Avatar could determine the location of a Helghast, the location of all safe drinking water and the location of any animal allies. In an outdoor setting, this ability operates in a radius of one mile per Character level of the Kai Avatar, limited to a 20 mile radius. In natural underground settings, such as caves and caverns, the range is limited to 100 feet per Character level of the Kai Avatar up to 2000 feet. This ability does not function in man made or unnatural settings, such as in a dungeon or a city.

Tier VI

The Kai Avatar gains the following abilities:

Wild Blessing II

As Wild Blessing above, this ability allows a Kai Avatar to increase the enchantment to +2. In addition, all threat ranges for critical hits are doubled.

Tier VII

The Kai Avatar gains the following abilities:

Wild Avatar VI

This ability is identical to Wild Avatar I above, but now the Kai Avatar may change five times a day.

Totem Aspect III

As Totem Aspect I above, this level of training allows the Kai Avatar to attain the abilities of a third animal, usable once per day.

Tier VIII

The Kai Avatar gains the following abilities:

Wild Avatar VII

This ability is identical to Wild Avatar I above, but now the Kai Avatar may change into a Huge-Sized animal. The rules for different sized creatures can be found in the *LONE WOLF Core Rulebook*.

Enhanced True Animal Companion

As the Kai Avatar increases in level, his mastery of the Magnakai Discipline of Animal Control increases an exponential rate. The sphere of influence for True Companion (Tier V) now also affects Magical Animals, Giants and Dragons that have an INT of 10 or less and have an End Die of up to half of the Kai Avatar's character level.

Tier IX

The Kai Avatar gains the following abilities:

Wild Avatar VIII

This ability is identical to Wild Avatar I above, but now the Kai Avatar may change into a Gargantuan-Sized animal.

Totem Aspect IV

As Totem Aspect I above, this level of training allows the Kai Avatar to attain the abilities of a fourth animal, usable once per day.

Celestial Transcendence

This ability is the represents the final Tier a Kai Avatar can achieve. Firstly, he gains the Kai Celestial template as detailed in CHAPTER 7: KAI PARAGONS. In addition, his Wild Avatar ability is also enhanced by Celestial Transcendence; allowing the Kai Avatar to add the Kai Celestial template to whatever animal he shifts into. The Kai Avatar may also transform himself into any Small, Medium-Sized or Large air, earth, fire or water elemental three times per day, gaining all special abilities when he does so. For more information on basic elementals, see *CORE RULEBOOK III*. Alternatively, the Kai Avatar can transform in to a Small, Medium-Sized or Large sun elemental, once per day. For details, see CHAPTER 7: KAI PARAGONS.

EXEMPLARISM

The precepts of Exemplarism are found in the Magnakai Disciplines of Nexus and Psi Shield. Faith is the first bastion of the soul and without it all forms of defence are lost. Exemplarism teaches by example, and by leading the way into the light allows the Kai Exemplar to transcend his existence and become a true bastion of the teachings of Kai.

Tier I

The Kai Exemplar gains the following abilities:

Shield of Kai I (1 Willpower per round)

When he needs to, the Kai Exemplar can become a stalwart bastion of defence. The Shield of Kai, a Kai Exemplar gains phenomenal strength and durability but cannot move from the spot that they are defending. A Kai Exemplar gains the following benefits:

- +2 STR
- +4 CON
- +2 Resistance bonus on all saves
- +4 Dodge bonus to AC

The increase in CON increases the Kai Exemplar's Endurance by 2 points per Exemplar level, but these Endurance points go away at the end of the duration when his CON score drops back by 4 points. These extra Endurance points are not lost first the way temporary Endurance points are. Whilst using the Shield of Kai, a Kai Exemplar cannot use skills or abilities that would require him to shift his position, such as Acrobatics or Athletics. The Shield of Kai lasts for three rounds plus one round for every point of willpower a Kai Exemplar wishes to spend. The Kai Exemplar may end the Shield of Kai voluntarily prior to this limit. At the end of the Shield of Kai, the Kai Exemplar must make a Fortitude check against DC30 or be winded and suffer a -2 penalty to STR for the remainder of the encounter. A Kai Exemplar can only use the Shield of Kai a certain number of times a day as determined by his level. At this level of training, the Kai Exemplar can use this ability once per day. Using the Shied of Kai is an instantaneous ability, but a Kai Exemplar can only activate it during his action.

Enhanced Instinctive Shield

The Kai Exemplar may now erect an Instinctive Shield in Psychic Combat even while stunned.

Improved Defensive Aid

When using the Aid Another action in melee combat (see aid another in the *LONE WOLF Core Rulebook*, page 140), your ally gains a +6 circumstance bonus plus the Kai Exemplar's DEX bonus on his AC. This Discipline only allows a Kai Exemplar to aid in the defence of another, never attack.

Tier II

The Kai Exemplar gains the following abilities:

Damage Reduction I

The Kai Exemplar gains the ability to shrug off some amount of injury from each blow or attack. Subtract 2 from the damage the Kai Exemplar takes each time he is dealt damage. Damage reduction can reduce damage to 0 but not below.

Tier III

The Kai Exemplar gains the following abilities:

Shield of Kai II

This ability is identical to Shield of Kai I but may now be used twice a day. Alternatively, he may now defend an area no greater than 20 feet in diameter once a day.

Psychic Aid (1 Willpower per round)

With access to this Tier in Exemplarism, a Kai Exemplar may use his psychic action to Erect a Shield around another individual at the cost of 1 Willpower per round. Once the shield is erected, the shield does not require a psychic action to maintain but the willpower cost still applies per round. The Psychic armour class is calculated on the Kai Exemplars' abilities. For more information see the *LONE WOLF Core Rulebook*, page 152.

Tier IV

The Kai Exemplar gains the following abilities:

Damage Reduction II

The Kai Exemplar gains the ability to shrug off some amount of injury from each blow or attack. Subtract 4 from the damage the Kai Exemplar takes each time he is dealt damage. Damage reduction can reduce damage to 0 but not below.

Magical Resistance I

The Kai Exemplar with Magic Resistance can avoid the effects of spells and spell like abilities that directly affect him. This works identically to the rules presented in the *LONE WOLF Core Rulebook*, page 258. The Kai Exemplar gains a Magical Resistance of 10 plus his Character level.

Tier V

The Kai Exemplar gains the following abilities:

Shield of Kai III

This ability is identical to Shield of Kai I but may now be used thrice a day. Alternatively, he may now defend an area no greater than 30 feet in diameter once a day.

Clear the Path (1 Willpower per 50 lbs)

With the augmented powers of Nexus, you can use your abilities to hurl one or more creatures or objects up to 150 feet. You can hurl up to up to a total weight of 50lbs per Willpower point expended. Creatures that fall within the weight capacity are subject to a Psychic Attack and if hit are hurled by the Kai Exemplar's will up to 150 feet. If a creature is hurled against a solid object it takes fall damage for as far as it is hurled. For example, if 5 Giaks were hurled into the air by a Kai Exemplar, the Giaks must take 15d6 points of damage on their return journey to earth. The Kai Exemplar can affect creatures or objects of up to 1000 feet away. This ability can be used as many times a day as the Kai Exemplar's Wisdom bonus (minimum of 1).

Tier VI

The Kai Exemplar gains the following abilities:

Damage Reduction III

The Kai Exemplar gains the ability to shrug off some amount of injury from each blow or attack. Subtract 6 from the damage the Kai Exemplar takes each time he is dealt damage. Damage reduction can reduce damage to 0 but not below.

Enhanced Psychic Aid

The Kai Exemplar now has access to an enhanced form of Psychic Aid (Tier III above). A Kai Exemplar may now erect an Instinctive Shield for one creature unable to do so within 50 feet of the Kai Exemplar. This power may be used in conjunction with Psychic Aid, allowing the Kai Exemplar to protect a second ally.

Tier VII

The Kai Exemplar gains the following abilities:

Shield of Kai IV

This ability is identical to Shield of Kai I but may now be used four times a day. Alternatively, he may now defend an area no greater than 40 feet in diameter once a day.

Glory of the Sun God (5 Willpower)

This ability wards up to five allies up to 50 feet away, creating a mystical connection between them and the Kai Exemplar so that some of their

wounds are transferred to the Kai Exemplar. Each subject gains a +1 deflection bonus to AC and a +1 resistance bonus on all saves. All the subjects take only half damage from all wounds and attacks that deal them Endurance points damage. The amount of damage not taken by all the warded subjects is taken by the Kai Exemplar. Forms of harm that do not involved Endurance point loss are not affected by this ability. This also covers Endurance loss resulting from a lowered CON score. The Kai Exemplar's Damage Reduction is still effective whilst using this ability.

Tier VIII

The Kai Exemplar gains the following abilities:

Damage Reduction IV

The Kai Exemplar gains the ability to shrug off some amount of injury from each blow or attack. Subtract 8 from the damage the Kai Exemplar takes each time he is dealt damage. Damage reduction can reduce damage to 0 but not below.

Tier IX

The Kai Exemplar gains the following abilities:

Shield of Kai V

This ability is identical to Shield of Kai I but may now be used five times a day. Alternatively, he may now defend an area no greater than 50 feet in diameter once a day.

Magical Resistance II

The Kai Exemplar with access to this level of training may now temporarily shift some or all of his magical resistance onto another subject within 50 feet. This magical resistance adds to any existing magical resistance the subject may have.

Paramount Bastion

A Kai Master who attains this level of training is considered a true Exemplar of Kai. His defences have become near legendary and his ability to withstand injury is second to none. As the ultimate defender, the Kai Exemplar gains the following benefits:

One-time Endurance bonus: Add 20 Endurance to your total.

Immunity to: critical hits, nonlethal damage, fatigue, exhaustion, grievous damage and massive damage

Chosen immunities: Once per day, a Kai Exemplar can choose to be immune to one of the following effects. A new effect must be selected at the dawn of each day: poison, sleep effects, paralysis, stunning, disease, death effects, Psychic Combat or Magical Combat.

GUARDIANSHIP

The wooded estate of the Lord allows the poacher to roam unchecked. The vast, wild land the Baron rules for the crown allows the brigands to roam unchecked. The ignorant King forgets his kingdom and allows his enemies to roam unchecked. The infinite boundaries of the Known Planes of Existence allow Naar's evil to roam unchecked. Such is the way of the universe without Guardianship. Kai Guardians are taught to hone their Pathmanship and Invisibility Disciplines to watch for the unseen enemy. Eternal vigilance is the precept of Guardianship. A Kai Guardian knows that in order to fight the enemies of Kai, he must remain ever watchful.

Tier I

The Kai Guardian gains the following abilities:

Bow Mastery I

The Kai Guardian's skill with a bow is without equal. Combined with the Magnakai Disciplines of Pathmanship and Invisibility, the Kai Guardian becomes an adept stalker of the wild lands, capable of launching a devastating ranged attack and then blending back into the wild. At this level of training, the Kai Guardian gains one extra ranged attack, made at the Kai Guardian's highest Combat Skill bonus.

Enhanced Arrow I

Each arrow fired from the Kai Guardian's bow is treated as a +1 arrow. This adds a +1 magical bonus to combat skill and damage.

Wild Growth I

The Kai Guardian gains the mastery over the growth of plants and other vegetation. This ability causes normal vegetation such as grasses, briars, bushes, thistles, trees and vines and so on within 500 feet to become thick and overgrown. The plants entwine to become a thicket or jungle that creatures must hack or force a way through. Speed within the area of effect drops to 5 feet, or 10 feet for Large-Sized or larger creatures. The area must have brush and trees in it for the ability to be effective. Alternatively, the Kai Guardian can shape the area into a circle with a radius of 100 feet, a semicircle with a radius of 150 feet or a quarter-circle with a radius of 200 feet. The Kai Guardian may also designate spots within the area of effect that are not affected. This ability may be used once a day.

Eye of the Eagle I

With this ability the Kai Guardian gains a temporary, intuitive insight into the immediate future during his next attack. For the next round only, the Kai Guardian gains a +20 insight bonus on any ranged attack. Additionally, the Kai Guardian is not hampered by the miss chance that applies to attacks against a concealed target. This ability may be used once a day.

Forest Warding I

With training, this ability allows the Kai Guardian to become more resistant to the effects of enemy ranged weapons whilst in the forest and wilderness. When activated, the Kai Guardian gains damage reduction 10/+1 against ranged weapons. It ignores the first 10 points of damage each time the Kai Guardian takes damage from a ranged weapon, though a weapon with a +1 enchantment bonus or any magical attack bypasses the reduction. The damage reduction increases as the Kai Guardian increases in level. Once the ability has prevented a total of 10 points of damage per Character level, the ability fades. This ability is usable once per day.

Wildwalker I

When a Kai Guardian gains the access to the Elite Disciplines, his mastery of Camouflage and Tracking augment the Magnakai

Disciplines of Pathmanship and Invisibility to such a point that the Kai Guardian can move through the wilds with speed and dexterity. At this level of training, the Kai Guardian gains the ability to enter trees and move from inside one tree to inside another tree. The first tree the Kai Guardian enters and all others the Kai Guardian enters must be of the same type, must all be living and must have a girth of equal to or more than the Kai Guardians. For example, by moving into an oak tree the Kai Guardian instantly knows the location of all other oak trees within transport range and may choose whether he wants to pass into one or simply step back out of the tree he moved into. The Kai Guardian may choose to pass to any tree of the appropriate kind within transport range shown in the following table:

Table 4-6: WILDWALKER

Type of Tree	Range of Transport per tree
Oak, ash, yew	3000 feet
Elm, linden	2000 feet
Other deciduous	1500 feet
Any coniferous	1000 feet
All other trees	500 feet

The Kai Guardian may move into a tree up to one time per Character level or until the Kai Guardian exits a tree. The Kai Guardian may stay inside the tree he is in for one hour per Character level until which time he is automatically pushed from the tree he is in. If a tree in which the Kai Guardian is occupying is chopped down or burned. The Kai Guardian is slain if he does not exit before the process is complete. This ability is usable once per day.

Tier II

The Kai Guardian gains the following abilities:

Bow Mastery II

As the Kai Guardian's skill with the bow increases, so does his ability to appraise an enemy quickly. At this level of training, a Kai Guardian able to pinpoint weaknesses in his opponents defence, allowing him to exploit these weaknesses to full advantage. All ranged attacks have their critical threat range and critical multiplier is increased by a factor of one.

Enhanced Arrow II

Each arrow fired from the Kai Guardian's bow is treated as a +2 *arrow*. This adds a +2 magical bonus to combat skill and damage.

Wild Growth II

As Wild Growth I above, this level of training allows the Kai Guardian to use this ability twice a day.

Darklands Stalker

The eyes of the Kai Guardian flick unconsciously to the west, beyond the Durncrag Mountains and into the hell-pits that lie beyond. The Kai Guardian may take Knowledge: (Darklands) as a free skill. In addition, sojourning in the desolations of Zhingdarad has left the Kai Guardian inured to the corrupting effects of Naar and his servitors. Whilst in the Darklands, the Kai Guardian may ignore any corruption brought on by Environmental effects. For more information, see *The Darklands* sourcebook.

Tier III

The Kai Guardian gains the following abilities:

Eye of the Eagle II

As with Eye of the Eagle I above, the Kai Guardian now has the advanced training to use this ability twice a day.

Forest Warding II

As Forest Warding I above, the damage reduction is increased to 10/+2.

Wildwalker II

As Wildwalker I above, this level of training allows the Kai Guardian to use this ability twice a day at increased range.

Tier IV

The Kai Guardian gains the following abilities:

Bow Mastery III

As the Kai Guardian's skill with the bow increases, so does his ability to appraise an enemy quickly. At this level of training, a Kai Guardian able to pinpoint weaknesses in his

Opponents defence, allowing him to exploit these weaknesses to full advantage. All ranged attacks that achieve a critical threat are automatically classed as a critical hit.

Enhanced Arrow III

Each arrow fired from the Kai Guardian's bow is treated as a +3 *arrow*. This adds a +3 magical bonus to combat skill and damage.

Wild Growth III

As Wild Growth I above, this level of training allows the Kai Guardian to use this ability thrice a day.

Tier V

The Kai Guardian gains the following abilities:

Eye of the Eagle III

As with Eye of the Eagle I above, the Kai Guardian now has the advanced training to use this ability thrice a day.

Forest Warding III

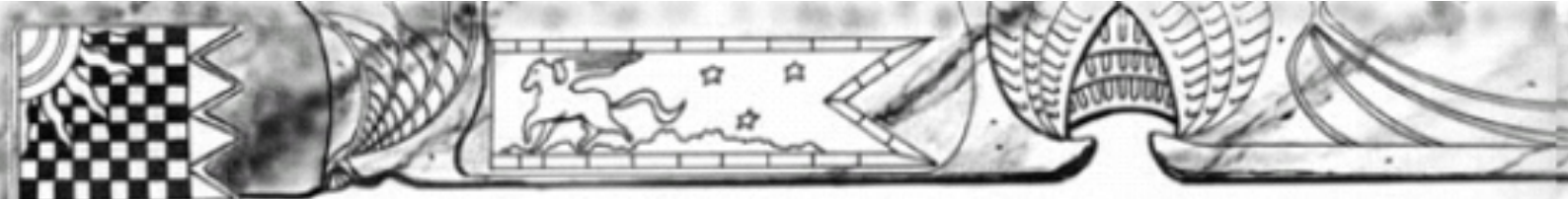
As Forest Warding I above, the damage reduction is increased to 10/+3.

Tier VI

The Kai Guardian gains the following abilities:

Bow Mastery IV

The Kai Guardian's skill with the bow is approaching perfection. His ability to quickly appraise an enemy has reached its peak. Kai Guardians at this level of training are now able to pinpoint vital organs and critical flaws in an opponents defence. Once a day, a Kai Guardian can nominate one successful attack to do maximum damage. In addition, the Kai Guardian may also roll the damage dice as normal and add the result to the damage. If the Kai Guardian rolls the highest number on the die, he must keep a tally and roll again, continuing until he rolls a number other than the highest number. Once a total has been reached, the Kai Guardian may add that to the total amount of damage caused.



Enhanced Arrow IV

Each arrow fired from the Kai Guardian's bow is treated as a +4 arrow. This adds a +4 magical bonus to combat skill and damage.

Wild Growth IV

As Wild Growth I above, this level of training allows the Kai Guardian to use this ability four times a day.

Tier VII

The Kai Guardian gains the following abilities:

Eye of the Eagle IV

As with Eye of the Eagle I above, the Kai Guardian now has the advanced training to use this ability four times a day.

Forest Warding IV

As Forest Warding I above, the damage reduction is increased to 10/+4.

Wildwalker IV

As Wildwalker I above, this level of training allows the Kai Guardian to use this ability four times a day at increased range.

Tier VIII

The Kai Guardian gains the following abilities:

Bow Mastery V Deadly Ambush

The Kai Guardian's mastery with the bow is now at its peak. At this level of training, the Kai Guardian may opt to forego all his attacks and make one Deadly Ambush attack with a ranged weapon. The attack is made using the Kai Guardian's highest Combat Skill bonus. If it is successful in hitting the hapless creature, it must make a Fortitude save (DC20) or be slain immediately. Should the creature be successful, it still takes 5d6 points of physical damage. This ability is stackable with any other abilities such as Enhanced arrow and Eye of the Eagle and may only be used once per day. This ability does not affect undead, outsiders, Darklords or any creature immune to critical hits or grievous wounds.

Enhanced Arrow V

Each arrow fired from the Kai Guardian's bow is

treated as a +5 arrow. This adds a +5 magical bonus to combat skill and damage.

Wild Growth V

As Wild Growth I above, this level of training allows the Kai Guardian to use this ability five times a day.

Tier IX

The Kai Guardian gains the following abilities:

Eye of the Eagle V

As with Eye of the Eagle I above, the Kai Guardian now has the advanced training to use this ability five times a day.

Forest Warding IV

As Forest Warding I above, the damage reduction is increased to 10/+5.

Wildwalker IV

As Wildwalker I above, this level of training allows the Kai Guardian to use this ability five times a day at increased range.

Darken the Skies

The Kai Guardian may choose to forego all his regular ranged attacks and rain destruction upon all of his enemies. Once per day per five character levels, the Kai Guardian may make a ranged attack against all opponents in range of his bow at his highest Combat Skill bonus to a maximum amount of opponents equal to his current level. Each opponent may only be targeted once with each arrow. Other abilities such as Bow Mastery II-IV and Eye of the Eagle are usable with this ability.

REDEMPTION

True transcendence begins with the admission of imperfection. Admission is knowledge and knowledge is power to the Kai Redeemer. By expanding on the power of knowledge, the Discipline of Redemption becomes easier for others to acquire whilst on in their path to transcendence. The axioms of Redemption are Psi Surge and Divination. By honing each of These abilities, the Kai Redeemer forges the Mind into an unstoppable weapon, capable of

Destroying the most powerful evil with mere truthfulness.

Tier I

The Kai Redeemer gains the following abilities:

Turn Undead

Upon accepting the call as a Kai Redeemer, the Kai Master is given a holy symbol of the Sun God Kai. With it, a Kai Redeemer can channel the power of the Sun through the symbol and cause undead to flee or be destroyed. All Kai Redeemers may attempt to turn undead as if he was a Cleric of two levels lower than his Character level. Thus, a 10th level Kai Lord/2nd level Kai Redeemer can turn undead as if he was a 10th level Cleric. See *CORE RULEBOOK I* for more information on turning undead.

Tier II

The Kai Redeemer gains the following abilities:

Truthseeker

Once per day, the Kai Redeemer can attune himself to his immediate surroundings, attaining knowledge of the territory. The Kai Redeemer instantly gains knowledge of up to three facts from among the following subjects: the ground or terrain, people, animal population, presence of darkspawn, presence of undead creatures, evil outsiders and Kai Lords. As an example, the Kai Redeemer could determine the location of a group of Giak warriors, their Helghast commander and any Kai Lords that could help vanquish these foes. This ability operates in a radius of 200 feet per character level of the Kai Redeemer to a maximum of 6000 feet.

Tier III

The Kai Redeemer gains the following abilities:

Psychic Weaponry

The Kai Redeemer may attempt to channel the forces of his mind into one melee attack. To do this, the Kai Redeemer adds his charisma modifier (if positive) to his melee attack roll and deals one *extra* point of damage per character

Level of the Kai Redeemer to evil creatures. Against darkspawn the extra damage is increased to two points per level. Against undead, this is increased to three points per level. This damage does not stack. A Kai Redeemer may use this ability once per day.

Advanced Psychic Attacks

The Kai Redeemers psychic attacks have become more powerful. At this level of ability, the cost for a standard psychic attack is now halved to one willpower point per attack. In addition, the Kai Redeemer may now add his Charisma modifier (if positive) to any damage caused.

Tier IV

The Kai Redeemer gains the following abilities:

Faultless Grace

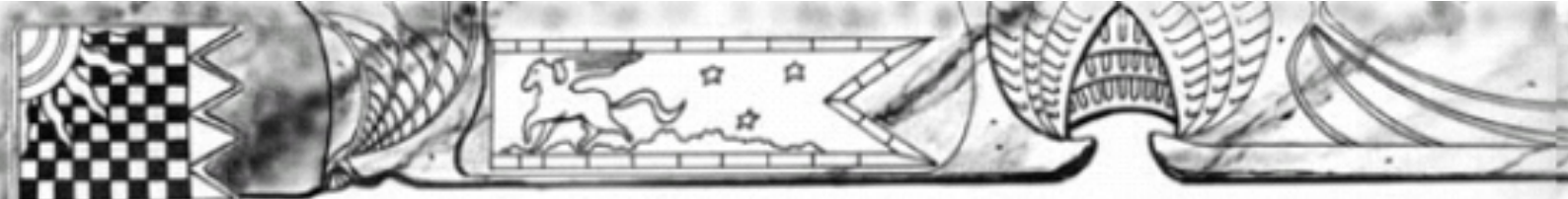
The corruption of the Darklands shrinks from the Kai Redeemer. When this level of training is reached, a Kai Redeemer gets the Concentration skill for free. If the Kai Redeemer already has the concentration skill, he gains a +2 synergy bonus to all concentration checks. The Kai Redeemer may also add his Charisma bonus (if positive) to all concentration checks involving Corruption. For more information on Corruption, see *The Darklands* sourcebook. The amount of Corruption reduced by the meditation method is now increased to 2. The Kai Redeemer's faultless grace also affects others; whilst within 20 feet plus 10 feet per level of a Kai Redeemer, all corruption scores are reduced by 1 to a minimum of 1. Should a person with a positive corruption score leave the area of effect, the lost corruption point returns.

Tier V

The Kai Redeemer gains the following abilities:

Mind Knight (10 Endurance)

Through sheer will, the Kai Redeemer can call into being a glowing blade to wield in either Psychic or melee combat. Only the Kai Redeemer who called it into being may wield The blade and cannot be disarmed. In normal



combat, the glowing blade equals a +2 *broadsword*. Against Darkspawn its enchantment bonus is +4. Against undead, Darklords and evil outsiders the blade deals double damage and x3 on critical hits instead of x2. Furthermore, the blade can be used in psychic combat, allowing the variable enchantment to be added to the Kai Redeemer's attack roll and allowing the Kai Redeemer to add his Strength Modifier (if positive) to the damage roll. Opponents in Psychic Combat are treated identically to melee combat and it is possible to cause a critical, making the Kai Redeemer a truly devastating opponent. This blade lasts as many minutes per day equal to the Character level of the Kai Redeemer.

Tier VI

The Kai Redeemer gains the following abilities:

Eye of the Sun (4 Willpower per beam)

As a standard action, the Kai Redeemer can call forth powerful dazzling beams of intensely hot light, emanating from his holy symbol. A Kai Redeemer can call one beam forth for every two Character level of the Kai Redeemer to a maximum of ten. All living creatures in the beam are subjected to a psychic attack and if struck are immediately blinded and take 2d6 points of damage. A successful reflex save negates the Blindness and reduces the damage by half. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat, loses any DEX bonus to AC, grants a +2 bonus to opponents attack rolls, moves at half speed and suffers a -4 STR and DEX based skills. Creatures such as Darkspawn and undead take double damage from the Eye of the Sun. In addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their save.

Tier VII

The Kai Redeemer gains the following abilities:

Pillar from Heaven (up to 1 Willpower per round)

The Kai Redeemer can now call on the Planes of

Light for aid. This ability allows the Kai Redeemer to summon a small, medium-sized or large sun elemental, which arrives as a pillar of fire from the heavens. The sun elemental can carry out a specific task or can be placed under the total control of the Kai Redeemer for a limited time. To command the sun elemental, the Kai Redeemer must expend one Willpower point per round. Commanding the sun elemental can be done as a free action. The sun elemental returns to the Planes of Light when the specific task is completed or when the Kai Redeemer's willpower runs out. A Kai Redeemer can also dismiss the elemental he summoned at any time, returning to the Planes of Light in a pillar of fire.

Tier VIII

The Kai Redeemer gains the following abilities:

Eye of Truth (10 Willpower)

There is a Kai saying that there is nothing new under the Sun. The Kai Redeemer learns to harness the power of this truth through will alone. As a standard action, the Kai Redeemer can call forth a globe of searing heat and radiance to explode silently from a point the Kai Redeemer selects. All living creatures caught in the globe are blinded and take 3d6 points of damage. A successful reflex save negates the Blindness and reduces the damage by half. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat, loses any DEX bonus to AC, grants a +2 bonus to opponents attack rolls, moves at half speed and suffers a -4 STR and DEX based skills. Creatures such as Darkspawn take double damage. Undead creatures caught within the ray are dealt 1d6 point per Character level (maximum of 25d6), or half damage if a Reflex save is successful. In addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their save. The globe is 10 feet for every Character level of the Kai Redeemer. This ability may only be used once daily and recharges at dawn.

Tier IX

The Kai Redeemer gains the following abilities:

Axiomatic Verisimilitude

Upon reaching this level in training, the Kai Redeemer can see things for what they really are. The Kai Redeemer sees through all normal and magical darkness, sees all secret doors hidden by magic or concealment, sees through illusions, sees all invisible objects and creatures normally and sees the true form of shapechanged, changed or transmuted objects and creatures. In addition, the Kai Redeemer may glimpse limited visions of the future. This allows the Kai Redeemer a +10 insight bonus to any checks or saves. This bonus can be broken up and added to as many rolls the Kai Redeemer likes during the course of one day. If all the points have not been spent by dawn the next day, the unused points disappear. Furthermore, the Kai Redeemer can see the auras that all creatures give off, allowing the Kai Redeemer to know the allegiance of creatures at a glance.

SANCTITY

Those who follow the Discipline of Sanctity are truly known as the Arbiters of Kai's will. By achieving oneness with Kai's divinity, the Kai Saint can create a synergy between life and death, symbolised by his martial prowess and his ability to heal the most grievous of wounds. When perfectly honed, the Disciplines of Weaponmastery and Curing allow the Kai Lord to achieve Sanctity by teaching him to truly forgive Kai's enemies.

Tier I

The Kai Saint gains the following abilities:

Kai Weapon I

A Kai Weapon represents perfection in martial ability. Whilst the Kai Saint wields this weapon, it is treated as if it has +1 enchantment. This +1 enchantment adds directly to Combat Skill and damage rolls. In addition, a Kai Saint may temporarily infuse his Kai Weapon with power to achieve a specific effect. The effect lasts for 1 minute per level per character level of

the Kai Saint. This ability is usable once per day. The Kai Saint can select from the following abilities:

Aegis: Using this ability allows the Kai Saint to transfer some or the weapon's entire enchantment bonus to his AC as a special bonus that stacks with all others. As a free action, the Kai Saint chooses to allocate the weapons' enchantment bonus at the start of the next turn before using the weapon and the effect to AC lasts until his next turn.

Flame: Upon command, the Kai Weapon is wreathed in fire. The fire does not harm the hands of the Kai Saint. Whilst manifesting this ability, the Kai weapon deals +1d6 points of fire damage on a successful hit.

Frost: Upon command, the Kai Weapon is wreathed in an icy frost. The frost does not harm the hands of the Kai Saint. Whilst manifesting this ability, the Kai weapon deals +1d6 points of cold damage on a successful hit.

Shock: Upon command, the Kai Weapon is wreathed in lightning. This electricity does not harm the hands of the Kai Saint. Whilst manifesting this ability, the Kai weapon deals +1d6 points of electricity damage on a successful hit.

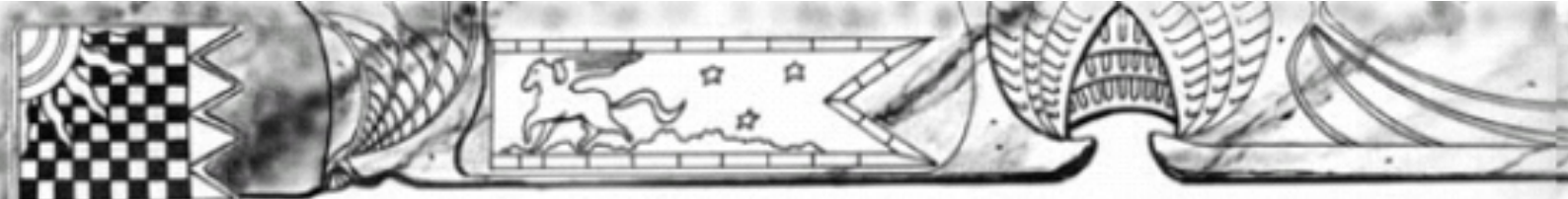
Keen edge: Imbuing a Kai weapon with this ability allows the Kai Saint to double the critical threat range whilst attacking. For instance, if the Kai Weapon is a sword which has a normal critical threat range of 19-20, this ability allows the critical threat range to be increased from 17-20.

Tier II

The Kai Saint gains the following abilities:

Fortify my Allies (Enhanced None Shall Fall)

As the Kai Saint increases in rank, his powers of the Kai Disciplines reach new heights. When using the None Shall Fall Tier of the Kai Discipline of Healing, a Kai Saint may now add double the amount of his intelligence modifier to all healing checks, to a minimum of +2.



Tier III

The Kai Saint gains the following abilities:

Kai Weapon II

A Kai Weapon represents perfection in martial ability. Whilst the Kai Saint wields this weapon, it is treated as if it has +2 enchantment. This +2 enchantment adds directly to Combat Skill and damage rolls. In addition, a Kai Saint may temporarily infuse his Kai Weapon with power to achieve a specific effect. The effect lasts for 1 minute per level per Character level of the Kai Saint. Alternatively, the Kai Saint may select two abilities to manifest from Kai Weapon I, above either simultaneously or separately. This ability is usable once per day. The Kai Saint can select from the following abilities:

Kai Flames: Upon command, the Kai Weapon is wreathed in fire. The fire does not harm the hands of the Kai Saint. Whilst manifesting this ability, the Kai weapon deals +1d6 points of fire damage on a successful hit. Upon a successful critical hit, the Kai weapon explodes with flame, dealing +1d10 points of fire damage. If the weapons critical multiplier is x3, add +2d10 points of bonus fire damage instead. If the critical multiplier is x4, add +3d10 points of bonus fire damage.

Kai Frost: Upon command, the Kai Weapon is wreathed in frost. The frost does not harm the hands of the Kai Saint. Whilst manifesting this ability, the Kai weapon deals +1d6 points of cold damage on a successful hit. Upon a successful critical hit, the Kai weapon explodes with the fury of a blizzard, dealing +1d10 points of cold damage. If the weapons critical multiplier is x3, add +2d10 points of bonus frost damage instead. If the critical multiplier is x4, add +3d10 points of bonus frost damage.

Kai Lightning: Upon command, the Kai Weapon is wreathed in lightning. The electricity does not harm the hands of the Kai Saint. Whilst manifesting this ability, the Kai weapon deals +1d6 points of electrical damage on a successful hit. Upon a successful critical hit, the Kai weapon explodes with electricity Dealing +1d10 points of electrical damage. If

the weapons critical multiplier is x3, add +2d10 points of bonus electrical damage instead. If the critical multiplier is x4, add +3d10 points of bonus electrical damage.

Kai Storm: This ability causes the Kai Weapon to resonate with the deadly power of a storm. Upon a successful critical hit, the Kai weapon emits a cacophonous peal of thunder. This sonic blast does not harm the wielder in any way. The thunder deals +1d8 points of sonic damage. If the weapons critical multiplier is x3, add +2d8 points of bonus sonic damage instead. If the critical multiplier is x4, add +3d8 points of bonus fire damage. Living opponents that have suffered a critical his from this ability and all Living subject within 10 feet are subjected to a Fortitude save (DC14) or be stunned.

Holy Smiter: This ability causes the Kai weapon to be blessed with the holy power of Kai himself. It deals +2d6 points of holy damage per successful hit against all creatures that have an evil allegiance.

Tier IV

The Kai Saint gains the following abilities:

Kai's Touch (Enhanced Remedy's Touch)

As the Kai Saint increases in rank, his powers of the Kai Disciplines reach new heights. When using the Remedy's Touch Tier of the Kai Discipline of Healing, a Kai Saint may now heal 2d6 + 2x his wisdom modifier in Endurance. In addition, the Endurance cost to the Kai Saint has been waived.

Tier V

The Kai Saint gains the following abilities:

Kai Weapon III

A Kai Weapon represents perfection in martial ability. Whilst the Kai Saint wields this weapon, it is treated as if it has +3 enchantment. This +3 enchantment adds directly to Combat Skill and damage rolls. In addition, a Kai Saint may temporarily infuse his Kai Weapon with power to achieve a specific effect. The effect lasts for 1 minute per level per Character level of the Kai

Saint. Alternatively, the Kai Saint may select two abilities to manifest from Kai Weapon II or three abilities to manifest from Kai Weapon I, above either simultaneously or separately. This ability is usable once per day. The Kai Saint can select from the following abilities:

Spirit of the Weaponmasters: This ability allows the Kai Saint to loose the weapon (requiring a standard action) to attack on its own. It fights for 4 rounds using the Base Combat Skill of the Kai Saint and then drops. It never leaves the side of the Kai Saint, straying never more than 5 feet from him and fights on even if the Kai Saint falls in battle. The Kai Saint can grasp it whilst it is attacking on its own as a free action, but when so retrieved, the Kai Saint may not use the ability again for another 4 rounds.

Foehunter: This ability allows the Kai Saint to excel at attacking one type of creature with his Kai Weapon. Against a designated foe, the effective enchantment is +2 better than it's normal enchantment, (a +3 Kai Weapon acts as a +5 Kai Weapon against its foe) Furthermore, it deals +2d6 points of bonus damage against that foe. A Kai Saint may select a foe from the following list of types and subtypes:

Air
Animal
Aquatic
Construct
Darkspawn
Dragon
Elemental
Earth
Fire
Giant
Incorporeal
Magical Beast
Monstrous Humanoid
Ooze
Outsider
Plant
Swarm
Undead
Vermin
Water

For more information on these types, see the Magnamund Bestiary in the *LONE WOLF Core Rulebook*.

Swift Attack: This ability allows the Kai Saint one single extra attack at his highest Combat Skill bonus. This attack must be made with the Kai Weapon, not with some other weapon.

Resonant Edge: This ability allows the Kai Saint to imbue his Kai Weapon with a deadly vibration. All critical threats are classed as automatic. This means that a Kai Saint need not roll the dice when a critical threat is caused.

Stigma: A Kai Weapon imbued with the ability of Stigma causes evil creatures to bear the physical shame of attacking a Kai Saint. Successful hits that deal damage to an evil creature are such that a wound will continue to bleed either internally or externally for 1 point of damage per round thereafter in addition to the normal damage the Kai weapon deals. Multiple wounds from a Kai Weapon imbued with this ability result in cumulative bleeding loss; for example two wounds cause 2 points of Endurance damage per round and so on. This continuous injury per round can only be stopped by a successful heal check or healing magic.

Tier VI

The Kai Saint gains the following abilities:

Purging Purification (Advanced Drawing out the Unclean and Purification)

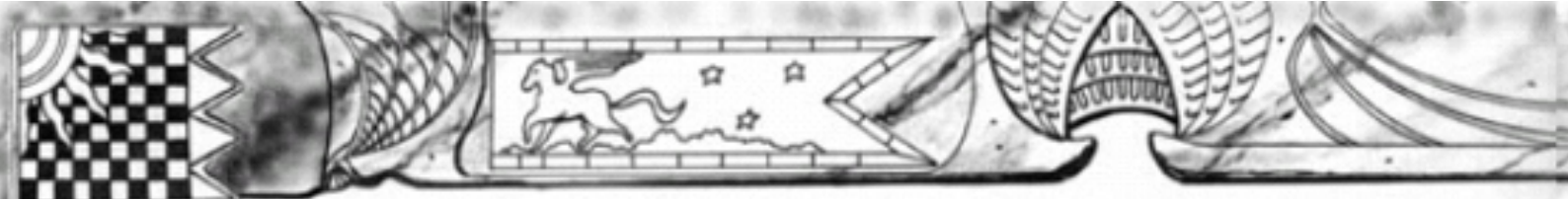
As the Kai Saint increases in rank, his powers of the Kai Disciplines reach new heights. When using Drawing out the Unclean and Purification Tiers of the Magnakai Discipline of Curing, a Kai Saint may now ignore the cost of Endurance to himself. In addition, the patient takes no damage through the use of this skill.

Tier VII

The Kai Saint gains the following abilities:

Kai Weapon IV

A Kai Weapon represents perfection in martial ability. Whilst the Kai Saint wields this weapon,



it is treated as if it has +4 enchantment. This +4 enchantment adds directly to Combat Skill and damage rolls. In addition, a Kai Saint may temporarily infuse his Kai Weapon with power to achieve a specific effect. The effect lasts for 1 minute per level per character level of the Kai Saint. Alternatively, the Kai Saint may select two abilities to manifest from Kai Weapon III, three from Kai Weapon II or four abilities to manifest from Kai Weapon I, above either simultaneously or separately. This ability is usable once per day. The Kai Saint can select from the following abilities:

Holy Executor: A Kai Weapon infused with this ability is the bane of all undead. Any undead creature struck in combat must succeed a Fortitude save (DC14) or be destroyed. This power cannot be used on a Darklord

Sunstrike: A Kai weapon infused with this ability transforms the Kai Weapon into pure light, providing illumination to a 20 foot radius. A Kai Weapon infused with Sunstrike ignores nonliving matter. Armour and enhancement AC bonuses do not count against it as the Kai Weapon passes straight through armour. Dexterity, deflection, dodge, natural armour and other such bonuses still apply. A Kai Weapon under the effects of Sunstrike cannot harm undead, constructs, Darklords or objects.

Fury of Kai: Invoking this ability the Kai Saint may, as a full attack action, forego all his regular attack and make one melee attack against each opponent within 5 feet. This attack must be made with his Kai Weapon and is calculated at his highest Combat Skill bonus.

Tier VIII

The Kai Saint gains the following abilities:

Divine Rest (Advanced True Rest)

A Kai Saint exudes life, health and peace. The metabolism of a Kai Saint has reached its pinnacle and now he no longer needs a concentration check to heal lost Endurance or Ability scores using True Rest. In addition, he may perform this facet of his ability as a free action. Using Divine Rest on others doubles the

normal healing rate for Endurance and lost ability scores, but still requires a Concentration check (DC30) and the same consequences still apply if the Kai Saint fails.

Tier IX

The Kai Saint gains the following abilities:

Kai Weapon V

A Kai Weapon represents perfection in martial ability. Whilst the Kai Saint wields this weapon, it is treated as if it has +5 enchantment. This +5 enchantment adds directly to Combat Skill and damage rolls. In addition, a Kai Saint may temporarily infuse his Kai Weapon with power to achieve a specific effect. The effect lasts for 1 minute per level per character level of the Kai Saint. Alternatively, the Kai Saint may select two abilities to manifest from Kai Weapon IV, three from Kai Weapon III, four from Kai Weapon II or five abilities to manifest from Kai Weapon I, above either simultaneously or separately. This ability is usable once per day. The Kai Saint can select from the following abilities

Battlemaster: This potent and feared ability of allows the Kai Weapon make each blow that strikes count to its fullest. Upon a successful critical hit, the Kai Weapon inflicts a grievous wound. The creature must make an immediate Fortitude save (DC equal to the Kai Lords Character level) or be slain. This ability only works upon opponents that are susceptible to grievous wounds.

Devastator: This ability is another potent and feared ability of the Kai Saint. When activated upon a Kai Weapon, any blow that is successfully struck with the Kai weapon is treated as a critical hit. Such is the power of each strike the Kai Saint makes that this ability affects all creatures susceptible to critical hits.

Sympathetic Weapon: The Kai Saint may temporarily imbue another Superior weapon for use as a second Kai Weapon. This weapon may be passed to another Kai Lord or used by the Kai Saint himself. Such a weapon must be identical in type to the Kai Weapon the Kai Saint already

owns. In addition, it gains no Combat Skill or damage bonuses other than what the Superior weapon already has. Other than this restriction, the Sympathetic Weapon is classed as a Kai Weapon in all respects. A Kai Saint may now share Kai Weapon abilities across two weapons equal to if the Kai Saint had just attained *Kai Weapon IV* abilities. Once the duration of this ability has ended, the Sympathetic Weapon is no longer classed as a Kai Weapon and loses all abilities.

Saint of the Sword

Truly a paragon of virtue, the Kai Saint has come one step closer to divinity. The Kai Saint now gains the following abilities:

Armour Class: The Kai Saint now gains an insight bonus equal to his Wisdom modifier (if positive) to his armour class.

Damage Reduction: The Kai Saint gains a damage reduction of **5/evil**.

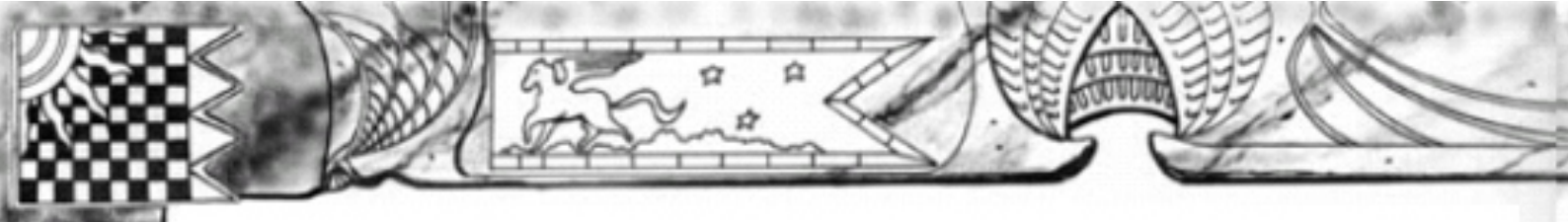
Fast Healing: Each round the Kai Saint heals Endurance damage equal to half of his level.

Immunities: A Kai Saint may choose one immunity from the following list once per day: acid, cold, electricity, or petrification.

Resistances: Kai Saints have resistance to fire 10 and receive a +4 bonus on Fortitude saves against poison.

Abilities: Kai Saints may gain one of the following bonuses to his abilities: Con +2, Wis +2, or Cha +4

Advanced Weaponmastery: This level of training enabled a Kai Saint to choose the effects his Kai Weapon manifests, giving the Kai Saint true versatility and adaptation in combat. As the Kai Saint has access to all levels of ability for his Kai Weapon, he may choose abilities that equal a total of five either simultaneously or separately. For example, a 10th level Kai Lord/10th level Kai Saint may choose one Kai Weapon I and two Kai Weapon II abilities (1xI plus 2xII), or one Kai Weapon II and one Kai Weapon IV ability (1xI plus 1xIV). The Kai Saint must still adhere to the restriction imposed whilst using his Kai Weapon abilities.



CHAPTER 5: THE PATH TO SUPREMACY

'...your attainment of the rank of Kai Grand Master brought with it great rewards. Some, such as the restoration of the Kai and the undying gratitude of your fellow Sommlending, could have been anticipated. Yet there have also been rewards which you could not possibly have foreseen. The discovery that within him lay the potential to develop Kai Disciplines beyond those of the Magnakai, which, until now, were thought to be the ultimate that a Kai Master could aspire to, was truly a revelation. Your discovery had inspired you to set out upon a new and previously unknown path in search of the wisdom and power that no Kai Lord before you has ever possessed. In the name of your creator, the God Kai, and for the greater glory of Sommerlund and the Goddess Ishir, you vowed to reach the very pinnacle of Kai perfection- to attain all of the Grand Master Disciplines and become the first Kai Supreme Master.'

-excerpt from the Plague Lords of Ruel.

This chapter is devoted in its entirety to the epic progression of the Kai Lord Character class. As an advanced class, the Kai Grand Master character is available for all Kai Lords to take with no penalties.

ADVANCING CHARACTERS BEYOND 20th LEVEL

When a character reaches 20th level, normal progression ends. It is important to note that this is not the end of a character's career. In many cases, a Games Master might rule to achieve 21st level, all a player needs to do is amass 210,000xp. However, this course of action may be seen as too mundane for the Player or the Games Master and it is left to them to decide how their character gains this next level into the realms of epic adventuring. For the example of the Kai Grand Master, a Player must spend 1d10 years meditating in the Kai Monastery before he allowed even to take his first level. Table 5-1 shows the level progression of characters beyond 20th level. It is essentially a continuation of the Class and Experience Table found on page 11 of the *LONE WOLF Core Rulebook*.

ADVANCED CLASS:

KAI GRAND MASTER

As an advanced class, the Kai Grand Master class represents the ultimate journey to enlightenment any mortal can take. In game terms, this is an advanced class singularly available for Kai Lords to multi-class into. This character class is the only exception to the rule for multi-classed Kai Lords in that a Kai Lord is continuing his Kai training. The Kai Grand Master character class will guide the Kai Lord from 20th level through to 35th level. The Path of the Grand Master was alluded to by Sun Eagle when he penned the *Book of the Magnakai*. It is unknown if Sun Eagle himself made the attempt to become a Supreme Master. In all recorded history of Sommerlund, only one mortal has successfully completed such an undertaking; the legendary Lone Wolf; founder of the new order of Kai. Lone Wolf's statistics are printed in CHAPTER 7: KAI PARAGONS.

TABLE 5-1: EXPANDED CLASS AND EXPERIENCE TABLE

Character level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Ability Increases
21 st	210,000	24	12	—
22 nd	231,000	25	12. 5	—
23 rd	253,000	26	13	—
24 th	276,000	27	13. 5	6
25 th	300,000	28	14	—
26 th	325,000	29	14. 5	—
27 th	351,000	30	15	—
28 th	378,000	31	15. 5	7
29 th	406,000	32	16	—
30 th	435,000	33	16. 5	—
31 st	466,000	34	17	—
32 nd	498,000	35	17. 5	8
33 rd	531,000	36	18	—
34 th	565,000	37	18. 5	—
35 th	600,000	38	19	—
36 th	636,000	39	19. 5	9
37 th	673,000	40	20	—
38 th	711,000	41	20. 5	—
39 th	750,000	42	21	—
40 th	790,000	43	21. 5	10

Game Rule Information

Kai Grand Masters have the following game statistics.

Endurance Dice: d8

Base Speed: as previous.

Class Requirements

In order to be eligible for the Kai Grand Master class, the Kai Lord must fulfil the following criteria:

Special: Must be a 20th level Kai Lord (Grand Master). In addition, the Kai Lord must not have taken any advanced templates during their career progression. A Kai Lord seeking

To follow the Supreme Path must have also had contact with all seven Lorestones of Nyxator in order to unlock the latent power inside him. Such exposure takes many years of practicing meditation and reciting mantras. In game terms, this can take 1d10 years.

Class skills:

The Kai Grand Master's class skills (and the key ability for each skill) are: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Wis), Survival (Wis)

CAMPAIGN SEED: KAI SUPREME MASTERS

The *LONE WOLF* Gamebooks were divided up into four distinct periods: The first was the Kai series. The second was the Magnakai series and the third was the Grand Master series. The fourth series started at Book 21 and was more commonly known as the New Order Series as it followed the emergence of another Kai Grand Master beginning his journey to the rank of Kai Supreme Master. Joe Dever's *LONE WOLF* series abruptly ended at book 28, entitled *THE HUNGER OF SEJANOZ*. The Kai Grand Master advanced class detailed here encapsulates a typical Kai Grand Master of the New Order founded by Lone Wolf. Player Characters questing in the New Order era would have little difficulty in advancing their Kai Lords through the Grand Master ranks.

Table 5-2: KAI GRANDMASTER

Kai Grand Master level	Base Combat Skill Modifier	Base Save Modifier	Kai Rank	Special
1 st	+1	+0	Kai Grand Master	Slow Aging Augmented Willpower Magnakai Discipline Grand Master Discipline
2 nd	+1	+1	Kai Grand Master	Magnakai Discipline Grand Master Discipline
3 rd	+2	+1	Kai Grand Master	Magnakai Discipline Grand Master Discipline
4 th	+2	+2	Kai Grand Master Senior	Grand Master Discipline
5 th	+3	+2	Kai Grand Master Superior	Grand Master Discipline Focus 5/day
6 th	+3	+3	Kai Grand Sentinel	Grand Master Discipline
7 th	+4	+3	Kai Grand Defender	Grand Master Discipline
8 th	+4	+4	Kai Grand Guardian	Grand Master Discipline
9 th	+5	+4	Sun Knight	Grand Master Discipline
10 th	+5	+5	Sun Lord	Grand Master Discipline Focus 6/day
11 th	+6	+5	Sun Thane	Grand Master Discipline
12 th	+6	+6	Grand Thane	Grand Master Discipline
13 th	+7	+6	Grand Crown	Grand Master Discipline
14 th	+7	+7	Sun Prince	Grand Master Discipline
15 th	+8	+7	Kai Supreme Master	Grand Master Discipline Focus 7/day Supreme Ascendancy

Class Features:

Weapon and Armour proficiencies: Kai Grand Masters gain no new weapon, armour or shield proficiencies.

Base Combat Skill Modifier: This is a bonus to the character's Combat Skill.

Base Save Modifier: This bonus is applied to the characters existing Fortitude, Reflex and Will save modifiers.

Augmented Willpower: Kai Lords who take on the Kai Grand Master advanced class, gain a one-off bonus to add to their Willpower score. Kai Grand Masters may add a total equal to half of his current Wisdom, rounding fractions down.

Magnakai Disciplines: The Grand Master still accrues Tiers in all Magnakai Disciplines not at Tier V as described in the *LONE WOLF Core*

Rulebook, page 35. The Grand Master stops accruing Magnakai Disciplines once all Magnakai Disciplines have attained Tier V. This is at 4th level of the Kai Grand Master advanced class.

Grand Master Disciplines: Upon attaining the Kai Grand Master Advanced class, the Kai Lord has already attained the rank of Grand Master and is permitted to study the wisdom of the Supreme Path. At every level from 1st to 15th, the Kai Grand Master may select a new Grand Master Discipline, as well as improving all previously chosen Grand Master Disciplines by one Tier, to a maximum of Tier V. To reach the level of Kai Supreme Master, a Kai Grand Master may only take 15 Grand Master Disciplines.

Slow Ageing (Ex): From this point in the Grand Master's life, the benefits of longevity are now

his. For every five years that pass, the Grand Master ages only one year physically.

Supreme Ascendancy (Ex): The Kai Supreme Master gains the following abilities:

Timeless body: The Kai Supreme Master no longer suffers the penalties for ageing and is immune to all magical, supernatural or spell-like ability that causes magical ageing. The Kai Supreme Master still accrues all bonuses and ignores all penalties for ageing. The Kai Supreme Master still dies when his allotted span is complete.

Perfect Self: The Kai Supreme Master is now classed as a Good Outsider and gains all the benefits as detailed in the Magnamund Bestiary. In addition, the Kai Supreme Master gains Damage Reduction of 20/+2 and a Magical resistance equal to his Character level.

Kai Weaponcraft: the Kai Supreme Master gains the ability to forge legendary weapons. See CHAPTER 6: KAI ARTEFACTS.

GRAND MASTER DISCIPLINES

At every level between 1st and 15th, the Kai Grand Master selects a new Grand Master Discipline from the list below. Each Discipline grants a range of new powers and abilities to the Kai Grand Master. Every Grand Master Discipline is divided up into five separate Tiers, which increase the Kai Grand Master's abilities within that specific Discipline. When a Kai Grand Master first chooses a Discipline, he gains the first Tier in its use. As well as gaining a new Discipline every new class level, the Kai Grand Master also improves the Tier of every Grand Master Discipline he has chosen previously, up to a maximum of five Tiers. To reach the level of Kai Supreme Master, a Kai Grand Master may only take 15 Grand Master Disciplines.

DISCIPLINES AND ENDURANCE

Grand Master Disciplines function identically to Kai and Magnakai Disciplines in regard to Endurance cost, as detailed in the *LONE WOLF*

Core Rulebook, page 35. In addition, some of the Grand Master Disciplines cost Willpower points instead of Endurance. The Kai Grand Master may sustain some of these abilities for as long as he has Willpower reserves. If the Kai Grand Master chooses, he may maintain these abilities long after his Willpower runs out. Additional costs come straight off Endurance identically to if the Kai Grand Master has suffered Endurance loss from Psychic Combat.

Animal Mastery

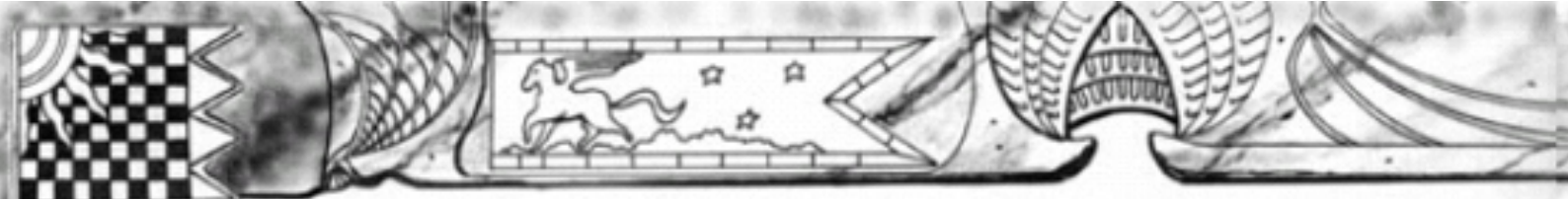
Grand Masters have considerable control over hostile-non sentient creatures. Also they have the ability to converse with birds, fish and other animals and use them as guides and allies. At will, Kai Grand Masters can comprehend and communicate with all animals. They are able to ask questions of and receive answers from animals, although this ability does not make all animals more friendly or cooperative than normal. Furthermore wary and cunning animals are likely to be terse and evasive, whilst more stupid ones may make inane comments. If the animal is friendly, it may do some favour or service for the Kai Grand Master.

Tier I: Grand True Companion

As Kai Grand Masters increase in level, his mastery of the Magnakai Discipline of Animal Control increases an exponential rate. The sphere of influence for True Companion (Tier V) now also affects Magical Animals, Giants and Dragons that have an INT of 10 or less and have an End Die of up to half of the Kai Grand Master's character level. In addition, the Kai Grand Master gains a +10 insight bonus on all Handle Animal checks the Kai Grand Master makes. This insight bonus is usable once per day.

Tier II: Will of Nature (2 Willpower + 1 Willpower per round)

Access to this Tier of Animal Mastery allows the Kai Grand Master to make a psychic attack on one animal of Large-Size or smaller. Should the attempt be successful, it causes the animal to freeze in place, standing helpless. The animal is aware and can breathe normally, but cannot take



any physical action. The animal can however activate any special abilities or qualities that do not require physical action. Winged animals such as birds cannot flap its wings and falls. A swimmer cannot swim and may risk drowning. The Kai Grand Master can affect one creature up to 120 feet away and must spend 1 willpower point a round holding the animal in place.

Tier III: Serene Whisper (1 Endurance per animal)

Serene Whisper causes the Kai Grand Master to force a state of comatose sleep upon one or more animals within 120 feet of the Kai Grand Master. The Kai Grand Master can affect a total End Dice of animals equal to his Wisdom +1d10. Animals with the fewest End Dice are affected first. Among those animals that have equal End Dice, those animals that are closest to the Kai Grand Master are affected first. Animals that have over 10 End Dice are unaffected by this Discipline. Sleeping animals are helpless. Slapping or wounding awakens the affected animal but normal noise does not. Awakening an animal requires a standard action. The duration of Serene Whisper lasts for one minute per Character level of the Kai Grand Master.

Tier IV: Fearful Countenance

Use of this Tier requires the Kai Grand Master to make a psychic attack against one animal within 120 feet. If the attack is successful, it causes the animal to become frightened of the Kai Grand Master. The animal suffers a -2 morale penalty to Combat Skill, as well as damage rolls and saving throws. The animal flees from the Grand Master as best as it can. If unable to flee, the animal may fight. Animals over 10 End Dice are not affected by this ability.

Tier V: Avatar of the Wild (1 Willpower per Round)

Total devotion to Animal Mastery unlocks the most arcane secrets of Nature. Mastery of this Tier gives the Kai Grand Master ability to change form into an animal and back again. Upon changing the Kai Grand Master may regain lost Endurance as if having rested for one day. Whilst in this form, the Kai Grand Master gains the physical and natural abilities of the

animal he has become. Physical abilities include Strength, Dexterity and Constitution. Natural abilities include armour, attack routines and special abilities that are a natural ability, such as Sprint or Constriction. Natural abilities also include mundane movement capabilities. Any clothing, armour, weapon and items of equipment are also transformed along with the Kai Grand Master when he uses the Avatar of the Wild. The Kai Grand Master may only use this ability to change into an animal that he has touched physically. Animals are available in the Magnamund Bestiary section of the *LONE WOLF Core Rulebook*. To maintain the shape of the animal, a Kai Grand Master must spend 1 Willpower point per round.

Assimilance (Advanced Invisibility)

Kai Grand Masters are able to effect striking changes to their physical appearance, and maintain these changes over a period of several days. Kai Grand Masters have also mastered advanced camouflage techniques which make them virtually undetectable in an open landscape. At will, the Kai Grand Master can alter his appearance and including his clothing and equipment to appear taller, shorter, thinner, fatter, or in between. The assumed form must be corporeal and humanoid. The Kai Grand Master's body can undergo a limited physical transformation, including adding or subtracting one or two limbs and/or adding or subtracting up to half his body weight. The Kai Grand Master can hold this new appearance almost indefinitely, costing 1 Willpower point per day. This grants the Kai Grand Master a +20 insight bonus to any Disguise check.

Tier I: Ghostly Echo (1 Willpower)

Mastery of this Tier allows the Kai Grand Master to create a volume of sound that rises, recedes, approaches or stays at a fixed location. The Kai Grand Master can choose what type of sound is created. The volume of the sound created is equal to four human voices per Character level of the Kai Grand Master. It costs the Kai Grand Master 1 willpower point per turn to manifest this ability which lasts for

10 minutes per Character level of the Kai Grand Master.

Tier II: Concealing Mist (4 Endurance, +1 Endurance per round)

Similar to the Tier III ability of Elementalism, the Kai Grand Master can call into being a bilious cloud around his body, obscuring all sight including darkvision for 50 feet plus 5 feet per Kai Grand Master level. All opponents within five feet of another whilst within the cloud are treated as if they had one-half concealment. Creatures beyond five feet of each other as having full concealment, giving a 50% miss chance and the inability to use sight to locate opponents. The Kai Grand Master is able to see through this cloud clearly and suffers no penalties for concealed enemies. A moderate wind of 11mph will disperse the cloud in 4 rounds. A cloud of this nature draws the moisture from the Kai Grand Master's skin and cost him Endurance to create. The cloud will last for 10 minutes. Should the Kai Grand Master wish to continue to maintain this ability, the Kai Grand Master must expend 1 Endurance point per round. Should the Kai Grand Master also possess the Tier III ability in Elementalism, the Kai Grand Master may augment either ability by doubling the range, duration or waiving the starting Endurance cost.

Tier III: Edge of the Vision (1 Willpower per Round)

This Tier in Assimilance grants the Kai Grand Master the ability to blur the outline of his body taking advantage of the natural blind spots in his opponent's vision. The Kai Grand Master's body appears blurred, shifting and wavering in and out of focus. The distortion gives the Kai Grand Master one-half concealment during combat; granting a 20% Miss Chance to his opponents.

Opponents relying on Blindsight are not affected by this ability.

Tier IV: Spectrum Mask (1 Willpower per turn)

With this Tier, the Kai Grand Master can conceal his body totally in some vision spectrums. Creatures relying on Darkvision or

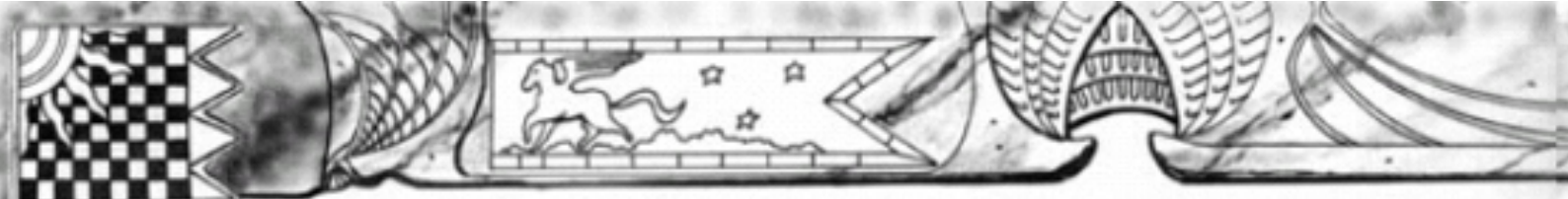
Ultravision to see, will find that they are blinded to the presence of the Kai Grand Master. All Creatures that rely on these spectrums to see the Kai Grand Master are treated as Blinded. In addition, the Kai Grand Master gains total concealment against these creatures whilst in combat. The Kai Grand Master can manifest this ability for as long as he has Willpower points.

Tier V: Kai Twin (8 Endurance + special)

At this level of mastery, the Kai Grand Master had become a true paragon of subterfuge and camouflage, rivalling the best Master-Knaves of Vassagonia and Shadaki. By playing on misconceptions, superstitions and beliefs of everyone everywhere, the Kai Grand Master may bring into being a shadow image of himself that looks, sounds and smells like the Kai Grand Master but is intangible. The shadow image mimics the Kai Grand Master's every action including speech. The shadow image can be made to perform different actions if a concentration check is made (DC 14). If the roll fails, the shadow image fades and the Kai Grand Master may not use the Kai Twin ability for 24 hours. If the roll succeeds, the Kai Grand Master can see through its eyes and hear through its ears but must stay always in direct eye contact with the shadow image. The shadow image may not attack or do anything physical. To bring the shadow image into being costs the Kai Grand Master a small portion of his own life. In addition, forcing the shadow image to perform different actions costs the Kai Grand Master 1 Willpower per turn per 50 feet the shadow image moves from the Kai Grand Master.

Astrology

The celestial bodies which occupy the skies above Magnamund have long been known to affect the lives of its inhabitants. Mastery of this Discipline enables a Grand Master to predict and shape the future by studying the relative positions of the Sun, the Moon and the myriad planets and stars. The number and accuracy of these predictions increases as the Grand Master increases in rank.



Tier I: Celestial Alignment

This tier allows the Kai Grand Master to align himself to the Celestial bodies. He may make one extra Focus attempt per day, or he may re-roll one failed Focus attempt and take the second result. In addition, the Kai Grand Master may make a Concentration check (DC15) to determine the direction of true north. A Kai Grand Master may only divine the direction of north whilst outside.

Tier II: Know the History (5 Willpower)

Using the power of the Celestial bodies brings into the Kai Grand Master's mind information about an important object, for example, who owned it previously, who made it, where it has been, what sort of abilities, -if extraordinary, magical or special- the item has and so on. The Kai Grand Master needs to make a Concentration check (DC14) and must have the object at hand for the Kai Grand Master to divine such information. If the Kai Grand Master rolls a 20, the full history of the item is known to him. If the concentration check fails, he may not attempt to use this ability for 24 hours.

Tier III: Grand Second Sight

As the power of Astrology grows within the Kai Grand Master, he catches brief visions of the future in waking dreams and gifts of insight. Once every seven days, a Kai Grand Master may add a +10 insight bonus to any check or save that he has to make. He may also divide up the bonus and spend it however he sees fit. The Kai Grand Master may only use this bonus on rolls he makes himself. Any unspent points of this ability not used by the Kai Grand Master by the end of the seven day period are wasted of and cannot be carried over. This bonus is restored on the dawn of every seventh day.

Tier IV: Grand Chiromancer (4 Willpower)

Similar to Tier III, the Grand Chiromancer ability allows the Kai Grand Master to divine the futures of those around him by reading their palms. By meditating for ten minutes and performing a Concentration check (DC14), a Kai Grand Master can confer a +10 insight bonus to any check or save the recipient makes

in the next seven days. If the roll fails, the recipient gains no bonus. If the Kai Grand Master rolls a 1, he has misread the future. The recipient believes he is getting a +10 insight bonus and may attempt to use it as normal over the next seven days. Instead of the bonus to the roll or save, the recipient gets a -10 modifier.

If the recipient does not use the bonus in seven days, it is wasted. The Kai Grand Master may only use this ability once every seven days. Using this power drains the Kai Grand Master of 4 Willpower points whether or not the check is successful.

Tier V: Grand Hypnotism. (6 Willpower)

Studying the movement of the heavens, the Kai Grand Master has gathered powerful knowledge on the powers of the Sun and Moon. Using these celestial bodies, the Kai Grand Master has learnt when creatures are more susceptible to suggestion. Up to three living creatures can be affected by this Tier ability. By making a Psychic attack on each creature in direct eyesight, the Kai Grand Master can attempt to hypnotise them. If any or all the attacks are successful, the creature(s) affected stop and stare blankly at the Kai Grand Master. He may then use their rapt attention to make suggestions and requests more plausible. Whilst in this state, a creature's Perception checks suffer a -4 penalty. Any potential threat allows the creature(s) an opposed Concentration check against the Kai Grand Master. Any obvious threat automatically breaks the control the Kai Grand Master had, as does slapping or shaking the creature(s). This may be done as a free action. Whilst the creature(s) are under the control of the Kai Grand Master, he can make a suggestion or request, provided the Kai Grand Master can communicate with the creature. The suggestion must be brief and reasonable. An affected creature acts as if it is two more steps friendlier with the Kai Grand Master. For more information regarding NON-PLAYER CHARACTER attitudes, consult the *LONE WOLF Core Rulebook*, page 89. This ability only works upon living targets. It does not affect undead, outsiders or Darklords. This ability lasts for as long as the Kai Grand Master can maintain concentration (a standard action).

Bardmanship

Through mastery of this Discipline, Kai Grand Masters becomes a multi-talented performer, proficient in the use of any musical instrument. He is able to sing or chant, recite or compose tales of legend, mimic speech or dialect and stimulate a wide range of emotions among sentient creatures. The effect and power of his Bardic abilities increase as the Kai Grand Master increases through the ranks. Upon attaining this Discipline, the Kai Grand Master takes Perform as a class skill. An instrument is optional; a Kai Grand Master may pick an instrument of his choice or may manifest the power of this Discipline with just his voice. Should the Kai Grand Master be struck mute or in an area where making sound is impossible, he cannot use this Discipline. Similarly, this ability fails to affect anything that is deaf or does not require hearing. In order to manifest this ability Kai Grand Masters must make a Perform Check (DC10). If the roll is successful, the Tier ability manifests as normal. If the roll fails, the Tier ability does not manifest. The Kai Grand Master may try again in the next round, as a full-round action and the DC increased by 2.

Tier I: Soothe the Beasts (1 Willpower per End Dice)

'Music Soothes the Savage Beast' is an old Kai Lord axiom that certainly rings true with this ability. The Kai Grand Master can play or sing a melody that soothes and quiets animals, beasts and magical beasts, rendering them docile and harmless. Only creatures with an Intelligence score of 4 or less can be affected by this ability. All the subjects must be of the same species and within a 30 radius of the Kai Grand Master to be affected. The Kai Grand Master must spend as many Willpower points that equal the total of every animal's End Dice added together. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any other threat breaks the ability's hold on the threatened creatures. The Kai Grand Master may maintain this ability as a standard action for up to one minute per Character level of the Kai Grand Master.

Tier II: Discord's Bulwark

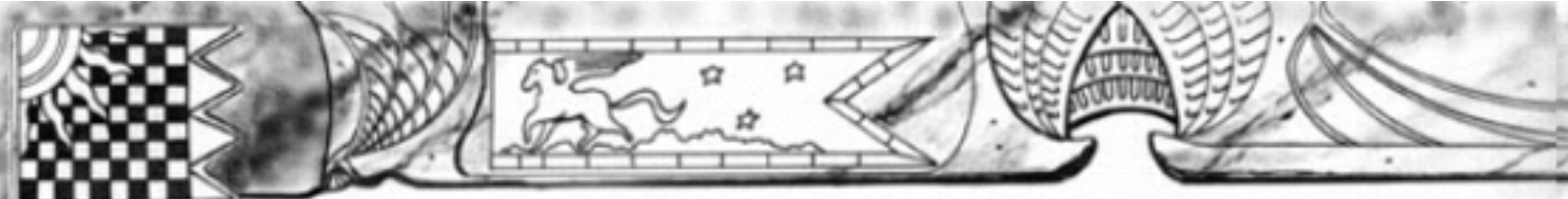
By producing a counter melody by singing, the Kai Grand Master may attempt to ignore the effects of sonic damage that would otherwise harm him. As a Standard Action, the Kai Grand Master can make a Perform check (DC15). If he is successful, the Kai Grand Master may ignore any effects of sonic damage done to him for as many rounds equal to his Charisma score.

Tier III: Grand Glamer (1 Willpower per turn)

By performing to an individual, Kai Grand Masters can charm a humanoid of Medium-Size or smaller regard him as a trusted friend. The target creature must make an opposed Concentration check against the Kai Grand Master's Perform skill. Should the check be successful for the Kai Grand Master, the affected creature acts as if it is Helpful to the Kai Grand Master. For more information regarding NON-PLAYER CHARACTER attitudes, consult the *LONE WOLF Core Rulebook*, page 89. This ability only works upon living targets. It does not affect undead, outsiders or Darklords. The Kai Grand Master may maintain Grand Glamer at the cost of 1 Willpower point per turn.

Tier IV: Drums of the Thunderclap (1 Endurance per round)

A little misleading by name, the Kai Grand Master does not need a percussion instrument to access this Tier ability. By striking a resonant note in his voice, the Kai Grand Master may cause his weapons to vibrate with the same resonance. Upon a successful hit, the Kai Grandmaster's weapon emits a cacophonous peal of thunder. This sonic blast does not harm the wielder in any way. The thunder deals +1d8 points of sonic damage. If the strike is a successful critical hit, it does extra damage. If the weapons critical multiplier is x3, add +2d8 points of bonus sonic damage instead. If the critical multiplier is x4, add +3d8 points of bonus fire damage. Living opponents that have suffered a critical hit from this ability and all Living subject within 10 feet are subjected to a Fortitude save (DC14) or be stunned.



Tier V: Destroy the Temper (special)

By using this ability, the Kai Grand Master creates a loud, ringing noise that shatters brittle, non-magical objects, sunders solid non-magical objects, or damages a single Construct type creature. Used as an area attack, Destroy the Temper destroys non-magical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors and so forth. All such objects within a 20 foot area selected by the Kai Grand Master are smashed into dozens of pieces. Object weighing more than 2 pounds are not affected. The cost for manifesting this ability is 1 Willpower point. Destroy the Temper can also be used to sunder small, solid non-magical objects within 10 feet of the Kai Grand Master. The Kai Grand Master may choose specifically which objects are affected by this at the cost of 2 Willpower point each and to a maximum total weight of 10 pounds per Kai Grandmaster level. Each object affected gains an opposed Hardness check against the Kai Grand Master's Performance skill. If the Kai Grand Master is successful, the object(s) are sundered. Lastly, Destroy the Temper can be used to affect Construct type creatures of any weight. Destroy the Temper will deal 1d6 point of Endurance damage per 4 Willpower points spent. Constructs can make a Fortitude save for half-damage.

Deliverance (Advanced Curing)

With this Discipline, the metabolism of Kai Grand Master becomes a perfect, refined tool for him to use. The Grand Master Discipline of Deliverance enables the Kai Grand Master to heal his most serious wounds and that of others. In addition, his strong connection with the Planes of Light enables him to manifest other powers that are deadly to the minions of Naar. As the Kai Grand Master increases in rank, his skills of Deliverance increases beyond mortal reckoning, making the Kai Grand Master almost immortal.

Tier I: Relic Fortitude (special)

Mastery of this tier broadens the sphere of

influence of the Kai Grand Master's live-giving power. Any object held or touched by the Kai Grand Master is immune to any Sunder checks made against it. In addition, the Kai Grand Master may 'heal' objects that have lost Endurance; the Kai Grand Master can 'heal' 1d4 points of lost Endurance to an object per point of Willpower spent. Furthermore, the Kai Grand Master can also elect to repair a Sundered object completely; by spending an amount of Endurance equal to the initial endurance of the item, he can make sundered objects whole again. This repair ability does not restore any enchantment or abilities a Sundered object may have had. However, it does restore the Sundered object to a pristine condition ready to accept a new enchantment.

Tier II: Livegiver

A great fortitude wells up from inside the Kai Grand Master, giving him great healing power. The Kai Grand Master may heal up to $3d8 + \text{his Character level in Endurance}$ on another person. This ability may be used as many times per day equal to the Kai Grand Master's level. The Kai Grand Master cannot use this ability on himself.

Tier III: Exorcise (2 Endurance)

Invoking this ability creates a shimmering, golden aura of holy energy around the Kai Grand Master. This power has three effects:

1. The Kai Grand Master gains a +4 deflection bonus to AC against attacks by evil creatures.
2. On making a successful melee touch attack against evil outsiders, the Kai Grand Master can choose to drive that creature back to its home plane. The creature negates the effects with a will save.
3. With a touch, the Kai Grand Master can automatically dispel any one enchantment, cast by an evil creature or any one evil spell. This ability costs 2 Endurance points to manifest and lasts for 1 minute for every Character level of the Kai Grand Master.

Tier IV: Voice of Kai (6 Endurance)

Mastery of this tier opens a direct link to Kai the Sun God. The Kai Grand Master may ask questions that can be answered by a simple Yes,

No or Unclear. The Kai Grand Master may ask as many questions equal to his Grand Master level. The answers given are correct within the limits of Kai's knowledge. In cases where a one word answer would be misleading or contrary to Kai's interests, the Games Master should give a short phrase of five words or less as an answer instead. This ability at best provides answers to aid character decisions to further their own purpose. The Voice of Kai is a powerful ability that costs the Kai Grand Master 6 Endurance points.

Tier V: Divine Metabolism (special)

The Kai Grand Master's life-force is paramount. The Kai Grand Master gains Fast Healing equal to his Kai Grand Master level. In addition, the Kai Grand Master may ignore any Grievous Wounds taken from this point. Severed limbs can be instantly reattached or will grow back in 3d6 minutes. A severed head will not reattach and will not grow back, killing the Kai Grand Master instantly.

Elementalism

This Discipline enables Kai Grand Masters to manipulate the four basic elements: Earth, Air, Fire and Water. By drawing on individual, or combinations of elements that are available, he is able to attach, intensify, remove or accelerate this matter to fulfil a specific purpose, for example: Create a wall, hurl a rock, spray sand, remove air or intensify fire. The versatility of this Discipline increases as Kai Grand Masters increase in rank.

Tier I: Control Water (1 Willpower per 10 feet)

This Tier gives the Kai Grand Master to control the tides and other bodies of water or similar liquids. The Kai Grand Master can cause water to lower or raise water depth by two feet per level of the Kai Grand Master. The area of effect is a volume of 10 feet square per point of willpower expended. The level of water cannot be lowered further than one inch or raise any more than double the original depth. Using this ability in deep bodies of water can create whirlpools that sweep ships and similar craft down, putting them at risk and rendering them

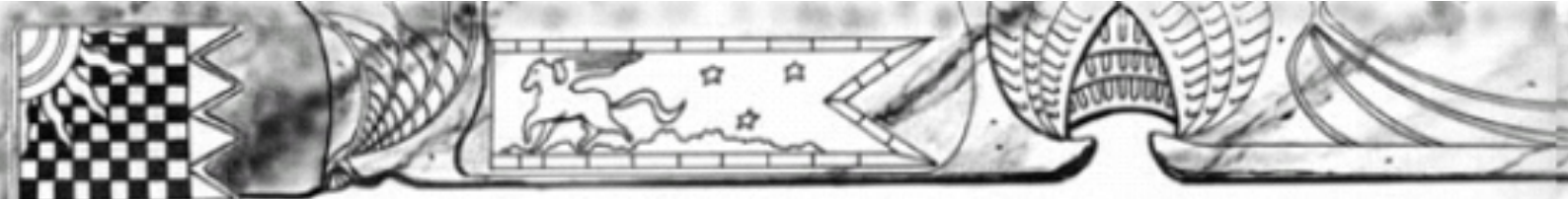
unable to leave by normal movement. The effect lasts for 10 minutes per level of the Kai Grand Master.

Tier II: Electrical Field (special)

This Tier allows the Kai Grand Master to imbue an object with a powerful electrical charge using his willpower. Firstly, the Kai Grand Master decides how many point of willpower he wishes to place in the object. The Kai Grand Master then makes a concentration check (DC14) whilst touching the object. If he is successful, the object is charged with the Grand Masters Willpower. If he is unsuccessful, the charge is wasted. If the Kai Grand Master rolls a 1 during this check, the item is sundered and the Kai Grand Master is dealt the damage himself (see below). A creature handling the object after the charge has been set causes the creature to take 1d8 + the amount of Willpower points expended of Endurance damage. A Fortitude save can be made for half damage. A Kai Grand Master can cancel this charge at any time as a free action. It is of note that whilst the item is charged, the Kai Grand Master cannot replenish the amount of points until the charge goes off or is cancelled. This charge can be set indefinitely.

Tier III: Concealing Mist (4 Endurance, +1 Endurance per round)

Similar to the Tier II ability of Assimilance, the Kai Grand Master can call into being a bilious cloud around his body, obscuring all sight including darkvision for 50 feet plus 5 feet per Kai Grand Master level. All opponents within five feet of another whilst within the cloud are treated as if they had one-half concealment. Creatures beyond five feet of each other as having full concealment, giving a 50% miss chance and the inability to use sight to locate opponents. The Kai Grand Master is able to see through this cloud clearly and suffers no penalties for concealed enemies. A moderate wind of 11mph will disperse the cloud in 4 rounds. A cloud of this nature draws the moisture from the Kai Grand Master's skin and cost him Endurance to create. The cloud will last for 10 minutes. Should the Kai Grand Master wish to continue to maintain this ability, the Kai Grand Master must expend 1 Endurance



point per round. Should the Kai Grand Master also possess the Tier II ability in Assimilance, the Kai Grand Master may augment either ability by doubling the range, duration or waiving the starting Endurance cost.

Tier IV: Against the Storm

Grand Masters who have achieved this Tier of training find themselves immune to the effects of strong winds. All wind effects encountered by the Kai Grand Master are treated as Light (0-10mph). For more information, see the Wind Effects table in the *LONE WOLF Core Rulebook*, page 158. This has a direct affect on Obscuring Mist (Tier III Elementalism and Tier II Assimilance), being that it now cannot be blown away. In addition, flying mounts of any type used by the Kai Grand Master are also affected by this ability.

Tier V: Rusting Grasp (1 Endurance per 50 lbs.)

Mastering Elementalism, give the Kai Grand Master the ability to rust metallic objects. If the Kai Grand Master makes a successful touch attack with his hands, causes the target metal to corrode, falling to pieces and becoming useless immediately. The size of the object can vary; for every Endurance point spent, the Kai Grand Master can rust up to 50 lbs of metal. All objects rust away immediately regardless of size. Magic armour and weapons are not affected by this ability.

Grand Huntmastery

Kai Grand Masters are able to see in total darkness and they possess great natural speed and agility. They also have a superb sense of touch and taste. In addition, the Kai Grandmaster's instincts are honed to perfection, making him truly one with the wild. All Survival checks made by the Kai Grand Master are made with a +10 circumstance bonus.

Tier I: Eyes in the Dark

This Tier ability allows the Kai Grand Master to adjust the sensitivity of his eyes' photoreceptors; granting the ability to see extremely well in low-light conditions. A Kai Grand Master can see

Three times as far as normal in any shadowy light.

Tier II: Plainswalker

Mastery of this tier enables a Kai Grand Master and his mount to move quickly through the wilderness. All checks for overland movement are made as if the Kai Grand Master and his mount are moving through Plains. For more information see the Overland Movement Table.

Tier III: Beyond the Spectrum

The Kai Grand Master may look beyond the normal spectrum of visible light; allowing him to see in perfect darkness with ease. The Kai Grand Master may now see with no light source at all. This ability is treated as Darkvision to a range equal to his full, normal vision.

Tier IV: Natural Bastion

Mastery of this Tier allows the Kai Grand Master to mask himself from the natural effects of electricity, such as being struck by lightning from a thunderstorm. This does not have any effect on magical electricity such as Lightning Hand.

Tier V: Unfettered

Mastery of this Tier unlocks the secret of true freedom within the physical world for the Kai Grand Master. Regardless of the type of motion the Kai Grand Master uses, such as swimming, flying, burrowing and walking, he may move at his maximum movement rate with the best class of manoeuvrability. When calculating movement rates, the Kai Grand Master is treated as unencumbered, though the Kai Grand Master may still only carry the maximum weight his Character is allowed.

Grand Nexus

Kai Grand Masters using the advanced form of Nexus are able to withstand contact with harmful elements, such frost, flames and acids for extended periods. As the Kai Grand Master increases his skill of Grand Nexus, he also gains abilities to smite evil foes using the power of his mind. This ability increases as a Kai Grand master advanced in rank.

Tier I: Elemental Bulwark

At the basic levels of Grand Nexus, the Kai Grand Master achieves a natural equilibrium with many harmful elements. Damage from Acid, Poison, and Sonic sources are treated with a Damage Resistance of 10, meaning that the Kai Grand Master may ignore the first 10 point of damage caused by any of these effects.

Tier II: Elemental Bastion

At the next level of Grand Nexus, the Kai Grand Master achieves a natural equilibrium with many harmful elements. Damage from Acid, Poison, and Sonic sources are treated with a Damage Resistance of 20, meaning that the Kai Grand Master may ignore the first 20 point of damage caused by any of these effects.

Tier III: Stark Repose (1 Willpower per turn)

Mastery of this Tier allows the Kai Grand Master to put cataleptic that is impossible to distinguish from actual death. Although the Kai Grand Master can smell, hear and know what is going on, no feeling or sight of any sort is possible; thus any wounding or mistreatment of his body is not felt and no reaction is felt. Endurance damage that occurs is only dealt at one-half of normal. In addition, paralysis, poison or Negative Energy affects the Kai Grand Master whilst in this state, although poison injected into his body whilst in Stark Repose will activate once the Kai Grand Master ends the ability and must make a Fortitude save as normal. This spell offers not protection from certain death, such as a landslide. The Kai Grand Master must spend 1 Willpower point per turn to maintain this ability.

Tier IV: Eyes for Shadow (None, or 30 Willpower)

Doors leading beyond the World of Magnamund exist in the form of Shadow Gates. Other than the Gate in the Magician's Guild in Toran, many other Shadow Gates exist throughout the world, hidden in desolate ruins or deep underground. With Discipline and training, the Kai Grand Master has the ability to detect and travel through these Gateways at will, suffering no ill effects for doing so. In addition, the Kai Grand Master may meditate

for 24 hours and channels a vast amount of Willpower to creating his own Shadow Gate. By spending 30 Willpower points, the Kai Grand Master can instantly transport himself to a random point in the Astral Plane of the Daziarn with no ill effects. A Kai Grand Master may only transport himself, after which the Shadow Gate closes behind him.

Tier V: Kai Power Word (varies)

The ultimate mastery of Grand Nexus allows the Kai Grand Master access to the Kai Power Word. Usable against one creature within 30 feet, the Kai Grand Master utters a shout that sounds a discordant note to the minions of Naar. All non-good extraplanar creatures within the area are banished back to their home plane. Banished creatures cannot return for at least one day relative to the plane that they are on. This effect takes place regardless of whether the creature hears the Kai Power Word. If an evil creature native to Magnamund that hears the Kai Power Word suffers the following effects depending on their End Dice. In addition, the Endurance cost to the Kai Grand Master for such an utterance is also dependant on the End Dice of the creature targeted.

THE DAZIARN PLANE

The Daziarn Plane is a realm made up of many kingdoms and realms ruled by many god-like creatures. Similar in respect to the Astral Plane, the Daziarn Plane connects the reality of Aon to the Outer Planes of Light and Dark. Several LONE WOLF Gamebooks contained adventures within the Shadow Plane and are ideal for use as sourcebooks for those who wish to take their campaigns there. The books in question are LW#11 PRISONERS OF TIME and (GREY STAR) GS#3 BEYOND THE NIGHTMARE GATE. Both books are unfortunately out of print but seem to be readily available from many online auction sites or second-hand book retailers.

TABLE 5-3: KAI POWER WORD

End Dice of Creature	Effect	Endurance cost to Kai Grand Master
13+	Stunned, 3d10 Endurance	4d10 Endurance
9-12	Paralysed, 4d10 Endurance	3d10 Endurance
5-8	Blinded, 5d10 Endurance	2d10 Endurance
0-4	Killed	1d10 Endurance

Endurance Damage: This number comes straight off the total of the recipient's Endurance points. There is no save.

Stunned: The affected creature is stunned for 1d6 rounds. See the *LONE WOLF Core Rulebook*, page 148 for details. This affects all types of evil creatures.

Paralysed: The affected creature is paralysed for 1d10 rounds. See the *LONE WOLF Core Rulebook*, page 148 for details. This affects all types of evil creatures.

Blinded: The Affected creature is blinded for 24 hours. See the *LONE WOLF Core Rulebook*, page 147 for details. This affects all types of evil creatures.

Killed: The affected creature is slain immediately. Undead creatures are destroyed. This affects all types of evil creatures.

Grand Pathmanship

Kai Grand Masters are able to resist entrapment by hostile plants and plant-like creatures. Kai Grand Masters also gain a super-awareness of ambush or the threat of ambush in woods and dense forests.

Tier I: Eternal Alertness

Basic access to this Grand Master Discipline allows the Kai Grand Master to be ever alert to the presence of attack. Whilst in any light, medium or heavily wooded area, the Kai Grand Master is never surprised and are thus never flat footed in any combat outdoors.

Tier II: Weathersense

As the skill of the Kai Grand Master continues to increase, he becomes more in tune with

Magnamund's weather patterns and regional climates. When making any checks or saves that would normally be impaired by harsh weather conditions, a Kai Grand Master may treat the checks or saves as if they were made in normal weather, situated in a temperate climate.

Tier III: Vermin Barrier (1 Willpower per round)

By a force of will, Kai Grand Masters with this Tier of ability can create an invisible, 10 foot barrier around him that holds back vermin. Vermin with less than one-third End Dice of the Kai Grand Master's Character level cannot penetrate the barrier. Vermin with at least one-third End Dice of the Kai Grand Master's Character level can penetrate the barrier if they succeed a Will save with a DC equal to the Kai Grand Master's Character level. Even so, crossing the barrier deals the Vermin 2d6 point of Endurance damage and pressing against the barrier causes pain, which deters less aggressive vermin. The Kai Grand Master spend 1 Willpower point per round holding the barrier in place.

Tier IV: Frozen Thoughts (5 Endurance)

Access to this Tier allows the Kai Grand Master to freeze three cubic feet of water per level of the Kai Grand Master. The effect is instantaneous, snap freezing water into a solid block of ice. This ability can be used on creatures within the water also. To do so, the Kai Grand Master must make a successful melee touch attack against the creature. The creature itself must be small enough to be caught fully inside the area of effect for the ability to be used successfully. Larger creatures simply break free of the ice. Living creatures so caught must take a grievous wound once per round and is forced to make a Fortitude save (DC20) or be slain immediately.

Non-living or creatures are entrapped and are unable to free themselves until the ability stops manifesting. The Kai Grand master may also change three cubic feet per Kai Grand Master level of ice to temperate water. The ability lasts for one minute per Character level of the Kai Grand Master.

Tier V: Lord of the Forest

Achieving this level of training in this Grand Master Discipline allows the Kai Grand Master to ignore any attacks or damage from creatures of the Plant Subtype. In addition, the Kai Grand Master cannot be hindered by any Ability, Quality, Supernatural ability, Spell-like ability, Extraordinary ability, or natural ability from an Animal, or Magical Beast, whose natural habitat is Forests that cause the following conditions: Dazzled, Dazed, Entangled, Exhausted, Fatigued, Flat-Footed, Helpless, Nauseated, Paralysed, Prone, or Stunned.

Grand Weaponmastery

This Discipline enables a Kai Grand Master to become supremely proficient in the use of all weapons, becoming a true paragon of martial training. In addition, the Kai Grand Master may invoke qualities hidden in each weapon. At the pinnacle of this Discipline, A Kai Grand Master learns how to forge special weapons of his own.

Tier I: Grand Warmastery

Kai Grand Masters with this level of training have transcended beyond the scope of martial combat and can readily use any weapon with divine grace and deadly speed. All weapons used by the Kai Grand Master gain the following benefits:

- +3 bonus to all attack rolls
- +4 bonus to all damage rolls
- +2 bonus to AC

+4 bonus to resist disarm attempts
All bonuses are cumulative, and may be stacked with other bonuses for the Kai Discipline of Weaponskill and the Magnakai Discipline of Weaponmastery. In addition, the Kai Grand Master may also ignore any penalties for wielding a weapon in each hand as described in Mirror Wielding in the *LONE WOLF Core Rulebook*, page 47.

Tier II: Mighty Wield

Upon attaining this Tier of mastery with weapons allows the Kai Grand Master to wield two-handed weapons in one hand. This skill does not apply to ranged weapons in any way. This skill can be used in conjunction with other Disciplines, such as Mirror Wielding; by either allowing a Kai Grand Master to wield a two handed weapon in each hand or conferring a further +1 to attack and damage rolls for a weapon used in two hands.

Tier III: Flaming Blade (1 Endurance per weapon)

The title of this Tier is a little misleading as the ability is available for any weapon the Kai Grand Master uses. Upon command, the weapon is wreathed in fire. The fire does not harm the hands of the Kai Grand Master. Whilst manifesting this ability, the weapon deals +1d6 points of fire damage on a successful hit. Upon a successful critical hit, the weapon explodes with flame, dealing +1d10 points of fire damage. If the weapons critical multiplier is x3, add +2d10 points of bonus fire damage instead. If the critical multiplier is x4, add +3d10 points of bonus fire damage. This ability lasts the length of one encounter.

Tier IV: Kai Strike

When fighting unarmed, the Kai Grand Master may now add +4 to his attack and damage rolls. The Kai Grand Master's fists are treated as if they had a +4 enchantment with regards to Damage Reduction. In addition, a successful hit from a Kai Grand Master does 1d8 points of damage instead of the usual damage for an unarmed strike.

Tier V: Grand Whirlwind Attack (10 Endurance)

Mastery of this Tier allows the Kai Grand Master, as a full attack action, forego all his regular attacks and make one melee attack against each opponent within 10 feet. This attack must be made with his Kai Weapon and is calculated at his highest Combat Skill bonus.



Herbmastery

Mastery of this Grand Master Discipline enables a Kai Grand Master to identify any substance derived from living or growing organic material. He is aware of any secret uses to which an organic material may be put and he is skilled in effecting the release of a substances medicinal or magical properties.

Tier I: Purify Water

Mastery of this Tier allows the Kai Grand Master to use herbs and plants to make any spoiled, poisonous, brackish, or otherwise unclean or contaminated water pure and suitable for drinking. The ability does not stop the water from becoming further contaminated. The amount of water purified by the Kai Grand Master is equal to his Character level in gallons.

Tier II: Purify Food

Mastery of this Tier allows the Kai Grand Master to use herbs and plants to make any spoiled, rotten, poisonous, or otherwise contaminated food pure and suitable for eating. The ability does not stop the food becoming further contaminated. The amount of food purified by the Kai Grand Master is equal to his Character level in pounds.

Tier III: Grand Alchemy

Mastery of this Tier allows the Kai Grand Master knowledge of the sciences of Alchemy. Whilst not as powerful or knowledgeable as the magicians of Dessi, the Kai Grand Master can still concoct elixirs and potions to good effect. The Kai Grand Master is free to take the Magician of Dessi's Alchemy Elder Art as a free extraordinary ability. As detailed in the *LONE WOLF Core Rulebook*, page 52, this ability allows the Kai Grand Master one free rank in the skill Craft (Alchemy). If the Kai Grand Master already has this skill, he gains a +1 synergy bonus to all checks involving Alchemy.

Tier IV: Pyrotechnica

Judicious uses of the correct herbs and reagents, the Kai Grand Master can use this ability to affect a normal fire, such as a campfire or a flaming brand. The Kai Grand Master may use the fire to cause either a blinding burst of

Fireworks or a cloud of thick choking smoke. The Fireworks are a flashing fiery momentary burst of glowing, coloured, aerial lights. This effect blinds all living creatures within 120 feet of the fire source for 1d4+1 rounds. A Will save with a DC of the Character level of the Kai Grand Master negates the effect. These creatures must have line of sight to the fire source to be affected. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat, loses any DEX bonus to AC, grants a +2 bonus to opponents attack rolls, moves at half speed and suffers a -4 STR and DEX based skills. The Smoke cloud effect produces a smoke cloud of writhing black smoke around the fire source for 20 feet in all directions and lasts for 1 round per Kai Grand Master level. All within the cloud suffer -4 penalty to Strength and Dexterity scores. A Fortitude save with a DC of the Character level of the Kai Grand Master negates the effect. These creatures must have line of sight to the fire source to be affected. The affect lasts for 1d4+1 rounds after the creatures leave the cloud or after the cloud dissipates. The cloud will last for 1 minute per level of the Kai Grand Master.

Tier V: Nature's Guardian (10 Willpower)

Mastery over this Grand Master Discipline gives mastery over most plants and vegetation. The Kai Grand Master may call upon them for aid when the need is greatest. This ability allows the Kai Grand Master to summon 1 Shambling Mound of 8 End Dice per 10 Willpower points spent. For more information on Shambling Mounds, see *CORE RULEBOOK III*. These creatures willingly aid the Kai Grand Master in combat or battle, perform a specific mission or serve as bodyguards. The creatures remain with the Kai Grand Master or carry out their appointed task for a period o seven days. The Shambling Mounds may be dismissed before the seven-day duration is up. The Kai Grand Master cannot regain the Willpower spent on Nature's Guardian until the shambling mounds are dismissed. When the ability has ended, the plants and vegetation that made up the shambling mound returns to its original state.

Kai-Alchemy (Brotherhood Magic)

Under tutelage of the Brotherhood of the Crystal Star, Sommerlund's guild of Magicians, the Kai Grand Master attains the rudimentary skills and spells of Brotherhood Magic. As the Kai Grand Master increases in rank, so does his knowledge and mastery of Brotherhood Magic. Upon attaining this skill, Kai Grand Masters automatically receives the Magical Combat supernatural ability. In addition, the Kai Grand Master also gains a rank in Knowledge (arcana) and Occult as free skills. If the Kai Grand Master already has these skills, he gains a +1 synergy bonus on each check involving either Knowledge (arcana) or Occultism.

KAI-ALCHEMY AND THE KAI GRAND MASTER

Kai Alchemy is handled differently to the Spells of the Brothers of the Crystal Star. Specific spell-like abilities have been selected to reflect the Kai Grand Master's rudimentary knowledge of Brotherhood Spells. Kai Grand Masters are considered the equivalent Brother of the Crystal Star rank of half his Character level, rounding fractions down for the purposes of calculating Base Magical Combat Skill and damage unless otherwise stated.

Example:

Lone Wolf is a 20th level Kai Lord/15th level Kai Grand Master. Lone Wolf's total Character level is therefore 35th level. Consulting the Brother of the Crystal Star Character class table in the LONE WOLF Core Rulebook, he can see that he can make attacks in magical combat as a 17th level Brother of the Crystal Star, giving him a Base Magical Combat Skill of +17/+12/+7/+2 and a Base Magical damage of 2d8.

Tier I: Brotherhood Magic I (4 Endurance)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Endurance:

Lightning Hand: This spell allows the Kai Grand Master to release a powerful bolt of electrical energy that deals 1d6 points of Endurance damage per Kai Grand Master level to a maximum of 10d6 to one creature within 120 feet. To successfully hit a creature, the Kai Grand Master must make a successful magical attack against the creature he wishes to hit.

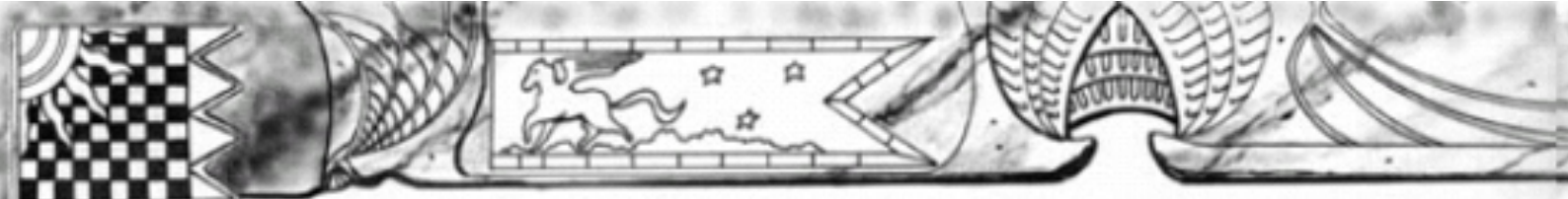
Levitation: This spell allows the Kai Grand Master to move himself, another creature or an object up and down as he wishes. A creature must be willing to be levitated and an object must be unattended or possessed by a willing creature. The Kai Grand Master can mentally direct recipient to move up or down as much as 20 feet each round. Doing so is a move equivalent action. The Kai Grand Master cannot move the recipient horizontally. A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable. Each consecutive round in combat gives a cumulative -1 circumstance penalty on all attack rolls to the affected creature. This spell lasts 10 minutes per level of the Kai Grand Master.

Mind Charm: This spell allows Kai Grand Masters to charm a humanoid of Medium-Size or smaller. The Kai Grand Master gets one attack at his highest Magical Combat Skill. Should the Kai Grand Master succeed, the affected creature acts as if it is Helpful to the Kai Grand Master. For more information regarding NON-PLAYER CHARACTER attitudes, consult the *LONE WOLF Core Rulebook*, page 89. This ability only works upon living targets. It does not affect undead, outsiders or Darklords. This spell will last for 1 turn per level of the Kai Grand Master.

Tier II: Brotherhood Magic II (5 Endurance)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Endurance:

Halt Missile: When this spell is activated, it slows all arrows and other projectiles to a halt a few inches in front of the Kai Grand Master. In



gaming terms, the damage is still calculated as normal, but the spell absorbs 10 points of ranged attack damage per level of the Kai Grand Master. Once the total has been reached or exceeded, the spell immediately ends and any further missile may wound the Kai Grand Master as normal.

Strength: With this spell, the Kai Grand Master becomes increasingly stronger. The spell grants the Kai Grand Master an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to attack rolls, damage and other uses of the Strength modifier.

Tier III: Brotherhood Magic III (6 Endurance)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Endurance:

Slow Fall: As the name suggests, this spell confers the ability to fall slowly. The rate of descent is changed to a mere 60 feet a round with no damage incurred upon landing. However if the spell duration ends before landing occurs (1 minute per level of the Kai Grand Master), the rate of terminal velocity quickly reasserts itself. The Kai Grand Master may cast this on other creatures and objects, but not on ranged missiles.

Breathe Water: With this spell, a Kai Grand Master may breathe underwater and cannot drown. The Kai Grand Master may cast this spell upon another creature.

Tier IV: Brotherhood Magic IV (7 Endurance)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Endurance:

Teleport: This spell instantly transports the Kai Grand Master to a known place of his choosing up to 1 mile per level of the Kai Grand Master. Teleportation is instantaneous and only affects the Kai Grand Master. Due to the foul energies

that infest the Darklands, a Kai Grand Master cannot teleport into or out of its borders.

See Illusion: This powerful spell allows Kai Grand Masters can see things for what they really are. The Kai Grand Master sees through all normal and magical darkness, sees all secret doors hidden by magic or concealment, sees through illusions, sees all invisible objects and creatures normally and sees the true form of shapechanged, changed or transmuted objects and creatures.

Tier V: True Brother of the Crystal Star

The Kai Grand Master may take one Brotherhood Spell of his choice from the Brother of the Crystal Star Character class. For the purposes of the Brotherhood Spell only, the Kai Grand Master is treated as an equivalent rank of Magician equal to half his Character level, rounded down. All rules and restrictions apply in using the Brotherhood Spell.

Kai-Screen

With this Grand Master Discipline, Kai Grand Masters are able to construct colossal mind-fortresses capable of defending themselves and others during Psychic Combat. Each tier of Kai Screen will completely protect a Kai Grand Master against all Kai Surge uses of the same Tier and below. It also functions as Damage Reduction for Psychic Combat; all psychic damage inflicted upon the Kai Grand Master is reduced by his Kai-Screen Tier. The strength and capacity of these abilities increases as Kai Grand Masters advances in rank.

Tier I: Mind Blend (1 Willpower per round)

Whilst manifesting this ability, the Kai Lord can evade Psychic Combat. By spending 1 Willpower point per round, the Kai Grand Master is always classed as having full concealment to anyone wishing to engage in Psychic Combat with him. This allows the Kai Grand Master to gain a 50% miss chance to all Psychic Combat directed against him.

Tier II: Grand Shield

The Kai Grand Master may now erect an Instinctive Shield in Psychic Combat even while stunned.

Tier III: Mind Fort

The ability of Mind Fort allows the Kai Grand Master to deflect vicious Psychic Assaults designed to stun or paralyse him. Should a Kai Grand Master fail his Will save, the Kai Grand Master may now ignore the Stun effect of a Psychic Attack. He still takes Psychic Damage, reduced by Kai Screen as normal.

Tier IV: Psychic Subterfuge (1 Willpower per day)

This ability grants the Kai Grand Master the ability to mask his Allegiance from all forms of Divination. Each attempt returns the result of 'Unaligned'. In addition, the Kai Grand Master may spend a Willpower point and mislead divination attempts. To do this, the Kai Grand Master may select an Allegiance, such as Good, Balance, Evil or Unaligned. Each divination attempt will return the Allegiance the Kai Grand Master chooses. The Kai Grand Master has the ability to keep this charade almost indefinitely; costing only 1 Willpower point per day.

Tier V: Kai Shield (up to 1 Willpower per round)

The Kai Grand master may erect an advanced Instinctive Shield around himself as a free action. In addition, a Kai Grand Master may use his psychic action to Erect a Shield around another individual at the cost of 1 Willpower per round. Once the shield is erected, the shield does not require a psychic action to maintain. The Psychic Armour Class is calculated on the Kai Grand Master's abilities. For more information see the *LONE WOLF Core Rulebook*, page 152.

Kai-Surge

Mastery of this Grand Master Discipline enables Kai Grand Masters to attack an enemy using deadly psychic forces at small a cost to his Endurance. During both Melee and Psychic

Combat, Kai Grand Masters gain bonuses against their enemies when using this Grand Master Discipline. Kai Grand Master will also find that their mastery of Mindblast has also increased.

Tier I: Grand Mindforce (2 Endurance per round)

Kai Grand Masters who have mastered this tier ability find that they can plant seeds of doubt into an opponents mind during combat. These seeds quickly grow and become irrational fears. These fears give way to psychosis and the ultimate victory of the Grand Master in combat. Grand Masters using this ability may gain +4 to attack rolls. Creatures that have a psychic screen with a higher rating negate this effect.

Tier II: Enhanced Kai Surge (up to 3x normal costs)

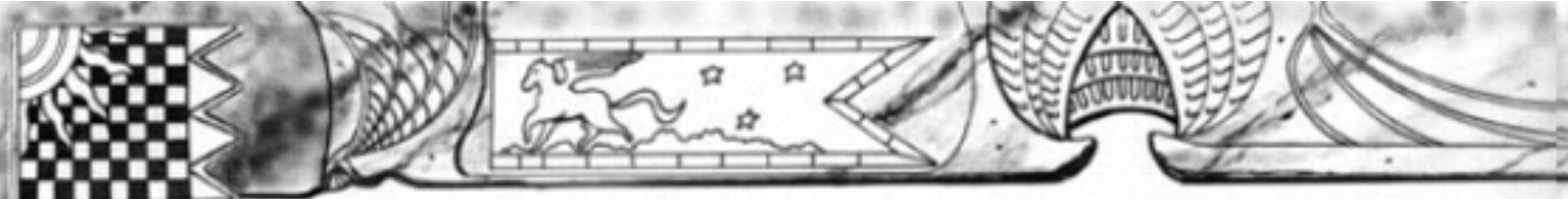
Kai Grand Masters with this level of training are now able to attack creatures up to 240 feet away in Psychic Combat. In addition, they can now attack up to three opponents at once. The normal costing for each attack still applies. Only one opponent may attack the Kai Grand Master at any time.

Tier III Visions of Oblivion

With further training, the Kai Grand Master can further enhance his ability to incapacitate his opponents in psychic combat. All standard attacks now do 3d6 + the Kai Grand Master's Charisma modifier (if positive). Stunning attacks now do 6d6 points of damage.

Tier IV Kai Blast (20 Endurance)

The greater Tiers of Kai Surge allow the Kai Grand Master to cause sever damage to his opponents. Manifesting such attacks are greatly taxing to the Kai Grand Master. Mastery of this Tier enables the Kai Grand Master to emit a horrid shriek from his subconscious that can be heard up to 120 feet away. The Kai Lord can focus this shriek on an area 15 feet in diameter. Any creatures within the area of effect take 10d6 points of Endurance damage and are stunned. A Will save with a DC equal to the Kai Grand Master's Character level, plus his Charisma modifier (if positive) will negate the Stun and



halve the damage taken. The Kai Grand Master may only use this ability per day equal to his Charisma modifier to a minimum of once per day.

Tier V: Kai Ray: (30 Endurance)

By refracting and focusing his thoughts, the Kai Grand Master can emit a beam of light from his eyes and strike a creature with it by engaging in Psychic Combat, if the Kai Grand Master is successful, the creature must automatically lose 60 Endurance. This devastating attack is treated as a Grievous Wound.

Magi-Magic

Under tutelage of the Magicians of Dessi, Kai Grand Master attains the rudimentary knowledge of the Elder Arts. Although not as powerful as a true Magician of Dessi, Kai Grand Masters who attain this Grand Master Discipline are still a force to be reckoned with. As Kai Grand Masters increase in rank, their Willpower score also increases with each Tier of mastery, adding one to his willpower score with each Tier mastered in Magi-Magic to a maximum of five. Upon attaining this skill, Kai Grand Masters automatically receives the Magical Combat supernatural ability. In addition, the Kai Grand Master also gains a rank in Knowledge (religion) and Occult as free skills. If the Kai Grand Master already has these skills, he gains a +1 synergy bonus on each check involving either Knowledge (religion) or Occultism.

MAGI-MAGIC AND THE KAI GRAND MASTER

Magi-magic is handled differently than the Kai-Alchemy Grand Master Discipline. Specific spell-like abilities have been selected to reflect the Kai Grand Master's rudimentary knowledge of Old Kingdom magic. For purposes of calculating Base Magical Damage, Base Magical Combat Skill, and so on, Kai Grand Masters are considered the equivalent Magician of Dessi rank of half his Character level, rounding fractions down.

Example:

Lone Wolf is a 20th level Kai Lord/15th level Kai Grand Master. Lone Wolf's total Character level is therefore 35th level. Consulting the Magician of Dessi Character class table in the LONE WOLF Core Rulebook, he can see that he can make attacks in magical combat as a 17th level Magician of Dessi, giving him a Base Magical Combat Skill of +17/+12/+7/+2 and a Base Magical damage of 2d8.

Tier I: Old Kingdom Magic I (2 Willpower)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Willpower:

Shield: This spell creates an invisible, mobile disk or force that hovers in front of the Kai Grand Master. The disk intercepts attacks aimed at the Kai Grand Master, providing three-quarters cover at +7 AC and +3 to Reflex saves against attacks that affect an area. The disk moves out of the way when the Kai Grand Master attacks, so it does not provide any cover to opponents. The disk will only prevent attack that come from one direction. Attacks from a flank or rear are not deflected. The Shield will last for 1 round per level of the Kai Grand Master.

Power Word: By using the power word 'Gloar!' Kai Grand Masters emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds, takes 2d6 points of damage and is stunned. A Fortitude save (DC is equal to the Character level of the Kai Grand Master) negates the deafness, the stun and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per level of the Kai Grand Master. Crystalline creatures are allowed a Fortitude save (DC same as above) to reduce the damage by half. A deaf creature, in addition to the obvious effects, suffers a -4 penalty to initiative and perception checks. This spell can reach 25 feet plus 2 feet per level of the Kai Grand Master.

Invisible Fist: This spell brings into being a large, invisible disembodied fist, ideal for smiting opponents with or creating a powerful explosive force to sunder objects. As a free action, the fist can be controlled by the Kai Grand Master to devastating effect. The Fist can attack once per round for five rounds. All attack rolls are made with the Kai Grand Master's Magical Combat Skill. Each successful hit causes 1d8+12 points of damage. Against prone targets, such as doors or walls, all damage is calculated at it's maximum value; there is no need to roll the die. The Kai Grand Master may dismiss the fist before the five rounds is up.

Tier II: Old Kingdom Magic II (4 Willpower)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Willpower:

Splinter: By using this spell, the Kai Grand Master creates a loud, ringing noise that shatters brittle, non-magical objects, sunders solid non-magical objects. Used as an area attack, Splinter destroys non-magical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors and so forth. All such objects within a 20 foot area selected by the Kai Grand Master are smashed into dozens of pieces. Object weighing more than 2 pounds are not affected. Splinter can also be used to sunder one, small, solid non-magical objects within 10 feet of the Kai Grand Master. The Kai Grand Master may choose specifically which object is affected weighing a maximum total weight of 10 pounds per Kai Grandmaster level. The object in question is attack using Magical Combat. If the Kai Grand Master is successful, the object is sundered.

Flame Shaft: Upon command, the head of any projectile fired from a ranged weapon wielded by the Kai Grand Master is wreathed in fire. The fire does not harm the hands of the Kai Grand Master. If the projectile strikes an opponent, the weapon deals +1d6 points of fire damage on a successful hit. Each additional arrow fired costs 1 Willpower to enchant.

Tier III Old Kingdom Magic III (6 Willpower)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Willpower:

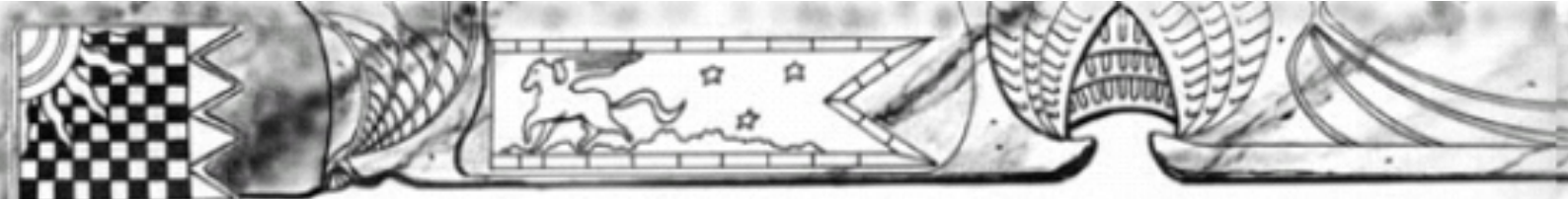
Penetrate: This spell grants the Kai Grand Master a temporary, intuitive insight into the immediate future during his next attack. For the next round only, the Kai Guardian gains a +20 insight bonus on any ranged attack. Additionally, the Kai Grand Master is not hampered by the miss chance that applies to attacks against a concealed target.

Energy Grasp: This spell allows the Kai Grand Master to charge his hands with a powerful electrical shock using his willpower. If the Kai Grand Master makes a successful touch attack against one creature, it causes the creature to take 1d8 + the Kai Grand Master's level in Endurance damage. A creature can make a Fortitude save (DC equal to the Kai Grand Master's level.)

Tier IV: Old Kingdom Magic IV (8 Willpower)

Mastery of this Tier grants access to the following spells to the Kai Grand Master and casting each of these spells depletes the Kai Grand Master's Willpower:

Power Glyph: This powerful inscription harms those who enter, pass or open the warded area or object. A power Glyph can guard a bridge or passage, ward a portal, trap a chest or box and so on. The Kai Grand Master sets the conditions of the Power Glyph, any creature violating the warded area without speaking a pass phrase, which may be set by the Kai Grand Master is subject to the magic it stores. The Power Glyph can be set to any physical characteristic, or allegiance. When the Glyph is placed, the energy spent by the Kai Grand Master cannot be regained by any means until the Glyph is removed by the Grand master or it is set off. A Glyph can be drawn to affect an are of 5 feet in diameter per level of the Kai Grand Master. Creatures setting off a Power Glyph are subject to 1d8 points of Endurance damage per two levels of the Kai Grand Master to the intruder



and all creatures within 5 feet. The damage type is acid, cold, fire, electricity or sonic- whatever the Kai Grand Master chooses when casting Power Glyph. Glyphs remain indefinitely until Countered, det off or removed by the Kai Grand Master who set it.

Hold Enemy: The Kai Grand Master may engage in Magical Combat against one creature of Large-Size or smaller. If he is successful, the spell causes the creature to freeze in place, standing helpless. The creature is aware and can breathe normally, but cannot take any physical action. The creature can however activate any special abilities or qualities that do not require physical action. Winged creatures such as birds cannot flap its wings and falls. A swimmer cannot swim and may risk drowning. The Kai Grand Master can affect one creature up to 120 feet away.

Tier V: Grand Elder Art

The Kai Grand Master may take one Elder Art of his choice from the Magician of Dessi Character class. For the purposes of the Elder art only, the Kai Grand Master is treated as an equivalent rank of Magician equal to half his Character level, rounded down. All rules and restrictions apply in using the Elder Art.

Telegnosis (Advanced Divination)

This Grand Master Discipline allows Kai Grand Masters to augment his ability to manifest Unbound Spirit (Divination, Tier IV) for longer periods and with fewer ill-effects as Kai Grand Masters increase in rank. In addition, Kai Grand Masters will also find that their precognitive and psychic abilities greatly improved.

Tier I: Spirit Protection

Whilst using the Unbound Spirit Tier ability of Divination, the Kai Grand Master can fortify his physical body. When in this state, the Kai Grand Master confers Damage Reduction of 5 to his physical body. In addition, the endurance cost for Unbound Spirit is now halved; a Kai Grand

Master need only deduct one Endurance point every *two* minutes.

Tier II: Seventh Sense (1 Endurance)

With the powers of Advanced Divination, the Kai Grand Master may sense the direction of a well-known or clearly visualised object. The ability locates such objects such as apparel, jewellery, furniture, weapons, or magical objects. Additionally, the Kai Grand Master can search for generic items, such as a stairway, a sword or a jewel, in which case the ability will locate the nearest one of its type in the area of affect. Attempting to find a specific item, such as a specific piece of jewellery requires a specific and accurate mental image. The area of effect is 400 feet + 40 feet per level of the Kai Grand Master.

Tier III: Grand Telepathy

Access to this Tier of the Grand Master Discipline allows the Kai Grand Master higher access to his Psychic abilities. The Kai Grand Master can now communicate telepathically to any creature able to 'hear' him up to a range of one mile. In addition, the cost to maintain contact over such a distance is now one Willpower point every two minutes.

Tier IV: Path of the Void

The Kai Grand Master with access to this level of training can now distribute his weight temporally; allowing him to walk over areas with extremely low surface tensions. The Kai Grand Master is now able to walk on any liquid as if it were firm ground. Mud oil, snow, quicksand, running water and even lava can be traversed easily. The Kai Grand Master can walk, run, charge or otherwise move across the surface as if it were normal ground. If the ability is manifested whilst the Kai Grand Master is underwater, the subject is borne towards the surface at 60 feet a round until the Kai Grand Master can stand on the surface.

Tier V: Truly unfettered.

The Kai Grand Master has now become free of the physical world. He is immune to all effects that would leave him Dazed, Dazzled, Entangled, Flat-Footed, Helpless, Paralysed, Prone or Stunned.



CHAPTER 6: KAI ARTEFACTS

'...The power coursing through your body so overwhelms your senses that you become oblivious to your surroundings. You instinctively raise the blade above your head where a shaft of sunlight suddenly catches upon its very tip and floods the chamber with a blinding white glow. At that moment the true power of the Sommerswerd is revealed to you.

This weapon was forged long before the Sommlending, the Durenese or the Darklords dwelt in the Lastlands. Its makers were of a race that men would now call gods. To release the power that it contains, only a Kai lord may wield it. Should it be used in combat by anyone who is not a Kai lord, its power will fade and be lost forever...'

-Excerpt from Fire on the Water.

Magical items are the bread and butter for any fantasy RPG. In respect to Lone Wolf and the World of Magnamund, this is no exception. Many items featured predominantly throughout the LONE WOLF world: The Sommerswerd; The Book of Magnakai; The Lorestones; The Moonstone. The list is endless. With the ascension of Supreme Master Lone Wolf, he became able to forge powerful weapons to champion the cause of good the Kai Weapon. This chapter is devoted to the skill of Kai Weaponcraft; the skill of forging Kai Weapons and to the magical items that feature in the LONE WOLF world.

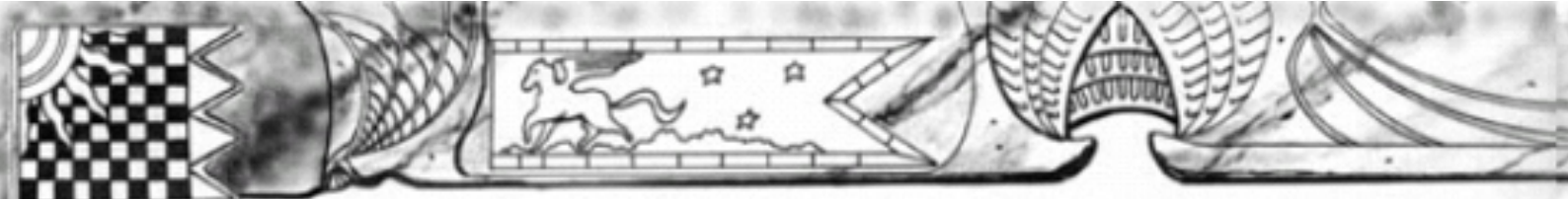
NEW SKILL: KAI WEAPONCRAFT

Once a Kai Grand Master achieves the rank of Kai Supreme Master, he gains the insight to craft Kai Weapons. Similar to the Sommerswerd, a Kai Weapon is a magical weapon that can only be used by a Kai Lord. As with the weapons of a Kai Lord, Kai Weapons may be imbued with one or more powers. Crafting such a powerful item is taxing to the Supreme Master, who must sacrifice experience to forge these instruments of goodly power. Upon reaching the rank of Kai Supreme Master, the Kai Lord is given enough ranks in Craft (Weaponsmithing) to equal twenty minus his Intelligence bonus. If the Kai Lord already has more than twenty ranks in this skill, he gains a +2 synergy bonus to all checks involving Craft (Weaponsmithing).

CRAFTING A KAI WEAPON

A Kai Weapon may only be created in the forges deep below the Kai Monastery. All checks against the Kai Lord's craft will be made there. Other places subject to the Games Master's approval may be selected under extremely extenuating circumstances the Planes of Light is a good example.

In order to make a Kai Weapon, the Kai Lord must forge a Superior weapon to take the enchantment of a Kai Weapon. Rules for forging a Superior weapon are on pages 88-89 of the *LONE WOLF Core Rulebook*. The costing for forging a Superior weapon is on page 113 of the same book. A Kai Weapon is only ever a Superior Weapon crafted by a Kai Lord.



Once the Superior weapon has been successfully forged, the Kai Supreme Master will sit in meditation for several days, imbuing the weapon with the power of the Kai Lord's will. This can take up to days or even weeks more. During this time, a Kai Lord cannot do any other activity, other than eat and sleep. At the end of this time, the Kai Lord must make a Concentration check (DC25 plus the enchantment of the item, plus an additional point per Tier level for every ability the item has) If the check fails, the Kai Lord still loses the experience point cost (see below) and may not try again for a week.

ABILITIES OF A KAI WEAPON

A Kai Lord can enchant a Kai weapon with a number of 'plusses', making the weapon strike truer and causing more damage. A Kai Lord may also choose one or more abilities to imbue his Kai Weapon with. The cost for each 'plus' and the cost for each ability is found at the end of this section.

Tier I

Aegis: Using this ability allows the Kai Lord to transfer some or the weapon's entire enchantment bonus to his AC as a special bonus that stacks with all others. As a free action, the Kai Lord chooses to allocate the weapons' enchantment bonus at the start of the next turn before using the weapon and the effect to AC lasts until his next turn.

Flame: Upon command, the Kai Weapon is wreathed in fire. The fire does not harm the hands of the Kai Lord. Whilst manifesting this ability, the Kai weapon deals +1d6 points of fire damage on a successful hit.

Frost: Upon command, the Kai Weapon is wreathed in an icy frost. The frost does not harm the hands of the Kai Lord. Whilst manifesting this ability, the Kai weapon deals +1d6 points of cold damage on a successful hit.

Shock: Upon command, the Kai Weapon is wreathed in lightning. This electricity does not

harm the hands of the Kai Lord. Whilst manifesting this ability, the Kai weapon deals +1d6 points of electricity damage on a successful hit.

Keen edge: Imbuing a Kai weapon with this ability allows the Kai Lord to double the critical threat range whilst attacking. For instance, if the Kai Weapon is a sword which has a normal critical threat range of 19-20, this ability allows the critical threat range to be increased from 17-20.

Tier II

Kai Flames: Upon command, the Kai Weapon is wreathed in fire. The fire does not harm the hands of the Kai Lord. Whilst manifesting this ability, the Kai weapon deals +1d6 points of fire damage on a successful hit. Upon a successful critical hit, the Kai weapon explodes with flame, dealing +1d10 points of fire damage. If the weapons critical multiplier is x3, add +2d10 points of bonus fire damage instead. If the critical multiplier is x4, add +3d10 points of bonus fire damage.

Kai Frost: Upon command, the Kai Weapon is wreathed in frost. The frost does not harm the hands of the Kai Lord. Whilst manifesting this ability, the Kai weapon deals +1d6 points of cold damage on a successful hit. Upon a successful critical hit, the Kai weapon explodes with the fury of a blizzard, dealing +1d10 points of cold damage. If the weapons critical multiplier is x3, add +2d10 points of bonus frost damage instead. If the critical multiplier is x4, add +3d10 points of bonus frost damage.

Kai Lightning: Upon command, the Kai Weapon is wreathed in lightning. The electricity does not harm the hands of the Kai Lord. Whilst manifesting this ability, the Kai weapon deals +1d6 points of electrical damage on a successful hit. Upon a successful critical hit, the Kai weapon explodes with electricity dealing +1d10 points of electrical damage. If the weapons critical multiplier is x3, add +2d10 points of bonus electrical damage instead. If the critical multiplier is x4, add +3d10 points of bonus electrical damage.

Kai Storm: This ability causes the Kai Weapon to resonate with the deadly power of a storm. Upon a successful critical hit, the Kai weapon emits a cacophonous peal of thunder. This sonic blast does not harm the wielder in any way. The thunder deals +1d8 points of sonic damage. If the weapons critical multiplier is x3, add +2d8 points of bonus sonic damage instead. If the critical multiplier is x4, add +3d8 points of bonus fire damage. Living opponents that have suffered a critical his from this ability and all Living subject within 10 feet are subjected to a Fortitude save (DC14) or be stunned.

Holy Smiter: This ability causes the Kai weapon to be blessed with the holy power of Kai himself. It deals +2d6 points of holy damage per successful hit against all creatures that have an evil allegiance.

Tier III

Spirit of the Weaponmasters: This ability allows the Kai Lord to loose the weapon (requiring a standard action) to attack on its own. It fights for 4 rounds using the Base Combat Skill of the Kai Lord and then drops. It never leaves the side of the Kai Lord, straying never more than 5 feet from him and fights on even if the Kai Lord falls in battle. The Kai Lord can grasp it whilst it is attacking on its own as a free action, but when so retrieved, the Kai Lord may not use the ability again for another 4 rounds.

Foehunter: This ability allows the Kai Lord to excel at attacking one type of creature with his Kai Weapon. Against a designated foe, the effective enchantment is +2 better than it's normal enchantment, (a +3 Kai Weapon acts as a +5 Kai Weapon against its foe) Furthermore, it deals +2d6 points of bonus damage against that foe. A Kai Lord may select a foe from the following list of types and subtypes:

Air
Animal
Aquatic
Construct
Darkspawn
Dragon

Elemental
Earth
Fire
Giant
Incorporeal
Magical Beast
Monstrous Humanoid
Ooze
Outsider
Plant
Swarm
Undead
Vermin
Water

For more information on these types, see the Magnamund Bestiary in the *LONE WOLF Core Rulebook*.

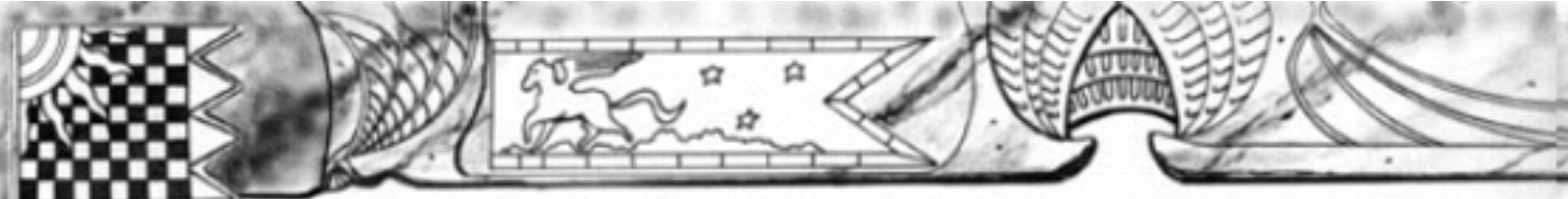
Swift Attack: This ability allows the Kai Lord one single extra attack at his highest Combat Skill bonus. This attack must be made with the Kai Weapon, not with some other weapon.

Resonant Edge: This ability allows the Kai Lord to imbue his Kai Weapon with a deadly vibration. All critical threats are classed as automatic. In addition, the Kai Weapon passes through defences like they were not there.

Stigma: A Kai Weapon imbued with the ability of Stigma causes evil creatures to bear the physical shame of attacking a Kai Lord. Successful hits that deal damage to an evil creature are such that a wound will continue to bleed either internally or externally for 1 point of damage per round thereafter in addition to the normal damage the Kai weapon deals. Multiple wounds from a Kai Weapon imbued with this ability result in cumulative bleeding loss; for example two wounds cause 2 points of Endurance damage per round and so on. This continuous injury per round can only be stopped by a successful heal check or healing magic.

Tier IV

Holy Executor: A Kai Weapon infused with this ability is the bane of all undead. Any undead creature struck in combat must succeed a Fortitude save (DC14) or be destroyed. This



power cannot be used on a Darklord

Sunstrike: A Kai weapon infused with this ability transforms the Kai Weapon into pure light, providing illumination to a 20 foot radius. A Kai Weapon infused with Sunstrike ignores nonliving matter. Armour and enhancement AC bonuses do not count against it as the Kai Weapon passes straight through armour. Dexterity, deflection, dodge, natural armour and other such bonuses still apply. A Kai Weapon under the effects of Sunstrike cannot harm undead, constructs, Darklords or objects.

Fury of Kai: Invoking this ability the Kai Lord may, as a full attack action, forego all his regular attack and make one melee attack against each opponent within 5 feet. This attack must be made with his Kai Weapon and is calculated at his highest Combat Skill bonus.

Tier V

Battlemaster: This potent and feared ability of allows the Kai Weapon make each blow that strikes count to its fullest. Upon a successful critical hit, the Kai Weapon inflicts a grievous wound. The creature must make an immediate Fortitude save (DC equal to the Kai Lords Character level) or be slain. This ability only works upon opponents that are alive.

Devastator: This ability is another potent and feared ability of the Kai Lord. When activated upon a Kai Weapon, any blow that is successfully struck with the Kai weapon is treated as a critical hit. Such is the power of each strike the Kai Lord makes that this ability affects all creatures susceptible to critical hits.

Sympathetic Weapon: The Kai Lord may temporarily imbue another mastercrafted weapon for use as a second Kai Weapon. This weapon may be passed to another Kai Lord or used by the Kai Lord himself. Such a weapon must be identical in type to the Kai Weapon the Kai Lord already owns. In addition, it gains no Combat Skill or damage bonuses other than what the mastercrafted weapon already has. Other than this restriction, the Sympathetic Weapon is classes as a Kai Weapon in all

respects. A Kai Lord may now share Kai Weapon abilities across two weapons equal to if the Kai Lord had just attained *Kai Weapon IV* abilities. Once the duration of this ability has ended, the Sympathetic Weapon is no longer classed as a Kai Weapon and loses all abilities.

COST OF A KAI WEAPON

A Kai Weapon draws on the power of the Kai Lord who created it. Such transference of will is taxing to the Kai Lord, meaning that he will create few Kai Weapons in his lifetime. Lone Wolf created ten such weapons and gave five of them to his most trusted Grand Masters. (See Unique Kai Weapons, below). The cost of creating a Kai Weapon, -other than the initial material cost- is Experience Points (XP)

Costing of a Kai Weapon is divided up into two sections; the first known as the weapon bonus modifier and the second is the weapon ability.

Kai Weapon modifier: As a rule of thumb, every 'plus' a Kai Lord wants to put into a Kai Weapon costs 1000xp.

Weapon Ability: Each of the weapon abilities are divided up into five tiers. As a rule of thumb, each ability costs 2000xp multiplied by the Tier number. It is possible to have more than one ability in a Kai Weapon.

Note: It is possible for a Kai Lord to gain a negative level during this XP cost phase.

Time taken: For each 'plus' of the Kai Weapon modifier adds ten days to the creation time. For each Weapon Ability add an amount of days equal to Tier of each ability multiplied by ten.

Example:

Lone Wolf is a 20th level Kai Lord/15th level Kai Grand Master with 630,000xp. He has decided he wishes to make a Kai Weapon that is similar in effect to the Sommerswerd. Having decided that the Kai Weapon is going to be a sword, he spends 615 gold crowns and takes up to 150 days to successfully complete the superior weapon. Sitting in the Vault of the Sun, Lone

Wolf names the blade; 'Sunstar' and decides it is a +4 Kai Flame Holy Executor Sword.

After meditating for a further 100 days (40 days plus 10xII plus 10xIV) Lone Wolf makes a concentration at DC 35 (25 plus 4, plus IV plus II). Rolling the dice, Lone Wolf succeeds! Lone Wolf has enchanted the blade successfully. He is also drained of 16,000xp, leaving Lone Wolf with 614,000xp. Had Lone Wolf failed the check, he would have still lost the 16,000 and could not try again for seven days. Had he been successful on the second attempt, Lone Wolf would have lost another 16,000xp, bringing his total to 598,000xp. This total would have taken Lone Wolf back to being a 20th level Kai Lord/14th Level Kai Grand Master and the normal penalties would have applied for gaining a negative level.

MAGICAL ITEMS

These are some of the items that exist in the LONE WOLF world. This area expands on the section detailed in the *LONE WOLF Core Rulebook*.

UNIQUE KAI WEAPONS

Ten Kai Weapons were forged by Lone Wolf upon his ascension to Kai Supreme Master. Entrusted to his Grand Masters, the Kai Weapons make their already formidable skills unstoppable:

Spawnsmite: A +2 *Foehunter (Reptilian) Axe* that was given to the first of Lone Wolf's new Grand Masters. Spawnsmite was forged to combat the mighty Gourgaz champions of the Maakenmire Swamp.

Alema: With this +2 *Holy Smiting Foehunter (Undead) Axe* Lone Wolf created this axe to combat the Vordak and Helghast both on the fields of battle and also in the darkened crypts of forgotten places.

Magnara: Many sleepless guardians have fallen against this +3 *Kai Storming Foehunter (Constructs) Axe*. Magnara was forged to protect the Kai against the Ice Demons and their

magical constructs.

Sunstrike: As bright as the day itself, this +3 *Resonant Edge Sunstrike Sword* allows Kai Grand Masters to carve through his enemy's defences like paper. Sunstrike was used to great effect in the liberation of Lyris.

Kaistar: Given to his most promising Kai Grand Exemplar, Kai Star is a +5 *Aegis Battlemaster Sword*. Kaistar serves its master well in the defence of the Vault of the Sun.

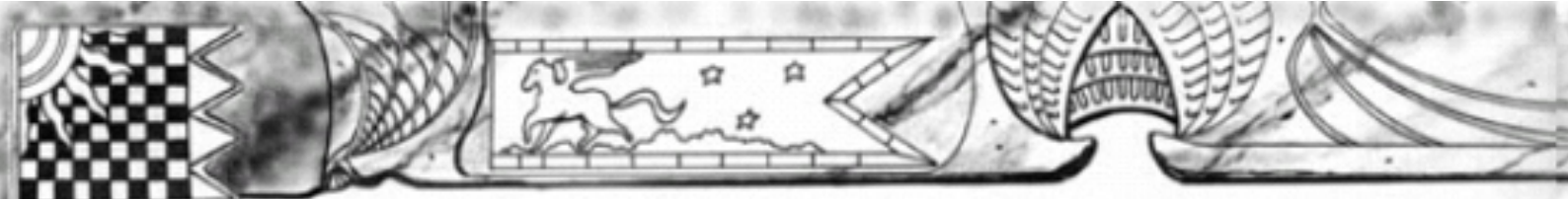
Valiance: This special +3 *Foehunter (Spell Users) Sword* is the only one of its type. Valiance was forged to help the Kai Redeemers hunt down evil spell users like the Nadziranim Sorcerers and the infernal Vordaks.

Ulnarias: The name of this blade is taken from the house of Ulnar. Ulnarias is a +2 *Swift Attacking Resonant Edge Foehunter (Aquatic) Sword*. The wielder of this sword also gains limited access to the Grand master Discipline of Kai-Alchemy; allowing the user to cast *Breathe Water* at the cost of 6 Endurance.

Raumas: When the Kai Monastery was besieged by Naar's dragons, there were few weapons that could pierce the scaly hide of such fell creatures. In response to future attacks, Lone Wolf forged Raumas, a +3 *Swift Attacking Foehunter (Dragon) Broadsword* to aid in the defence of the Monastery and of Sommerlund.

Illuminatus: Designed to combat the creatures of the earth, this +3 *Foehunter (Earth) Broadsword* glows brightly whilst underground.

Firefall: As cold as the plains of Kalte, this +3 *Kai Frost Foehunter (Fire) Broadsword* is the bane of all creatures native to the Planes of Fire.



LEGENDARY ITEMS

BOOK OF THE MAGNAKAI

When Sun Eagle founded the Kai Order, he knew that the road to enlightenment would be a difficult one. Fuelled by divine inspiration and sheer determination, Sun Eagle penned this work to guide future Kai Lords along this path that he had trod. Lost for a time, this powerful artefact is the very basis of the Kai Order and is now heavily guarded by the Kai Exemplars within the Vault of the Sun. The knowledge contained therein is invaluable to the Kai Lords and in their hands this book gives him the ability to learn and master all the Kai and Magnakai Disciplines. After a year of uninterrupted study, the Kai Lord can make a Concentration check (DC20). If he succeeds, he may gain one level in the Kai Lord Class. If the check fails, the Kai Lord learns nothing. A Kai Lord may study this book as long as he wishes to do so; each consecutive year of successful Concentration checks adds one to his current level. There is enough information for the Kai Lord to reach the rank of Kai Grand Master at 20th level. Further years spent studying the book do not give the Kai Lord any extra levels. As this book is secured safely in the Vault of the Sun, only under extreme extenuating circumstances will a Kai Lord have access to the knowledge herein. It is virtually unheard of for any non-Kai other than the trusted friends of Lone Wolf to have access to the book also. In any case, should a non-Kai with Good Allegiance attempt to study the book for one year, he must make a Concentration check (DC30). Success allows the person to gain the Kai Lord Character class. If the check fails, the person does not gain the class. Subsequent study and checks have no effect. Should a person of Evil Allegiance study the book, he must make a Will save (DC30) or be instantly slain. The agents of Naar have found that this artefact can be destroyed; by immolating it in the fiery breath of Huan'zhor the Dragonlord and then immediately quenching it in the Pool of Sorrows upon the Planers of Darkness will cause the book to rip.

NEBORAN EAGLE ARMOUR

Crafted from an alloy lighter than leather but harder than plate steel; a suit of this ornate armour was once owned by Sun Eagle himself. Rumoured to have been crafted by the masterful Neboran artificers during the golden age of the Shianti, this armour consists of a shining golden breastplate, angular greaves, a leather kilt and an open faced helmet forged into the likeness of a screeching eagle. Adorned on the breastplate is the motif of the Neboran race; an eagle with its wings outstretched. Most importantly, two great golden wings lie folded on the back of breastplate. Further inspection shows that the wings are not merely crafted as a whole piece; each individual feather has been carefully crafted from the same alloy and fixed together.

The Neboran people were once a race of winged humanoids that lived in once fertile-regions close to the Darklands. The demise of the Shianti heralded the rise of the Darklords in northern Magnamund and the beginning of the War of Desecration, in which the Nebora and many other races were exterminated. The Neborans were trapped in their city and were slaughtered in the year MS3250.

It is unclear how Sun Eagle came about this wondrous suit of armour, but in the histories of many cultures describes a 'man flying above the battlefields, with the very sun as his shield, smiting all before him with a crystal sword of the eagles. ' Such a description is the only indication to what power this armour provided Sun Eagle.

Neboran Eagle Armour is light and supple, granting an AC bonus of +10 (+7 Plate mail, +3 enchantment), allowing the full use of the wearer's Dex bonus. Neboran Eagle Armour has a -1 Armour check penalty, however grants no Spell failure or Speed penalty. In addition, the armour grants the wearer the ability to fly (60ft, good). This facet of the armour is treated as a supernatural ability. The armour itself weighs 10lbs. In every other respect, Neboran Eagle Armour is treated like plate mail in every way.



It is unknown whether more armour like this exists or why the Neborans would craft armour such as this; perhaps the armour was given as gifts to visiting foreigners or Kings of other nations. If such armour still exists, it may have been plundered by the Darklords or destroyed during the War of Desecration, or maybe lies in some forgotten Neboran armoury or in the tomb of a wealthy king.

SCROLLS OF SUN EAGLE

When Sun Eagle compiled all his thoughts and experiences, he began the *Book of the Magnakai*. Employing several scribes from Toran, Sun Eagle used their expertise to help illuminate the final copy that was to become the *Book of the Magnakai*. His sudden demise left the work unfinished for a time (See Chapter 1: THE JOURNEY OF SUN EAGLE). Swearing oaths of secrecy, the Scribes returned home to Toran. As the years progressed, some of the footnotes and addendums that the scribes penned for Sun Eagle became discarded or lost. They have wound up in dusty libraries of Magicians and nobles, as well as in the tombs of many learned sages. Over the years, the Scrolls themselves have taken on a mystical almost magical aspect. These scrolls detail the early work of the *Book of the Magnakai* and are invaluable to the Kai Lords. If a Kai Lord discovers a Scroll of Sun Eagle, he may attempt to use the knowledge therein. By spending a period of 30 days in meditation, the Kai Lord must attempt a Concentration check (DC14). If he succeeds, he may gain enough experience to place him at the beginning of his next character level. Regardless of the outcome, the writing fades from the scroll and becomes useless. Non-Kai Lords may also attempt to read the scroll, but such knowledge can be dangerous to the user. After a period of 30 days of meditation, other characters must make a Concentration check (DC25). If they succeed, they may gain the Kai Scion Template to add to their character. A Kai Scion may not advance their training as a Kai Lord under any circumstances. Should the check fail the unfortunate character gains one negative level to his current class, which may not be restored

by any means short of divine intervention. It is unknown how many Scrolls remain in existence throughout Magnamund.

SHIANTI SOLSWORD - 'IKARNA'

During his pilgrimage in the south, Sun Eagle recovered an ancient blade that was forged by a race of gods. Holding but a fraction of the power held within the blade of the Sommerswerd, the Solswords were fashioned by the Shianti who sought to emulate the craftsmanship of the Nouma and to make real their ancient dreams of conquest.

Ikarna is the size of a broadsword and is made of a crystalline substance that gives off a golden glow. In normal combat, the weapon equals a +3 *broadsword*. Against Darkspawn its enchantment bonus is +6. Against undead, Darklords and evil outsiders, the Solsword deals double damage and x3 on critical hits instead of x2. Furthermore, the Solsword has a special Sunfire attack. A Kai Lord may spend 2 Willpower and focus his Mindblast, Psi Surge or Kai Surge through the blade as a Psychic Attack that manifests itself as white fire. With a successful hit, this fire inflicts 4d6 points of fire damage and can attack out to 120 feet. In addition, this Sunfire results in the destruction of undead creatures specifically affected by sunlight if they fail their save. It is rumoured that other Solswords like Ikarna exist; it is believed that the Kai Redeemers call upon the memory of this blade and other like it when they manifest their Mind Knight Tier Ability of the Kai Discipline Redemption.

CHAPTER 7:

KAI PARAGONS

'...congratulations Grand Master, your victory is total. You have rid this continent of a cruel tyrant who has threatened their peaceful existence for many centuries and your triumph here is set to become legend. In future times the chronicle will tell of other quests that you undertook on the road to becoming a Kai Supreme Master. Until the time comes for the telling, may the gods Ishir and Kai watch over you, always.'

-final paragraph in the LONE WOLF series.

This chapter is devoted entirely to the statistics of notable Kai Lord Characters and some of the creatures normally encountered upon the Planes of Light.

ICONIC KAI LORDS

The Kai Lords have protected the Lands of Sommerlund and her allies since their inception in MS3810. Grand Master Sun Eagle swore an Oath of Fealty to the King of Sommerlund during the Feast of Fehmarn, a tradition that has been followed for generations of Kai Lords. On the fateful morning of MS5050, The Kai Lords were massacred to a man by the Darklords during the feast. This event is what sparked the journey of Lone Wolf and the resurrection of the Kai through the New Order. Though powerful, Kai Lords are not infallible; even some can be tainted by the lure of Naar's power.

LONE WOLF

Male Human (Sommerlending)

20th level Kai Lord/15th Level Kai Grand Master

End Dice: 20d8+15d8+70 (206 Endurance)

Initiative: +3

Speed: 40 ft

Armour Class: 29 (+3 Dex, +1 Silver Helmet, +6 kagonite chainmail vest, +3 Shield +1 Weaponskill, +2 Grand Weaponmastery, +1 Sixth Sense, +2 Divination) (never flat-footed)

Base Combat Skill: +24

Attack: Sommerswerd +42 melee (1d8+22, 19-20) one-handed or +34 Silver Bow of Duadon ranged (1-8+11)

Full Attack: Sommerswerd +42/+37/+32/+27 melee (1d8+22, 19-20) one handed or Silver

Bow of Duadon ranged (1-8+11)

Full Attack: Sommerswerd +42/+37/+32/+27 melee (1d8+22, 19-20) one handed or Silver Bow of Duadon +34/+29/+24/+19 ranged (1d8+11)

Space/Reach: 5ft. / 5ft

Special Attacks: Sommerswerd, Magical Combat, Psychic Combat

Special Qualities: Augmented Willpower, Fast Healing (15), Focus 7/day, Immunity to Grievous Wounds, Kai Discipline Use (Kai, Magnakai, and Grand Master), Kai Weaponcraft, Magical Resistance 60, Regeneration, Slow Ageing, Supreme Ascendance

Willpower: 209

Saves: Fort +17, Ref +23, Will +21

Abilities: Str 18, Dex 16, Con 13, Int 19, Wis 21, Cha 15

Skills: Acrobatics +28, Athletics +22, Bluff +18, Climb +20, Concentration +30, Craft (Weaponsmith) +24, Disguise +18, Escape Artist +18, Handle Animal +18, Heal +19, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Nature) +22, Knowledge (Religion) +17, Perception +22, Ride +17, Sense Motive +20, Stealth +32, Survival +27, Occult +21. Speaks: Celestial, Northspeak, Sommerlend, Southernath, Vassan.

Challenge Rating: 40

Allegiance: Good

Augmented Willpower: This is an inherent Grand Master ability. See CHAPTER 5: THE PATH TO SUPREMACY for more details.

Fast Healing (Ex): Lone Wolf has Fast Healing 15.

Focus (Ex): Lone Wolf can focus to regain Willpower 7 times a day.

Immunity (Ex): Lone Wolf may ignore any Grievous wounds, taking them as normal damage.

Kai Discipline Use (Ex): Lone Wolf has access to all Kai and Magnakai Disciplines to Tier V. In addition he has Tier V access to the Grand Master Disciplines of: Assimilance, Deliverance, Grand Huntmastery, Grand Nexus, Grand Pathmanship, Grand Weaponmastery, Kai Alchemy, Kai Screen, Kai Surge, Magi Magic and Telegnosis. Lone Wolf has Tier IV access to Animal Mastery, Tier III access to Astrology, Tier II access to Elementalism and Tier I access to Bardmanship.

Kai Weaponcraft (Ex): This ability is described in CHAPTER 6: KAI ARTEFACTS.

Magical Combat (Su): This ability is gained from Kai Alchemy and Magi Magic. See CHAPTER 5: THE PATH TO SUPREMACY for more details.

Magical Resistance (Su and Ex): A MR of 60 is granted to Lone Wolf through the Sommerswerd and his Grand Master Disciplines.

Psychic Combat (Su): This ability is directly associated with Kai Discipline Use.

Regeneration (Ex): This ability comes from

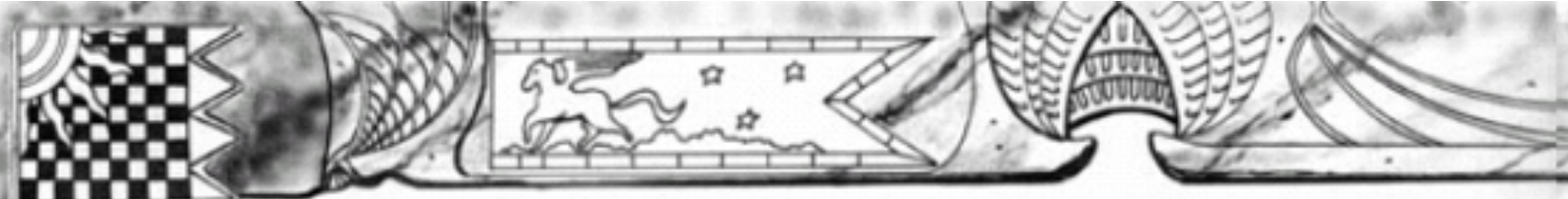


the Grand Master Discipline of Deliverance. See CHAPTER 5: THE PATH TO SUPREMACY for more details.

Slow Ageing: Lone Wolf is not affected by the detriments of old age. See CHAPTER 5: THE PATH TO SUPREMACY for more details.

Supreme Ascendancy: Since attaining the rank of Supreme Master, Lone Wolf has gained extra abilities that have allowed him to transcend his mortal state. See CHAPTER 5: THE PATH TO SUPREMACY for more details.

Appearance: A man whose age is approaching his sixties, Lone Wolf displays the youth, vigour and appearance of a man no older than 30. His long, golden hair is normally pulled back into a gentle braid, and his face and complexion is fair. Despite his youthful, serene appearance, Lone Wolf's eyes betray the wisdom he has. His voice is unusually deep and carries no trace of any



accent; Sommerlending or otherwise. Dressing mainly in white and gold, Lone Wolf rarely adventures now, his faded green Kai tunic and cloak have been retired to a museum in Holmgard.

In Combat: Lone Wolf wears Superior Kagonite Chainmail waistcoat under his robes. This chainmail has been re-crafted by the dwarves of Bor, giving Lone Wolf +6 to his AC (+4 armour, +2 superior). In addition he straps an enchanted shield on his off-sword arm, granting him a further +3 bonus to his AC (+1 armour, +2 enchantment). Using the Sommerswerd, Lone Wolf gains a further +3 bonus to his AC from the Kai Discipline of Weaponskill and the Grand Master Discipline of Grand Weaponmastery. Lone Wolf has lead armies into battle; notably his most recent victory was at Lyris. In such times, he is known to favour his Destrier and lead a mounted assault.

Background: For a time, Kai Supreme Master Lone Wolf was last of the Kai Lords of Sommerlund and sole survivor of a massacre that wiped out the First Order of the elite warrior caste. Lone Wolf's brave kinsmen perished at the hands of the Darklords of Helgedad. These champions of evil, who were sent forth by Naar, the King of the Darkness to destroy the fertile world of Magnamund, have themselves since been destroyed. Lone Wolf vowed to avenge the murder of the Kai and he kept his pledge when alone, he infiltrated their foul domain -the Darklands- and caused the destruction of their leader, Archlord Gnaag, and the core of their cancerous power that was the infernal city of Helgedad.

In the wake of their destruction, chaos befell the Darkland armies who, until then, had been poised to conquer all of Northern Magnamund. Some factions which comprised this huge army, most notably the barbaric Drakkarim, began to fight with the others for control. This disorder quickly escalated into an all-out civil war, which allowed the Freeland armies of Magnamund time in which to recover and launch a counter-offensive. Skilfully their commanders

exploited the chaos and secured a swift and total victory over an enemy far superior in numbers. For five years following the destruction of the Darklords, peace had reigned in Sommerlund. Under Lone Wolf's direction, the once-ruined monastery of the Kai has been thoroughly rebuilt and restored to its former glory, and Lone Wolf began the task of training the Second Order of Kai warriors so that the skills and proud traditions of his ancestors will be carried forward in the centuries to come. The new generation of Kai recruits, all of whom were born during the era of war against the Darklords, possessed latent Kai skills and show exceptional promise. These skills will be nurtured and honed to perfection during their time at the monastery so that they may teach and inspire future generations, thereby ensuring the continued security of Sommerlund in future years.

Lone Wolf's attainment of the rank of Kai Grand Master brought with it great rewards. Some, such as the restoration of the Kai and the undying gratitude of Lone Wolf's fellow Sommlending, could have been anticipated. Yet there have also been rewards which Lone Wolf could not possibly have foreseen. The discovery that within him lay the potential to develop Kai Disciplines beyond those of the Magnakai, which, until now, were thought to be the ultimate that a Kai Master could aspire to, was truly a revelation. Lone Wolf's discovery had inspired him to set out upon a new and previously unknown path in search of the wisdom and power that no Kai lord before him has ever possessed. In the name of his creator, the God Kai, and for the greater glory of Sommerlund and the Goddess Ishir, Lone Wolf vowed to reach the very pinnacle of Kai perfection- to attain all of the Grand Master Disciplines and become the first Kai Supreme Master.

With diligence and determination, Lone Wolf set about the restoration of the Kai monastery and organized the training of the Second Order recruits. His efforts were soon rewarded and, within the space of two short years, the first raw recruits had graduated to become a cadre of gifted Kai Masters who, in turn, were able to



Commence the teaching of their skills to subsequent intakes of Kai novices. Readily, the Kai Masters rose to their new-found responsibilities, leaving Lone Wolf free to devote more of his time to the pursuit and perfection of the Grand Master Disciplines. During this period, Lone Wolf also received expert tutelage in the ways of magic from two of his most trusted friends and advisors: Guildmaster Banedon, leader of the Brotherhood of the Crystal Star, and Lord Rimoah, speaker for the High Council of the Elder Magi.

In the deepest subterranean level of the monastery, one hundred feet below the Tower of the Sun, Lone Wolf ordered the excavation and construction of a special vault. In this magnificent chamber wrought of granite and gold, Lone Wolf placed the seven Lorestones of Nyxator, the gems of Kai power that he had recovered during his quest for the Magnakai. It was here, bathed in the golden light of those radiant gems, that Lone Wolf spent countless hours in pursuit of perfection. Sometimes alone, sometimes in the company of his two able advisors-Banedon and Rimoah, Lone Wolf worked hard to develop his innate Grand Master Disciplines and grasp the fundamental secrets of left-handed and Old Kingdom magic. During this time Lone Wolf noticed many remarkable changes taking place within his body: he became physically and mentally stronger, his five primary senses sharpened beyond all that he had experienced before, and, perhaps most remarkably, Lone Wolf's body began to age at a much slower rate. Now, for every five years that elapse, Lone Wolf aged but one year.

In the years following Lone Wolf's victory over the Darklords, peace has reigned victorious and the peoples of the Free Kingdoms rejoice in the knowledge that the age of the Darklords had finally come to an end. Readily men have exchanged their swords for hoes and their shields for ploughs, and now the only marching they do is along the ruts of their freshly furrowed fields. Few are the watchful eyes that scan the distant horizon in fear of what may

appear, although there are still those who maintain their vigilance, for the agents of Naar come in many guises and there are those upon Magnamund who wait quietly in the shadows for the chance to do his evil bidding.

The defeat of his minions enraged the Dark God Naar and inflamed his lust for vengeance. Many occasions saw Lone Wolf use his new found abilities put to the test, managing to acquit himself on each occasion admirably. Lone Wolf's skills were put to the ultimate test when it was discovered that the Dark God had stolen the fabled Moonstone of the Shianti; the wondrous artefact created many thousands of years ago by the god-like Shianti race, whose presence on the world of Magnamund heralded the dawn of civilisation.

Naar was using the Moonstone to create Shadow Gates; portals of inter-dimensional travel at time and places of his own choosing. Should Naar have mastered the power of the Moonstone, there would be nothing to stop him from conquering the Known Planes of Existence.

By venturing into the Planes of Darkness guided by an infernal book, Lone Wolf made his way through the seven realms of Naar and finally confronted the Dark God in his throne room and recovered the Moonstone. Through the use of another Shadow Gate, Lone Wolf returned home to Magnamund victorious.

SUN EAGLE

Male Human (Sommerlending)

2nd level Sommerlund Knight/20th level Kai Lord/8th level Kai Grand Master

End Dice: 2d10+20d8+8d8+110 (250 Endurance)

Initiative: +5

Speed: 40ft or fly 60ft (good)

Armour Class: 38 (+4 Dex, +10 Neboran Eagle Armour, +1 Weaponskill, +2 Grand Weaponmastery, +1 Sixth Sense, +2 Divination, +8 Shield) 34 Flat-Footed

Base Combat Skill: +21

Attack: Ikarna (broadsword) +28 melee (1d10+11, 19-20) one handed

Full Attack: Ikarna (broadsword) +28/+23/+18/+13 (1d10+11, 19-20)

Space/Reach: 5ft. / 5ft.

Special Attacks: Ikarna, Magical Combat, Psychic Combat, Shield of Sun Eagle,

Special Qualities: Augmented Willpower, Focus 5/day, Kai Discipline Use (Kai, Magnakai, Grand Master), Slow Ageing

Willpower: 85

Saves: Fort +18, Ref +23, Will +16

Abilities: Str 17, Dex 20, Con 17, Int 14, Wis 16, Cha 16

Skills: Acrobatics +14, Athletics +13, Bluff +12, Climb +14, Concentration +24, Disguise +12, Escape Artist +14, Handle Animal +12, Heal +12, Knowledge (Arcana) +6, Knowledge (History) +10, Knowledge (Nature) +15, Knowledge (Religion) +10, Knowledge (Warfare) +10, Perception +14, Ride +14, Sense Motive +12, Stealth +16, Survival +11, Occult +11. Speaks: Celestial, Draconic, Drakkar, Northspeak, Sommerlend, Southernath, Telchoi, Vassan.

Challenge Rating: 35

Allegiance: Good

Augmented Willpower: This is an inherent Grand Master ability. See CHAPTER 5: THE PATH TO SUPREMACY for more details.

Focus (Ex): Sun Eagle can focus to regain Willpower 5 times a day.

Kai Discipline Use (Ex): Sun Eagle has access to all Kai and Magnakai Disciplines to Tier V. In addition he has Tier V access to the Grand Master Disciplines of: Grand Nexus,

Grand Weaponmastery, Kai Alchemy, Kai Screen and Telegnosis. Sun Eagle has Tier IV access to Assimilance, Tier III access to Deliverance, Tier II access to Grand Huntmastery and Tier I access to Magi Magic.

Magical Combat (Su): Sun Eagle can use Magical combat for this Grand Master Discipline of Kai-Alchemy

Psychic Combat (Su): This ability is directly associated with Kai Discipline Use

Slow Ageing: Sun Eagle is not affected by the detriments of old age. See CHAPTER 5: THE PATH TO SUPREMACY for more details.

Appearance: Sun Eagle appears as a tall, handsome, well-proportioned man. His straight hair the colour of midnight is worn in an ancient Vakeros fashion shaved at the sides of the head with the top grown long and pulled in tight at the back, leaving the tail of his hair to spill out, reaching to the middle of his back. His sharp, finely-chiselled features of his face and smooth skin give the Kai Grand Master a regal quality. When fully armed and armoured, Sun Eagle appears a formidable opponent. As long as anyone can remember, Sun Eagle has appeared in his late twenties, but his sharp blue eyes reveal his true age; gauging all he sees with a powerful countenance. A calm and serene man, Sun Eagle is quick to laughter and slow to anger.

In Combat: Sun Eagle wields Ikarna, a Shianti Solsword. For more details, see CHAPTER 6: KAI ARTEFACTS. In addition, he also carries King Ulnar's steel shield, using the Solar Flare ability to devastating effect when combined with the abilities of Ikarna. For more information on the Shield of Sun Eagle, see the *LONE WOLF Core Rulebook*. Sun Eagle is also fortunate enough to own a suit of Neboran Eagle Armour. When time permits, he dons it over his Grand Master robes.

Background: Sun Eagle's background is featured in CHAPTER 1: THE JOURNEY OF SUN EAGLE.

GHOST LION

Medium Human (Sommerlending)

10th level Kai Lord/9th level Kai Saint

End Dice: 10d8+9d8+60 (141 Endurance)

Initiative: +4

Speed: 40 ft

Armour Class: 21 (+4 Dex, +6 Chainmail waistcoat, +1 Weaponmastery) 15 flat-footed

Base Combat Skill: +19

Attack: Kai Weapon (Broadsword) +28 melee (1d10+12, 19-20) two handed

Full Attack: Kai Weapon (Broadsword) +28/+23/+18/+13 melee (1d10+12, 19-20) two handed

Space/Reach: 5ft / 5ft

Special Attacks: Psychic Combat, Kai Weapon

Special Qualities: Focus 3/day, Restricted Kai Discipline Use (Kai, Magnakai and Elite),

Willpower: 61

Saves: Fort +12, Ref +13, Will +11

Abilities: Str 18, Dex 18, Con 16, Int 10, Wis 14, Cha 12

Skills: Acrobatics +10, Athletics +11, Bluff +6, Climb +8, Concentration +16, Disguise +7, Escape Artist +10, Handle Animal +8, Heal +7, Knowledge (History) +4, Knowledge (Nature) +9, Perception +12, Ride +10, Sense Motive +8, Stealth +12, Survival +12, Speaks: Sommerlend, Southernath, Vassan.

Challenge Rating: 21

Allegiance: Good

Focus 3/day: Ghost Lion can focus his Willpower 3/day.

Restricted Kai Discipline Use: Ghost Lion has access to all Kai Disciplines to Tier V. In addition he has Tier V access to the Magnakai Disciplines of Weaponmastery and Curing. Ghost Lion is only allowed Tier I access to Animal Control, Divination, Huntmastery, Pathmanship, Psi Surge, Psi Shield and Nexus. He is yet to attain Invisibility. This sacrifice allows Ghost Lion access to Tier VIII abilities of the Elite Discipline Sanctity. For more information on Sanctity, see CHAPTER 4: MASTERS OF MAGNAKAI.

Kai Weapon: Ghost Lion has a broadsword for a Kai Weapon. At his current level of

training, it is treated as a +4 *Broadsword*. See CHAPTER 4: MASTERS OF MAGNAKAI for more details.

Psychic Combat (Su): Ghost Lion may engage in Psychic Combat.

Appearance: Ghost Lion's time in the deserts has bleached his short, wavy brown hair the colour of desert sand and tanned his skin to a rich brown. Ghost Lion's Kai Tunic has faded to a dull grey, but the armour he wears beneath a white, hooded cloak gleams like silver. Ghost Lion is in his late twenties.

In Combat: Fearless in combat, Ghost Lion is not afraid of using his steel broadsword with devastating effect, gauging his foes and staggering his Elite Kai abilities to counter each threat. He wears a superior chainmail waistcoat (+4 armour, +2 superior) that shines like silver and weighs less than a feather.

Background: Ghost Lion was assigned to escort a Brother of the Crystal Star to Vassagonia, as part of a delegation suing for peace in MS 4761. When the diplomatic convoy was attacked by the fanatical legions of the Black Zakhan and the emissary killed, Ghost Lion wandered the Dry Main using his skills of Weaponmastery and Curing to help the beleaguered nomads suffering under the Black Zakhan's yoke. Eventually falling in with the Black Zakhan's exiled Son, the two developed a fast friendship. Such is Ghost Lion's prowess that on many occasions, the troops of the Zakhan would be afraid to take on the outlaw forces of his son; fearing the 'devil lion' that roams the Main, killing everybody with the wind of his fiery blade. In MS4771, Ghost Lion was instrumental in the demise of the wretched tyrant, heralding the new Age of Magnamund. Ghost Lion stayed on in Vassagonia, searching for the Tomb of the Majhan. It was said that a great Kai Relic was stored within.

DOOM WOLF

Medium Human (Sommerlending)

10th level Kai Lord/6th level Kai Guardian/4th level Warrior

End Dice: 10d8+6d8+4d8+54 (139 Endurance)

Initiative: +6

Speed: 40 ft

Armour Class: 20 (+6 Dex, +4 Shadaki sealeather) 14 Flat Footed

Base Combat Skill: +18

Attack: Black Iron Bow +32 ranged (1d8+12 and special, 19-20 x4) or sword +22 melee (1d8+5, 19-20)

Full Attack: Black Iron Bow +32/+32/+27/+22/+17 ranged (1d8+12 and special 19-20 x4) or sword +22/+17/+12/+7 melee (1d8+5, 19-20)

Space/Reach: 5ft. /5ft.

Special Attacks: Psychic Combat

Special Qualities: Focus 3/day, Restricted Kai Discipline Use (Kai, Magnakai and Elite), Weapon of Choice (Black Iron Bow), Toughness

Willpower: 36

Saves: Fort +11, Ref +14, Will +8

Abilities: Str 17, Dex 23, Con 16, Int 12, Wis 13, Cha 10

Skills: Acrobatics +14, Athletics +13, Bluff +7, Climb +12, Concentration +6, Disguise +6, Escape Artist +12, Handle Animal +6, Heal +7, Knowledge (History) +4, Knowledge (Nature) +7, Perception +10, Ride +12, Sense Motive +7, Stealth +18, Survival +7, Speaks: Sommerlend, Drakkar, Vassan

Challenge Rating: 24

Allegiance: Evil

Focus 3/day: Doom Wolf can focus his Willpower 3/day.

Restricted Kai Discipline Use: Doom Wolf has access to all Kai Disciplines to Tier V. In addition he has Tier V access to the Magnakai Disciplines of Invisibility and Pathmanship. Doom Wolf is only allowed Tier I access to Huntmastery, Psi Surge, Psi Shield and Weaponmastery. This sacrifice allows Doom Wolf access to Tier V abilities of the Elite Discipline Guardianship. For more information on Guardianship, see CHAPTER

4: MASTERS OF MAGNAKAI.

Psychic Combat (Su): Doom Wolf may engage in Psychic Combat.

Toughness (Ex): Doom Wolf has taken the toughness feat for being a Warrior.

Weapon of Choice (Ex): Doom Wolf has selected the Black Iron Bow as his weapon of choice, granting him +1 to his Base Combat Skill when using it.

Appearance: Cruelly handsome, Doom Wolf has been blessed with a winning smile. It is not until people get to know the person beneath is a cold and heartless killer with no single redeeming features. Doom Wolf wears his black hair and full beard cropped close to his scalp and face. Favouring black dyed leather armour, dark grey leggings and a black leather cloak, Doom Wolf prefers to stand out whilst in public, but easily blends in with the shadows or the forests when he so desires.

In Combat: Favouring the use of his Black Iron Bow (+3 Str to damage) and vicious steel arrows that he stole from a defeated Dark Warrior, Doom Wolf prefers to use concealment and take his enemies at range.

Background: Doom Wolf is well aware of the irony of his in his name. Originally known as Sun Wolf to his former Kai brethren, Doom Wolf was instrumental in the first Siege of the Kai Monastery in MS4219. Mistakenly believing that he was Kor-Skarn from the Dessi prophecies, Sun Wolf stole the Lorestone of Nyxator in an attempt to locate the other six. Despairing that such impetuosity could cost the Kai Lords their lives, Grand Master Strong Bear sent out his best Kai Redeemers to track the renegade Kai Lord. Unbeknownst to all, Darklord Zagarna had been working the Sun Wolf's mind in an attempt to sway the Kai Lord to join his Drakkarim. The effect he had on Sun Wolf's mind was more than Zagarna had ever anticipated: Within days of escaping the Monastery, Sun Wolf had easily despatched two of the Redeemers that were tracking him. Eager to maximise on the dissention, Zagarna launched a multi pronged invasion into Sommerlund, with the intention of both occupying the country and the total eradication



of the Kai Lords.

It is not known how, but Sun Wolf was captured and returned to the Monastery with the Lorestone. Not wishing to beget further evil by executing Sun Wolf, the council decided that only one course of action could possibly ensure Sun Wolf could do not harm to others.

Banishment through the Shadow Gate in Toran.

Many years have passed since Sun Wolf's banishment to the Daziarn. During his time spent in the wastelands of the Neverness, Sun Wolf changed his name to Doom Wolf and vowed that one day he would return to Magnamund and exact revenge on the Kai.

APPENDIX A: BEINGS OF LIGHT

The creatures listed here are native to the Planes of Light and all pay unwavering loyalty to Kai, the Sun God. In return, Kai grants them special power. When in need, servants of Kai such as the Kai Redeemer can call upon some of these allies. The Kai Avatar can sometimes channel his willpower and take on the aspect of some of these creatures. The Kai Scion template is also classed as a being of light; Kai's divine gifts although rare, can be also found among other races of humans. In different cultures, such gifts from the Sun God may either be celebrated or reviled.

NOUMA

Large Outsider (Good, Planes of Light)

End Dice: 20d8 +57 (147 Endurance)

Initiative: +11

Speed: 30 ft. in full plate-armour (base 40 ft)

Armour Class: 42 (-1 size, +7 Dex, +12 natural+ 12 (+4 *Jewelled Full Plate*), +2Grand Weaponmastery) 33 flat-footed

Base Combat Skill: +20

Attack: Broadsword (Kai Weapon) +30 melee (1d10+4, 19-20) one-handed

Full Attack: +30/+25/+20/+15 melee (1d10+4, 19-20)

Space/Reach: 10ft. / 10ft.

Special Attacks: Flaming Blade, Grand Whirlwind, Kai Weapon, Psychic Combat, Smite Evil

Special Qualities: Kai Weaponcraft, Grand Weaponmastery, Damage Reduction 30/+3, Sanctity

Willpower: 172

Saves: Fort +15 Ref +19 Will +15

Abilities: Str 22, Dex 24, Con 17, Int 18, Wis 16, Cha 22

Skills: Acrobatics +22, Appraise +29, Athletics +21, Concentration +28, Craft (any) +39, Knowledge (any) +34, Occult +19, Perception +19, Perform +26, Profession (all) +39, Speak Language (any), Survival +23, Use Magic Item +35

Environment: Planes of Light

Organisation: Solitary or Group (1-3)

Challenge Rating : 28

Treasure: None

Allegiance: Good

Advancement: None

A Nouma has the following abilities:

Damage Reduction (Ex): The Nouma has damage reduction of 30/+3

Grand Weaponmastery (Ex): The Nouma can use Grand Weaponmastery to Tier V ability identically to a Kai Grand Master. The Nouma gains the following benefits:

Grand Warmastery(Ex): All weapons used by the Nouma gain the following benefits:

+3 bonus to all attack rolls

+4 bonus to all damage rolls

+2 bonus to AC

+4 bonus to resist disarm attempts

Mighty Wield (Ex): Upon attaining this Tier of mastery with weapons allows the Nouma to wield two-handed weapons in one hand. This skill does not apply to ranged weapons in any way.

Flaming Blade (Su): Upon command, the Nouma can wreath his weapon in fire. The fire does not harm the hands of the Nouma. Whilst manifesting this ability, the weapon deals +1d6 points of fire damage on a successful hit. Upon a successful critical hit, the weapon explodes with flame, dealing +1d10 points of fire damage. If the weapons critical multiplier is x3, add +2d10 points of



bonus fire damage instead. If the critical multiplier is x4, add +3d10 points of bonus fire damage. This ability lasts the length of one encounter.

Kai Strike (Ex): When fighting unarmed, the Nouma may now add +4 to his attack and damage rolls. The Nouma's fists are treated as if they had a +4 enchantment with regards to Damage Reduction. In addition, a successful hit from a Nouma does 1d8 points of damage instead of the usual damage for an unarmed strike.

Grand Whirlwind Attack (Ex): The Nouma, as a full attack action, foregoes all his regular attacks and make one melee attack against each opponent within 10 feet. This attack must be made with his weapon and is calculated at his highest Combat Skill bonus.

Kai Weaponcraft (Ex): This ability is described in CHAPTER 6: KAI ARTEFACTS.

Psychic Combat (Su): A Nouma may engage in Psychic Combat as described in the *LONE WOLF Core Rulebook*.

Sanctity (Ex): A Nouma may manifest any power of the Elite Discipline of Sanctity as if he were a 10th Level Kai Saint. This allows the Nouma to gain access to all Nine Tier abilities of Sanctity. For more information, see CHAPTER 4: MASTERS OF MAGNAKAI

Smite Evil (Su): Once per day, the Nouma can make a normal attack to deal additional damage equal to its End Dice total (maximum of +30) against all Evil creatures, including Darklords.

The Nouma are a race of demigods that dwell within the Planes of Light with Kai and Ishir. Similar to the powerful Shianti in many respects, the Nouma have remained within the Planes of Light preferring not to get involved in the politics and machinations of the Mortal Realm. It was the Nouma that forged the Sommerwerd and others like it for Kai himself, who then passed it to the Sun God for the humans to use. Many humans and other races that use blacksmithing, weaponcraft and other forms of artifice pay homage to the Nouma, offering thanks for the will to create and beseeching them to guide their hand in their craft. A Nouma have no fixed form and can

change their appearance at will. It is very rare for a Nouma to be encountered beyond the boundaries of the Planes of Light. It thought that Alyss, the Elemental who helped Lone Wolf on a few occasions is a renegade Nouma.

SUN ELEMENTAL

	Sun Elemental, Small	Sun Elemental, Medium	Sun Elemental Large
End Dice:	2d8 (9 Endurance)	4d8+8 (26 Endurance)	8d8+24 (60 Endurance)
Initiative:	+1	+3	+5
Speed:	50 ft.	50 ft.	50 ft.
Armour Class:	15 (+1 size, +1 Dex, +3 natural)	16 (+0 size, +3 Dex, +3 natural)	18 (-1 size, +5 Dex, +4 natural)
Base Combat Skill:	+1	+3	+6
Attack:	Burning touch +3 melee (1d8 plus combustion) or Slam +3 melee(1d3+3 plus combustion)	Burning touch +6 melee (1d8 plus combustion) or Slam +6 melee(1d3+6 plus combustion)	Burning touch +8 melee (1d8 plus combustion) or Slam +8 melee(1d3+8 plus combustion)
Full Attack:	Burning touch +3 melee (1d8 plus combustion) or Slam +3 melee(1d4+3 plus combustion)	Burning touch +5 melee (1d8 plus combustion) or Slam +5 melee(1d6+5 plus combustion)	2 Burning touches +8 melee (1d8 plus combustion) or Slam +8 melee(1d10+8 plus combustion)
Space/Reach:	5ft. /5ft.	5ft. /5ft.	5ft. /10ft.
Special Attacks:	Combustion (see below), Corona (see below), Smite Darkspawn (see below)	Combustion (see below), Corona (see below), Smite Darkspawn (see below)	Combustion (see below), Corona (see below), Smite Darkspawn (see below)
Special Qualities:	Darkvision, elemental traits, immunity to fire, melt weapons (see below), vulnerability to cold.	Darkvision, elemental traits, immunity to fire, melt weapons (see below), vulnerability to cold.	Darkvision, elemental traits, immunity to fire, melt weapons (see below), vulnerability to cold.
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 15, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 17, Dex 17, Con 14, Int 4, Wis 11, Cha 11	Str 19, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Perception +5		
Environment:	Planes of Light or wherever summoned		
Organisation:	Solitary or Group		
Challenge Rating :	Small 1, Medium 3, Large 5		
Treasure:	None		
Allegiance:	Always Good		
Advancement:	small 3 ED (small); medium 5-7 ED(Medium-sized); large 9-15 ED (Large)		

Combustion (Ex): Anyone a Sun Elemental touches must succeed on a Reflex Save (DC10+ Sun Elementals End Dice) or take an extra 1d8 point of fire damage as clothes ignite or armour becomes searing hot. This damage continues for another 1d4 rounds after the Sun Elementals last successful attack. Sun Elementals can also ignite flammable materials with a touch. The save DC is Constitution based.

Corona (Ex): Anyone within 20 Feet of a Sun Elemental must succeed a Fortitude save (DC10+ Sun Elementals End Dice) or take 1d6 points of heat damage per round from the intense heat and be blinded from the glare. Whilst the heat save must be made each round, only one check for blindness is needed. The blindness wears off after 5-10 turns. Corona also affects undead that are susceptible to Sunlight up to 40 feet away.

Melt Weapons (Ex): Any weapon that strikes a Sun Elemental automatically suffers one point of Endurance damage that bypasses any hardness once it is reduced to 0 Endurance, it melts away into hot slag.

Smite Darkspawn (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its End Dice total (maximum of +30) against all Darkspawn, including Darklords.

Also known as the 'Will of Kai' Sun Elementals are blinding pillars of radiance that can take any form they wish. Sun Elementals call the Planes of Light home and obey the will of Kai without question. Sometimes, they can be called by the faithful of Kai or Kai himself sends one or more of these creatures to aid his followers on Magnamund. The Kai Redeemer and the Kai Avatar are known to have ties to these Elementals.

APPENDIX B: TEMPLATES

KAI CELESTIAL TEMPLATE

Kai Celestial creatures dwell in the Planes of Light although they resemble being found in Magnamund. These being are more regal and more graceful than their material counterparts. Kai Celestial creatures often come in metallic colours (usually gold or platinum in colour).

CREATING A KAI CELESTIAL CREATURE

'Kai Celestial' is a template that can be added to any corporeal creature on non-evil Allegiance (referred to hereafter as the 'base' creature). Beasts or animals with this template become magical beasts, but otherwise the creature is unchanged.

A Kai Celestial creature uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A Kai Celestial creature retains all the special attacks of the base creature and also gains the following.

Psychic Combat (Su): The creature may attack and defend in Psychic Combat

Smite Darkspawn (Su): Once per day, the creature can make a normal attack to deal additional damage equal to its End Dice total (maximum of +30) against all Darkspawn, including Darklords.

Special Qualities: A Kai Celestial creature retains all of the special qualities of the base creature and also gains the following ones:

Darkvision to a range of 60 feet

Acid, cold and electrical resistance (see the table below)

Damage reduction (see the table below)

MR equal to double the creature's End Dice to a maximum of 25

Willpower score: equal to half its Wisdom plus the sum of the creatures Wisdom modifier (minimum 1) multiplied by the base creature's End Dice

TABLE 7-1: KAI CELESTIAL QUALITIES

End Dice	Acid, Cold, Electrical Resistance	Damage Reduction
1-3	5	
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature

Abilities: Same as the base creature, but intelligence is at least 3.

Skills: Same as the base creature

Climate/Terrain: Any

Organisation: Same as the base creature

Challenge Rating: Up to 3 End Dice, as base creature

4-7 End Dice, as base creature +1

8+ End Dice, as base creature +2
Allegiance: Good
Advancement: Same as base creature.

SAMPLE KAI CELESTIAL CREATURE

Kai Celestial Wolf

Medium Magical Beast

End Dice: 2d8+4 (13 Endurance)

Initiative: +2

Speed: 50 ft.

Armour Class: 14 (+2 Dex, +2 natural) flat-footed 12

Base Combat Skill: +1

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5ft. /5ft.

Special Attacks: Psychic Combat, Smite Darkspawn (+5)

Willpower: 12

Special Qualities: Acid, Cold Electrical Resistance 5, Darkvision 60 ft. Low Light Vision, Magic Resistance 4, Scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6

Skills: Athletics +3, Perception +3, Stealth +5, Survival +2

Environment: Temperate Forests

Organisation: Solitary, pair or pack (7-16)

Challenge Rating: 1

Advancement: 3 ED Medium 4-6 (Large)

KAI SCION TEMPLATE

Not all Sommerlending are admitted into the training halls of the Kai Monastery, indeed, the Sommerlending genus is widespread across the world of Magnamund that humans displaying the Gifts of Kai appear in almost any country. As such, these gifted human grow up not knowing their latent abilities or pursue different paths in their life. In some countries, Kai Scions are reviled as evil sorcerers or are hunted by those who serve Naar and his foul agents.

CREATING A KAI SCION

'Kai Scion' is a template that can be added to any human or character (at DM's approval) of non

-Evil Allegiance (referred to hereafter as the 'base' character).

A Kai Scion uses all the base character's statistics and special abilities except as noted here.

Special Qualities: A Kai Scion retains all of the special qualities of the base character and also gains the following ones:

Kai Discipline Use (Ex): The Kai Scion gains the first Tier in one Discipline, determined on the table below. Should a result indicate a discipline that gives the base character extra abilities, the Kai Scion is free to take them as well.

Willpower: A Willpower score equal to half its Wisdom plus the sum of the character's Wisdom modifier (minimum of 1) multiplied by the base character's End Dice.

TABLE 7-2: KAI SCION DISCIPLINES

d10	Discipline
1	Weaponskill
2	Hunting
3	Mind Shield
4	Sixth Sense
5	Camouflage
6	Mind Blast
7	Healing
8	Tracking
9	Mind Over Matter
0	Animal Kinship

Saves: Same as the base character

Abilities: Same as the base character, but intelligence is at least 3.

Skills: Same as the base character

Climate/Terrain: Any

Organisation: Same as the base character

Challenge Rating: as base character

Allegiance: Any

Advancement: Same as base character. A Kai Scion cannot advance his Kai Discipline Use beyond Tier I nor increase his willpower.



SAMPLE KAI SCION

Female Human 2nd level Kai Scion Warrior

End Dice: 2d8 (12 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 13 (+1 Dex, +2 leather) flat-footed 11

Base Combat Skill: +2

Attack: Sword +7 melee (1d8+3, 19-20)

Full Attack: Sword +6 melee (1d8+3, 19-20)

Space/Reach: 5ft. /5ft.

Special Attacks:

Special Qualities: Kai Discipline Use, Weapon of Choice (sword)

Willpower: 8

Saves: Fort +3, Ref +1, Will +1

Abilities: Str 16, Dex 12, Con 10, Int 10, Wis 12, Cha 14

Skills: Athletics +6, Knowledge (Warfare) +3, Perception +4, Ride +4

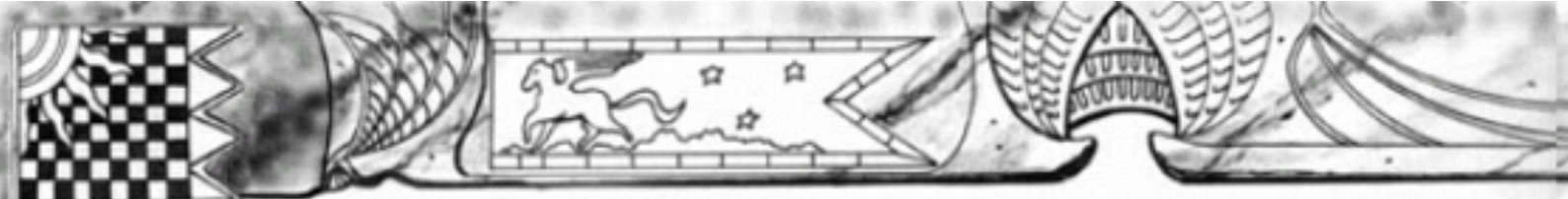
Challenge Rating: 2

Allegiance: Balance

Advancement: As warrior

Weapon of Choice (Ex): Detailed on page 180 of the *LONE WOLF Core Rulebook*.

Kai Discipline Use (Ex): The Warrior has attained Tier I mastery in Weaponskill, allowing her a further +1 to her base combat skill.



Afterword

This book has far gone beyond being a mere submission for a Staff Writer position.

In a bizarre attempt at coaxing some old gaming buddies of mine to make the switch over to 3rd Edition D&D (yes, there are those die-hard gamers who haven't even made the change to 2nd edition), I decided to start a campaign in a world we loved as children.

The World of Magnamund.

Gamers across the world are instantly familiar with Joe Dever's work; having intimately followed the path of Lone Wolf and Grey Star as they battled evil in all its forms. It is these adventures which sparked our imaginations for many years to come and had us emulating these quests in many of our own games.

Gamers are also familiar with the name of August Hahn, who managed to bring the world of LONE WOLF a complete circle and present us with a world of detail and adventure so like its original, it is like we never left. This excitement was easily captured by my players (who have made the jump from 1st to 3rd edition rather painlessly) who eagerly jumped at the chance to roleplay the journey of Sun Eagle. We've had a lot of fun so far.

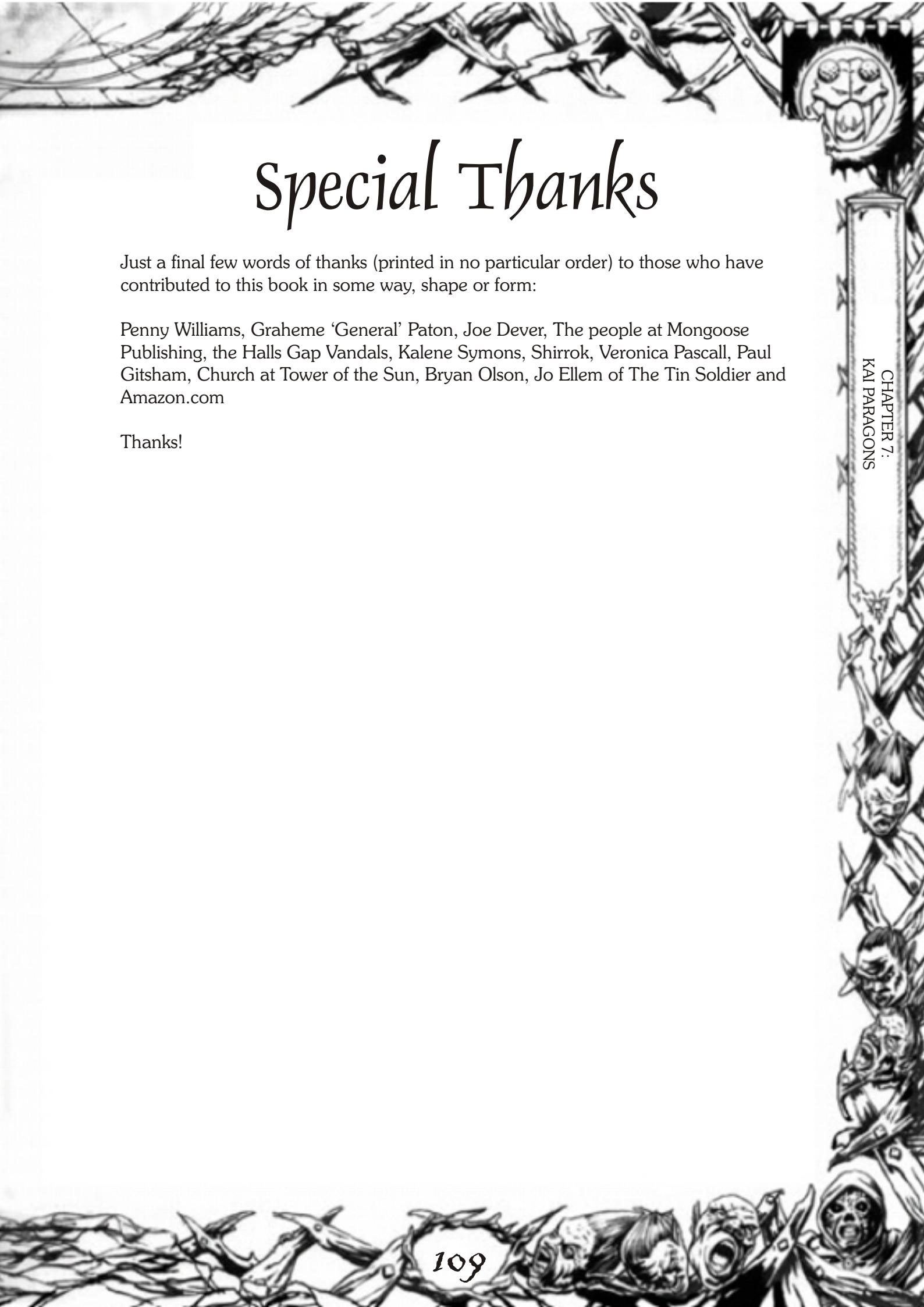
When the opportunity arose to add to August Hahn's work, I immediately jumped at the chance. My gamers had many ideas about pushing the Kai Lord character class to its limits; to make it modular and versatile, but most importantly, make it playable. We are still playtesting. There is only so much you can do within a month.

I am glad that I have completed this work instead of letting it hit on my harddrive. The Book of the Magnakai will be very active in my game (be ready for a rules errata), and Kai willing, active in yours as well.

Please feel free to comment (constructively) on this work over at the forums on the Tower of the Sun website (<http://2e1x1.net/lonewolf/index.php>), or send me a direct email at Andrew_C_Gale@yahoo.com.au

For Sommerlund and the Kai!

Andrew Gale, 2004



Special Thanks

Just a final few words of thanks (printed in no particular order) to those who have contributed to this book in some way, shape or form:

Penny Williams, Graheme 'General' Paton, Joe Dever, The people at Mongoose Publishing, the Halls Gap Vandals, Kalene Symons, Shirrok, Veronica Pascall, Paul Gitsham, Church at Tower of the Sun, Bryan Olson, Jo Ellem of The Tin Soldier and Amazon.com

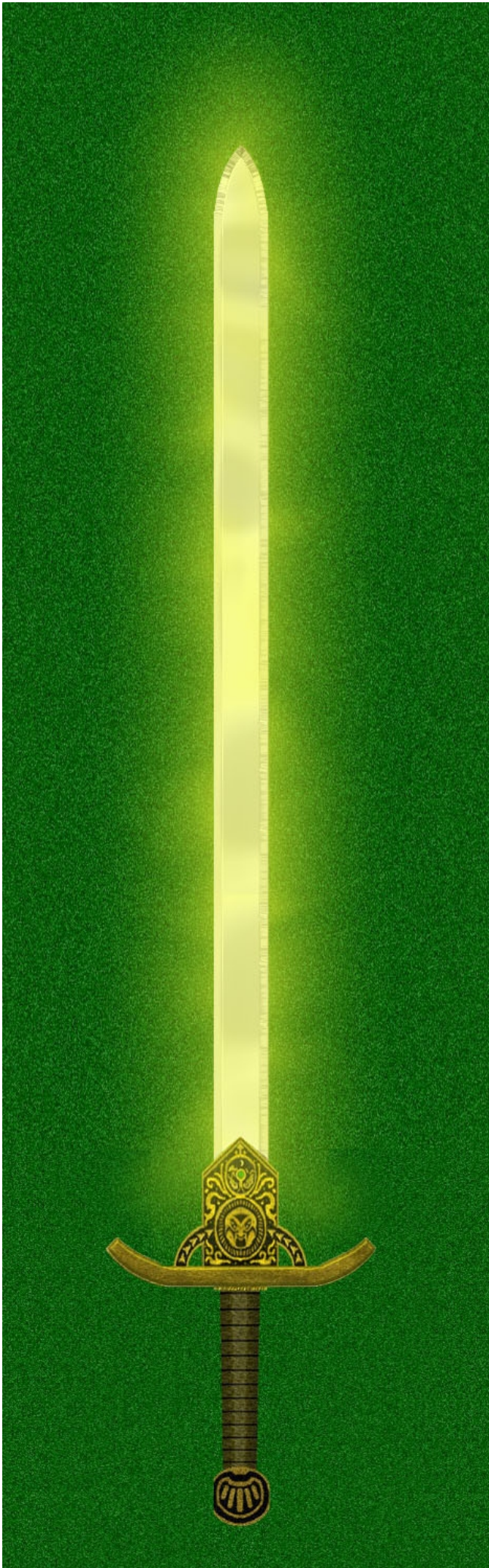
Thanks!

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Book of the Magnakai

Penned by the legendary Sun Eagle, the Book of the Magnakai contains all the knowledge and training necessary for those with the talent to become Kai Lords. For over a thousand years, the Kai Lords have used its knowledge and wisdom to protect Magnamund from the depredations of the infernal Darklords of Helgedad.

For the first time in history, this knowledge lies at your fingertips; for within these pages contain secret lore for expanding your Kai Lord characters in the LONE WOLF campaign setting.

This book is intended for use with the LONE WOLF Core Rulebook and CORE RULEBOOKS I, II and III.