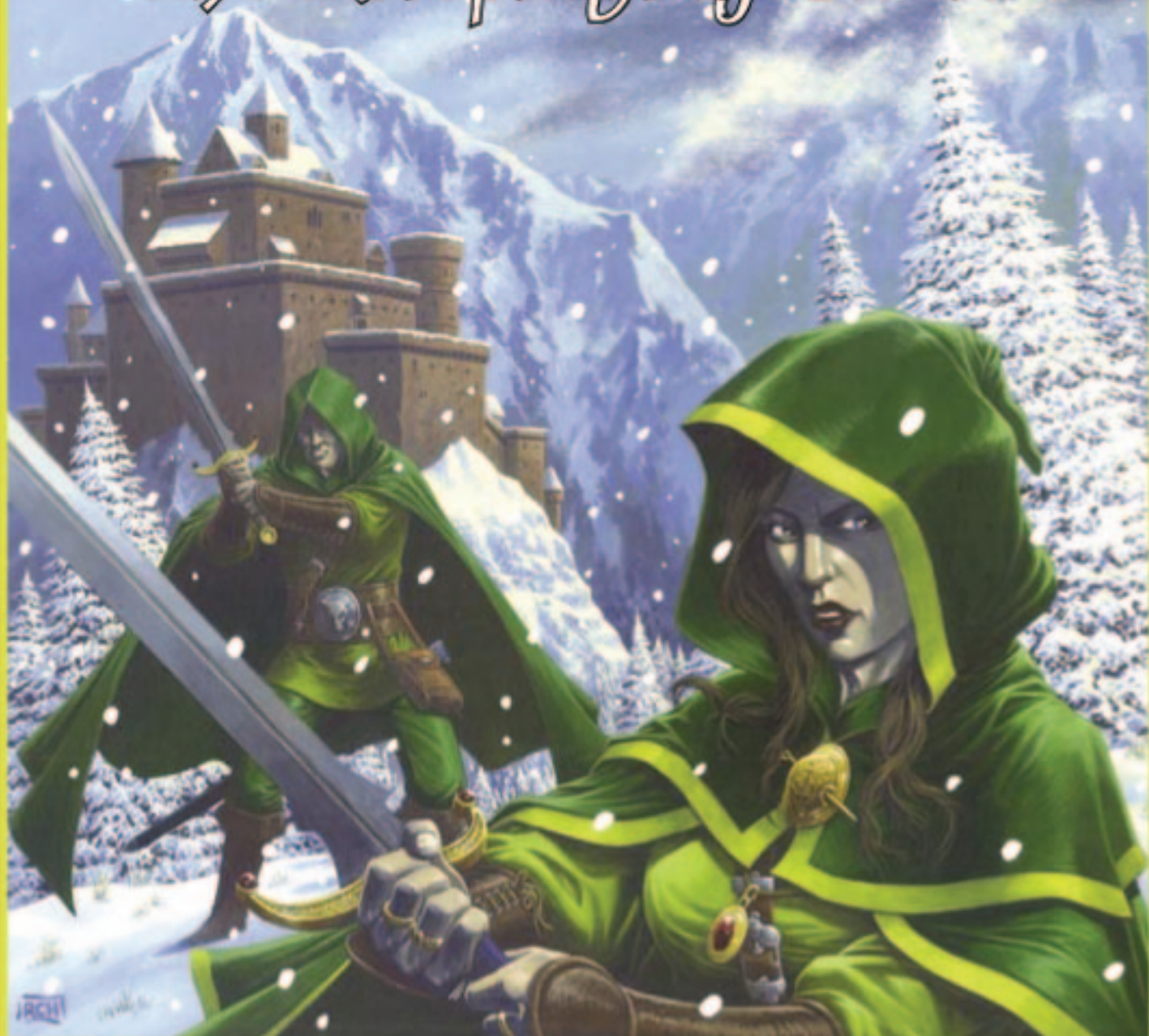


LONE WOLF

The Roleplaying Game





The Roleplaying Game

This book is the definitive guide to the world of Magnamund and the many roleplaying possibilities it provides. Here you will find the Brotherhood of the Crystal Star before their order went into seclusion. You can ride with the Sommerlund Knights of the Realm five decades before their fateful charge against the Darklord Zagarna decimated their numbers. You can walk the forests of the Wild-Lands with Telchos Amazons, alert for any danger that might leap out of the toua trees. If you can imagine an adventure, it awaits you somewhere on the face (or in the dark caverns) of Magnamund.

Discover how to create Kai Lords of your own, wield their immense supernatural disciplines in battle and take up arms against the seemingly infinite hordes of darkness that plague the land. You will find the many spells of the Crystal Star lexicons, the magic of the Desst and the wild spiritualism of the Telchoi and see for yourself how very different they are. The wisdom of many races both old and new will be at your command, making the stories you wish to tell in your campaigns more compelling and detailed. From psychic combat to the searing force of elementalism, you will have all the power you need to do battle against the night and defend whichever kingdom you proudly call home.

Lone Wolf, The Roleplaying Game is an entire sourcebook and roleplaying game encompassed within a single tome. Every rule and roleplaying suggestion is included in the spirit of the original Lone Wolf series, updated to OGL rules and expanded to incorporate both North and South Magnamund.

Over 100 pages are dedicated to the Gazetteer and Bestiary sections, with detailed descriptions of the many realms, races and monsters that make up Magnamund. Notes on cultures, encounters and the inevitable dangers of the land will be at your fingertips. Want to travel into the Jungle of Horrors? This guide will let you know what plants are edible and which ones might try to eat you instead and discover why you should stock up on your laumspur potions before taking a trip to Ruel. Statistics for dozens of terrible beasts and vile henchmen are given, to throw at those foolish enough to oppose the rise of the Darklords. From skulking Glaks to the raging might of the Mawtaw, these foes will pose quite a challenge for anyone determined to play hero in a world destined to fall before the might of Helgedad and its shadowy hordes.

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Lone Wolf

The Roleplaying Game

August Hahn

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Welcome to Magnamund

In the northern land of Sommerlund, it has been the custom for many centuries to send the children of the Warrior Lords to the monastery of Kai. There they are taught the skills and disciplines of their noble fathers.

The Kai monks are masters of their art and the children in their charge love and respect them in spite of the hardships of their training. For one day when they have finally learnt the secret skills of the Kai, they will return to their homes equipped in mind and body to defend themselves against the constant threat of war from the Darklords of the west.

In olden times, during the Age of the Black Moon, the Darklords waged war on Sommerlund. The conflict was a long and bitter trial of strength that ended in victory for the Sommlending at the great battle of Maakengorge. King Ulnar and the allies of Durenor broke the Darklord armies at the pass of Moytura and forced them back into the bottomless abyss of Maakengorge. Vashna, mightiest of the Darklords, was slain upon the sword of King Ulnar, called 'Sommerswerd' – the Sword of the Sun. Since that age, the Darklords have vowed vengeance upon Sommerlund and the House of Ulnar.

Now it is in the morning of the feast of Fehmarn, when all of the Kai Lords are present at the monastery for the celebrations. Suddenly a great black cloud comes out from the western skies. So many are the numbers of the black-winged beasts that fill the sky, that the sun is completely hidden. The Darklords, ancient enemy of Sommlending, are attacking. War has begun.

With these words, readers of the Lone Wolf series were launched into an odyssey spanning 28 game books, 12 novels and countless other works. The hero in most of these work was Lone Wolf, a Kai Lord and the readers' alternate identity when traveling through the complex and often lethal world of Magnamund. The last survivor of the Kai, it was his self-appointed duty to seek vengeance for the deaths of his brothers and sisters. Through it all, readers of the Lone Wolf game books followed every step, every sword blow and every use of his incredible powers.

Since then, the world of Magnamund has grown and expanded to include loyal readers from every corner of the globe. From novels that explore the Kai and their politics to fan-based fiction that continues the adventures of hundreds of other characters in the setting, the game world has become far more than the thrilling adventures of Lone Wolf himself.

That is where the book you are holding right now comes in. Lone Wolf began as a roleplaying game; it is only fitting that it has come full circle into another one. In a world as vast as Magnamund, there is plenty of room for as many heroes as there are villains. There is more than enough space for as many bastions of light as there are fell pits of darkness. Magnamund is a rich tapestry of good and evil, dozens of different cultures and ancient artefacts resting side by side with scientific innovation. From the Dwarven Gunners of Bor to the malefic Helghasts that lurk in forgotten crypts, here then is fantasy roleplaying at its finest.

The original purpose of the Lone Wolf series was one of vengeance, but it quickly became more than that. Lone Wolf went through the cycles of a hero, taking his original quest for revenge and moving on to a noble purpose of exploration and finally the restoration of his past through the rebirth

of the Kai. It can truly be said that in Magnamund, great dreams can come from simple beginnings. That is the hope of any adventure set in the world of Lone Wolf; that a single adventure can spawn a world-changing epic.

The Lone Wolf Campaign

The setting for *Lone Wolf, The Roleplaying Game* takes place fifty years before the events in *Flight From The Dark*, the first Lone Wolf game book. The Kai Monastery is at the height of its power, not crumbled, empty and burned. The kingdom of Sommerlund is a mighty country, secure in its power as the grandest nation on Magnamund. The Darklords of Helgedad plot and conspire in the shadows, too fearful to strike overtly outside their borders but still the black-hearted masters of all that dwell within their realm.

This then is the highest point of Lone Wolf roleplaying – the many powers of the land are the strongest they have ever been and while there is a fragile peace on Magnamund, tiny wars and border skirmishes occur constantly. The agents of evil do not move openly, but they are everywhere and watch with shadowed eyes the actions of great heroes of the realm. There is the feeling everywhere of an axe about to fall. Tensions are high and though it will take fifty years for open conflict to sweep over the land, opportunities abound for heroes to either make a name for themselves or die a cold, lonely death...

Within These Pages...

This book is the definitive guide to the world of Magnamund and the many roleplaying possibilities it provides. Here you will find the Brotherhood of the Crystal Star before their order went into seclusion. You can ride with the Sommerlund Knights of the Realm five decades before their fateful charge against the Darklord Zagarna decimated their numbers. You can walk the forests of the Wild-Lands with Telchos Amazons,

alert for any danger that might leap out of the toua trees. If you can imagine an adventure, it awaits you somewhere on the face (or in the dark caverns) of Magnamund.

Ahead of you lie several chapters that form the Lone Wolf setting in all its high fantasy glory. You will discover how to create Kai Lords of your own, wield their immense supernatural disciplines in battle and take up arms against the seemingly infinite hordes of darkness that plague the land. You will find the many spells of the Crystal Star lexicons, but you will also find the magic of the Dessi and see for yourself how very different they are.

The wisdom of many races both old and new will be at your command, making the stories you wish to tell in your campaigns more compelling and detailed. From psychic combat to the searing force of elementalism, you will have all the power you need to do battle against the night and defend whichever kingdom you proudly call home.

There is also a Gazetteer section with maps, images and detailed descriptions of the many realms that make up Magnamund. Notes on cultures, monsters and the inevitable dangers of the land will be at your fingertips. Want to travel into the Jungle of Horrors? This guide will let you know what plants are edible and which ones might try to eat you instead. Discover why you should stock up on your laumspur potions before taking a trip to Ruel and why a dip in the Taunor spa can be a very good idea if you are injured.

The Bestiary provides a Games Master with statistics for dozens of terrible beasts and vile henchmen to throw at those foolish enough to oppose the rise of the Darklords. From skulking Giaks to the raging might of the Mawtaw, these foes will pose quite a challenge for anyone determined to play hero in a world destined to fall before the might of Helgedad and its shadowy hordes. Guidelines for using these creatures and minions accompany each description, ensuring that a Games Master has everything needed to make use of the terrible powers present in the world.

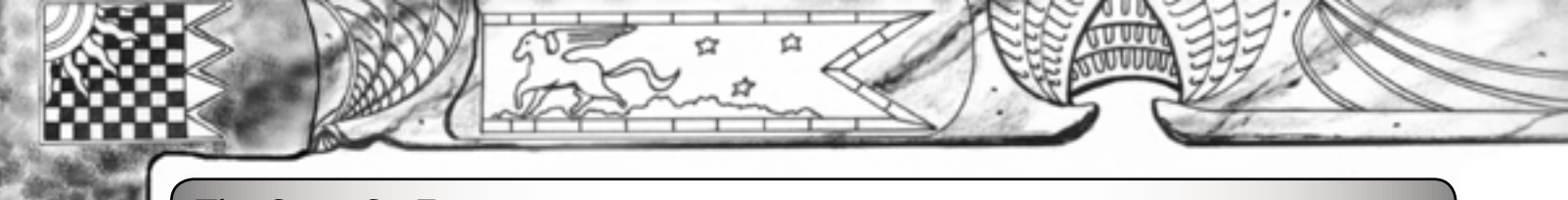
What you will not find in these pages are overly complicated or burdensome rules. The combat of Lone Wolf is quick and simple, with greater emphasis placed on the descriptions and action of titanic conflict rather than the dice rolls involved. The heroes of Magnamund are too busy saving the world from unimaginable peril to worry about the minutiae of fighting styles or painstaking skill implementations. The real battle should be against the Darklords, not the rules involved to doing so. The basic rules of Lone Wolf are just that – basic. They provide the foundation for all action in Magnamund without unduly complicating the saga that is your campaign.

Prepare Yourself for Adventure

This book contains all you need to enter the world of Magnamund and make a name for yourself as a Hero of the Realm. Whether you hail from the Kai Monastery and use your powers of mind and body in the name of justice or you wield the force of terrible magic as a Brother of the Crystal Star, your destiny awaits you ahead. Welcome to Magnamund; turn the page and let your own epic unfold.

Welcome to Magnamund





The Story So Far

It is the Age of the Golden Sun, centuries since the defeat of Vashna at the battle of Maakengorge by King Ulnar and his allies from the land of Durenor. For generations, Sommerlund and the surrounding kingdoms have had peace, safe in the knowledge that evil was banished from the land beneath the gleaming edge of the legendary Sommerswerd. Though the forces of the Darklords swore vengeance as they retreated from the pass of Moytura, long years of silence have proven those words empty and the powers of good rest confident in their victory.

But not everyone is so certain that peace will last. In the forested heart of Sommerlund, the Kai Monastery stands ever vigilant in their sacred task of protecting the world from the horrors of Vashna and his dark brethren. The Mage's Guild of Toran continues to practice its battle magics, knowing that some day their mystical powers will be needed once more on the battlefield. And across the gulf of Durenor, legions of Durenese warriors still train in the arts of war.

There are others who feel the stirrings of darkness in the land. In the shadowy places of Magnamund, minions of the foul Darklords travel in secret and make their way into the most protected of places. No city is safe from their traffic; they move like a fetid wind and slip their way unseen where no creature should be able to go. They hide in abandoned buildings, in dying trees and in the deepest places of the world. The dark forces of evil have once again returned to their ancient lairs, readying themselves for the tide of death that is sure to come.

But Magnamund is a vast world and though the Darklords are a grave threat to all life, the many kingdoms and nations of the land have their own shadows to contend with. Sharnazim warriors keep their bitikali scimitars keen, ready at all times to drive back the advances of the united Nael-Aluvian nations. Though the unity of the alliance between Durenor and Sommerlund still holds from the last Crusade, many smaller nations in both kingdoms still battle each other in ceaseless border skirmishes over land and ancient disputes with no end in sight.

The lands of men make war with each other while the eternal Darklords laugh in their blackened hall. Their lord and master Vashna may be gone and his power broken in centuries past, but the greatest part of their strength has returned with time. The world is nearly ready for their conquest but for now they play with the hearts of those who dwell in brighter lands. A false word in the ear of one petty king drives his nation to war, while a simple assassination drives another to close its borders permanently.

These machinations go undetected because men believe the darkness is gone. The many nations of Magnamund are so eager to trust in their own power that they cannot see the dangers that lie beneath the surface of their supposed 'peace'. The world shudders beneath the weight of the Darklord's manipulations and none can see this evil for what it truly is.

Through puppets, spies and quiet killers, the might of Helgedad reaches out to crush all the lands of light in its vile grasp. Magador's king is a killer and a pretender, but he rules through the assurance of dark masters he is foolish enough to believe he can control. In Drodarin, the dwarven Gunners of Bor have developed terrible weapons of steel and flame but, at the whispered insistence of the Helghasts haunting their Tower Lords, they have these deadly guns pointed at their neighbors out of fear and paranoia. 'All too easy,' say the Masters of Helgedad. 'All too easy.'

Into this world of wonders and horrors, heroes emerge with the strength to save the land and the wisdom to see these dire events for what they are. Whether trained in magic or skilled with mighty weapons, these heroes will take up the fight against the powers of Darkness wherever they hide. These avatars of Light allow no escape and give no quarter. The road will be a long one but if they cannot succeed, Magnamund is surely doomed...

Roleplaying in Magnamund

You are standing on a lonely path in the heart of the Forest of Casiorn. All around you, the shadows of the lular trees make it difficult to see more than a few feet. The trail splits up ahead, each fork disappearing into darkness. Knowing that a band of mercenaries hired by your enemies could be dogging your heels at any moment, you must press on. Which path do you choose, left or right? Or, if you have a way to make a trail for yourself, will you try to leave the winding forest road and make your way through the tangled Casiorn overgrowth?

This passage illustrates the heart of roleplaying – the choice. In truth, that is the nature of the *Lone Wolf Roleplaying Game*; Players make decisions based on situations presented by the Games Master. Entire stories can be told from the choices that arise from a single Player choice. A game could begin with the Games Master telling his Players that they have been adventuring in Northern Magnamund for months and have each decided to rest for the night at the Hen and Stone, a roadside hostel in Vassagonia. How the Players choose to interact with each other given this simple premise is the stuff of which great adventures are made.

Of course, a roleplaying game is a bit more complicated than just ‘here is a choice; what do you do?’ The mechanics of determining whether or not a given choice works are also important to consider. Players cannot choose to defeat their enemies or leap across a chasm safely. They can only choose to face a foe in battle or take a running leap at the edge of a chasm and hope they succeed. The game comes in when Players are placed in conflict with their surroundings or other people in the game (also called Non-Player Characters) and what results from those challenges.

This is not unlike simpler games in which people pretend to be something they are not and see what comes of their ‘new’ identities. Roleplaying is like acting, except there is no real script and no one typically has to worry about critics coming along and disapproving of your story. Everyone is free to play ‘Knights of Sommerlund and the vile Giak Hordes’ to their hearts’ content, safe in the knowledge that there are specific rules in place to determine that Giaks fall down on cue once they have been hit hard enough.

That is where the rest of this book comes into play. In addition to being a grand fact book of all things Magnamund, this is a book of rules and statistics. You will find statistics for Giaks and Knights of Sommerlund – everything you will need to play either one in stories of your own, if you so choose. Players will find all the information they need to be brave Kai Lords or mysterious Magicians of Dessi, while Games Masters will discover a plethora of fiends to throw at his Players during the game.

Keep in mind that while conflict is at the centre of roleplaying in Magnamund, the game is between the Players and the Non-Player Characters and dangerous situations created by the Games Master. The Players and the Games Master are not in competition with each other, nor is there any fight between them other than through the alter-egos of the game. This is a cooperative effort, with both elements needed to tell a good story. Keep things fun, but keep them in the game.

And now, a word about dice.

Dicing for Destiny

Because real life has an element of chance, the *Lone Wolf* roleplaying game does as well. Everything a Player does in Magnamund that has a chance of failing requires a die roll. These rolls are also called ‘checks’ and occasionally ‘saves’ and the game has several different kinds. There are skill checks, ability checks, attack rolls, damage rolls and saves to avoid unpleasant fates (also called saving throws). All of these checks are made with the most important die in the game – a d20.

A d what? Dice in *Lone Wolf, The Roleplaying Game* are named using a special form of shorthand that is very easy to understand once you know the code. The ‘d’ stands for die (the singular form of dice) and the number after the ‘d’ is the number for sides it has. Thus, a d20 has 20 sides and is also called a twenty-sided die. Got it? Good, because this does get a little more complicated.

There are six different types of dice used in *Lone Wolf*. The one you may be most familiar with if you have never played a roleplaying game before is the d6. This is a six sided die numbered one through six on its faces. Most board games in the world have these, so you probably will not lack for them. The others are less common – d4, d8, d10, d12 and d20. Most are fairly self-explanatory and they are all consecutively numbered; a d8 is numbered 1 through 8 for example. You roll them and whatever side comes up on top is the number you have rolled roll.

Note the word ‘most’. The d4 takes a bit of explaining. The d4 is Darklord Vashna’s contribution to gaming. Well, not

really, but he would have appreciated the pain they inflict when someone steps on one late at night. They are shaped like little pyramids and always land with a point sticking straight up. The number rolled is either the one on the top of all three side faces or the one on their bottom edges. Just look for whichever one is the same all around and you have got your result.

Sometimes there will be a designation of d3 – in this case, roll a six-sided die and halve the number rolled (rounding up) to get your result. A designation of d2 is similar – roll a four-sided die and halve the number rolled (rounding up) to get your result.

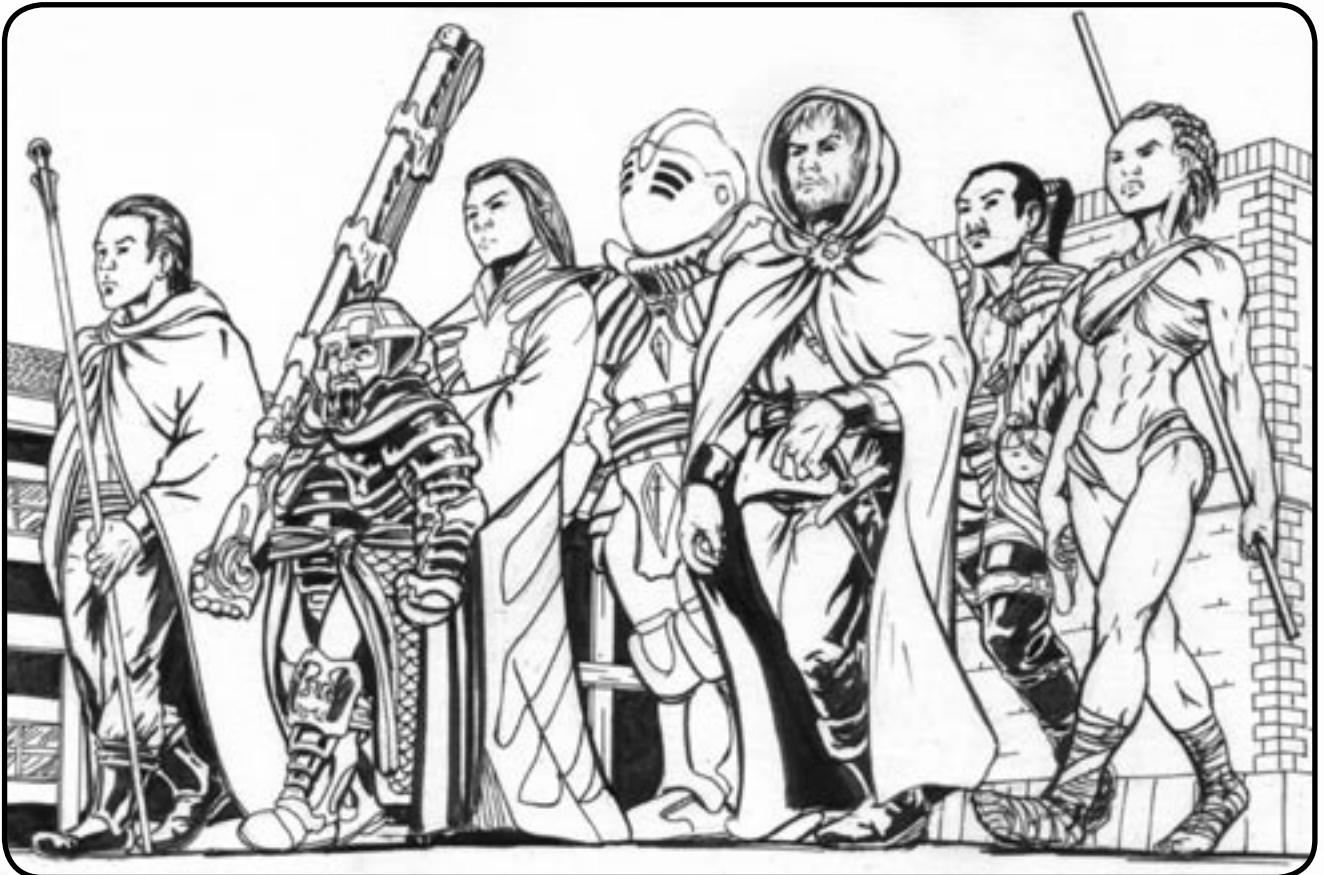
Whenever a die roll is called for, it is written in this special shorthand (assuming a die is mentioned at all). Since all normal checks are done with a d20, it is usually not specifically named. Other die codes, like a sword's d8 damage, are noted in the appropriate sections but not typically referred to again. Spells and Disciplines with a variable effect are also determined with dice but each one is given its own die or dice code to generate its damage or manifestation.

Often, more than one die will be rolled at a time; a special code is used in this case. For example, when someone is shot by a Bor rifle, they suffer between 2 and 16 points of damage.

One die could not generate this value, so two d8s are rolled and their numbers added together. This is noted as 2d8, where the 2 is the number of dice being rolled. This code is used for multiple dice throughout the Lone Wolf rules.

Occasionally, mixed dice types will occur. The Brotherhood spell Sparking Steel enchants a metal weapon to deliver electrical damage on a successful strike. If this spell were cast on a broadsword by a 3rd level Brother of the Crystal Star (see page 21), the total damage the weapon would do on any successful attack in melee would be 1d10 (for the broadsword) plus 1d6 (the damage dice of a 3rd level Brother of the Crystal Star's combat magic). In dice shorthand, this is written as 1d10+1d6.

The last shorthand notation that needs to be mentioned is set values. Many classes and effects cause a set about of extra damage or provide a non-variable bonus. These are always written with a '+' or '-' after all dice have been listed and totalled ahead of time. If a broken broadsword (1d8-2 because of the damage) had the Sparking Steel spell from earlier *and* a temporary magical enhancement (+4), its total damage potential would be listed as 1d10+1d6+2 (the -2 subtracted from +4). Even broken, this broadsword would be a weapon to be feared.



In the world of Lone Wolf, the most common forms of non-variable modifiers are the character traits called attributes. All living creatures share the same six attributes, as do many non-living things. These are discussed in the next section and are of great import to any would-be heroes of the Realm.

Ability Scores

When you make a character to enter the world of Magnamund, you must generate six ability scores (also called attributes). Every character from heroes to Non-Player Characters have these six scores to some degree or other. A character's basic ability to take any action comes from one or more of these attributes, making them of utmost importance in the game itself. Can you lift the tree trunk blocking your carriage from continuing down the trail? Are you fast enough to avoid the Giak's spear? Your ability scores are the first answer to these questions, though class features (described later) can make a huge difference as well.

Generating Ability Scores

To generate characters in a Lone Wolf game, there is a standard method and two variants. Beginners are encouraged to use the standard method until they get a good feel for how the numbers work and how they affect character actions and chances for success. After that, the variants exist for games that push the envelope in one direction or the other. None of the variant ability score generation methods are available unless the Games Master specifically approves them for use in a campaign.

Standard Generation Method: To generate a set of ability scores for a character, roll 4d6 and discard the die with the lowest face value. This will create a score between 3 (all four dice rolling 1's) and 18 (three of the four dice coming up as 6s). Being able to remove the lowest number inclines the average value of each score and tends to create characters with higher than average abilities. Repeat this procedure five times. Once you have generated six values in this way, either assign them in the order rolled to the six corresponding ability scores or place them in any order desired until all six numbers have been used.

Variant 1 (Hardcore): This method tends to create widely varied ability scores with random chance as its only guide. Roll 3d6 and record the numbers, in order, to the six ability scores as listed below. With no ability to skew the results slightly upwards through a discarded die or the flexibility of assigning scores where they will do a desired class or occupation the most good, this method can be very harsh and unforgiving but some Games Masters like the hard edged feel of 'letting the dice fall where they may'.

Variant 2 (Heroic Characters): The opposite of Hardcore generation, this variant creates heroes with high scores to

simulate their position as exceptions to both the laws of nature and the laws of the urban sprawl. While there is still some room for low scores in this method, each character created with it will generally have at least one very high ability and potentially more. Ability scores start at a value of 8 and get a bonus equal to 1d10, rolled separately for each statistic. After generation, the values can be moved between the different categories. This method is very flexible, but it can result in more powerful characters than any other generation variant because characters cannot start with any ability penalties greater than -1.

The Ability Scores

Each ability score partially describes your character and affects some of his actions. Abilities are not the sum total of a character's personality or capabilities but they do provide the framework around which skills and d20 checks are typically made, making them a very important part of the character's description.

Strength (STR)

Strength measures your character's muscle and physical power. This ability is especially important for characters that will do a lot of fighting because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

Melee attack rolls.

Damage rolls when using a melee weapon or a thrown weapon (including a sling).

Athletics and Climb checks. These are the skills that have Strength as their key ability.

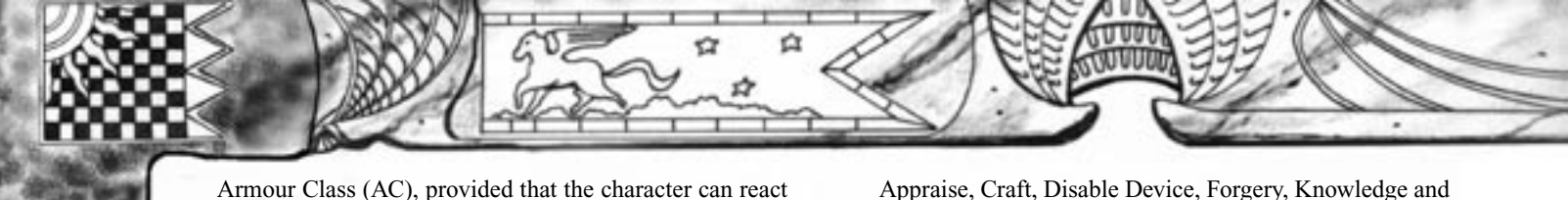
Strength checks (for breaking down doors and the like).

Dexterity (DEX)

Dexterity measures hand-eye coordination, agility, reflexes and balance. This ability is the most important one for the Buccaneers of Shadaki and all those who wish to excel in stealth, but it is also high on the list for characters who wear no armour at all (Brothers of the Crystal Star and Magicians of Dessi) and for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

Ranged attack rolls, including those for attacks made with bows, crossbows, thrown objects and other ranged weapons.



Armour Class (AC), provided that the character can react to the attack.

Reflex saving throws, for avoiding fireblasts and other dangerous attacks that you can escape by moving quickly.

Acrobatics, Escape Artist, Ride, Sleight of Hand and Stealth checks. These are the skills that have Dexterity as their key ability.

Constitution (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's Endurance), so the ability is important for all classes. Constitution is most important to Dwarven Gunners of Bor and Sommerlund Knights of the Realm, both of which have class features based on this ability score.

You apply your character's Constitution modifier to:

Each roll of a Endurance Die (though a penalty can never drop a result below 1 – that is, a character always gains at least 1 Endurance each time he advances in level).

Fortitude saving throws, for resisting poison and similar threats.

Concentration checks. Concentration is a skill, important to wielders of magic, that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his Constitution modifier, the character's Endurance also increases or decreases accordingly. This change occurs retroactively, adding or removing Endurance for all of the character's existing class levels.

Intelligence (INT)

Intelligence determines how well your character learns and reasons. This ability is important for Brothers of the Crystal Star because it affects how many spells they can cast, how hard their spells are to resist and how powerful their spells can be. It is also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

The number of languages your character knows at the start of the game.

The number of skill points gained each level. Remember that your character always gets at least 1 skill point per level.

Appraise, Craft, Disable Device, Forgery, Knowledge and Occult checks. These are the skills that have Intelligence as their key ability.

A Brother of the Crystal Star gains bonus spells based on his Intelligence score. He receives one extra spell per day per point of positive Intelligence bonus. A negative Intelligence modifier penalises his spells per day, but never below one spell per day at a minimum.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

Wisdom (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyse information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for Kai Lords and it is also important for Magicians of Dessi. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

Will saving throws (for negating the effect of charming or mesmerising spells).

Heal, Perception, Profession, Sense Motive and Survival checks. These are the skills that have Wisdom as their key ability.

A Magician of Dessi gains bonus spells based on his Wisdom score. He receives one extra spell per day per point of positive Wisdom bonus. A negative Wisdom modifier penalises his spells per day, but never below one spell per day at a minimum.

Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead others and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for Telchos Amazons because it fuels their presence-based abilities. It is also important for Kai Lords, since it affects many of their Disciplines. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform and Use Magical Item checks. These are the skills that have Charisma as their key ability.

Checks that represent attempts to influence others.

When an ability score changes, all attributes associated with that score change accordingly. Most of these changes are also retroactive; a character receives or loses additional Endurance for previous levels if an increase or decrease in Constitution occurs. One important exception to this retroactive rule regards Intelligence. A character does not retroactively get additional skill points for previous levels if he increases his Intelligence, nor are skill points lost if Intelligence is lowered for any reason.

Ability Modifiers

Each starting ability score has a modifier ranging from -5 to +5. The Ability Modifiers table shows the modifier for each score. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that are not die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Ability Modifiers

Score	Modifier	Score	Modifier
1	-5	22-23	+6
2-3	-4	24-25	+7
4-5	-3	26-27	+8
6-7	-2	28-29	+9
8-9	-1	30-31	+10
10-11	0	32-33	+11
12-13	+1	34-35	+12
14-15	+2	36-37	+13
16-17	+3	38-39	+14
18-19	+4	40-41	+15
20-21	+5	42-43	+16

Ability Score Loss

Various attacks cause ability score loss, through ability damage or ability drain. Points lost to ability damage return at the rate of one point per day (or double that if the character gets complete bed rest) to each damaged ability and some spells and abilities offset ability damage as well. Ability drain, however, is permanent, though there are ways to regain even these lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

Strength 0 means that the character cannot move at all. He lies helpless on the ground.

Dexterity 0 means that the character cannot move at all. He stands motionless, rigid and helpless.

Constitution 0 means that the character is dead.

Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.

Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.

Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score cannot drop below 0. Having a score of 0 in an ability is different from having no ability score whatsoever. Some spells, psychic attacks and abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell or ability's duration and the ability score immediately returns to its former value.

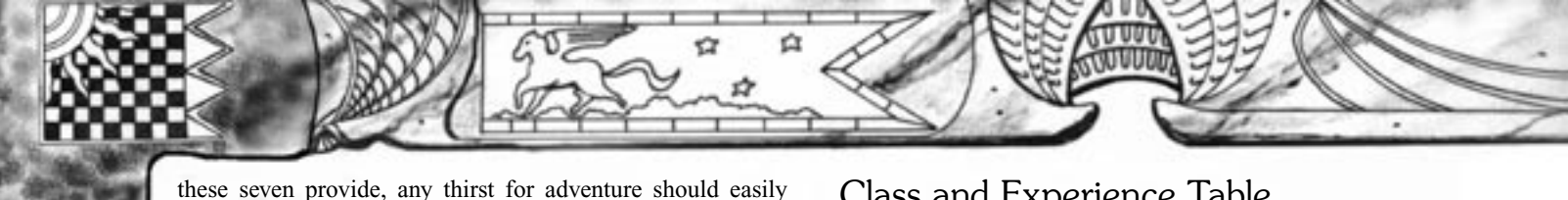
If a character's Constitution score drops, then he loses 1 Endurance per End Die for every point by which his Constitution modifier drops. An Endurance score cannot be reduced by Constitution damage or drain to less than 1 Endurance per End Die.

A creature with no ability score in a certain attribute, such as an undead not having any Constitution, is *not* the same as a score of 0. A creature without a given ability score can not succeed in skill checks based on that attribute with the exception of Concentration. Undead and other creatures without a Constitution score use Charisma as the base statistic for Concentration. Creatures are also immune to effects that directly target an ability score they lack.

Character Creation

Once you have your six ability scores, you are ready to move on to the next step of creating your hero (or for Games Masters, your nefarious villains, townsfolk, rampaging beasts et al.). You have to select a character class for your hero, one that will define his true capabilities and shape the ways in which he can affect the world around him. This choice is possibly more important than ability scores, as even the weakest scores can be overcome with class features and good roleplaying.

The seven character classes in the Lone Wolf roleplaying game are the Brother of the Crystal Star, the Dwarven Gunner of Bor, the Kai Lord, the Magician of Dessi, the Shadaki Buccaneer, the Sommerlund Knight of the Realm and the Telchos Warrior. Between the diverse choices and powers



these seven provide, any thirst for adventure should easily be sated. Games Masters are of course encouraged to create their own specialised classes using the setting and their own imaginations as inspiration. These character classes can serve as a template for these welcome additions to the game.

Before choosing a beginning character class, take a moment to acquaint yourself with the terms and traits that all classes have in common. These are summarised below and reappear in each class with the appropriate information after them.

Racial Notes

This section deals with the peculiar bonuses or penalties a class will receive due to their racial upbringing. This will nearly always be a fixed set of equipment, abilities or traits that characters of this class automatically acquire due to their childhood and youth in their homeland. Sometimes the benefits inherent in a class supercede any racial upbringing – in this case no particular bonuses will be listed in this section. Sometimes options will be given for different racial upbringings – these will be detailed in the text. If no options are presented, the character must be of the noted race (for instance, a Telchos Warrior must be from Telchos). The Racial notes section is only applicable for starting characters – characters later multiclassing into a class disregard this section.

Endurance Die

The die type used by characters of the class to determine the number of Endurance points gained per level. A Player rolls one die of the given type each time his character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's Endurance total. Even if the result is 0 or lower, the character always gains at least 1 Endurance. A 1st level character gets the maximum Endurance rather than rolling (although the Constitution modifier is still applied). Also abbreviated as 'End Die'.

Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A 1st level character starts with four times the number of skill points he receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3. A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills and a character can only buy up to half the maximum ranks of a class skill.

Class and Experience Table

This table details how a character improves as he attains higher levels in the class. It includes the following information.

- ◆ **Level:** The character's level in the class.
- ◆ **Base Combat Skill:** The character's base attack bonus and number of attacks.
- ◆ **Fort Save:** The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.
- ◆ **Ref Save:** The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.
- ◆ **Will Save:** The base save bonus for Will saving throws. The character's Wisdom modifier also applies.
- ◆ **Class Features:** Level-dependent class features, each explained in the section that follows.

Class and Level Bonuses

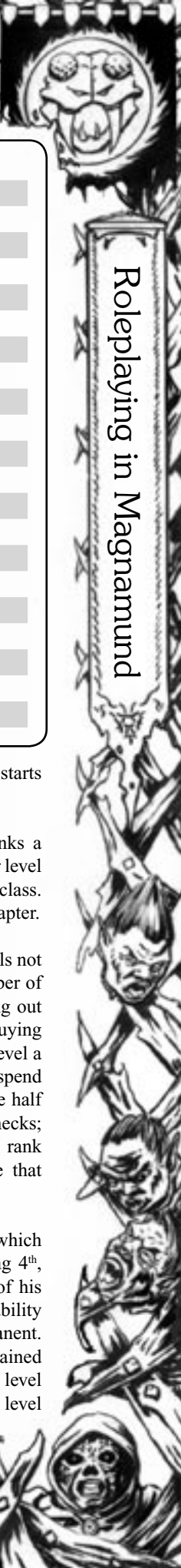
An attack roll or a saving throw is a combination of three numbers, each representing a different factor; a random element (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier) and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarises the figures for this third factor.

Base Combat Skill

Check the table for your character's class. On an attack roll, apply the number from the Base Combat Skill column to the d20 die roll. Use the bonus that corresponds to the character's level. Numbers after a slash indicate additional attacks at reduced bonuses; '+12/+7/+2' means that a character of this level makes three attacks per round, with a base combat skill of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all these attacks.

When a character's base combat skill reaches +6, he is entitled to make an extra attack at a +1 base combat skill. However, if the character's combat skill bonus reaches +6 or higher because of modifiers, the character does not get this extra attack.

For example, a 6th level Shadaki Buccaneer has a base combat skill of +4. When using a crossbow or other ranged weapon, he adds his Dexterity modifier. Even if this increases his combat skill bonus to +6 or higher, he does not gain an additional attack. For these purposes, only the base combat skill counts. If a character has more than one class, add the base combat



Class and Experience Table

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Ability Increases
1 st	0	4	2	—
2 nd	1,000	5	2.5	—
3 rd	3,000	6	3	—
4 th	6,000	7	3.5	1 st
5 th	10,000	8	4	—
6 th	15,000	9	4.5	—
7 th	21,000	10	5	—
8 th	28,000	11	5.5	2 nd
9 th	36,000	12	6	—
10 th	45,000	13	6.5	—
11 th	55,000	14	7	—
12 th	66,000	15	7.5	3 rd
13 th	78,000	16	8	—
14 th	91,000	17	8.5	—
15 th	105,000	18	9	—
16 th	120,000	19	9.5	4 th
17 th	136,000	20	10	—
18 th	153,000	21	10.5	—
19 th	171,000	22	11	—
20 th	190,000	23	11.5	5 th

skill for each class together to determine the character's base combat skill.

Base Save Bonuses

Check the table for your character's class. It lists the base saving throw bonuses for the three types of saves: Fortitude, Reflex and Will. Use the bonuses that correspond to the character's level. If a character has more than one class, add the base save bonuses for each class to determine the character's base save bonuses.

Level-Dependent Benefits

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. The following summarises these additional benefits.

XP: This column shows the experience point total needed to achieve a given character level. As a character accumulates experience points through game play or by Games Master allowance, his level increases to match the one given on this chart. Unless specific campaign rules dictate otherwise, a new character level is gained as soon as a character's experience point total equals or exceeds that level's threshold.

All new characters in the Lone Wolf roleplaying game begin with a single character class at the first level of experience. Campaign rules may apply that will modify this entry point, but unless a Games Master provides specific instructions to

advance a hero before play begins, every new character starts at 1st level.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his character level +3. A class skill is a skill associated with a particular class. Class skills are listed in each class description in this chapter.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with a character's class), the maximum number of ranks is one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. For example, at 1st level a character can pay 4 points for 4 ranks in a class skill, or spend the same 4 points for 2 ranks in a cross-class skill. The half ranks (.5) indicated on the table don't improve skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon attaining 4th, 8th, 12th, 16th and 20th level, a character increases one of his ability scores by 1 point. The Player chooses which ability score to improve. The ability improvement is permanent. For multiclass characters ability score increases are gained according to character level, not class level. Thus, a 3rd level Kai Lord/1st level Brother of the Crystal Star is a 4th level character and eligible for his first ability score boost.

For example, a Sommerlund Knight of the Realm with a starting Charisma of 16 intending to enforce even more of noble force of presence might improve to Charisma 17 at 4th level. At 8th level, the same character might improve Charisma again (from 17 to 18) as this would increase his ability modifier for Charisma to +4. This can occur even if the Knight has been training in the occult between 4th and 8th level and is a 6th level Sommerlund Knight of the Realm/2nd level Magician of Dessi.

Class Features & Multiclassing

This entry details the particular characteristics of the class, including special abilities and unique talents that are gained as a character attains higher levels in the class. Often, these abilities will be based on an ability score or class level. Whenever 'class level' is mentioned, it refers to the number of levels in the class offering that specific named ability. If a Kai Lord gets a certain number of dice of damage from one of his Mindblast Discipline abilities, his Kai Lord levels are counted for determining this – *not* his total levels including any from another character class.

The term 'character level' refers to a character's total level including all of his classes. A 2nd level Dwarven Gunner of Bor/5th level Magician of Dessi/4th level Shadaki Buccaneer has a 'character level' of 11 and a 'class level' of 2, 5 or 4 depending on which class is being referred to at the time.

As has been suggested above, it is possible to 'multiclass' in *Lone Wolf, The Roleplaying Game*. This term means that after starting as one class (a Kai Lord, for example) the character later has a change in heart and decides to become a Shadaki Buccaneer. If he is currently a 3rd level Kai Lord, he waits

until he achieves his fourth character level and takes his first level as a Buccaneer. Simply put, he is now a 3rd level Kai Lord and a 1st level Shadaki Buccaneer, with all the relative abilities of both classes at those levels. That said, only class abilities – not racial ones – are gained through multiclassing.

It should be noted that multiclassing in the world of Magnamund is not recommended; many of the most powerful features of a class can only be gained if a character sticks with one path for his entire career as a hero. In general, a 20th level character with one class will be more powerful than a 20th level character with two or more classes. Also, it can be very hard to multiclass into or out of certain classes due to the nature of those classes – Kai Lords are virtually always trained from childhood, therefore it is very unlikely that the Kai Monastery would spontaneously accept an adult student.

Special Abilities

Class features often bestow special abilities upon a character, which range from small talents the hero has picked up to mighty spellcasting powers. The name of each ability is usually followed by either (Ex), (Su) or (Sp) – these are abbreviations for the type of ability it is:

(Ex) stands for Extraordinary. Most physical or natural abilities gained are Extraordinary, meaning that they are remarkable but not in any way magical or supernatural in their origin. A Shadaki Buccaneer's Twin Cutlass Style of fighting is an example of an Extraordinary ability.

(Su) stands for Supernatural. These abilities are not spells but may seem semi-magical and are generally at least partially mystical in their nature. These abilities can be neutralised in areas that are completely devoid of magic, or drain magic from characters. However, Magic Resistance has no effect against supernatural abilities. Many of the Kai Lord's Disciplines are supernatural and all psychic abilities are supernatural.

(Sp) stands for Spell or Spell-like. These abilities represent conscious manipulation of magical energies to create spells or spell-like effects. These abilities can produce exceptional displays of power but are affected by Magic Resistance and any other abilities that render a subject or area immune to magic.

Some abilities do not have any of these abbreviations following



Random Starting Ages

Class	Adulthood	Variable
Brother of the Crystal Star	15 years	+1d4
Dwarven Gunner of Bor	40 years	+3d6
Kai Lord	16 years	+2d6
Magician of Dessi	70 years	+1d6
Shadaki Buccaneer	14 years	+1d4
Sommerlund Knight of the Realm	18 years	+1d6
Telchos Amazon	20 years	+2d4

their title. These are generally benefits that do not fit precisely into the above categories or are derived from forces that are not relevant in terms of the abbreviations – an ability gained from social standing is not extraordinary, supernatural or spell-like, for instance.

Vital Statistics

Another thing to consider when choosing a character class is the physical appearance and vital statistics of your hero. All characters have certain defining characteristics that, while they do not have a direct effect on game play, are important enough to track. This section is specifically written from the point of view of the seven Lone Wolf character classes but the same principles apply to any corporeal creature in the world of Magnamund. The Games Master should determine information for other creatures based on the charts given below.

Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see the Random Starting Ages table). Your character's minimum starting age is the adulthood age of his race plus the number of dice indicated in the entry corresponding to the character's race and class on the Random Starting Ages table. Alternatively, refer to the Random Starting Ages table and roll dice to determine how old your character is.

With age, a character's physical ability scores decrease and his mental ability scores increase (see Table: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his maximum age, which is the number from the Venerable column on the Ageing Effects table plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the Player does not know. A character who reaches his maximum age dies of old age at some time during the following year.

Ageing Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	50 years	75 years	100 years	+5d20 years
Dessi ⁴	125 years	188 years	250 years	+2d100 years
Giak ⁵	20 years	26 years	30 years	+1d10 years
Dark spawn ⁵	175 years	250 years	325 years	+4d100 years

¹ At middle age, –1 to Str, Dex and Con; +1 to Int, Wis and Cha.

² At old age, –2 to Str, Dex and Con; +1 to Int, Wis and Cha.

³ At venerable age, –3 to Str, Dex and Con; +1 to Int, Wis and Cha.

⁴ The Dessi have the blood of the ancient Shianti in their veins, a secret many of them do not even know they possess. This gives them extremely long lifespans and lets them tap their primal, instinctive magic with great ease.

⁵ The Giak and Darkspawn are not typically Player-allowed races, but they are included here for completeness and comparison's sake. Unlike other racial types, Darkspawn do not suffer the physical penalties of age; they simply receive the mental bonuses.

The maximum ages are for Player characters. Most people in the world at large die from pestilence, accidents, infections or violence before attaining venerable age.

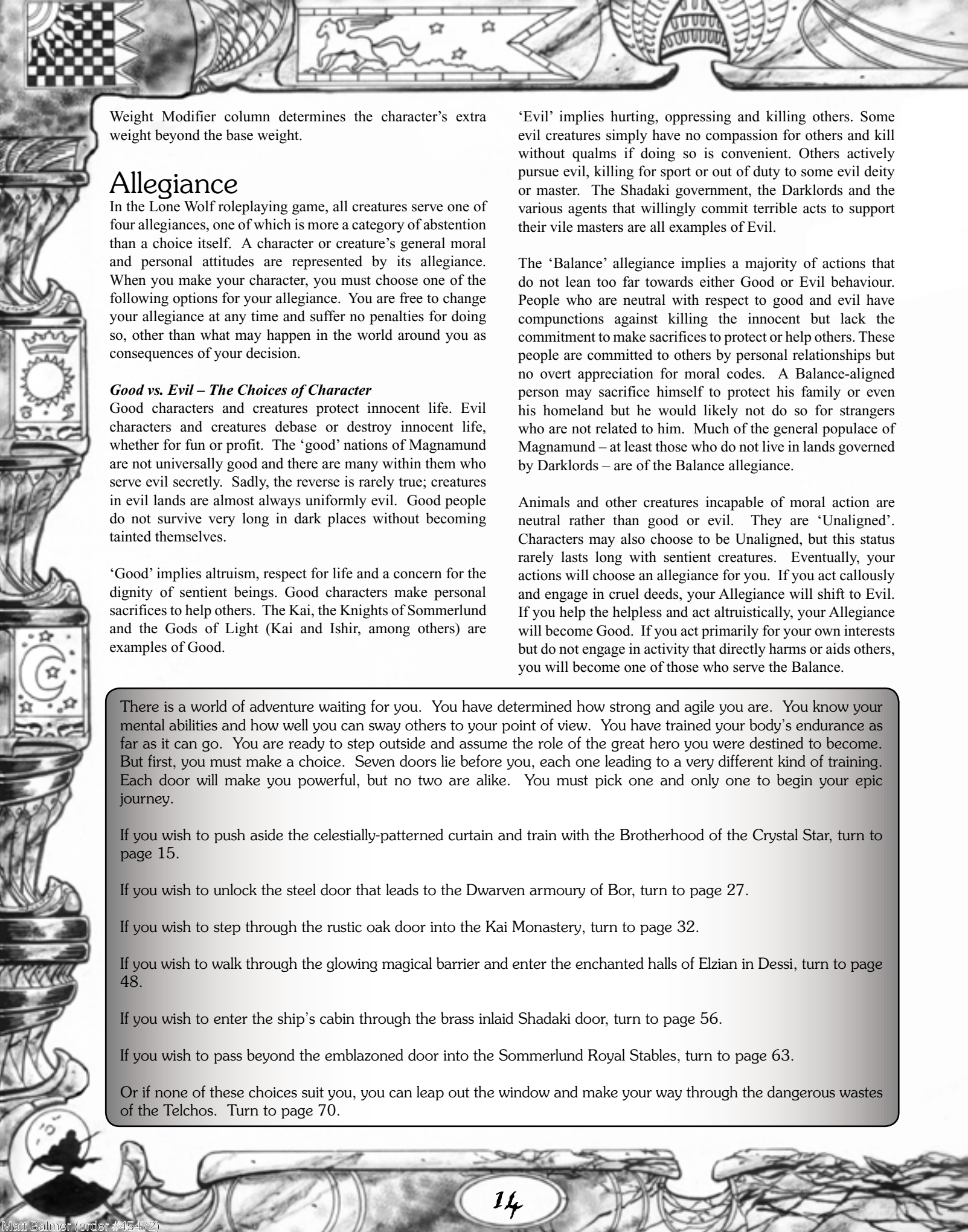
Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male ¹	4' 10½"	+2d10	120 lb.	× (2d4) lb.
Human, female ¹	4' 5½"	+2d10	85 lb.	× (2d4) lb.
Dessi, male	4' 7½"	+2d8	100 lb.	× (2d4) lb.
Dessi, female	4' 5½"	+2d8	80 lb.	× (2d4) lb.
Dwarf, male	3' 9½"	+2d4	130 lb.	× (2d6) lb.
Dwarf, female	3' 7½"	+2d4	100 lb.	× (2d6) lb.
Giak, male	4' 10½"	+2d12	150 lb.	× (2d6) lb.
Giak, female	4' 5½"	+2d12	110 lb.	× (2d6) lb.

¹ Telchos characters add 4 inches to the final result for height. Shadaki characters subtract one inch to simulate centuries of shipboard life where great height is more of a detriment than a blessing.



Weight Modifier column determines the character's extra weight beyond the base weight.

Allegiance

In the Lone Wolf roleplaying game, all creatures serve one of four allegiances, one of which is more a category of abstention than a choice itself. A character or creature's general moral and personal attitudes are represented by its allegiance. When you make your character, you must choose one of the following options for your allegiance. You are free to change your allegiance at any time and suffer no penalties for doing so, other than what may happen in the world around you as consequences of your decision.

Good vs. Evil – The Choices of Character

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit. The 'good' nations of Magnamund are not universally good and there are many within them who serve evil secretly. Sadly, the reverse is rarely true; creatures in evil lands are almost always uniformly evil. Good people do not survive very long in dark places without becoming tainted themselves.

'Good' implies altruism, respect for life and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others. The Kai, the Knights of Sommerlund and the Gods of Light (Kai and Ishir, among others) are examples of Good.

'Evil' implies hurting, oppressing and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master. The Shadaki government, the Darklords and the various agents that willingly commit terrible acts to support their vile masters are all examples of Evil.

The 'Balance' allegiance implies a majority of actions that do not lean too far towards either Good or Evil behaviour. People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. These people are committed to others by personal relationships but no overt appreciation for moral codes. A Balance-aligned person may sacrifice himself to protect his family or even his homeland but he would likely not do so for strangers who are not related to him. Much of the general populace of Magnamund – at least those who do not live in lands governed by Darklords – are of the Balance allegiance.

Animals and other creatures incapable of moral action are neutral rather than good or evil. They are 'Unaligned'. Characters may also choose to be Unaligned, but this status rarely lasts long with sentient creatures. Eventually, your actions will choose an allegiance for you. If you act callously and engage in cruel deeds, your Allegiance will shift to Evil. If you help the helpless and act altruistically, your Allegiance will become Good. If you act primarily for your own interests but do not engage in activity that directly harms or aids others, you will become one of those who serve the Balance.

There is a world of adventure waiting for you. You have determined how strong and agile you are. You know your mental abilities and how well you can sway others to your point of view. You have trained your body's endurance as far as it can go. You are ready to step outside and assume the role of the great hero you were destined to become. But first, you must make a choice. Seven doors lie before you, each one leading to a very different kind of training. Each door will make you powerful, but no two are alike. You must pick one and only one to begin your epic journey.

If you wish to push aside the celestially-patterned curtain and train with the Brotherhood of the Crystal Star, turn to page 15.

If you wish to unlock the steel door that leads to the Dwarven armoury of Bor, turn to page 27.

If you wish to step through the rustic oak door into the Kai Monastery, turn to page 32.

If you wish to walk through the glowing magical barrier and enter the enchanted halls of Elzian in Dessi, turn to page 48.

If you wish to enter the ship's cabin through the brass inlaid Shadaki door, turn to page 56.

If you wish to pass beyond the emblazoned door into the Sommerlund Royal Stables, turn to page 63.

Or if none of these choices suit you, you can leap out the window and make your way through the dangerous wastes of the Telchos. Turn to page 70.

Brother of the Crystal Star

The Mage's Guild in Toran is just one of the many places on the face of Magnamund where the arcane science of magic is studied in its codified form. These spells and ancient formulae are humanity's attempt to impose order on the chaos of true magic – the primal energy that creates and sustains all of reality. While this is at times a losing battle and can result in eruptions of cataclysmic power, wizards of the various guilds have managed to discover a number of special power-words that capture reproducible magical effects. These are called spells and form the basis of their power in the world.

Because the many guilds all stem from the same set of core beliefs, they form a massive union of like-minded scholars that transcends city, nation, kingdom and liege. This fraternity is called the Brotherhood of the Crystal Star, named after the twin beliefs that spells are a form of crystallised magic and that all true power comes from the stars above. The Brotherhood of the Crystal Star is open to all with the desire to learn magic, though many guilds charge exorbitant fees for training.

Most Brothers and Sisters of the Crystal Star are educated from birth and many come from noble, if not royal, blood. This gives the guilds they belong to a great deal of temporal power to compliment their mystical strength. Most kingdoms deal with this potential threat by appointing members of their wizard guilds to positions in the court as advisors or viziers. This works well enough to diffuse the tension between wizards and the ruling class, but some prophets and diviners still foresee a dark and terrible day when spells and crown will clash for dominion of the known world.

Adventures: The Brotherhood of the Crystal Star emphasises the need for a fledgling wizard to travel and discover the paths of magic for himself. These journeys serve to strengthen new mages and have the secondary purpose of potentially bringing in lost lore as wandering Brothers and Sisters discover it amid the many ruins and dungeons of Magnamund. Wizards are encouraged to bring along bodyguards, especially when their powers are still weak and untried, since the world can be a very dangerous place for someone armed only with a beginner's magic.

Characteristics: The Brotherhood is a collective of spellcasters, pure and simple. Magic is the crux and focal point of their existence, though they do have to temper their desire to learn more magic with their guild duties and the possibility of service to the court of the land. Many members of the Brotherhood of the Crystal Star are advisors and consultants to people in positions of great power, making them diplomats in addition to their arcane might.

Religion: Many members of the Brotherhood of the Crystal Star follow no set religion, believing that the only true power is magic itself. They are scholarly enough to know of the many gods of the world and a few have chosen personal religions to follow. Few Brotherhood wizards ever preach or attempt to spread their religion within the guilds; it is considered rude to do so in the company of such erudite and 'civilised' company.

Background: The average Brother of the Crystal Star is of noble birth and comes to one of the Brotherhood's guilds at a very young age after showing some sign of magical potential. The road from potential trainee to spellcasting adept is a long one for most and few Brotherhood wizards ever work a real spell until several years of training have passed. Adults sometimes join a wizard's guild to instruct them in magic but they rarely develop the kind of power that someone schooled since childhood can exhibit.

Other Classes: Brotherhood wizards are cultured people who do not mix well with 'common' folk such as Shadaki Buccaneers or the savages of Telchos. They can easily look past such attitudes if their need is great but most of them have an elitist outlook on life that comes from being raised among the greatest scholars of their age. The only class the Brotherhood of the Crystal Star really comes into conflict with are the Magicians of Dessi. Their radically different spellcasting techniques make the Brotherhood both resentful and jealous, two emotions that do not promote good teamwork.

Game Rule Information

The Brother of the Crystal Star has the following game statistics.

Racial Note: Brothers of the Crystal Star have one of the most versatile backgrounds in *Lone Wolf, The Roleplaying Game*. Conversely, they also have one of the most rigorous periods of training in order to become a fully-fledged member of their Brotherhood. The default Brother is a member of the Mage's Guild of Toran and by default of Sommlending nationality. While they may not wield all one-handed melee weapons or longbows as their countrymen can, they do start with a mastercrafted dagger, quarterstaff, spear or set of 12 darts. Other races may be chosen as the starting nationality for a Brother of the Crystal Star – in general, the Brother will not receive weapon proficiencies despite his nationality but may gain other benefits, though these are at the Games Master's discretion.

Abilities: The chief ability score for any Brother of the Crystal Star is Intelligence. It determines how difficult it



is for an enemy to avoid the effects of his magic, grants additional uses of spells and broadens the Brother's usable skills. Intelligence also forms the basis for the Occult skill, a vital part of the Brotherhood's mystic training. Brotherhood wizards are also encouraged to work on their physical agility and stamina (Dexterity and Constitution), both of which can save them when magic fails to do so.

Endurance Die: d4.

Base Speed: 30 feet.

Class Skills

The Brother of the Crystal Star's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (any, taken as separate skills) (Int), Occult (Int), Sense Motive (Wis) and Speak Language (none).

Skill Points at 1st Level: (3 + Int modifier) x 4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

All of the following are class features of the Brother of the Crystal Star.

Armour and Weapons Proficiency: Members of the Brotherhood of the Crystal Star are proficient with the dagger, quarterstaff, spear and dart. They are not proficient with any armour or shield.

The Wizard's Oath: When a potential member of any guild run by the Brotherhood of the Crystal Star is brought before the guild council for application, he must recite the Wizard's Oath and commit it into his mind, heart and soul. Only the greatest dedication is acceptable in the Brotherhood and while there have been instances of guild members betraying their oath later in life, no one that is not sincere in their beliefs at the time of entrance will be allowed to learn the Brotherhood's secrets. The Oath is a simple one:

'I swear under the light of the stars and in the presence of those who have gone before me into the mysteries of magic that I am a child of the invisible powers of the world. My spirit is infinite, forged by the heavens at the dawn of time and tempered by lives uncounted. I pledge to follow the course of enchantment wherever it may take me and I swear my allegiance to those who take this journey by my side.'

Once spoken, the heart-felt oath empowers the Guildmaster present to work a special spell only taught at the highest levels of the Brotherhood. This spell can only be cast once on any living creature and fades if that being ever leaves the Brotherhood to pursue a different character class or uses magic in a willing attempt to harm or kill another member of the Crystal Star; it cannot be disrupted by any other means.

This spell is otherwise permanent and adds +1 to the DCs of all Brotherhood spells the member casts. It also allows the new member to use Brotherhood-only items, attuning him to the special crystals and magic used to make them.

Brotherhood Spells (Sp): The greatest sum of the Brotherhood of the Crystal Star's power can be found in the ten spells they have honed to perfection over the centuries of the order's existence. These ten spells are so common among the wizards of Magnamund, most folk think they are the only magic the Brotherhood performs. While this is not true, there are a much larger number of lower level Brothers of the Crystal Star and thus these spells get more exposure to the public than the Words of Power the Brotherhood's elders wield. When a Brother of the Crystal Star gains a new spell, he learns all three Tiers of the spell at that time.

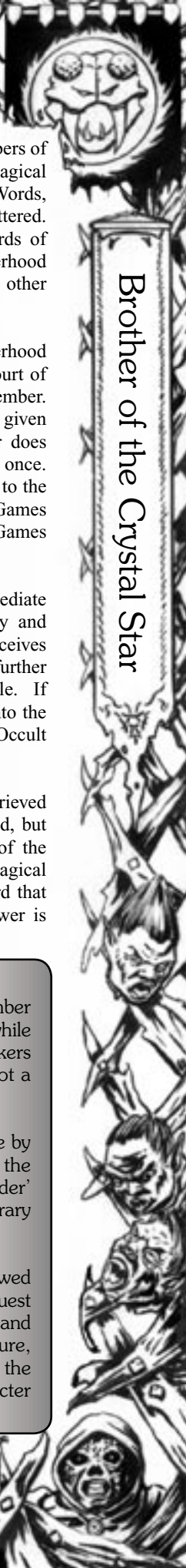
Magical Combat (Su): A Brother of the Crystal Star uses his class level as his Base Combat Skill when attacking with his Brotherhood spells, Words of Power and Grand Word of Power (as shown in the Base Magical Combat Skill column). This represents his focused training in wielding magical energies during combat. If a member of the Brotherhood of the Crystal Star takes levels in any other class, he only adds its class level to this value if that class also has the Magical Combat feature.

Mystic Expertise (Su): Brotherhood wizards swiftly become experts in their favourite and most widely used spells. Every even level (2nd, 4th, 6th and so forth) the Brother chooses one spell he can cast. All effects (including Word effects) that have an Endurance cost have that cost reduced by 1 (to a minimum of 1 Endurance). The same spell may not be selected twice with this class feature.

Pendant: When a member of the Brotherhood is proclaimed a journeyman and given his first true quest for power, he is also given a Pendant to signify his journey into a larger world. The Crystal Star Pendant is described in the Equipment Chapter, see page 126 for its statistics and powers. The Brotherhood has a tradition regarding these Pendants. As they are talismans of good fortune, it is considered an honour for a member of the Brotherhood to give them to figures of import or whenever it feels 'appropriate'.

A Pendant given to a Non-Player Character in this way will be replaced at the Brotherhood's expense the next time the member gains a level in Brother of the Crystal Star. Pendants are never replaced if they are given to a travelling companion (i.e. other Players); this defeats the purpose of the tradition as it specifically notes that such gifts should be given during chance meetings and fortuitous encounters only. The Games Master should decide when it is appropriate for the Brotherhood hero to give his Pendant away or not.

Quest: At various intervals in a Brother's training, the elders of his guild will assign him a quest to test his powers and



broaden his inner powers. This quest is necessary for the Brother to continue his training and while success is not mandatory (except for the quest given at 19th level), a true and valiant attempt must be made or the hero will not be allowed to advance in this class. Any number of attempts can be made at the quest, which is any task the Games Master deems worthy for a hero of the Player's abilities. Typical Brotherhood quests involve exploration of ancient ruins, escort of a powerful dignitary on a long voyage or a trading with those possessing arcane items for sale.

At 19th level, a Brother's final quest is given. This quest is always to the same place – the legendary Daziarn Plane. This quest takes the Brotherhood wizard on a mystical journey to retrieve ancient lore regarding the greatest of magical secrets in the form of a Grand Word of Power. The Games Master is encouraged to use the description of the Daziarn Plane in the Gazetteer to make this a difficult, almost nightmarish quest with no true guarantee of success. Only those that complete this sojourn can become 20th level members of the Brotherhood of the Crystal Star.

Skyrider: Once a Brotherhood mage learns all ten spells, he has the requisite knowledge to construct a vessel powered by magic – a skyrider. All Brothers of the Crystal Star must complete a skyrider of their own before they will be inducted into the ranks of true Wizards in their guild. Materials are supplied by the Brotherhood, but construction is entirely up to the hero himself. Skyriders are detailed in the Equipment Chapter (see page 125); miscellaneous construction costs will require the hero to pay 1,000 crowns before the vessel is complete. Typically the quest assigned at this level is one that requires a skyrider, such as a journey to a distant island or a city in the clouds.

Words of Power (Sp): The province of advanced members of the Brotherhood, a Word of Power is the expression of magical principles through a single word focus. There are nine Words, each one capable of causing a powerful effect when uttered. There is a certain state of mind required to use Words of Power; the sound alone is not enough. Unlike Brotherhood spells, these Words of Power have no limit to their use other than the physical toll they take on their speaker..

Appointment: At 14th level, a member of the Brotherhood of the Crystal Star is offered an appointment to the court of his homeland or whichever guild of which he is a member. For example, a member of the Guild of Toran would be given a post at the Sommerlund Royal Palace. This offer does not have to be accepted but it is usually only offered once. Acceptance of the title may or may not resign the hero to the status of a Non-Player Character controlled by the Games Master (such decisions are best left to the individual Games Master in question).

If the appointment is accepted, the Brother gains an immediate +2 bonus to all Diplomacy and Knowledge (nobility and royalty) skill checks because of the training he receives in his duties. He also gains the bracketed title for further advancements in Guild Rank rather than the usual title. If he does not accept the invitation, he is taken deeper into the mysteries of the guild and gains a +1 bonus to all Occult checks.

Grand Word of Power (Sp): The lore that can be retrieved from the dark depths of Daziarn can be terrible indeed, but none can argue with its power. Each Brotherhood of the Crystal Star member who goes there in search of magical might and survives its trials returns with a single Word that resonates inside their soul. This Grand Word of Power is

Skyriders and The 'Skyrider'

Fans of the Lone Wolf gamebooks will recognize the 'Skyrider' as the magical air-ship given to Banedon, a member of the Brotherhood of the Crystal Star through the Mage's Guild in Toran. That ship was named 'Skyrider' and, while not the absolute finest of its kind, was a legendary ship with a long history and a special significance to its makers – the Elder Magi of Dessi. The Skyrider was an exemplary vessel and a fine example of the craft but it was not a unique vessel by any means.

The skyriders of the Brotherhood are patterned after the 'Skyrider', one of the last of the ancient air-ships made by the Elder Magi. These are generally the equivalent of the 'Skyrider' in terms of size and speed, though they lack the sheer weight of prestige that the Skyrider itself carries. At the time of the Lone Wolf roleplaying game, the 'Skyrider' is still in Dessi, dry docked and dormant except for occasional voyages made under the command of temporary captains.

Games Masters may wish to allow Magicians of Dessi create skyriders of their own using the same lore that allowed their construction originally. If so, this should be something the Dessi hero embarks upon as a personal quest to locate the lore needed (which is different from the building plans and enchantments of the Brotherhood) and construct the vessel using ancient magic unique to the Elder Magi themselves. This process is not a class feature, as nothing is provided automatically or for free to the Magician, and the proper magical skill is not attained for the undertaking until a Magician of Dessi reaches 10th level. The suggested cost for a skyrider built by a Dessi character would be 65,000 gc.

the highest form of Brotherhood magic and increases the effectiveness of one of the nine basic Words greatly.

Ex-Brothers of the Crystal Star

The guild does not easily accept back a member that leaves the Brotherhood for any reason. If a character takes a level in any class other than Brotherhood of the Crystal Star, he must complete a quest as listed in the class features section to resume taking levels as a Brother once more. If this quest is failed for any reason, the ex-Brotherhood member is banned for life. He does not lose his previous class features, spells or Words of Power, though most courts will cancel the appointment of any ex-Brotherhood member within their ranks.

Brotherhood Spells

Each of these spells requires the speaking of a power-word, a collection of mystical syllables that invoke the fickle forces

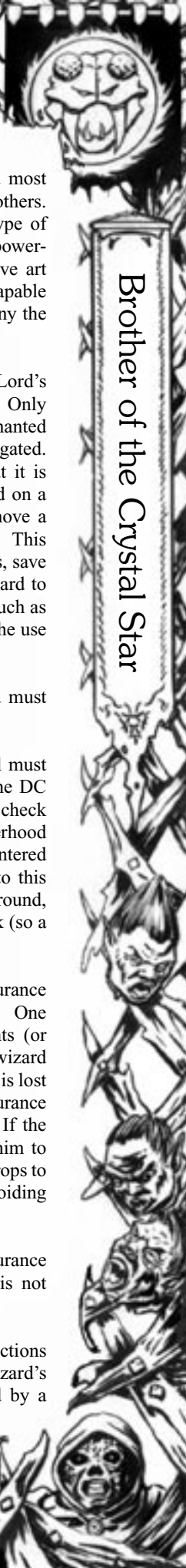
of magic in the world to bring forth a desired effect. While the spells themselves have been stable sources of power for centuries, the ambient magic of Magnamund does not always heed the call of the Brotherhood wizard casting them.

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

For instance, Banedon is a 4th level Brother of the Crystal Star who needs to use Lightning Hand to kill a Giak with its knife to his throat. He knows he cannot risk getting the spell wrong, so he chooses the Tier 1 effect Electric Pulse. It has a DC of 15 to cast, since 5 times 1 is just 5 added to the base of 10.

The Brother of the Crystal Star

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Base Magical Combat Skill	Base Magical Damage	Guild Rank	Special
1 st	+0	+0	+0	+2	+1	1d6	Beginner	The Wizard's Oath, Brotherhood Spell, Magical Combat
2 nd	+1	+0	+0	+3	+2	1d6	Initiate	Brotherhood Spell, Mystic Expertise
3 rd	+1	+1	+1	+3	+3	1d6	Apprentice	Brotherhood Spell
4 th	+2	+1	+1	+4	+4	1d8	Senior Apprentice	Brotherhood Spell, Mystic Expertise
5 th	+2	+1	+1	+4	+5	1d8	Journeyman	Brotherhood Spell, Pendant, Quest
6 th	+3	+2	+2	+5	+6/+1	1d8	Wanderlore	Brotherhood Spell, Mystic Expertise
7 th	+3	+2	+2	+5	+7/+2	1d8	Seeker of the Word	Brotherhood Spell
8 th	+4	+2	+2	+6	+8/+3	1d10	True Apprentice	Brotherhood Spell, Mystic Expertise
9 th	+4	+3	+3	+6	+9/+4	1d10	Mage	Brotherhood Spell
10 th	+5	+3	+3	+7	+10/+5	1d10	Loreseeker	Brotherhood Spell, Mystic Expertise, Skyriders, Quest
11 th	+5	+3	+3	+7	+11/+6/+1	1d10	Wizard	Word of Power
12 th	+6/+1	+4	+4	+8	+12/+7/+2	2d6	Keeper of Lore	Word of Power, Mystic Expertise
13 th	+6/+1	+4	+4	+8	+13/+8/+3	2d6	Master of Lore	Word of Power
14 th	+7/+2	+4	+4	+9	+14/+9/+4	2d6	Scribe	Word of Power, Appointment, Mystic Expertise
15 th	+7/+2	+5	+5	+9	+15/+10/+5	2d6	Keeper of Tomes (Advisor)	Word of Power
16 th	+8/+3	+5	+5	+10	+16/+11/+6/+1	2d8	Master of Tomes (Seer)	Word of Power, Mystic Expertise
17 th	+8/+3	+5	+5	+10	+17/+12/+7/+2	2d8	Grand Master of Tomes (Grand Seer)	Word of Power
18 th	+9/+4	+6	+6	+11	+18/+13/+8/+3	2d8	Keeper of the Word (Counsellor)	Word of Power, Mystic Expertise
19 th	+9/+4	+6	+6	+11	+19/+14/+9/+4	2d8	Master of the Word (Court Wizard)	Word of Power, Quest
20 th	+10/+5	+6	+6	+12	+20/+15/+10/+5	2d10	Grand Master of the Word (Chancellor)	Grand Word of Power, Mystic Expertise



A natural 20 on the Occult roll always succeeds in casting a Brotherhood spell; a natural 1 always fails.

Each spell a Brother of the Crystal Star knows can be cast a certain number of times a day. The first Tier of effect can be cast as often as a Brother wishes. Spells of the second Tier of effect can be cast once a day plus a number of times each day equal to his Intelligence modifier (minimum of once per day). Third Tier effects can only be cast as often each day as the Brother's Intelligence modifier (placing them beyond the ability of a Brother without at least a +1 Intelligence bonus). If for some reason the Brother's Intelligence modifier is negative (such as being poisoned by Muddlemind or a bad screening process during his youth), he can still always cast each spell he knows once at the second Tier of effect per day. Counterspells are an exception to this rule; any number of Counterspells can be cast per day; see Counterspell for more details.

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

Whenever a Brotherhood spell allows a saving throw to avoid or mitigate its effects, the Difficulty Class for the spell is always $10 + \text{his Intelligence modifier} + \text{the Tier of the effect} + \text{half the Brother's class level}$. Also note that thanks to the Wizard's Oath, an additional +1 bonus is added to this DC as long as the Brotherhood member has not multiclassed or betrayed the order.

Later, after decapitating the Giak with his Electric Pulse manifestation of Lightning Hand, Banedon encounters a group of Giaks in a small village. Knowing that he cannot face them one on one, he risks failure and possible capture by calling forth his most dangerous Lightning Hand manifestation - Arcstorm. The spell has an Occult DC of 25 to cast (10 plus 3×5) and if it is successfully cast, the Giaks must each make a DC 19 (10 + 4 Intelligence bonus + 3 Tier + 2 level) Reflex saving throw to avoid his deadly electrical assault.

Counterspell

Counterspell is a Brotherhood member's primary and most effective means of countering the magical threats of others. This spell is not actually a spell at all but rather a type of antithetical magic in the form of a difficult set of power-words. Unlike other Brotherhood spells, this defensive art does not have different Tiers of effect. Instead, those capable of casting Counterspells gain the singular ability to deny the magic of others as it is cast.

Psychic powers like a Darklord's vile arts or a Kai Lord's Disciplines cannot be affected by Counterspell. Only Brotherhood magic, Dessi magic, or the effects of enchanted items like a Helghast's bluefire spear can be negated. Normally only spells being cast can be countered but it is also possible to counter magical effects that are placed on a creature or object. For instance, it is possible to remove a Mind Charm effect from a person using Counterspell. This is carried out in the fashion described below in all ways, save that it takes a standard action for the Brotherhood wizard to cast the Counterspell. Permanently enchanted items (such as a Jewelled Weapon) may not be disenchanting through the use of Counterspell.

In order to cast Counterspell, the Brotherhood wizard must meet two requirements:

The Brotherhood member casting the Counterspell must succeed at an Occult check, with a DC equal to the DC normally necessary to resist the spell. This Occult check replaces the check normally needed to cast a Brotherhood spell. If the Brother has previously successfully countered an identical spell or effect, he gains a +2 bonus to this Occult check. If this is his second Counterspell this round, then he suffers a cumulative -2 penalty to the check (so a third Counterspell would be at a -4 modifier).

Secondly, the Brotherhood wizard must expend Endurance proportionate to the power of the spell countered. One Endurance point is expended for every five points (or portion thereof) of the countered spell's DC. The wizard has no choice in the matter of how much Endurance is lost - the amount is automatically deducted from his Endurance total even if it would take him to -9 Endurance. If the Endurance cost would slay the wizard by taking him to -10 or lower the Counterspell fails and the wizard drops to 0 Endurance from the massive effort involved in avoiding death.

If the Brother of the Crystal Star cannot afford the Endurance cost or fails the Occult check, then the target spell is not countered.

Counterspells are also unique in that they are cast as reactions and may take place if it is not the Brotherhood wizard's turn. Only one Counterspell can be cast each round by a

An Example of Counterspells in Play

Banedon is not finally through with the Giaks in the Meadowood. Unfortunately, this band of Darklord minions also came into Sommerlund with a pair of Helghasts as commanders. While the Giaks now lie as charred heaps thanks to a pair of Arcstorms and an Electric Pulse, the Helghasts have become immune to Banedon's lightning through the use of a Black Invocation to the Darklord they serve. They are also armed with Helghast staves, making this encounter less than favourable for the outnumbered Brotherhood wizard.

To make matters worse, the Helghasts have beaten Banedon on Initiative, so they act first. In unison, they raise their staves and launch a blast of bluefire at him. Having fought Helghasts before, Banedon is fairly sure they will hit him. Since he cannot erect a Shield Wall fast enough to stop the blazing bolts, his only choice is to cast Counterspells. He fortunately has a Dexterity of 16, allowing him a +3 bonus. He can therefore theoretically cast three Counterspells a round.

Because he knows from bitter and painful experience the technique necessary to counter a bluefire attack from a Helghast staff, he gains a +2 bonus to his Occult check to counter the bluefire bolts. He makes an Occult check twice – once for each incoming spell effect, with the second Counterspell attempt incurring a -2 penalty (as it is the second Counterspell being cast in the round). He gets a total of a 23 and a 20. The bluefire staves only have a Counterspell DC of 20 so both bluefire attacks fizzle out in mid-air. Banedon suffers 8 points of Endurance loss – 4 for each DC 20 magical effect countered – but that is a lot less than the two dark blasts would have done to him if they had struck home!

If a third Helghast were to also launch a magical attack at Banedon this round, he could answer with another Counterspell, but that would be the end of his Counterspell casting for the round because his Dexterity modifier is only +3. Since Counterspells do not take a real action, Banedon is fully capable of answering the threat of the Helghasts with any spell in his repertoire when it is his turn to act.

Brotherhood wizard per point of Dexterity bonus (minimum one Counterspell per round).

Invisible Shield

A potent spell that summons a protective disc of magical force, this is one of the most valuable spells in a Brotherhood mage's repertoire – especially any Brother expecting to get into combat. While it is not a very flexible or creative spell, it puts something between the caster's fragile body and incoming pain. This makes it one of the first spells most members of the Brotherhood learn. All of these Tiers are normally invisible when cast, though the Brotherhood wizard may cause them to manifest as shimmering barriers of force if he so wishes,

Tier I: Deflecting Hand (1 Endurance)

A Tier one Invisible Shield is roughly a foot across and focuses on defending the Brotherhood wizard from a single enemy. During its duration (one round per class level), the Deflecting Hand will provide a Brotherhood member with a +5 bonus to Armour Class versus all melee or ranged weapon attacks that a single enemy directs against the Brotherhood wizard. This defence cannot be altered once it is set; it only provides an Armour Class bonus versus one enemy and if the chosen focus is killed or stops attacking, it cannot be moved to a different opponent.

Tier II: Bulwark of Force (2 Endurance)

While not as absolute as the Deflecting Hand, a Bulwark of Force is more strategically useful in combat. It is a kite shield shaped invisible plane of force that circles the caster and

ensures his safety in all directions. It lasts one round per class level and adds +5 to the Brotherhood wizard's Armour Class versus all opponents. It also negates the first ranged weapon attack each round against him, regardless of its point of origin – the projectile or thrown weapon is simply automatically deflected away from the caster. Note that while the Bulwark of Force applies its Armour Class bonus versus gunshots, they cannot be automatically deflected.

Tier III: Shield Wall (4 Endurance)

The truest form of Invisible Shield, the Shield Wall is a number of magical discs that move and protect in a shifting pattern that instantly reacts to changing battlefield conditions. This grants the same benefit as the Bulwark of Force version of the spell but improves the Armour Class bonus to +7 and also applies that bonus to saving throws caused by magical attacks that cause Endurance damage.

Levitation

The only spell to grant mobility in a lower level Brotherhood mage's arsenal of magic, Levitation has saved many lives since its development. Capable of making the caster or another object or creature defy gravity, it can stop someone from falling or halt a moving item in its tracks. Only one form of Levitation can ever be cast each round, whether that is within the Brotherhood wizard's turn or not.

Tier I: Gentle Glide

This form of the Levitation spell slows the caster's rate of descent, allowing him to fall virtually any distance and not

take any damage from the landing. This spell is cast as a reflex when a Brotherhood wizard falls, allowing him to invoke it even if it is not his turn (as a free action). He must still be able to move and speak freely however, so a bound and gagged Brotherhood wizard will still plummet like a stone.

Tier II: Halting Stare (1 Endurance)

This allows the Brotherhood wizard to cast Gentle Glide on an ally within line of sight. This can also be cast 'out of turn', providing an infallible defence against sudden falls for a Brother's allies. In addition to this defensive use, a Brotherhood mage can cast it as a magical ranged attack at any one target within 120 feet. If the target is struck, it loses 10 feet of base movement. If a target is left with 0 base movement, it hovers a few inches off the ground, loses any Dexterity bonus to Armour Class and cannot move in any direction unless it can fly. Halting Stare lasts 2d4 rounds; additional castings on the same subject adds one round to the total duration of the effect.

Tier III: Freeze the Flight (2 Endurance)

Freeze the Flight stops the aerial motion of any one flying object or airborne creature struck by its ranged magical attack. The target must be within 120 feet and if it is a weapon (axe, arrow, rock), the Brotherhood wizard must hit an Armour Class equal to its attack roll. This spell will not work on bullets or items that are simply moving too fast for the wizard to see. This version of the spell can also be cast out of turn as a free action. A 'stopped' aerial target hangs in mid-air for 1d4+1 rounds. If it is a free-willed creature, it can move under its own power once the effect ends. If not, it drops to the ground when the spell's duration ends.

Lightning Hand

The spell of the Lightning Hand calls forth the power of electricity. This energy can manifest in several different ways, depending on the Tier of spell invoked. In any form, it is a potent weapon and the primary means of defence for most Brotherhood wizards. Some casters channel all of their lightning effects through a staff or bladed weapon, but most simply let the first and third Tier forms flow from their outstretched hands.

Because the power inherent in a manifestation of Lightning Hand is so great, the spell effect sometimes resembles dense bluish-white fire instead of electricity. The damage remains electrical regardless of its visible form.

Tier I: Electric Pulse (1 Endurance)

A scything lance of pure electrical energy leaps from the Brotherhood wizard's hand and strikes any one target within 30 feet. This requires a magical attack roll to hit and inflicts the Brotherhood wizard's base magical damage plus his class level in electrical damage. All creatures in physical contact with the spell's target take half the damage rolled due to conductivity. As the Brotherhood's primary combat art, this spell can be cast and attacked with as many times as the caster has attacks per round based on his magical combat skill bonus (though each additional attack after the first costs an additional 1 Endurance).

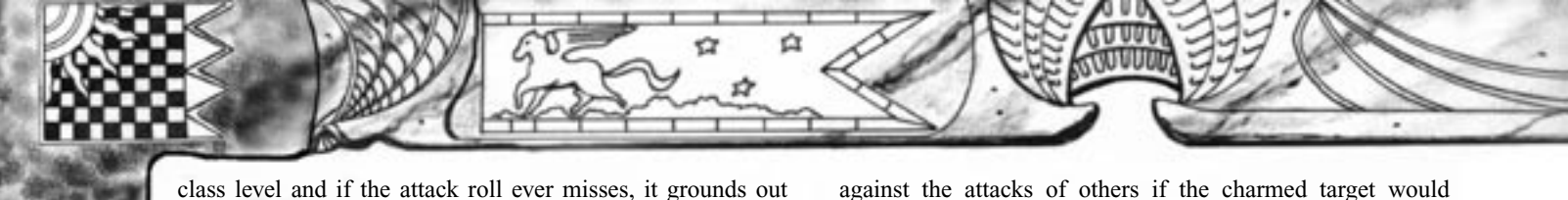
Tier II: Sparking Steel (2 Endurance)

By calling up the crackling energies of lightning itself, the Brotherhood wizard can bind them for a short time to a metal weapon of his choosing. This weapon does not have to be wielded by the wizard himself but he must touch the weapon in question during Sparking Steel's casting. Any creature touching the imbued weapon when this spell is cast becomes immune to its electrical damage; anything else touching the weapon takes the caster's base magical damage (as electrical damage) any time it comes into contact with them (such as during a successful melee attack). Sparking Steel lasts one round per class level.

Tier III: Arcstorm (5 Endurance)

Arcstorm is the full fury of a lightning strike unleashed. Arcstorm does not require an attack roll and acts like Electric Pulse except that after the first target (which is automatically hit), it can leap to the nearest enemy within 30 feet of that creature and, if the Brotherhood wizard makes a successful magical ranged attack, inflicts base magical damage on it. It then keeps arcing to new targets as long as it never travels more than 30 feet between them. Arcstorm can only attack a number of targets (including the first one) equal to the caster's





class level and if the attack roll ever misses, it grounds out harmlessly.

Mend

Mend is a fairly potent healing magic but its natural origins are revealed by its chief limitation; the spell can only be cast while the Brotherhood wizard is standing in a free-flowing unpolluted stream or river. The magic causes the water to 'wash away' pain and injury, leaving the caster either unharmed or at least partially healed for his efforts.

This magic does not differ greatly at its various Tiers. Each Tier of spell heals another multiple of the caster's base magical damage. At the Tier one effect, he is healed an amount equal to his base magical damage only. The second Tier of effect means that double the dice are rolled, while the third Tier of effect triples the dice rolled. This spell can restore any kind of Endurance damage but will not heal ability damage or drain.

Mend can also be cast on other targets who are in free-flowing water, but only one Mend of any Tier can be cast on a given target (including the caster) each hour. A failed casting of Mend is particularly draining for a caster – the Brotherhood member loses the ability to cast Mend using that particular stream or river for 24 hours, as he cannot reconcile his magical aptitude with this particular body of free-flowing water.

Mind Charm

A powerful mental enchantment, this spell can bind the will of any living target temporarily. While its specific effect depends on the Tier of Mind Charm being cast, it has the potential to turn enemies into allies or momentarily befriend even the most unsociable of creatures. While Mind Charm never lasts long, it usually lingers long enough for the caster to get what he needs or extricate himself from a situation that combat magic could not handle.

Tier I: *Pleasant Demeanour*

This spell makes the Brotherhood wizard seem calm and friendly to anyone that sees him. While this is not a very powerful effect in and of itself, the magic does improve his chances of using social skills effectively. For a number of rounds equal to twice his class level, the caster enjoys a +2 bonus to all Charisma-based ability and skill checks. A Brotherhood wizard must wait one hour after this spell ends before it can be cast again – if he fails to cast the spell, then he must also wait one hour before trying again.

Tier II: *Instant Friendship* (1 Endurance)

This spell makes any one creature the caster wishes to target friendly towards him. The target receives a Will saving throw to overcome the effect instantly but if this fails, it will treat the Brotherhood wizard as a trusted and valued friend. This does not allow the caster any true control over the target, but he will certainly not be attacked during its duration (which is the Brother's class level in minutes) and may even be defended

against the attacks of others if the charmed target would normally fight for its companions.

Instant Friendship can only be cast once successfully on a given target each day but if the Brotherhood wizard does not abuse his 'friend' in any way, it might not realise it was charmed or be immediately hostile when the spell wears off.

Tier III: *Armistice* (2 Endurance)

A very useful spell when a member of the Brotherhood of the Crystal Star gets into serious trouble, this spell instantly forces all hostile creatures within 30 feet to stop attacking him for a number of rounds equal to his base magical damage (rolled secretly by the Games Master – a Brother never knows precisely how long this Tier of Mind Charm will work). Affected creatures will not take any hostile or obstructive actions towards him, allowing the caster to flee if he wishes without any attempt to pursue or impede him while the spell lasts. Unfortunately, every applicable target gets a Will saving throw to resist its effect.

Net

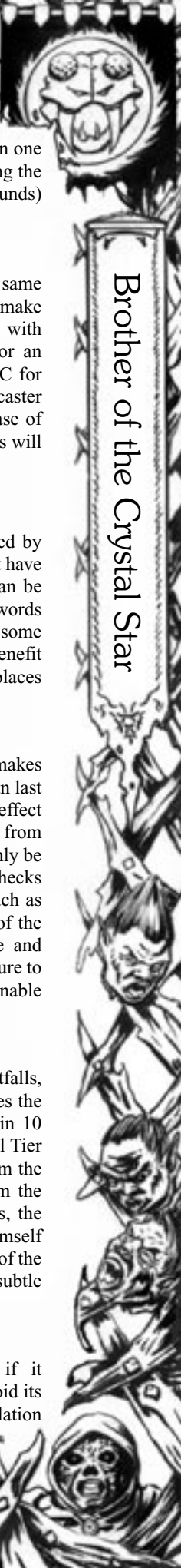
A spell that summons different forms of magical bindings, this is a very useful spell for capturing foes alive or tying up multiple attacks until the Brotherhood wizard can deal with them more violently. While some members of the Brotherhood of the Crystal Star disdain this spell as being too passive, its uses in the hands of a clever wizard more than make up for its damaging capabilities.

Tier I: *Webcasting* (1 Endurance)

The simplest form of this spell is also in many ways its most useful manifestation. This magic summons a 5 foot wide line of sticky webs that extends 20 feet in any one direction from the caster's outstretched hands. Any creature (friend or foe) in this path must make a Reflex saving throw or be enmeshed and unable to move until, on its turn, it can make a Strength or Escape Artist check with a DC equal to the spell's DC. If the web is cast at a wall or other obstacle, a Brotherhood wizard can use its tacky surface to grant himself a +5 bonus to his Climb check. In either case, the webs last one round, plus one round per class level of the caster.

Tier II: *Binding Blast* (2 Endurance)

This works like Webcasting, save that it launches the mass of webbing up to 50 feet in any direction and explodes in a 20 foot radius burst. Creatures in its area of effect must make a Reflex save or be trapped for the duration of the spell (though Strength or Escape Artist checks may be attempted every round). This version of the Net spell cannot be used to aid with Climb checks and, unlike Webcasting, is very flammable. If the Binding Blast comes into contact with fire, it will instantly immolate and be destroyed. This inflicts fire damage equal to the Brotherhood wizard's base magical damage in the process to all entangled within it.



Tier III: Constricting Coils (4 Endurance)

This version of Net creates ropy strands of webbing that lash out up to 15 feet from the caster in all directions. Any living creature in that area will be hit if the caster succeeds in a ranged magical attack. If they are struck, the strand wraps around them and leaves them stunned for one round. After this round of inaction, they must succeed at a Strength or Escape Artist check each round on their turn or suffer one point of bludgeoning damage. Note that this damage increases by one point for every round after the second that the creature is held (so 2 points of bludgeoning damage are dealt in the 3rd round, 3 points in the 4th round and so on). Success means the target is free and suffers no further damage from the Coil.

Creatures will remain bound for a number of rounds equal to the wizard's base magical damage. It cannot be dismissed or ended before it runs out of damage potential and its damage cannot be made nonlethal; this makes it a powerful spell but one the caster must be very careful when invoking since it cannot simply disable opponents.

This spell only strikes designated opponents within reach once, when the spell is cast (it does not continue shooting out and striking opponents within 15 feet after the first round). While this spell is in effect, the Brotherhood wizard cannot cast any Tier of the Net spell.

Sense Evil

The ability to sense evil is one of the qualities of the Brotherhood of the Crystal Star that makes them so attractive as court advisors. This spell can actually do much more than sense evil creatures but wise wizards do not advertise their abilities, lest they be called upon to exercise them for the amusement of their employers.

Tier I: See the Dark Soul

This spell is cast on any target creature or object within line of sight. If the target is aligned with evil, it will glow faintly red to the eyes of the caster only. Truly evil targets such as a Darklord's sword or a Helghast will fairly blaze with red fire; this effect is also just in the caster's sight and does not literally limn the evil creature or object in a crimson radiance. The spell lasts only a single round and does not give any indication of what evil the target may be currently contemplating, if any. Also, if the spell fails against a particular creature or object, further attempts to sense the evil in that subject automatically fail.

Tier II: Evil's Call (1 Endurance)

The most commonly used form of this spell, Evil's Call gives the Brotherhood wizard an idea of any evil creatures or objects within 360 feet in all directions. This spell gives direction and a vague sense of distance, motion and relative strength in regard to other evil presences. If cast when a Helghast on Kraan-back is flying towards the wizard from the south while a squad of Giaks is approaching from the north, the spell would tell the caster that a powerful evil and a

much weaker evil were approaching at the same speed in one direction, while a group of fairly evil beings were leaving the opposite way. Evil's Call lasts one full minute (ten rounds) and cannot be cast again for one hour once used.

Tier III: Vile Naming (1 Endurance)

This functions exactly like Evil's Call and has the same duration. While in effect, the Brotherhood Mage can make a separate Intelligence check for each source of evil with a DC equal to 5 + the creature's End Dice or 12 for an object (though the Games Master may increase this DC for particularly obscure or rare objects). Success tells the caster the creature or object's most common name. In the case of an object, it will reveal the type of object while creatures will have their race revealed but not their actual names.

Silence

Silence is a very powerful spell that is often overlooked by Brotherhood members until they need it most and do not have in their repertoires. Because it suppresses sound, it can be used at its highest Tier of effect to cancel out the power-words of other Brotherhood casters and the sonic attacks of some deadly beasts. Even its weaker effects are of serious benefit to the Brotherhood wizard that wishes to get into places undetected.

Tier I: Quiet Footfalls

This power does just what its name implies; the caster makes no sound at all while under its effect. While the spell can last up to one hour, most Brotherhood wizards cancel its effect long before this time limit because it prevents them from using their spells while in effect. Quiet Footfalls may only be cast on the caster himself, adds a +5 bonus to Stealth checks and protects the caster from any sound-based effect, such as the shriek of a Kraan. Unlike most spells, the casting of the Quiet Footfalls Tier of Silence is relatively elaborate and subtle – it takes a full-round action to cast this Tier. Failure to cast this spell results in the Brotherhood wizard being unable to cast it again for 24 hours.

Tier II: Stilling Touch (1 Endurance)

This is a slightly more powerful effect than Quiet Footfalls, in that it can also affect any two Medium-sized creatures the Brother can touch at the time of casting. While within 10 feet, the recipients gain the benefits of the Quiet Footfall Tier but this is lost if they move more than 10 feet away from the Brotherhood wizard or if he decides release them from the spell's effects. Instead of two Medium-sized creatures, the Brotherhood wizard can choose to have the spell affect himself and a mount he is riding. Unlike most spells, the casting of the Stilling Touch Tier of Silence is relatively elaborate and subtle – it takes a full-round action to cast this Tier.

Tier III: Isolation (2 Endurance)

This spell requires a ranged magical attack and if it successfully hits, the target may make a Will save to avoid its full effect. A successful saving throw will limit the Isolation



spell to one round as its effect only grazed the target. Isolation surrounds the target in a skin-tight field of silence, denying him the ability to take any action dependent on speech or hearing. This does protect the target from sound-based attacks as with Quiet Footfalls above, but it also renders him unable to cast spells with his voice or use other voice-dependent powers. Isolation lasts as many rounds as the caster rolls for base magical damage.

Vigour

A useful spell for Brotherhood members anticipating combat, this spell draws on some of the knowledge of battle that exists in the collective psychic resonance of all warriors in the world of Magnamund. This conflict wisdom infuses the caster, making him capable of wielding weapons of war with great skill.

Tier One: *Man-at-Arms (1 Endurance)*

This version of the Vigour spell grants the caster the ability to wield any weapon as if he was proficient in its use. He may also wear armour of any kind and even bear a shield but he cannot cast any Brotherhood spells but Vigour in its various forms while doing so. Man-at-Arms lasts one hour per casting and cannot be cast more times per day than the Brotherhood wizard's class level.

Tier Two: *Swordpact (2 Endurance)*

Not actually limited to swords, this Tier of the Vigour spell binds the caster (or a single touched recipient) to one currently held weapon. While wielding it during the duration of Swordpact, the beneficiary of the spell gains a +1 bonus to attack and damage rolls and cannot be disarmed. The weapon itself cannot be broken for the spell's duration while its wielder still has Endurance. Swordpact's only drawback is that for the length of its duration (two rounds per caster's class level), the recipient cannot put the bound weapon down.

Tier Three: *Wrath of War (5 Endurance)*

This form of Vigour cannot be cast if the cost would reduce the Brotherhood wizard's Endurance below 1. It duplicates the effects of Swordpact and Man-at-Arms while adhering to the limitations of both. It lasts only one round per point of positive Intelligence modifier possessed by the caster (minimum of one round). In addition to its other two effects, Wrath of War adds a further +2 bonus to damage rolls and also allows the Brotherhood wizard to attack in melee using his magical combat skill bonus; this may also provide him with additional attacks as well.

Words of Power

Words of Power are to Brotherhood Spells what eloquent speech is to a baby's babble. The most advanced form of magic available to a Brotherhood member, these sounds echo with the true power of the world and bring forth extremely potent effects for those that can master their pronunciation. Speaking a Word of Power incorrectly can be disastrous; any

vocal slip in speaking one can harm or even kill the errant wizard making such a dreadful mistake.

Because of this, Brotherhood wizards only use Words of Power they have mastered through long and rigorous hours of practice. Each level past 10th in the Brotherhood of the Crystal Star character class grants the hero mastery and use of another Word until at 19th level, all nine are known and can be used safely. When a Brotherhood wizard goes up in level, it is assumed that he has spent some of the intervening time since his last advancement practicing the complex sounds of the Word of Power he has just acquired. Only Brotherhood mages with a positive Intelligence bonus of +2 or better can learn Words of Power; only those with a bonus of +3 or better can learn a Grand Word of Power.

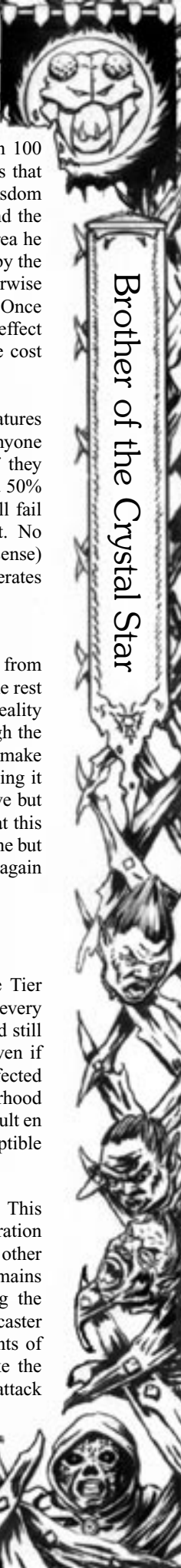
Each Word of Power has three basic effects. One is a mastery over the Brotherhood Spell it stems from and surpasses – this root spell is given in italics underneath the Word's title. Once a Brother of the Crystal Star learns a Word of Power, he can cast its derivative spell without any need for an Occult skill check. He can still make the check if he wishes in the hope of escaping its Endurance cost by rolling a natural 20, but he must abide by the failure chance of rolling a natural 1 on the die. There is no Word of Power involving Counterspells, nor can a Counterspell stop a Word of Power effect.

The second effect is the normal power granted by using the Word of Power directly. Speaking a Word of Power always has an Endurance point cost attached to it but there is no chance of failure as there is with Brotherhood Spells. A Brother of the Crystal Star either knows a Word well enough to use it or he does not; no check is needed to invoke a Word of Power.

The third effect is listed with each Word's normal description. This is the enhanced effect possible if the Word becomes the Brotherhood member's Grand Word of Power. Each wizard has only one Grand Word of Power, gained at 20th level after a harrowing journey into the Daziam Plane. This advanced effect may have a greater Endurance Point cost but the Brotherhood wizard is always able to use the lesser version of his Grand Word if he so desired.

Words of Power sometimes allow a saving throw. These are calculated just like Brotherhood spells, save that a Word of Power is always considered a Tier IV effect when using its direct ability. Grand Words have the same DC as a direct use of the Word of Power it is based on + 2, making them even harder to resist. For example, if the Word of Energy is cast at a group of Drakkarim. The DC would be 10 + Intelligence modifier + 4 (Tier) + half class level. The Grand Word of Energy would be that value +2.

No matter how many Words of Power a Brotherhood member knows, he may only freely invoke one each day per point of Constitution bonus he possesses + 1 (minimum of 1 Word of Power per day). After this, each time a Word of Power



is given voice, it inflicts 1d4 points of Constitution damage on the Brotherhood wizard doing so. These lost Constitution points must be regained by natural healing and resting – spells, Disciplines or magical effects will not heal this damage. Endurance lost due to a Word of Power spell being cast is deducted *after* any Constitution loss. This double loss can add up very quickly, making high level spellcasting a draining and dangerous proposition over time.

Word: Awareness (2 Endurance)

Sense Evil

Sensing evil can be a useful talent but the same magic that powers the three effects of that Brotherhood spell are now limitless in scope. Once the Awareness word is spoken, the Crystal Star wizard can name a type of thing (evil, Giak, sword, running water and so forth) and this magic will let him know the precise distance and direction of the closest source within 100 miles. Once the caster can physically see this object or creature, he can ignore it and sense the next closest object of that type. Awareness lasts one hour or until another Word of Power is used.

Grand Effect (4 Endurance): The ultimate means of location, a Brotherhood member with his Grand Word can simply name a specific or general object or creature (hammer, the Mighty Bludgeon of Bor, Giak, the Giak that just stabbed me) and instantly know its precise location anywhere on (or in) Magnamund. The only exceptions are anything that enters the boundaries of the Darklands or other Planes of Existence but this spell will at least tell the caster that the target is in that particular location. Each use of the Grand Word of Awareness lasts one hour and keeps the caster constantly updated as to the location of the target.

Word: Battle (6 Endurance)

Vigour

The Brotherhood spell of Vigour makes the caster a power to be reckoned with in combat but many of the limitations inherent in being a relatively weak spellcaster in melee still apply. Mastering the Word of Battle addresses this weakness somewhat by duplicating the Wrath of War spell and granting the caster his class level x d4 in additional Endurance for the duration of its effect. These Endurance points may not be used to cast spells, are lost first when the caster is damaged and vanish if not depleted when the spell ends.

Grand Effect (8 Endurance): The second most draining Grand Word of Power a Brotherhood wizard can invoke, this Grand Word replicates Word of Battle, increases the caster's Strength ability score to 20 (or adds +4 to Strength if the score is already 20 or higher) and grants the caster a +4 bonus to Initiative.

Word: Denial (3 Endurance)

Silence

The magical effects of Silence are all part of the true Word of Denial. This arcane effect allows the caster to simply deny a

number of areas (each area being 5 feet square) within 100 feet of nearly all sensory effects. The number of areas that may be affected is equal to the Brotherhood wizard's Wisdom score. It takes a full-round action to cast this Word and the Brother of the Crystal Star must be able to see every area he is affecting. Individual 5 foot squares may be released by the caster from the sense-negating effects at any time – otherwise the Word's effects will last for one round per class level. Once cast, additional areas cannot be added to the Word's effect without repeating the Word (and paying the Endurance cost again).

This Word effectively blinds, deafens and mutes any creatures or sentient objects in the affected spaces, though anyone capable of movement can simply leave the effect if they wish. While in a sense-denied area, a creature suffers a 50% chance that any spell, attack or skill check they try will fail because of the lack of sensory feedback and line of sight. No special sense (such as scent, tremorsense or even blindsense) will work in the denied zone – the only sense that operates normally is touch.

Grand Effect (9 Endurance)

The Grandmaster Brotherhood wizard has returned from Daziarn with a disturbing truth that will haunt him for the rest of his life; perception is reality and if perception stops, reality can cease to be. By focusing this cosmic truism through the Word of Denial, the Crystal Star member can literally make a creature of Large or smaller size disappear – eradicating it from existence. The creature is allowed a Fortitude save but if it fails, it vanishes without a trace. Some theorise that this spell actually just transports the target to the Daziarn Plane but no known target of a Grand Denial has ever been seen again on the face of Magnamund.

Word: Dominion (3 Endurance)

Mind Charm

When used, this Word of Power has the effect of the Tier II Mind Charm spell Instant Friendship but it affects every sentient creature within 60 feet of the caster. This Word still permits the targets to make a Will saving throw but even if they succeed at avoiding its direct effect, they are still affected by Armistice for one round. This makes a Brotherhood wizard with the power of Dominion very difficult to assault en masse if he is aware of the attackers and they are susceptible to mind magic.

Grand Effect (4 Endurance + 1 Endurance per day): This potent form of Instant Friendship has an effective duration of permanent. It can be affected by Counterspell and other magic-destroying effects but otherwise a subject remains befriended until the Brotherhood wizard stops paying the 1 Endurance point each day to sustain the effect. A caster can have as many Grand Word 'friends' as he has points of Charisma bonus (minimum of one 'friend') and unlike the normal Instant Friendship effect, no action – even direct attack – will break the spell.

Word: Energy (6 Endurance)

Lightning Hand

This word calls up a roiling mass of energy in one of several forms chosen by the Brotherhood member when the word is used. The caster can choose between the energies of fire, electricity, cold and sonic, with each use of this Word creating a spinning ball of the chosen power in front of the Brotherhood wizard. This ball races to any spot the caster can see within 120 feet and explodes in a 25 feet radius burst for five times the Brotherhood member's base magical damage (roll base magical damage five times and add the results). Any target within the explosion may be excluded from taking damage at the caster's option. Unattended items take damage as normal.

Grand Effect (7 Endurance): If Energy is a Brotherhood wizard's Grand Word of Power, its damage is 12d10 instead of 10d10 and all 1s are re-rolled. As a Grand Word of Power, Energy can also be used to call a blast that is equal parts of each energy type (3d10 fire, 3d10 electrical, 3d10 cold and 3d10 sonic) if he chooses. This can be desirable if a target is especially vulnerable to or resistant against an unknown energy. If this is done and the target takes an altered amount of damage from any one of the energy types, the caster discerns instantly which energies it is vulnerable or resistant to.

Word: Entrapment (3 Endurance)

Net

While lesser forms of this Word create simple webs and lashing tendrils, the true power of Entrapment becomes available to a Crystal Star wizard with mastery over Entrapment. When used, this Word creates a burst of binding webs like the second Tier effect of the Net spell all around the caster to a radius of 30 feet. This sphere of webbing will ignore any target(s) the caster wants to leave free and can be freely moved through by the caster and any chosen allies. All other aspects of the effect are identical to Binding Blast.

Grand Effect (4 Endurance): This grand mastery over the power of Entrapment allows the Brotherhood wizard to create an effect like the one described above that, once each round, can constrict around any or all of its victims like the third Tier effect of Net. This constriction can be maintained for any number of targets for as long as the webs last and the caster can cease or resume the damage on any creature he wishes on his turn.

Word: Force (5 Endurance)

Invisible Shield

The Invisible Shield spell is a simple way for the Brotherhood of the Crystal Star to conjure and control magical force. This Word of Power draws on force's true potential, surrounding the caster with a skin-tight sheath of nigh-impenetrable energy. Clad in this force shield, a Brotherhood wizard has little to fear from direct damage. This effect lasts for one round per class level and can absorb the Brother's class level x his Intelligence bonus (minimum x1) in Endurance damage from any physical

or magical source before dissipating. Psychic effects cannot be blocked, even if they inflict Endurance damage.

Grand Effect (6 Endurance): The ultimate defensive spell, a Grand Word of Force creates a personal barrier just as Word of Force, except it absorbs the caster's class level x his Intelligence bonus +1 (minimum x2) and can even repel damaging psychic attacks. This manifestation is always visible as the sheer power involved cannot be disguised.

Word: Motion (3 Endurance)

Levitation

Levitation can be an effective spell in an emergency but it only touches a small percentage of its own potential. The Word of Motion enables the caster to fly in any direction at a speed of 60 feet per round with perfect manoeuvrability. While flying, the grace and agility imparted by the magic of Motion grants the Brotherhood wizard a +2 bonus to his Armour Class. Motion lasts for one hour per casting and can be cast any time during flight to add an additional hour to the end of its time limit (assuming the Brotherhood wizard has additional uses of his Words of Power or is willing to suffer Constitution loss). This spell only works on the caster; it may not be used on other creatures.

Grand Effect (8 Endurance): As a full-round action, this Grand Word of Power unleashes the full effect of true Motion and teleports the Brotherhood wizard to any place he has previously been or studied closely within 200 miles of his current location. The transportation is instantaneous but because of the foul energies infesting the Darklands, this spell cannot be used to teleport into or out of its borders.

Word: Restoration (4 Endurance)

Mend

Terrible ailments and injuries can be miraculously healed with the Mend spell – but it has some severe limitations. While running water is needed as a catalyst for the Mend Brotherhood spell, this Word of Power has no such restriction. Once this word is spoken, the Brotherhood wizard can cast the third Tier of Mend as a standard action, no matter what his surroundings are, as often as he is capable of invoking the Word of Restoration. It will also heal all points of ability damage to any one ability score (though the Brotherhood member may not restore Constitution lost due to Word of Power usage).

Grand Effect (7 Endurance): The greatest expression of the Word of Restoration, this spell can only be cast once per day no matter how many Words of Power the Brotherhood mage normally receives. It completely restores the target's Endurance no matter how injured or close to death it is. All damaged ability scores are completely healed (though the Brotherhood member may not restore Constitution lost due to Word of Power usage). This spell can also restore broken objects but it cannot return any enchantments that might be lost. If the Endurance cost of this Grand Word of Restoration would reduce the Brotherhood wizard's Endurance to 0 or lower, it fails and cannot be used.

Dwarven Gunner of Bor

The Drodarin Dwarves of Bor are an ingenious race with a long, brave history and a natural talent for metalworking. Particularly skilled in armour and weapons crafting, Bor Dwarves have refined their arts to a degree unrivalled in Magnamund by any race save the ancient ones that walked the land when mankind was little more than a few scattered, primitive tribes. Bor steel is considered one of the most valuable trade goods on the open market, particularly because it retains its base value no matter where a merchant's journeys might take him.

Bor is a mountainous kingdom, leading its inhabitants to build a series of powerfully constructed fortresses along its borders to keep out the predations of evil creatures and any neighbours that might be tempted to invade them for their knowledge and wealth. The Dwarves of Bor are a hardy people with a great deal of stamina and strength that comes from many years at an anvil or spent walking the seemingly endless stone walls of their nation.

The most common native of Bor to be encountered outside its massive walls is a Dwarven Gunner. These trained soldiers have a tradition of mercenary work and often wander from their homeland for decades at a time to sharpen their skills and develop contacts with the outside world. This habit is a valuable one for both Gunner and nation, since any knowledge or contact he develops becomes an asset to Bor when he returns to serve another term in his homeland's standing military. The skills of a Dwarven Gunner of Bor certainly make him an attractive prospect for recruitment into any battle unit or adventuring party; the folk of Bor rarely lack for work.

Adventures: Because years of mercenary work and travelling are a tradition for the Bor, Dwarven Gunners are always willing and able to go on adventures. These diverse journeys give them a chance to practice their aim and improve their skills in many different ways, making them a learning experience worth more than the considerable loot such escapades are famous for. Since Dwarven Gunners of Bor share their people's general avarice, adventuring is a doubly attractive way to spend their time in any case.

Characteristics: Dwarven Gunners are known for three characteristics, all of which usually apply equally and rarely change. Drodarin Dwarves are powerfully built and slightly short of stature. They almost always carry at least one weapon, which for their Gunners is a rifle. Last but certainly not least, they always smell at least faintly of the forge. The scent of coal, burning embers and bitter ash clings to every inch of a dwarf, though other Dwarves do not consider this a bad thing.

Religion: The Dwarves of Bor worship their own gods who embody hearth, forge, mountain and sky. It is rumoured that they used to have a god of the river but that deity's following has apparently faded for no reason the Borese wish to explain. In any case, Dwarven Gunners never discuss their religion with anyone they do not consider a bondsman or comrade in arms, and then usually only over a pint or twelve of Bor-brew. When they do discuss their beliefs, the Dwarves of Bor can be very boisterous and while they do not preach their religions to others, they never tolerate any disrespect.

Background: Dwarven Gunners are an honoured class of soldier in their homeland and usually train from the time they are very young in the many arts of the Drodarin. Dwarven Gunners can forge their own equipment, load and fire a complicated weapon, and excel at both in the most adverse of conditions. This kind of superlative skill takes decades to develop, making their techniques a racial secret that very few from other lands could ever hope to understand.

Other Classes: Dwarven gunners will work with anyone; that is part of what being a mercenary is all about. Some have moral objections to certain kinds of work and no self-respecting dwarf would ever serve the Darklords, but they do not tend to make judgement calls where the professions of others are concerned. They are a little distrustful of the Brotherhood of the Crystal Star but this is an attitude borne of their abiding respect for natural things rather than the forced arcane 'tricks' of wizards. On a personal level, a Dwarven Gunner can see past this prejudice, especially if loot or battle is involved.

Game Rule Information

The Dwarven Gunner of Bor has the following game statistics.

Racial Note: The Dwarven Gunner of Bor is the only class in *Lone Wolf, The Roleplaying Game* that is not human. All Dwarven Gunners are Drodarin and possess secrets and talents that no other race can approach. That said, this is mostly a roleplaying distinction – apart from his attitude, equipment and short stature, there is very little to distinguish a Dwarven Gunner from a human mercenary. All Dwarven Gunners are from Bor, without exception.

Abilities: Dwarven Gunners of Bor need a well-mixed group of ability scores but Strength, Dexterity, Constitution and Intelligence are chief among them, in no particular order. Borese equipment tends to be heavy, as is armour of their make. Dexterity helps with aiming and ranged accuracy, while some of the Gunner's most advanced techniques require Endurance to fuel. Intelligence helps a Dwarven Gunner in



the field when he has to mix his own boom powder and forge superior equipment for himself and his companions.

Endurance Die: d10.

Base Speed: 20 feet.

Class Skills

The Dwarven Gunner of Bor's class skills (and the key ability for each skill) are Appraise (Int), Athletics (Str), Concentration (Con), Craft (any, taken as separate skills) (Int), Disable Device (Int), Intimidate (Cha), Knowledge (architecture and engineering, history, religion, warfare) and Speak Language (none).

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

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

All of the following are class features of the Dwarven Gunner of Bor.

Armour and Weapons Proficiency: Dwarven Gunners of Bor are proficient with all one-handed melee weapons and may also use Drodarin waraxes in one hand with no penalty. They are proficient with crossbows and all firearms (Dwarven Gunners are the only class proficient with firearms, allowing them to use such weapons without a -4 penalty to attack rolls). Dwarven Gunners are proficient with all types of armour and with shields. Note that Armour Check Penalties apply to Acrobatics, Athletics, Climb, Escape Artist, Sleight of Hand and Stealth checks when using shields and armour heavier than leather.

Forge-lore (Ex): Their lifetime of experience at smithing and forging metals of all kinds gives the Drodarin unprecedented skill when they ply their trade at the anvil. A Dwarven Gunner (and virtually all adult Dwarves in the kingdom of Bor) may take 10 on any Craft (blacksmithing, armoursmithing or weaponsmithing) checks regardless of conditions, allowing them to turn out excellent quality products. They may even take 10 working in the midst of distractions or other factors that would normally keep them from concentrating.

Rifle and Shot: A Dwarven Gunner of Bor begins play with a Bor rifle, a hand-keg of boom powder and a pouch of 36 steel shot. While travelling in Bor, a Dwarven Gunner can replace any and all of these items for free but mercenary Dwarven Gunners or those outside the kingdom will have to forge their own guns and shot. Boom powder is made with the Craft (alchemy) skill (see page 88) and is detailed in the Equipment Chapter (see page 120). A Dwarven Gunner's rifle is a treasured possession and rarely (if ever) leaves his side.

Secret of the Gun (Ex): At 2nd, 5th, 8th, 11th, 14th, 17th and 20th level, a Dwarven Gunner learns a new trick when it comes to

handling his guns. These tricks are little skills that make him deadlier, faster or more versatile when wielding firearms in combat.

Smoke-Shot: The fine art of using dirty boom powder in a rifle, this is a skill every Dwarven Gunner learns early on. At 3rd level, a Dwarven Gunner can decide when reloading his rifle to make his next shot a Smoke-Shot at the cost of two powder charges instead of the normal one. This creates a thick cloud of smoke around the Dwarf when he fires, which takes 1d4 rounds to dissipate. It grants 50% concealment to the Dwarven Gunner but due to his cultural exposure to such things, the Gunner's opponents only benefit from 25% concealment. Concealment is covered in the Combat Chapter (see page 139).

None of the Shot skills (Smoke, Fire, Shatter or Thunder) may be used at the same time, though they can be used as consecutive shots in any order. Also, no Shot skill can be used with a handgun.

Advanced Smithing (Ex): By the time a Dwarven Gunner reaches the 4th level, he is assumed to have been smithing in the field long enough to pick up some of the tricks used to make an impromptu forge as efficient as a real one. 4th level Dwarven Gunners of Bor no longer suffer the -2 penalty to Crafting checks normally associated with a field forge and can set one up or take one down in one hour as opposed to two.

Marksmanship (Ex): The core ability of a Dwarven Gunner to bring down his enemies, Marksmanship adds its die or dice to the damage roll of any ranged attack taken with a rifle or handgun. This bonus damage is added to every shot, but only works out to a range of 30 feet for handguns or 120 feet for a rifle. Shots beyond this distance are possible but they cannot allow for the precision needed to grant additional damage. Marksmanship damage is not cumulative; Dwarven Gunners use the highest bonus dice listed up to 3d6 per shot at 19th level. Marksmanship dice are not added when firing at a target immune to critical hits.

Fire-Shot: An extension of Smoke-Shot, Fire-Shot is a trick learned by 7th level Dwarven Gunners to ignite additional smoke powder in their rifles, leaving a flaming trail behind their bullets. This skill is used when the Dwarf reloads and uses three charges of smoke powder instead of one. If the Fire-Shot hits, it inflicts 2d6 fire damage in addition to its normal damage. Fire-Shot cannot be used more than once every 10 rounds or it melts the barrel and ruins the shot, destroying the rifle in the process.

Expert Smithing (Ex): By 9th level, a Dwarven Gunner actually begins to prefer a field forge to the real thing, excelling at using it to the point of turning out better than normal quality goods without the extra time such work normally takes. All armour and weapons produced by a Dwarven Gunner using any kind of forge are automatically mastercrafted,



conferring a +1 bonus to attack and damage rolls or Armour Class, depending on their nature. Dwarven Gunners are not merchants and do not sell their work, producing it only for themselves or for comrades at arms. Avaricious or not, some things are too precious to sell.

Explosives (Ex): The art of using boom powder expands for a 10th level Dwarven Gunner into the realm of explosives. He can now produce better results than others when using an explosive device of his own creation. This skill allows a Dwarven Gunner to re-roll all '1's on damage dice from bang sticks, boom packs and placed bombs. Note that this bonus does not apply to simple kegs of boom powder; these are not designed as weapons (though they may be used as such).

Shatter-Shot: A deadly form of the Shot skill, this ability provides a way for Dwarven Gunners to cause critical hits against constructs and undead by packing enough force into a single rifle shot to shatter out large sections of their bodies. This effect only works on solid targets and does not inflict any additional damage to living creatures because the shots simply pass straight through them. Shatter-Shot takes three charges of boom powder instead of one and will automatically succeed on all critical hit rolls (so that every threat is a critical hit) even though such creatures are normally immune to such damage.

Superior Smithing (Ex): The highest form of a Dwarven Gunner's smithing arts, Superior Smithing grants a 15th level Dwarven Gunner the ability to shape superior goods out of metal with the greatest of ease. This ability circumvents the usual rules for creating superior items – any armour or weapon the Dwarven Gunner takes twice as long to make will automatically result in a superior item, granting a +2 bonus to attack and damage rolls or a +2 bonus to Armour Class. As with mastercrafted items, these are never for sale; they are personal items or gifts to friends only. This ability may not be used with a field forge, however – a true forge is necessary to use Superior Smithing.

Roar of Command (Ex): Between 15th and 16th level, a Dwarven Gunner is expected to make a pilgrimage home to the kingdom of Bor for three months of training and debriefing. This must be completed or a Dwarven Gunner cannot take the 16th level in this class and must multiclass or cease advancement until such time as he can complete the trip. After three months, he can travel again with the blessing of the Bor Elders, an Officer's rank, a handgun (if he does not already have one) and a new skill for his trouble.

Roar of Command is a valuable talent, allowing the Dwarven Gunner to bellow orders even over the echoing din of a battlefield. As long as a Dwarven Gunner can speak and wishes to aid his comrades in battle, he can make a Charisma check (using the Diplomacy skill if he has ranks in it instead and wishes to do so) against DC 15, as a free action. If successful, his commanding presence adds a +1 bonus to all

ranged (normal and magical) attack and damage rolls from all allies within 30 feet of him.

Thunder-Shot: The pinnacle of a Dwarven Gunner of Bor's Shot skills, this ability makes a rifle shot travel so fast and with such force that it leaves a thundering boom in the air behind it as it travels. Upon impact, the shot does maximum damage (on its own damage dice only, Marksmanship and other bonus dice must be rolled normally) and forces a living target to make a Fortitude saving throw or be stunned for one round due to the noise and force of the blow. Thunder-Shot takes five charges of boom powder and may not be used more than once every five rounds or it will shatter the rifle barrel, ruining the shot and destroying the weapon.

Ex-Dwarven Gunners

There is no such thing as an ex-Dwarven Gunner. Dwarven Gunners of Bor are free to learn any skills they wish outside their homeland and then return to their people and the military rank waiting for them. While most Dwarven Gunners do not multiclass in any way, there are no prohibitions against them doing so if they wish.

Multiclassing into Dwarven Gunner of Bor

The Drodarin Dwarves are extremely wary of teaching their skills to anyone outside their family clans, much less humans from any kingdom. Even their allies have to settle for Dwarven Gunners as mercenaries; they are not given special consideration for training. While it might be possible for special circumstances to permit a Player of a different class to begin studying the firearm arts of the Borese, this would have to be done only through special Games Master dispensation.

Secrets of the Gun

The special skills of a Dwarven Gunner of Bor, these features border on magic and in some cases touch on the earthen magic in Drodarin blood. These skills have been passed down from generation to generation in the lands of Bor and are considered a special art never to be taught to outsiders. Since these talents would for the most part not work for anyone but a Drodarin dwarf, this is usually not an issue.

Secrets of the Gun are cumulative and can be learned multiple times unless their descriptions specifically prohibit doing so. These skills also have an Endurance cost in some cases. The dedication of a Dwarven Gunner is such that even if the Endurance cost would reduce them to negative Endurance, they can still perform the skill and only pass out *after* the shot or action described in the Secret has been taken. Dwarven stamina also automatically stabilises a Gunner after such a dire expenditure, relieving him of any chance that such an act could possibly kill him. If the Endurance cost would kill the Dwarven Gunner (by reducing him to -10 Endurance or less) then he may not use that ability.

Uncanny Accuracy (1 Endurance)

The simplest of the Secrets of the Gun, this meditation takes only a second to perform and allows the Gunner to put a bit of himself into each shot. This skill can be used as often in a round as the Gunner makes attacks with firearms of any kind (including massive firearms; i.e. a cannon or bombard). Each shot that hits successfully does an additional +1 damage. If Uncanny Accuracy is taken multiple times, the damage increases but the Endurance cost remains at 1 point per attack. This talent's Endurance cost is paid whether the attack hits or not.

Incoming Fire (2 Endurance) – May Only Be Taken Once

Once each round a Dwarven Gunner can shoot an arrow or other missile weapons (but not shots fired from a firearm) out of the air with his firearm. This requires ammunition in the gun and can be done even if it is not the Dwarven Gunner's turn. Each missile weapon needs to be in line of sight but the Dwarven Gunner need not be its target. Shooting down a missile weapon opposes the Gunner's ranged attack roll against the opponent's attack roll.

Sharpshooting (1 Endurance)

By concentrating for a split second before each attack, a Dwarven Gunner can call on his own earth power to lend stability to his aim. This grants a +1 bonus to a ranged attack roll when using a firearm and can be taken once per attack, allowing the Gunner to spend multiple Endurance points if he has more than one attack each round. If this Secret is taken several times, the attack bonus increases but the Endurance

cost remains at 1 point per attack. This talent's Endurance cost is paid whether the attack hits or not.

Rapid Load (Varies, See Below) – May Be Taken Up To Three Times

One of the most common and widely-learned Secrets of the Gun, this skill lets a Dwarven Gunner reload his primary weapon – the Bor rifle – faster, at the cost of considerable exertion. This permits a Dwarven Gunner to sustain a much greater rate of fire than normal, eventually letting him load and fire so fast an observer would be hard pressed to see any break between the shots.

Rapid Load can be taken three times, each one with a different Endurance cost and reload speed. A Dwarven Gunner will generally use the fastest, but if he is low on Endurance, he is free to use a slower speed than he is capable of at any time.

- ♦ **First Level Rapid Load (1 Endurance):** The Dwarven Gunner can reduce the loading time of a Bor rifle to a full-round action instead of two rounds. Endurance is paid before the reload action begins and if interrupted, the cost is still paid. This level of Rapid Reload also allows a Dwarven Gunner to reload a handgun as a move action rather than a full-round action.
- ♦ **Second Level Rapid Load (2 Endurance):** Reloading a Bor Rifle now takes a move action, allowing the Dwarven Gunner to move a 5 foot step, load his rifle and fire in the same combat round.

The Dwarven Gunner of Bor

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Military Rank	Special
1 st	+0	+2	+0	+0	Recruit	Forge-lore, Rifle and Shot
2 nd	+1	+3	+0	+1	Apprentice-Gunner	Secret of the Gun
3 rd	+2	+3	+1	+1	Trainee	Smoke-Shot
4 th	+3	+4	+1	+2	Soldier	Advanced Smithing
5 th	+3	+4	+1	+2	Mercenary-Soldier	Secret of the Gun
6 th	+4	+5	+2	+3	Mercenary-Sergeant	Marksmanship +1d6
7 th	+5	+5	+2	+3	Linesman	Fire-Shot
8 th	+6/+1	+6	+2	+3	Brigade Trooper	Secret of the Gun
9 th	+6/+1	+6	+3	+4	Rifleman	Expert Smithing
10 th	+7/+2	+7	+3	+4	Rifle Corpsman	Explosives
11 th	+8/+3	+7	+3	+5	Rifle Commander	Secret of the Gun
12 th	+9/+4	+8	+4	+5	Gunsman	Shatter-Shot
13 th	+9/+4	+8	+4	+6	Gunner Corpsman	Marksmanship +2d6
14 th	+10/+5	+9	+4	+6	Gunner Commander	Secret of the Gun
15 th	+11/+6/+1	+9	+5	+6	Cannoneer	Superior Smithing
16 th	+12/+7/+2	+10	+5	+7	True Officer	Roar of Command
17 th	+12/+7/+2	+10	+5	+7	Lieutenant-Gunner	Secret of the Gun
18 th	+13/+8/+3	+11	+6	+8	Captain of the Line	Thunder-Shot
19 th	+14/+9/+4	+11	+6	+8	General	Marksmanship +3d6
20 th	+15/+10/+5	+12	+6	+9	Grand General	Secret of the Gun

- ♦ **Third Level Rapid Load (1 Endurance per Shot):** The fastest a Bor rifle can possibly be loaded, this level of skill permits the Dwarven Gunner to take a full-attack action and reload his gun between as many shots as he can normally take in a round. The Endurance cost is paid between each shot and if something prevents the next shot from being taken, the Endurance cost is still paid. Other Secrets of the Gun, Marksmanship and Shot skills may not be used in conjunction with this full-attack action.



Dwarven Gunner of Bor

Two Gun Mastery – May Be Taken Up To Three Times

The weapon of choice for most Dwarven Gunners is the Bor rifle but most carry a single handgun as a backup for when things get up close and personal. This Secret of the Gun allows them to excel in such close-in gunplay, teaching them to use a handgun in each hand. This is not a common talent for Dwarven Gunners but some appreciate the faster rate of fire this allows.

- ♦ **First Level Two Gun Mastery:** A Gunner with Two Gun Mastery can make an additional attack when wielding Two Guns using the same rules as two weapon fighting (suffering a -4 penalty to all attacks). Each attack (left gun and right gun) must be taken at the same target. Note that the firearms must still be reloaded in the usual manner even with Two Gun Mastery.
- ♦ **Second Level Two Gun Mastery:** If Two Gun Mastery is learned a second time, the penalty for each attack is lowered to -2. This penalty cannot be reduced in any other way, though benefits from other sources (mastercrafted weapons or high Dexterity, for instance) may still add their usual bonuses to ranged attack rolls.
- ♦ **Third Level Two Gun Mastery (3 Endurance):** At its third and final level, the Dwarven Gunner is a true master of firearms. When firing his Bor Rifle at a target within 30 feet, he may make take a full-attack action to perform a special attack manoeuvre that utilises both his rifle and up to two loaded handguns. The rifle attack is conducted as normal (and if the Third level of Rapid Reload has been acquired, may involve multiple shots) but any attacks are made with a -2 penalty. The Dwarven Gunner may then sling his rifle and draw up to two loaded handguns and fire both at the same target with a -4 penalty on each attack roll. Each attack (rifle and handguns) must be taken at the same target. Other Secrets of the Gun (apart from Rapid

Reload), Marksmanship and Shot skills may not be used in conjunction with this full-attack action.

Gunbutting – May Be Taken Twice

While many Dwarven Gunners carry a side weapon like a sword or hammer to defend themselves in close combat because of the difficulties involved in using a ranged weapon in melee (a -4 penalty), those who study this Secret of the Gun learn how to use their beloved firearms as melee weapons in their own right. When holding a rifle or handgun(s), a Dwarven Gunner with the Gunbutting skill is treated as proficient in their use as a melee weapons and can use them as a great club or club respectively without penalty. Also, firearms will no longer automatically break on a critical hit inflicted during melee combat. If Gunbutting is taken twice it also increases the critical damage multiplier of the firearms in melee combat to x3, allowing a Dwarven Gunner of Bor to be very effective in both melee and ranged combat situations.

Sniper's Eye (4 Endurance)

If a Dwarven Gunner with this skill takes a full round to aim with his Bor rifle and takes no form of movement, he can enhance his vision and accuracy dramatically. This allows him to ignore the first range increment penalty and adds +1d6 damage to his shot when he fires at that target. This extra damage can only be applied to a target susceptible to critical hits but the range penalty is ignored regardless.

This skill can be taken multiple times. Each additional level of Sniper's Eye after the first negates an additional range increment penalty and also grants the Dwarven Gunner a cumulative +1 bonus to Stealth checks, applicable only if he is remaining entirely still. In addition, three levels of Sniper's Eye increases the critical threat range of a Bor rifle to 17-20 but only when used in conjunction with this skill. Sniper's Eye only costs 4 Endurance points per use no matter how many levels are applied to a given shot.

Kai Lord

The noble warrior lords from all over Sommerlund eagerly sponsor their offspring every year, pushing them to gain entry to the monastery of the Kai, for it is a great honour to be accepted and trained by the monks. Though the training and meditations are long and hard, when a Kai Lord finally leaves the monastery, he is the perfect defender of Sommerlund, able to defeat enemies both through force of arms and by secretly working behind the scenes, scouting and spying for the rightful king.

Kai Lords are trained to master their innate powers, which are a gift of fortuitous birth. Not every human in the world of Magnamund has the power to become a Kai Lord; it is a special power that surfaces in the many bloodlines of the land. Theories as to the origin of Kai powers abound, but none know the truth of where it came from or why it seems to lie dormant for generations before resurfacing. Some Kai Lords believe the ancient gods of Magnamund awaken the worthy when they are needed to face terrible dangers in the land but no one knows for certain. Even the oldest texts of the Kai monastery are unclear on the matter.

What is known is the tremendous power that resides in the mind and body of a fully trained disciple of the Kai. Kai Lords can perform miracles with their minds and have honed their physical abilities to perfection. Perfectly at home surrounded by wild animals or exposed to the harshest of elements, an experienced Kai Lord can survive where others could not, defeat opponents that seem invincible and manipulate the world around them through sheer willpower.

Adventures: It is the sacred duty of all Kai Lords to defend Sommerlund from enemies both within and without. The machinations of the Darklords stretch across both continents of Magnamund and they are by no means the only threat to the land of the sun. Kai Lords can thus be found throughout Magnamund, pursuing missions of great importance to their homeland even though they may take many years to accomplish.

Characteristics: A Kai Lord is a spiritual warrior, part knight, part ranger and part sorcerer. Through meditation, he has access to incredible mental powers and Disciplines, separating him far from other humans. Their life is one of introspection, developing the subsequent ability to affect the world around them through the sheer force of mind and body, united into one formidable tool. This tool is in turn dedicated to the defence of their homeland and bonded with an utter loyalty to the people of Sommerlund. Few Kai Lords have ever been described as fun-loving or jovial but there is no one better to stand beside when darkness and peril threaten.

Religion: Though the entire Kai order revolves around the teachings of the God Kai, Kai Lords themselves have no real religion as such. They pay no fealty to Kai, do not pray to him, nor do they attempt to spread the word of their faith to others. To be a Kai Lord is to accept a life of meditation, discipline and above all self-improvement, as mind and body are brought into total union. This is the very core of a Kai Lord and every effort made is towards this end.

Background: Kai Lords are inducted into the monastery at a very early age, where they are removed from all ties of home and family. From this point on they work, study and meditate for years, learning the initial Disciplines of the Kai before, at last, being tasked with a mission that may carry them to the furthest reaches of Magnamund. These are long years of hard toil, working the fields of crops that support the monastery, patrolling the nearby forests, studying history and practising what will eventually become mighty powers. It is exceptionally rare for adults to become Kai Lords and the very few that do never reach the heights of discipline that a lifetime Kai Lord achieves.

Other Classes: Kai Lords will readily associate with Knights of the Realm and Brothers of the Crystal Star in defence of Sommerlund, even though their quests may take them thousands of miles away from their home territories. Kai Lords have no philosophical differences that set them at odds with either the Magicians of Dessi or the Telchos Warriors, though they are only likely to encounter such individuals when travelling to Southern Magnamund. They generally find it harder to associate with Shadaki Buccaneers and Dwarven Gunners of Bor – the former are seen as too footloose and infamous to be trusted, while the latter's advanced technology often unsettles more traditional Kai Lords.

Game Rule Information

Kai Lords have the following game statistics.

Racial Note: Virtually all Kai Lords in *Lone Wolf, The Roleplaying Game* are Sommlendings. However, they do not gain any of the normal Sommlending racial benefits. Their training and seclusion as Kai initiates isolates them from other nurturing influences in their lives. Even Kai Lords not of Sommlending descent do not receive their usual racial benefits or penalties, unless they multiclass into the Kai Lord class after 1st character level (a truly rare event).

Abilities: Wisdom is an important ability score for Kai Lords, as it governs the use of many of their mental powers, though in truth every ability score has its place among the Disciplines. Those seeking to become masters of battle will typically have both high Strength and Constitution scores, while those concentrating on hunting will have above average Dexterity

scores. A high Intelligence is beneficial to all Kai Lords, rather than just those of a studious bent, as it will allow for a greater number of skills to be learnt that will complement their inherent Disciplines.

Endurance Die: d8.

Base Speed: 30 feet.

Class Skills

The Kai Lord's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any, taken as separate skills) (Int), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (history, nature) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (none), Stealth (Dex) and Survival (Wis).

Skill Points at 1st Level: (5 + Int modifier) x 4

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

All of the following are class features of the Kai Lord.

Armour and Weapons Proficiency: Kai Lords are proficient with all melee and ranged weapons. They are also proficient with light armour and all types of shield. Note that Armour Check Penalties apply to Acrobatics, Athletics, Climb, Escape Artist, Sleight of Hand and Stealth checks when using shields and armour heavier than leather.

The Four Vows: When a Kai Lord begins his training, he is asked to swear four sacred vows in order to truly purify his mind, body and spirit. These vows are essential to the Kai Order and only students who swear and sustain these vows are allowed to continue their training. All Kai take these oaths very seriously; vowbreakers are some of the most vilified enemies of the Order and are usually hunted down ruthlessly as an example to all those who seek Kai wisdom for their own selfish uses.

The Four Vows are sworn during a great ceremony to the gods of the Order, Kai and Ishir. Before the assembled elders of the monastery, a novice is asked to undergo a trial symbolising each of the oaths. These trials are not dangerous, but they do test the commitment of each novice and insincerity is swiftly rooted out in all but the most subtle cases. The Four Vows and the trials commonly associated with them are:

- ♦ **The Vow of Fire:** *'Fire is the gift of the sun; it is a light that burns away all but the spirit and leaves behind only Truth.'*

The discipline of his training teaches the Kai Lord that there is little need for material wealth and that personal development is of far more importance. The Kai Lord

is permitted to own only what his masters deem vital to successfully defend Sommerlund. As such Kai Lords only start play with 1d10 + 10 Gold Crowns. However, they automatically begin with a Backpack, four meals' worth of rations, a weapon of their choice, light armour of their choice *or* padded armour and a light shield, a flint and steel, waterskin, belpouch and whetstone. They are attired in an explorer's outfit and Kai Lord's Cloak. Material possessions other than what the monastery allows are to be shunned as a distraction from the 'truth' of inner strength.

Common Trial: The Trial of Fire is usually symbolised by asking the Kai novice to give up some small but precious childhood item or keepsake. This sacrifice is rarely one of any monetary value but being able to let go of a personal treasure shows commitment to the sparse lifestyle the Order demands.

- ♦ **The Vow of Light:** *'All choices bring the Kai Lord into conflict with the one foe he can never defeat – himself. Good choices allow survival. Evil choices ensure a swift death.'*

As scions of law and justice in the lands of Sommerlund, the Kai are expected to hold themselves to a higher ideal than other folk. A Kai Lord that willingly commits a harmful evil act is stripped of the gifts of Kai, losing all access to his Disciplines, until he can atone for his transgression and restore his spiritual harmony. The details of this restoration are left to the Games Master to decide but a quest or great personal sacrifice would be appropriate penance.

Common Trial: Each of the presiding Elder Kai (typically three, but sometimes as many as seven) pose a moral riddle to the novice and judge him by the answers given. These questions are usually given with a definite time limit to the answers, ensuring that the novice's first instinct is reflected in the reply.

- ♦ **The Vow of Solaris:** *'Darkness cannot be abided, nor can it be tolerated. Where it obscures sight, it must be banished by the light.'*

Kai Lords are expected to fight evil wherever they find it. This oath ensures that a novice is prepared to give his life if necessary to defeat the machinations of the Darklords and their fell minions. It is the swearing of this Vow and the Vow of Light that bestow legal authority to a Kai Lord. This Vow is also the one most often 'bent' by Kai on deep cover assignments, but every Kai student knows its intent and while some have to bend its direct application, all struggle to uphold it in their own way.

Common Trial: The potential novice is given one of the monastery's rare treasures, a Sunstone. These minor

magical items shed a glow in direct proportion to the 'goodness' in its bearer's soul. The novice is placed against the shadowed far wall of the monastery's great hall and if the light is sufficient to make the novice visible to the Kai elders, the trial is passed.

- ♦ **The Vow of Spirit:** *'Purity of body is purity of soul. For one to exist without the other would be like the sun's glory existing without the beauty of the moon.'*

Kai Lords live a monastic lifestyle even when they leave the monastery on assignment. Kai Lords are expected to refrain from gluttony, abstain from over-indulgences of pleasure or entertainment and avoid all immoral behaviour. Again, undercover Kai know the harsh truth that this vow is not entirely possible to keep at times, but moderation is *always* observed.

Common Trial: This trial is a very indirect one. For three days before the novice's scheduled appearance to take his Vows, the elders secretly arrange opportunities for immoral behaviour. These are usually harmless situations, but they measure how far the novice might be willing to go to satisfy desires not in keeping with a true Kai Lord. The novice's behaviour and attitude during the tests determine whether the trial is passed or failed.

Kai Discipline: At every level from 1st to 10th, the Kai Lord may select a new Kai Discipline, as well as improving those he already possesses. Each level taken in Kai Lord after the first improves all previously chosen Kai Disciplines by one Tier, to a maximum of Tier V. Only a Kai Discipline advanced to Tier V can qualify a Kai Lord for the Magnakai Discipline based on its teachings.

Willpower: All Kai Lords have an additional statistic called Willpower. This is a measure of their psychic strength and resilience. Though it is not used to power their Disciplines, it is nevertheless a vital statistic, as even at its basic level it acts as a 'buffer' against psychic effects that would otherwise cause serious damage to the character. Willpower is accumulated as a Kai Lord rises in level. At 1st level, a Kai Lord's Willpower is directly equal to half his Wisdom ability score (rounded down). Each class level, the Kai lord increases his Willpower total by 1 + his Wisdom modifier (minimum of +1 Willpower per level). The Willpower statistic is refreshed by the Kai Lord's Charisma score each day at dawn. No meditation is needed; this happens automatically every 24 hours. If a Kai Lord runs out of Willpower, he is left unable to use any Discipline that normally requires an Endurance cost until he has at least 1 point of Willpower.

Focus: A Kai Lord can attempt to Focus and regain their Wisdom score in Willpower points as a psychic action, even in

The Kai Lord

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Kai Rank	Special
1 st	+0	+1	+1	+1	Novice	Kai Discipline, The Four Vows, Willpower
2 nd	+1	+1	+1	+1	Intuite	Kai Discipline
3 rd	+2	+2	+2	+2	Doan	Kai Discipline
4 th	+3	+2	+2	+2	Acolyte	Kai Discipline
5 th	+3	+3	+3	+3	Initiate	Focus 1/day, Kai Discipline
6 th	+4	+3	+3	+3	Aspirant	Kai Discipline
7 th	+5	+3	+3	+3	Guardian	Kai Discipline
8 th	+6/+1	+4	+4	+4	Warmarn or Journeyman	Kai Discipline
9 th	+6/+1	+4	+4	+4	Savant	Kai Discipline
10 th	+7/+2	+5	+5	+5	Initiate Master	Focus 2/day, Kai Discipline
11 th	+8/+3	+5	+5	+5	Master	Magnakai Discipline
12 th	+9/+4	+6	+6	+6	Master Senior	Magnakai Discipline
13 th	+9/+4	+6	+6	+6	Master Superior	Magnakai Discipline
14 th	+10/+5	+6	+6	+6	Primate	Magnakai Discipline
15 th	+11/+6/+1	+7	+7	+7	Tutelary	Focus 3/day, Magnakai Discipline
16 th	+12/+7/+2	+7	+7	+7	Principalin	Magnakai Discipline
17 th	+12/+7/+2	+8	+8	+8	Mentora	Magnakai Discipline
18 th	+13/+8/+3	+8	+8	+8	Scion-kai	Magnakai Discipline
19 th	+14/+9/+4	+9	+9	+9	Archmaster	Magnakai Discipline
20 th	+15/+10/+5	+9	+9	+9	Grand Master	Focus 4/day, Magnakai Discipline

the middle of Psychic Combat. This requires a Concentration check at a DC equal to the number of points the character or creature is below his maximum Willpower (maximum DC of 30). If the check does not succeed, the attempt is wasted and the Kai Lord loses 1d6 Endurance due to the strain and badly aligned psychic power ruining his system. Kai Lords may only attempt to Focus once per day at 5th level, though this increases to by one attempt per day every 5th level thereafter.

Magnakai Discipline: Upon attaining 10th level the Kai Lord gains the rank of Initiate Master and is permitted to begin studying the wisdom of the Magnakai. At every level from 11th to 20th, the Kai Lord may select a new Magnakai Discipline, as well as improving all previously chosen Magnakai Disciplines by one Tier, to a maximum of Tier V.

Ex-Kai Lords

A Kai Lord who willingly goes against the teachings and dictates of his order may no longer progress in levels as a Kai Lord until he atones for his violations. In addition, a Kai Lord is free to multiclass, but once a level in a class other than Kai Lord is selected, no further levels in the Kai Lord class may be gained (though all class features gained remain unaffected). The path of the Kai Lord requires constant discipline and must be pursued to the exclusion of all else. Once he turns away from the teachings of the monastery, a Kai Lord may never return.

Kai Disciplines

At every level between 1st and 10th, the Kai Lord selects a new Kai Discipline from the list below. Each Discipline grants a range of new powers and abilities to the Kai Lord. Every Kai Discipline is divided into five separate Tiers, which increase the Kai Lord's abilities within that specific Discipline. When a Kai Lord 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 Lord also improves the Tier of every Discipline he has chosen in the past, up to the maximum of five Tiers. Once a Kai Lord reaches 11th level and can choose a Magnakai Discipline, he may only select a Magnakai Discipline if he possesses five Tiers in its simpler form (the basic Discipline listed in parenthesis after its name).

For example, Forest Hawk is a 5th level Kai Lord, who chose Mindblast at 1st level, Sixth Sense at 2nd level, Weaponmastery at 3rd level, Tracking at 4th level and has just recently selected Mindshield at 5th level. At 5th level, he therefore now has Mindblast V, Sixth Sense IV, Weaponmastery III, Tracking II and Mindshield I.

Disciplines and Endurance

Most Disciplines are either automatic or activated as the Kai Lord desires, requiring either concentration or a check of some sort in order to succeed. However, some of the more powerful or draining abilities cost Endurance in order for the Kai Lord to use them. Endurance lost due to activating or maintaining Disciplines (including Magnakai Disciplines) is treated just like normal damage and may be healed in the normal ways. However, a Kai Lord may never reduce his Endurance to less than 1 point through using a Kai Discipline, of any Tier.

Animal Kinship

Kai Lords learn how to commune with nature and can readily predict the moods and intentions of animals. One well versed in the Discipline of Animal Kinship can often sense what an animal will do before it acts and may even be able to actually communicate with some creatures, albeit in a very rudimentary fashion.

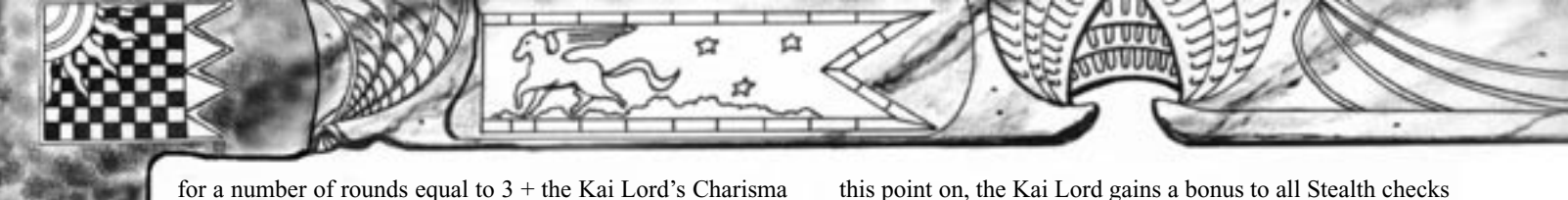
Tier I: Untamed Heart

The Kai Lord develops a growing affinity with animals and their nature. He gains the ability to use the Handle Animal skill to calm an angry or attacking animal by opposing his Handle Animal skill check with the animal's Will saving throw. This is a standard action and the effects will last for the Kai Lord's Charisma score in rounds. He also gains a bonus to all Handle Animal checks equal to his Animal Kinship level.

Tier II: Voice of the Forest

The Kai Lord may attempt to give a single order to a normal animal (not a monster). This must be a simple, one word order such as 'stop', 'run' or 'follow'. This requires a standard action and a Handle Animal check (DC 10 + the animal's End Dice) for success. The animal will obey the command





for a number of rounds equal to 3 + the Kai Lord's Charisma modifier (minimum 1 round).

Tier III: Primal Echo

As a free action that can be performed once per round, the Kai Lord may study any single normal animal in order to determine what it will do in response to any single action on his part. For example, he could attempt to decide whether a barking dog will attack if he approaches it or run away. This requires a Handle Animal check (DC 10 + the animal's End Dice) for success and does not work on monsters.

Tier IV: Beast Speech

The Kai Lord may pick a number of broad species of animal (such as bat, bird, dog, cat or horse) equal to his Intelligence modifier (minimum one species). From this point on, the Kai Lord may communicate with any animal of the chosen types as if it were an Intelligence 3 creature. He may also 'listen in' to such animals when they communicate with one another. This means that the Kai Lord can talk to such animals and quiz them about what they have seen and their immediate surroundings, but long conversations on the history of Sommerlund will certainly be out of the question. At all times, the Games Master should remember that animals tend to view the world in very different manner from humans and any responses an animal makes will be coloured by this.

Tier V: Aspect of the Untamed

Once the Kai Lord has mastered the principles of Animal Kinship, he strives to increase his knowledge of the natural world and so gains an incredible understanding that few others can ever hope to attain. The Kai Lord may now either pick three more broad animal species to be able to communicate with (see Tier IV) or he may choose one monster species of Intelligence 2 or less (see the Bestiary Chapter) that he may use any Animal Kinship ability with. For example, he could use the Tier II ability to order a doomwolf to attack if he so wished. However, all skill checks related to using Animal Kinship with a monster species will have their DCs increased by +5, due to the inherent difficulty of building relationships with creatures that are not of the natural world.

Camouflage

The Discipline of Camouflage is one that allows the Kai Lord to blend into his surroundings. With practice and intuition, the Kai Lord learns how to best shield himself from the gaze of others. In the wilderness, he will be able to use the smallest terrain feature to hide his presence, while in a city he can act as a native or adopt a new persona through skilful disguise. The mistaken assumption that a Kai Lord is only at home in the wild has long been one of the Kai Order's greatest advantages.

Tier I: Blinding Surrounds

Taking best advantage of his surroundings, the Kai Lord is adept at using terrain features to mask his presence. From

this point on, the Kai Lord gains a bonus to all Stealth checks equal to his Camouflage Tier.

Tier II: Fleeting Glimpse

Once skilled at veiling his appearance, the Kai Lord then learns how to move effectively while remaining camouflaged. He may now move at up to his base speed while hiding with no penalty to his Stealth check. He only suffers a -10 penalty to his Stealth check while moving faster than his base speed, and the penalty while charging an enemy is only -15 (see page 102 for further details of the Stealth skill).

Tier III: To Hide in Man's Shadow

There are many different talents involved in the power of Camouflage and the Kai Lord studies hard to learn them all. A Kai Lord who reaches this Tier of Camouflage and has 5 or more ranks in certain other skills will gain a bonus to all Stealth checks. He will gain a +2 bonus to all Stealth checks if he has 5 or more ranks in Acrobatics (being able to remain motionless or move with liquid grace), Bluff (creating diversions) or Sense Motive (knowing where a target will turn his attention to next). These bonuses will stack if the Kai Lord has 5 or more ranks in more than one of these skills.

Tier IV: False Faces

The Kai Lord is a master of disguise and can use the least amount of information to aid in the creation of a new persona. If a Kai Lord makes a study of the type of character he is trying to emulate (such as a warlord's bodyguard, a local merchant or a performing actor) he may add a bonus to his Disguise checks equal to his Camouflage Tier when emulating that type of person. The Kai Lord studies his target by making a Gather Information check (DC 15) and observing the target for at least five minutes. The Kai Lord will still need all the necessary make-up and costume required by the Disguise skill in order to be successful. The bonus lasts for twenty four hours, plus a number of hours equal to the amount by which the Kai Lord beat the Gather Information check's DC.

Tier V: Beyond the Body

At this Tier of ability, the Kai Lord has become skilled enough in the Tier IV ability False Faces that, given a few extra minutes, he can disguise himself even as a member of a non-human race. He can change the colour and texture of his skin and change his height and weight by up to one-fifth in either direction. Note that this does not grant him the ability to speak the language of the race, so the Kai Lord must exercise extreme caution when so disguised.

Healing

Through the power of his faith and will alone, the hands of the Kai Lord can literally become the hands of a healer. At lower Tiers of the Discipline, the Kai Lord can be confident that he will recover from any wounds sustained in battle. As his understanding of Healing progresses, he will find that others can benefit from his miraculous powers. In addition, the Kai

Lord gains a bonus to his Fortitude saving throws equal to his Healing Tier.

Tier I: Warmth of the Sun

Through meditation and self-knowledge, the Kai Lord can heal himself of his wounds, no matter how severe they might be. As a full-round action, the Kai Lord may heal Endurance equal to his class level. He may only use this ability on himself and he may only invoke it a number of times per day equal to 1 + his Wisdom modifier (minimum of once per day). This power refreshes itself with the first rays of dawn each day.

Tier II: To Stand at Death's Door

The healing skills of a trained Kai Lord are nearly without equal. Many companions of the Kai have found their mortal wounds closed with a few stitches and the superlative medical arts of their monastic allies. He gains a bonus to all Heal checks equal to his Healing Tier when treating humans.

Tier III: None Shall Fall

Having made a long and careful study of human anatomy, the Kai Lord is a master of battlefield healing. He receives a bonus equal to his Intelligence modifier (minimum +1 bonus) to all first aid Heal checks and one first aid skill check to stabilise human allies can be taken as a free action each round. Kai Lords at this rank of Healing no longer need healing kits to make Heal checks without taking a penalty and can freely heal to the limits of their skill.

Tier IV: Remedy's Touch (2 Endurance)

Channelling his mental energies into the wounded, the Kai Lord can accelerate the healing process, making him a miracle healer on the battlefield. Whenever using first aid upon a wounded character who is at 0 or fewer Endurance, the Kai Lord may instead heal 1d6 + his Wisdom modifier in Endurance. If this healing is not sufficient to bring a wounded ally to 0 Endurance, they are healed to 0 Endurance and awaken instead (though any further activity on their part may still cause them to take further damage). This ability will only work on humans (meaning Dwarven Gunners of Bor may not benefit from this ability).

Tier V: Sanguine Wisdom

A deep understanding of physiology allows the Kai Lord to apply his Healing Discipline to all manner of creatures, not just humans. The Kai Lord may use any Healing ability on non-human characters, animals and monsters without penalty. Creatures immune to critical hits cannot be aided with this skill, as their anatomies are too alien for the Kai Lord to understand.

Hunting

A Kai Lord skilled in the Discipline of Hunting will never starve in the wilderness, no matter how far from civilisation he is. Hunting also increases a Kai Lord's speed and agility, allowing him to bring down the most elusive prey while remaining safe from his enemies. A master of the Hunting

Discipline tends to act like a predator in the wild, never standing still and always alert for the slightest hint of danger, resulting in the Kai Lord gaining a bonus to his Reflex saving throws equal to his Hunting Tier.

Tier I: Primal Kenning

The Kai Lord's basic training in hunting increases his knowledge of nature substantially – he is able to identify most plants and animals with complete accuracy, including their species and some known special traits. He can also determine whether water is pure and safe to drink, or whether it is polluted (be it from poison or pollution) with a simple Survival check (DC 10, though especially subtle poisons may have a higher DC). In addition, the Kai Lord may add his Tier in Hunting as a bonus to all Knowledge (nature) and Survival checks.

Tier II: Feral Flight

Upon reaching Tier II of Hunting, the Kai Lord gains great speed that borders on the supernatural. Few can keep up with him when in full flight. The Kai Lord permanently adds +10 feet to his base speed (normally taking him up to a base speed of 40 feet).

Tier III: Venombane

There is little need for the Kai Lord to fear the sting of venomous insects or a snake's bite. He is immune to all poisons produced by any animal, monster or plant. This ability will not protect the Kai Lord from poisons produced by other sources (such as magic or chemicals).

Tier IV: The Swiftest Strike (1 Endurance)

The aim of Hunting is to bring an enemy down before he is even aware of the Kai Lord's presence. If the Kai Lord manages to successfully hit an enemy in a surprise round, he will deal an additional 2d6 + his Wisdom modifier points of damage, in addition to any he normally causes with his weapon. This additional damage does not apply against creatures immune to critical hits.

Tier V: Huntsense

The Kai Lord is so in tune with his immediate surroundings that it is impossible for an enemy to creep up on him unawares. The Kai Lord cannot be surprised by any means. This ability also ensures that unless an area is completely barren, a Kai Lord can always find enough food and water to keep himself nourished. These are rarely enjoyable repasts but they will stave off hunger and thirst.

Mind Over Matter

To the average commoner, the Discipline of Mind Over Matter is one of the most incredible manifestations of the Kai's powers. Though many hours must be spent in meditation within the monastery just to learn the basics of the Discipline, it allows the Kai Lord to affect the physical world with the power of his thoughts alone. By pure concentration, the Kai Lord is able to move objects at will.

Tier I: Path of Thought

As a standard action, the Kai Lord may make a Concentration check (DC 12) in order to move any solid object within 30 feet. The object can be moved at up to 5 feet per round and cannot weigh more than 1 lb. per class level. In addition, the object must be free to move and cannot be held by any physical restraint (this is true for all Tiers of Mind Over Matter). The Kai Lord may not manipulate any kind of mechanism that is smaller than one square inch in size, no matter how little it weighs.

Tier II: Shielding Impulse

The Kai Lord can now move objects weighing 10 lb. per class level in size, at speeds of up to 10 feet per round, as long as he succeeds at a Concentration check (DC 16). In addition, a Kai Lord with this Tier of power can telekinetically interfere with attacks through concentration. When fighting defensively or engaging in total defence, a Kai Lord can subtract one point of damage from each damaging ranged or melee attack he suffers. Only physical attacks can be reduced in this way.

Tier III: Power of the Pure Mind

With much practice and experience, the Kai Lord can now move objects weighing 25 lb. per class level in size, at speeds of up to 30 feet per round, as long as he succeeds at a Concentration check (DC 20). The Kai Lord's resistance to melee and ranged damage increases to -2 points per attack when he now fights defensively or engages in total defence.

Tier IV: Simple Focus

After being able to move objects weighing a great deal, the Kai Lord now turns his attention to extremely delicate manipulation. As a standard action, the Kai Lord can make a Concentration check in order to manipulate any mechanism, no matter how small it is. The DC to do so is set by the Games Master, with a minimum DC of 20. The DC to manipulate any lock or trap via Mind Over Matter will be at least 5 higher than trying to physically pick the lock or disable a trap.

Tier V: Strafing Will (1 Endurance)

The Kai Lord can now manipulate small objects and cast them forward at great speed, effectively using them as weapons. The object must weigh no more than 5 lb. and may be 'thrown' at any target within 30 feet of the Kai Lord. This is a free action which can be performed once per round, requiring a Concentration check (DC equals the target's Armour Class). The object will cause damage as if it were an improvised weapon, unless it is actually a thrown weapon such as a dagger, in which case it will cause normal damage for a weapon of its type.

Mindblast

The Discipline of Mindblast allows the Kai Lord to attack his enemies with his sheer will, even as he attacks with a more mundane weapon. For the Kai, combat takes place on two distinct levels, the physical and mental, with one taking no precedence over the other. Mindblast is the embodiment of

this belief and, for enemies who have no mental defences, it can prove devastating.

Tier I: Distraction

By subtly altering the perceptions of an enemy, the Kai Lord can slow his foe's reactions ever so slightly and create openings which he can exploit. This takes a move action to accomplish and grants the Kai Lord a +1 bonus to any attack rolls made against one designated enemy. A new enemy may be designated at the start of every round of combat.

Tier II: Force of Personality

As a move action, the character may bind his will to his weapon. The Kai Lord learns to control his mental energies, unleashing them at the precise moment he strikes an enemy, causing crippling wounds. When the Kai Lord injures an opponent in melee combat, he automatically adds his Charisma modifier (minimum of +1) as psychic damage to the damage inflicted. This effect only lasts for one round. This power may be used in conjunction with other psychic attacks, such as Attack or Stun.

This Tier of Mindblast also allows the Kai Lord to use the Attack action in Psychic Combat.

Tier III: Psychic Lash

The power of the Kai Lord's mind is a physical thing to any enemy he fights. In melee combat, the Kai Lord may designate one enemy in sight at the beginning of his turn. He will automatically cause 1d6 points of psychic damage to this enemy every round, as it is overwhelmed by a barrage of mental lashes. The creature also suffers a -1 penalty to its attack rolls whilst suffering from a Psychic Lash. Such an effort costs the Kai Lord his effectiveness as a warrior while he splits his concentration, however, suffering a -1 penalty to attack rolls, damage rolls and Armour Class during any round in which he employs this use of Mindblast. This power may be used in conjunction with other psychic attacks, such as Attack or Stun.

Tier IV: Dagger of the Mind (1 Endurance)

As a standard action, the Kai Lord may select one enemy within 30 feet as the focus for the full force of his mental powers. He deals 1d6 points of psychic damage for every four character levels (rounded down). This power may be used in conjunction with other psychic attacks, such as Attack or Stun.

This Tier of Mindblast also allows the Kai Lord to use the Stun action in Psychic Combat.

Tier V: Spiritshriek (2 Endurance)

With a piercing psychic roar, the Kai Lord may expend his entire mental reserve in one dreadful blast. Every character, animal and monster within 30 feet, friend or foe, will automatically suffer 1d6 points of psychic damage for every three character levels the Kai Lord possesses (rounded



down). Any creatures that survive this attack will be stunned for the entire round and may not take any action (but are not considered helpless). Though powerful, this attack is very draining to the Kai Lord. He will be unable to use any of his Mind- or Psi-Disciplines for one minute following the use of this power.

Mindshield

Long hours of meditation are required to learn and improve upon the Discipline of Mindshield. The Kai Lord builds upon his mental defences, learning to create a barrier against any use of Mindblast or direct psychic assaults on his mind. Mindshield will ensure a Kai Lord is safe against the mental attacks of others, leaving him free to concentrate on battle.

Tiers I – V

Mindshield protects a Kai Lord against the effects of Mindblast and other psychic powers. A Tier of Mindshield will completely protect a Kai Lord against all Mindblast effects of the same Tier or lower, though he remains susceptible to such psychic attacks as Attack and Stun, even if generated by Mindblast. This means that though the Kai Lord would not be affected by Dagger of the Mind, he would still be susceptible to a Stun psychic attack. In addition, the Kai Lord gains a bonus to his Will saving throws equal to his Mindshield Tier.

Once a Kai Lord has reached Tier II of Mindshield he may use the Erect a Shield action in Psychic Combat. Once a Kai Lord has reached Tier IV of Mindshield he automatically raises a shield in Psychic Combat (see p153 for more details).

Sixth Sense

The Discipline of Sixth Sense permits a Kai Lord to be forewarned when danger is imminent and tunes him in with his immediate surroundings. It also allows him to perceive the true nature of a stranger and to guess their real intentions. It is this prescience that makes the Kai truly feared by their enemies, as they learn to anticipate danger long before it confronts them.

Tier I: *Second's Warning*

The Kai Lord learns to react to his inner sense of self-preservation long before he truly knows the source of a threat. Kai Lords with this power gain a +1 bonus to their Armour Class as long as they are not flat-footed in a given combat round. Kai Lords also gain a +1 bonus to Reflex saving throws as long as they are not flat-footed.

Tier II: *Glancing Blow*

By trusting their instincts, Kai Lords can turn mortal strikes into little more than superficial wounds by moving their bodies away from the force of an attack. Once per day per point of Dexterity modifier (minimum of once per day), a Kai Lord can force an opponent who has damaged him to inflict the minimum amount of damage a melee or ranged attack can

cause (i.e. the lowest possible result of its damage dice). This ability only works if the attack struck the Kai Lord himself and cannot be used if the Kai Lord is flat-footed, paralysed or helpless.

Tier III: *Dangerous Whispers*

Kai Lords are always alert for signs of danger, even signs that no one else can perceive. As a standard action, a Kai Lord can concentrate on his surroundings and discover the most dangerous thing within 30 feet of his present location. This may be nothing more than a concealed weapon or a loose stair, but if it could pose a danger to the Kai Lord, it will be detected and a rough mental picture of the danger will form in the Kai Lord's mind. Monsters cannot be sensed with this ability, nor can any humanoid, undead or construct.

Tier IV: *Sudden Foresight*

The ability of Dangerous Whispers becomes more attuned, allowing the Kai Lord to sense nearby monsters, humanoids, undead and constructs within 30 feet, even if they are hidden or invisible. This power can be opposed by any creature that is deliberately hiding its presence. If the Kai Lord beats the creature in an opposed Will save, he will sense it; otherwise, the creature remains undetected by this power. Note that Sudden Foresight takes a standard action to use and will detect *any* creatures, regardless of whether they mean to harm the Kai Lord or not. This ability is not used in conjunction with Dangerous Whispers – one detects static, non-sentient dangers while the other specifically senses creatures.

Tier V: *Knives in the Dark*

By studying another character, the Kai Lord can sometimes guess their intentions or tell if they pose an immediate threat. This is a full-round action that requires a Sense Motive check opposed by the target's Will saving throw. If the Kai Lord is successful, he will be able to tell if the target intends to harm him or his plans. If he exceeds his opponent's roll by 5 or more, he gleans a small flash of information regarding the type of danger the target represents. This may alert the Kai Lord to a poisoned dagger in the target's pocket or his intention to blackmail the character. While Sudden Foresight will detect creatures, they may not actually be hostile to the Kai Lord. This power will determine whether a creature has any hidden agendas against him.

Tracking

The Animal Kinship and Hunting Disciplines let a Kai Lord communicate and live among the wild creatures of the world but this Discipline lets him find his way around while doing so. Much more than just a glorified pathfinding skill, Tracking provides insight and information far beyond what others could determine from a few prints in the snow or a smudge on the road.

Tier I: *Follow the Trail*

A Kai Lord can find tracks in any environment and follow them for great distances. Each mile of following tracks

requires a successful Survival check. The Kai Lord must also make another Survival check every time the tracks become difficult to follow. Kai Lords move at half their normal speed when using Follow the Trail (or at their normal speed with a –5 penalty on the check, or at up to twice their normal speed with a –20 penalty on the check). The DC of the Survival skill check depends on the surface and the prevailing conditions, as given on the Follow the Trail DCs table.

Several modifiers may apply to the Survival check, as given on the Follow the Trail DC Modifiers table.

If a Kai Lord fails a Tracking Survival check, he can retry after one hour (outdoors) or 10 minutes (indoors) of searching. Three failed checks in a row loses the trail completely and one full day must pass before the check can be made again (adding +1 to the difficulty due to the lost time, as shown in the Follow the Trail DC Modifiers table).

Tier II: *Stride of the Woodwalker*

Kai Lords are very adept at moving through natural terrain and do not suffer the same penalties that others must endure. Kai Lords can move at their normal rate through forests, rough terrain, overgrowth or mud. These simply do not impede the progress of a Kai Lord, even if they are the result of magical effects.

Tier III: *Step Without Shadows*

A Kai Lord moving in natural surroundings does not leave any kind of tracks. This ability only works if the Kai Lord

is not suffering any damage, is wearing no armour and is not suffering any effect that reduces or impedes his movement rate.

Tier IV: *Signs of the Prey*

Tracks can tell a Kai Lord a lot about those he follows. By making a Survival skill check as a full-round action, at a DC 5 higher than the DC normally needed to track a subject, the Kai Lord's hunting prowess will reveal information about the creature in question. Kai Lords can determine species, weight, height, armour (if any), gender and End Dice or character level through this tracking method. One check is needed for each piece of information and the details must be learned in the order given above. If a check fails, nothing further can be learned about the creature or group of creatures.

Tier V: *Trackmastery*

A Kai Lord is so in tune with tracks at this Tier of ability, few things can distract him from following his prey. When a Kai Lord with Tier V Tracking is on the trail of a creature, he only needs to make additional Survival checks if conditions increase the skill DC. In addition, lighting conditions no longer pose any penalty.

Follow the Trail DCs

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

- ◆ *Very Soft Ground:* Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
- ◆ *Soft Ground:* Any surface soft enough to yield to pressure but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
- ◆ *Firm Ground:* Most normal outdoor surfaces (such as lawns, fields, woods and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair) but it leaves only occasional or partial footprints.
- ◆ *Hard Ground:* Any surface that does not hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces of its passage (scuff marks or displaced pebbles).

Follow the Trail DC Modifiers

Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.



Weaponskill

Most Kai Lords learn the Discipline of Weaponskill at some point in their lives, even if they never go forward to master all ten of the basic Kai Disciplines. The world of Magnamund is a dangerous place and no matter how peaceful the approach of a Kai Lord, there are times when only a strong sword arm will successfully defend Sommerlund.

Tier I: *Martial Instruction*

The Kai Lord selects one type of weapon (such as sword, quarterstaff or warhammer), gaining a +1 bonus to all attack rolls made with it in combat. His masters will grant the Kai Lord this weapon at 1st level and will replace it on return to the Kai Monastery when lost or broken. This bonus also applies when wielding magical versions of the chosen weapon.

Tiers II – IV: *Continued Training*

The Kai Lord may either select a new weapon to gain a +1 bonus to attack rolls with, as detailed in Tier I, or may instead choose to gain a +2 bonus to damage with a weapon that has already been selected. Alternatively, if a ranged weapon has been selected with Weaponskill previously, the Kai Lord may instead choose to increase its range increments by 25%. This range increase can only be chosen once for each weapon.

Tier V: *Warmastery*

Upon attaining the Tier V of Weaponskill, the Kai Lord has few equals in battle and can readily use any weapon he can lay his hands on with equal ability. The Kai Lord now gains a +1 bonus to attack rolls with all ranged and melee attacks, regardless of the weapon being used. All chosen weapons that are already benefiting from this bonus instead gain a +2

bonus to damage when used. All chosen weapons currently benefiting from *both* benefits instead gain the following advantages; whilst the Kai Lord wields these chosen weapons, he gains a +1 bonus to his Armour Class and a +4 bonus to resist disarm attempts targeting that weapon. In addition, all ranged weapons in the hands of the Kai Lord have their range increments increased by 25%. This range increase combines with a range choice from the II – IV Tiers of this disciple, increasing a chosen weapon's range increments a full 50%.

Magnakai Disciplines

Animal Control (Animal Kinship)

Kinship with animals is a useful, occasionally extremely vital Discipline – but it can only do so much. With the greater capabilities that training in Animal Control allow, there is little a Kai Lord need fear from the animal or even plant kingdoms. Indeed, his intuition and influence are such that he may command an animal's actions, feral thoughts and even heart.

Tier I: *Sensewarding*

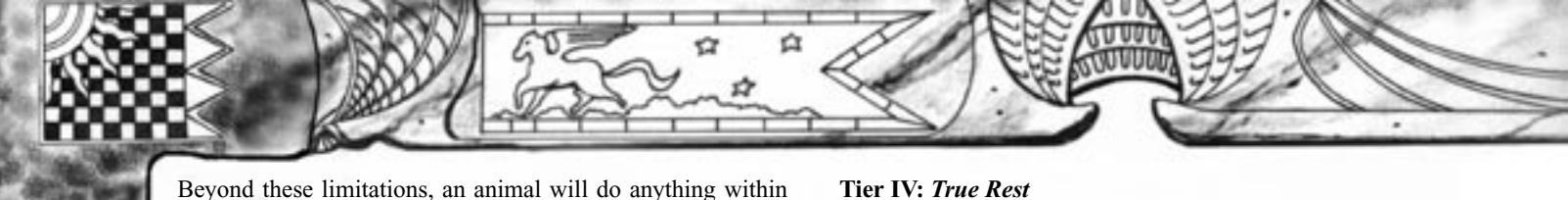
By manipulating the ability of an animal to taste and smell, a Kai Lord can cause it to flee his immediate area. The animal must be within 60 feet of the Kai Lord but if effective this ability will cause it to flee. The animal will move away until it is at least one mile away from the Kai Lord, remaining at least this far away for a number of hours equal to the Kai Lord's Charisma score. This is a standard action which the animal may resist with a Will saving throw against a DC equal to 15 + the Kai Lord's Charisma modifier. Even animals that resist this ability will be stunned for one round as they overcome its effect; this is usually enough time for the Kai Lord to evade the animal in question.

Tier II: *Feral Friend*

At this Tier of Magnakai training, no animal or plant creature will willingly attack a Kai Lord unless it is attacked first. Animals and plants ordered to guard a location will still try non-violent methods of fulfilling their commands, but they will not inflict injury if they can at all avoid it. However, from now on Kai Lords that willingly strike an animal or sentient plant with intent to cause harm lose all Animal Control abilities for 24 hours (though Animal Kinship will still function normally).

Tier III: *Call of the Forest*

When in a natural (but not desolate) over-ground environment, a Kai Lord can summon a small animal of any indigenous sort to serve for a short time as a messenger or guide. The Kai Lord makes a Charisma check against a DC of 10 – if successful, the summoned creature moves to the Kai Lord as fast as it can, arriving 1d4+1 rounds after the call and serving until its requested service is done. Summoned animals can possess no more than 1 End Die or be greater than Small size. They will not fight for the Kai Lord or leave their home environment.



Beyond these limitations, an animal will do anything within its ability to understand and perform.

Tier IV: Nature's Boon

This functions as Call of the Forest but works in any environment, even an urban or underground one. The creature must still be one native to the setting, but the Discipline can function anywhere animals can be found. In a typical city, a Kai Lord will likely call a rat, cat or small dog. The power is still limited to 1 End Die creatures.

Tier V: True Companion (2 Endurance)

This final improvement of the teachings of Animal Control grants a Kai Lord the ability to bind an animal of as many End Dice as his Charisma modifier (minimum of 2) and command it to perform any action, even leave its home environs or fight on his behalf. This ability is always successful but the Kai Lord must be in physical contact with the animal in order to use the ability. The animal will accompany the Kai Lord for a number of days equal to his character level before loping off home – a further use of this power will not affect the creature. A Kai Lord may only use this ability once per day and may only maintain a number of True Companions equal to his Wisdom modifier (minimum 1) at any one time. The initial Endurance cost to bond with an animal is paid only once; it is not required daily.

Curing (Healing)

Kai Lords learn the Discipline of Healing to save lives, but it can only do so much. Once the secrets of Curing become available to a Kai, grave wounds can be closed and deadly toxins can be salved away with little more than a touch.

Tier I: Slow the Heart

Kai Lords know that poisons travel through the blood. By taking a standard action to lay his hands on a creature and concentrating on slowing its heart rate, he can keep a poison from running its course. This can only be done after a creature (including the Kai Lord) is inflicted with a poison but before the poison's secondary damage occurs, this ability can delay the damage by as many minutes as the Kai Lord's class level. This can only be done once per instance of poison.

Tier II: Drawing out the Unclean (2 Endurance)

By touching a creature suffering from any form of disease and concentrating for one full minute, the Kai Lord can make a Will save against the same DC as the Disease's initial Fortitude save. If successful, the disease is immediately cured but the Kai Lord inflicts Endurance damage on the subject equal to half the save DC. This damage can then be healed through any means at the Kai Lord's disposal if desired.

Tier III: Purification (2 Endurance)

This power works exactly like Drawing out the Unclean, but also affects poisons in the target's system. The poison's Fortitude DC is used instead of the disease's if used in this way. Only one affliction can be affected at a time.

Tier IV: True Rest

By relaxing and entering a meditative state, a Kai Lord can greatly accelerate his own healing. This trance requires a Concentration check (DC 25) and heals 1 Endurance every five minutes *and* 1 point of lost (but not permanently drained) ability score every 10 minutes. The Concentration check must be attempted for every hour of True Rest and if it fails, the Kai Lord may not use True Rest for 24 hours. True Rest may be induced in others but the Concentrations check is still made by the Kai Lord and the DC is increased to 30.

Tier V: Not While I Breathe (8 Endurance)

If a Kai Lord can reach a slain target within one minute (ten rounds) of death, he may attempt to bring them back to life. This is a difficult Discipline to master and has no guarantee of success. The slain target must make a Fortitude save using the Kai Lord's base Fortitude bonus plus their own Constitution modifier, against a DC 20. Restored creatures have 1 Endurance and cannot be healed through magic, Heal skill checks, or Disciplines for 24 hours due to system shock. Obviously the Kai Lord may not use this ability on himself.

Divination (Sixth Sense)

The art of Sixth Sense is only the rudimentary form of true precognition emerging in a Kai Lord. Once the level of Magnakai is reached, these powers can be fully explored and the ephemeral mysteries of the future made clear. Even at its best, this Discipline can be confusing, but the glimpses it provides can save lives, show the Kai Lord other worlds and let him sense the past, present and future.

Tier I: The Sightless Eye

A Kai Lord can detect others with the gift of prophecy and those touched by the magical forces of the world. By concentrating on a creature for one full round, he may determine if the subject has any ability to cast spells, use Kai Disciplines or engage in psychic or magical combat. The Kai Lord must make an opposed Will saving throw against the target if the subject is aware of him and wishes to conceal its power.

Tier II: Auras of Power

This Tier of Divination allows the Kai Lord to tell just by sight whether an item contains any magical or psychic power. There is no way for non-sentient items to resist this Discipline, though items with a Wisdom score can make an opposed Will save to avoid detection.

Tier III: Timeless Touch (2 Endurance)

By handling an object or touching the walls, floor or ground of a location, a Kai Lord can glimpse images of the past where it is concerned. This is a tiring process that takes at least a full-round action to achieve; it is also usually limited to major events or the recent past (no more than a few hours before the contact). The information imparted is completely under the Games Master's control, but should provide useful clues when used correctly. Timeless Touch can only be used once an hour

and no more than once a day for every point of Constitution modifier the Kai Lord possesses (minimum of once).

Tier IV: Unbound Spirit (1 Endurance/minute)

The Kai Lord can leave his body for brief periods of time and walk the world as an unseen apparition – this ability is sometimes known as astrally projecting. This is a difficult power to use and can only provide limited information, as the spirit world is sometimes very different from the real one. It takes at least a full minute of meditating before the spirit is able to leave the Kai Lord's body. Astrally projecting can only be done for one minute per Kai Lord class level before the spirit is forcibly returned to the body. A Kai Lord's body is completely helpless while he astrally projects.

While walking as an Unbound Spirit, the Kai Lord is powerless to affect any creature or object in the real world, but is also invisible to them. The apparition of the Kai Lord is clothed in a hazy version of his own accoutrements, including a weapon but not a Backpack. Astral Movement is limited to 30 feet per round, but any direction is possible and solid objects can be freely passed through (but not magical projections or created walls). While projecting, a Perception check (DC 15, or higher at the Games Master's discretion) is needed to see anything in the real world through the haze of the Spirit Lands. The Games Master may run encounters in the Spirit Lands; these are other travelling spirits or evil forces and they interact (and can be interacted with) just like physical creatures. Kai Lords cannot use any Disciplines except Mindblast, Mindshield, Psi-screen, Psi-surge, Weaponskill or Weaponmastery while travelling as an Unbound Spirit. If 'killed' while projecting, a Kai Lord's body dies instantly.

Tier V: Foretelling

This Discipline grants the Kai Lord a powerful precognitive sense. A Kai Lord with Tier V Divination constantly receives instantaneous warnings of impending danger. This prevents the Kai Lord from ever being flanked or flat-footed. In addition, Foretelling gives the Kai Lord a general subconscious idea of what action he might take to best protect himself; this provides a +2 bonus to Armour Class and Reflex saves. This bonus does not occur if the Kai Lord is helpless or denied his Dexterity bonus to Armour Class for any reason.

Huntmastery (Hunting)

There are hunters and then there are *huntmasters*. The greatest of the Kai Lords can react with the speed of a jungle cat, move through the woods without a trace and scale the tallest trees effortlessly. The strength, speed and skills of the most feral creatures in nature are the huntmaster's to enjoy, though some come at a cost. Truly attuned Kai Lord hunters sometimes feel awkward in urban surroundings, longing for the freedom of the great outdoors.

Tier I: Wild Grace

A Kai Lord begins his journey into the mysteries of Huntmastery by learning the agility of the many climbing

animals of the forest. This grace becomes part of him, granting him the ability to climb even the smoothest of surfaces with ease and move with the fluidity of a lynx. All Climb and Acrobatics check DCs are reduced by 3 and any Climb or Acrobatics skill check with a DC of 15 or less is automatically successful.

Tier II: Wild Presence

Animals know when a Kai Lord hunter is among them. Predators will avoid a Kai Lord with this Tier of ability at all costs unless he enters their territory, while prey animals will flee as soon as they sense his approach. Stealth checks may be made as usual to hide the Kai Lord from animals if he so wishes. Wild Presence can only be suspended at will if the Kai Lord also has Tier V in Animal Kinship; otherwise it is constant. Suppressing Wild Presence does not count as an action.

Tier II: Wild Sight

A Huntmaster can see with the acuity of a hunting hawk and the range of an eagle. He gains the power to see twice as far as local lighting conditions would allow and with enough precision to read small script at 100 feet away. This sight is reactive to motion just like that of many animals, granting the Kai Lord a +1 bonus to Armour Class against visible ranged attacks.

Tier IV: Wild Senses

The powers conferred by Wild Sight become more potent at this Tier, allowing the Kai Lord to extend his hearing, taste, touch and smell to an equal degree. This has the overall effect of providing a +2 bonus to all Perception skill checks. Unfortunately, this does inflict a -2 penalty to all saving throws against blindness, deafness or smell-based attacks and effects.

Tier V: Wild Soul

Kai Lords are typically named after their spirit animal, a creature that resonates within their soul. At this Tier of ability, that spirit animal manifests fully and grants the Kai Lord some of its power. The Kai Lord gains one of the following powers, chosen by the Player as befits their character's animalistic side.

- ♦ **Scent:** The Kai Lord, like a wolf, can detect approaching enemies, sniff out hidden foes and track by sense of smell. See page 262 for more information.
- ♦ **Climb:** Renowned for its agility, like a squirrel or mongoose, the spirit animal makes it that much easier for the Kai Lord to climb and cavort. The Kai Lord gains a +2 bonus to all Acrobatics, Climb and Escape Artist skill checks.
- ♦ **Alertness:** Ever vigilant, like an owl, the spirit animal sharpens the senses of the Kai Lord, allowing him to automatically make Perception skill checks if the DC

is 15 or less, without having to roll and a +1 bonus to Initiative.

- ♦ **Vitality:** Strong and primal, like a lion or bear, the Kai Lord gains some of the power inherent in his spirit animal. This grants a constant +2 bonus to either Strength or Constitution (Player's choice).

Invisibility (Camouflage)

Hiding oneself is a lesson that every Kai Lord learns to some degree, but the basic arts of disguise and concealment are simplistic compared to the subterfuge of a Magnakai's increased abilities. The very definition of stealth, a Magnakai's powers can get him into an enemy's stronghold without fear of detection and, more importantly, see him safely back out again.

Tier I: *Timely Distraction*

A Kai Lord can use this Discipline to draw off the attention of an opponent at an opportune moment. As a standard action, the Kai Lord can force a sentient target to make a Will saving throw (DC equals the Kai Lord's class level). If failed, the target will act as if stunned, paying attention only to some imagined distraction while the Kai Lord acts normally.

Tier II: *Fleeting Memory*

This power works just like Timely Distraction, but if the target fails his saving throw against that Discipline, the Kai Lord

can make him attempt the save again. If this one fails and the target has only been aware of the Kai Lord's presence for one minute or less, it forgets about the Kai Lord completely after recovering from the stunned condition. This is very useful for getting past guards without raising an alarm.

Tier III: *Utter Silence*

The Kai Lord is now capable of completely masking all sounds of motion. When attempting to move silently, he can automatically make a Stealth skill check with a DC of 15 or less. Also, the Kai Lord never suffers any penalty for the condition of the ground or any obstructions in his path when using the Stealth skill.

Tier IV: *True Disguise (1 Endurance/minute)*

Until this point in his training, a Kai Lord must rely on make-up and other tricks in order to alter his appearance. By focusing his will for one round, a Kai Lord trained in the arts of Invisibility can achieve anything the Disguise skill allows without materials of any kind. This is considered a magical alteration and an illusion, lasting as long as the Kai Lord wishes. A Disguise skill check is still needed to determine how effective the new 'face' holds up under observation.

Tier V: *Vanish (4 Endurance)*

This power allows the Kai Lord to use the Stealth skill even while being observed directly and in plain sight. Lighting conditions do not matter, as this Discipline practically makes the Kai Lord invisible for a few fleeting seconds. This grants





the Kai Lord an automatic success on the Stealth skill check regardless of any opponents' Perception scores. Opponents able to see invisible targets will not be fooled, nor will creatures with the scent ability.

Nexus (Mind over Matter)

Kai Lords are expected to endure the worst of conditions when persevering to their mission's goal; this is made much easier with the powers of Nexus. Mastery of both one's own body and the forces of decay and destruction is vital to the practice of Nexus, making it one of the most difficult Kai Disciplines to learn.

Tier I: *Lingering Breath*

A Kai Lord learns to make the most of each breath, drawing out the sustaining air in his lungs for ten minutes or more if need be. Lingering Breath allows a Kai to resist gases, fumes or a lack of air for a number of minutes equal to his Constitution score (minimum of 10 minutes) before suffocating. Instead of making Constitution checks thereafter, a Kai Lord instantly suffocates, drowns or suffers the effect of the gas or fume if this time runs out before he reaches a source of breathable air.

Tier II: *Broken Chains*

This Tier gets its name from the freedom it grants those who learn it. Kai Lords with this power do not need to eat or drink more than a single meal and a gallon of water every week to maintain full health. In addition, Kai Lords need only sleep for two hours a day to be fully rested.

Tier III: *Quench (1 Endurance)*

By gesturing towards an open flame and making a sharp slash through the air with his open palm (a free action), a Kai Lord can force a fire source of any size up to 5 feet square to instantly extinguish itself. This is done by telekinetically removing the air from around the blaze. A larger blaze can be fought one 5 foot by 5 foot section at a time. If used against a creature of the Fire subtype, it inflicts Endurance damage equal to the number of Endurance points spent to power the ability x the Kai Lord's Charisma modifier (minimum multiplier of 1).

Tier IV: *Impervious Aura (1 Endurance/minute)*

By meditating and remaining entirely still, a Kai Lord may build a protective shield around his body, which extends for one inch around his body. This shield prevents him from moving (the Kai Lord loses any Dexterity bonus to Armour Class) or using any Discipline that targets another object or person while it is active, but it is nearly indestructible. The aura grants Damage Reduction 30/-. This aura can be bypassed by spirit creatures and cannot resist damaging magical or psychic powers.

Tier V: *Soul of the Void*

The Kai Lord that achieves Tier V in Nexus learns how to mitigate or negate all but the fiercest of elemental and

environmental effects. Soul of the Void is a constant Discipline and reduces all elemental damage by 10 points per instance. The Kai Lord does not suffer from physical exposure and is immune to normal elemental effects like fire, freezing cold and even natural lightning. Kai Lords with this power are also immune to suffocation; they can hold their breath indefinitely. This Tier of Nexus also renders a Kai Lord immune to many instant death effects, including a fatal blow dealt by the Dagger of Vashna.

Pathsmanship (Tracking)

All Kai learn to track, but the ways of the wilderness are not the only trails in the world. Every destination has a journey that lies before it and a Kai Lord with the Pathsmanship Discipline learns to master every step along the way.

Tier I: *Careful Footing*

By moving at half his base movement each round, the Kai Lord becomes immune to any effect or magic that might cause him to lose his balance, slip or fall. This power negates the need to make Acrobatics checks to maintain balance as long as the Kai Lord moves at reduced speed. Even if the Kai Lord decides to move at faster speeds, the surety of step granted by this Discipline adds a +2 bonus to all Acrobatics checks made when doing so.

Tier II: *Dangers Ahead*

The Kai Lord gains the ability to read the intent of those he is tracking. If the Kai Lord is following tracks, he will know when he is within 100 yards of that creature's current location. If he makes a successful Survival skill check (DC 30), he will know if the creature is good or evil, is waiting in ambush for him, or knows of his existence. Only one check is needed to learn all three facts.

Tier III: *True Tracklessness*

The Kai Lord now leaves no tracks of any kind, even if wounded, wearing armour or suffering from impeded movement. The Kai Lord can even move over ground that should take tracks regardless of his skills, such as mud or fresh snow and leave no sign of his passage at all.

Tier IV: *We Walk the Same Road*

The Kai Lord begins to feel a kinship with all those who travel the face of Magnamund. This insight grants him the ability to speak with any sentient creature, even if the target speaks a language the Kai Lord does not know or should not physically be able to speak. This communication is enacted with sign language and basic verbalisations, but is actually achieved on the subconscious level as the Kai Lord makes telepathic conversation. This conversation remains fairly basic, however – complex dialogue requires a Diplomacy check (DC 20 or higher) in order for the participant to make himself understood. It can be blocked by any active psychic defence, including Mindshield.

Tier V: *Hidden Travels*

A Kai Lord mastering Pathsmanship gains a rare and precious gift; they become immune to powers of location and detection. To activate Hidden Travels, the character must remain in motion (moving at least 5 feet every round). While they are moving no spell, Discipline, or psychic power can detect them in any way. This Discipline can be combined with Invisibility to literally disappear from both normal and magical sight, but otherwise it grants no protection from being physically spotted.

Psi-screen (Mindshield)

Like Mindshield, Psi-screen protects the Kai Lord's mind from the ravages of psychic assault. This Discipline is very focused, defending the Kai's thoughts from intrusion and attack. Without this defence, a Kai Lord would likely succumb to the first true Darkspawn he encounters, making it vital for any true defender of the land.

Tiers I – V

Psi-screen protects a Kai Lord against the effects of Psi-surge and other psychic powers. A Tier of Psi-screen will completely protect a Kai Lord against all Psi-surge uses of the same Tier or below. It also functions as Damage Reduction for Psychic Combat; all psychic damage inflicted upon the Kai Lord is reduced by his Psi-screen Tier.

Psi-surge (Mind Blast)

Psi-surge gives vent to the truly destructive powers within the thoughts of a Kai Lord. Focusing rage, aggression and spiritual energy into expressions of violence, a Kai Lord can shatter objects, muddle the minds of others and even kill with overwhelming emotional assaults too blistering for the mortal mind to endure.

Tier I: *Shattering Psyche (1 Endurance/round)*

A Kai Lord with this Tier of power can sunder objects at a range of 30 feet as if he were striking it with an invisible weapon. This ability inflicts the Kai-lord's Intelligence modifier (minimum of 1 point) as Endurance damage to a single object for every round the Kai Lord spends concentrating on it. This is a full-round action that ignores the hardness of the object in question, requires no attack roll and even items wielded or worn by another creature will be affected. This power can be used on living creatures and causes excruciating pain, but each round allows a Fortitude saving throw (DC equals the Kai Lord's class level) to negate the damage. A failed save inflicts one point of Constitution damage to the target and they are considered dazed for one round. A Kai Lord can only use Shattering Psyche for a number of rounds equal to his Constitution score every day.

Tier II: *Scatter the Flock (1 Endurance per enemy targeted)*

By destroying an opponent or group of opponents' ability to sense direction, the Kai Lord can cause random movement for

Clouded Perceptions

d%	Behaviour
01–10	Attack Kai Lord with melee or ranged weapons (or move towards if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from Kai Lord at top possible speed.
71–100	Attack nearest creature with intent to kill.

a round. This is a standard action and each foe within 60 feet selected by the Kai Lord may make a Will save (DC equals the Kai Lord's class level) to avoid its effect. Those failing the save must take a double move on their next round and will move in a random direction. If blocked by impassable or damaging terrain (such as a wall or cliff edge), that target will end his move and take no further action.

Tier III: *Clouded Perceptions (2 Endurance)*

When the Kai Lord focuses on just one target, his ability to affect that target's perceptions is immense. The Kai Lord selects a creature within 30 feet and concentrates (taking a standard action to do so). The target creature gets a Will saving throw (DC equal to the Kai Lord's class level plus his Intelligence modifier). Failure causes the target to act randomly for 1d4+1 rounds thereafter. The random actions are rolled on the Clouded Perceptions table, with a new action determined at the start of each round. The Kai Lord need not continue concentrating for the duration of the effect.

Tier IV: *Stunning Shout (4 Endurance)*

The Kai Lord must be able to speak audibly to use this power and it causes a great deal of mental and physical stress in order to be performed. By psychically enhancing his voice, the Kai Lord can emit a powerful wave of sonic and telepathic force, forcing all those within 15 feet of his location to make a Fortitude save (DC 15 plus the Kai Lord's Charisma modifier) or be stunned for 2d4 rounds each.

Tier V: *Ishir's Regret (8 Endurance)*

The ultimate Magnakai ability of Psi-surge is called Ishir's Regret, because the legends of the Kai state that every time it is used, the goddess Ishir weeps for the life that is taken. The most powerful form of Psi-surge can literally shatter an opponent's mind and kill it from shock. The target of this power must be in line of sight and no more than 60 feet from the Kai Lord. Only living creatures are susceptible and they receive a Will saving throw (DC equals the Kai Lord's class level plus his Intelligence modifier). If successful, the target still suffers 5d6 points of psychic damage from the harrowing mental experience and will be stunned for one round.

Failure causes the death of the target if it has fewer End Dice or character levels than the Kai Lord. Otherwise the power inflicts 10d6 psychic damage and leaves the target stunned for 1d4+1 rounds. This may end up killing the target in any case.

Ishir's Regret is a full-round action that requires the Kai Lord to remain effectively motionless and denies him his Dexterity bonus to Armour Class.

Weaponmastery (Weaponskill)

The world of Magnamund is a dangerous place and this is something the Kai know all too well. In addition to their mental exercises, the Kai drill constantly in specialised weapon techniques until they are adept at wielding virtually any lethal instrument known to the lands of men. Once they have perfected these skills, they turn to the more esoteric and specialised arts of combat.

Tier I: *Fight Without Steel*

A Kai Lord with this Discipline is never truly unarmed. He can use his hands, feet, limbs, body and even head as a weapon when the need arises. This power lets the Kai treat his unarmed attacks as armed, allowing him to avoid the -4 penalty to attack rolls for fighting unarmed. Kai Lords that can Fight Without Steel can also inflict slashing or piercing damage with their unarmed attacks if they wish, causing lethal damage. The Kai Lord may cause lethal or nonlethal damage as he wishes when inflicting bludgeoning damage.

Tier II: *Chosen Form*

Each Kai Lord who advances to this Tier in Weaponmastery gains a true affinity with one kind of weapon (sword, warhammer, axe and so on). When wielding a weapon of this type in combat, the Kai Lord benefits from a +2 bonus to all damage rolls. The Kai Lord can select an additional type of weapon every time his Tier in Weaponmastery increases, eventually gaining four chosen forms. The Kai Lord is free to select 'unarmed' as one of these types. This damage bonus stacks with that granted from chosen weapons selected with the Weaponskill Discipline.

Tier III: *Armed Denial*

When a Kai Lord with this power chooses to strike a weapon or held object out of an opponent's grasp, he does not allow that foe a free attack on him for the attempt. He also benefits from a +2 bonus to the opposed melee attack roll. If the Kai Lord has a ranged weapon as one of his Chosen Forms, he may perform a disarming action with it (but does not receive the +2 bonus due to the difficulty of the shot).

Tier IV: *Mirror Wielding*

Normally, wielding weapons in both hands causes a -4 penalty to all attacks and only allows a single attack with the 'off hand'. This Tier of Weaponmastery allows the Kai Lord to wield a one-handed weapon of the same type in each hand with just a -2 penalty to attacks. Alternately, it lets him use both hands with a single one-handed weapon, gaining a +1 bonus to attack and damage rolls. Mirror Wielding does not confer any bonuses or benefits if the Kai Lord is wielding a two-handed or ranged weapon.

Tier V: *Strike as One (2 Endurance)*

This is the height of the Kai Lord's martial training. The Kai Lord must use this ability in conjunction with the full-attack combat option. It allows a Kai Lord to give up all attacks in a given round in return for a single attack against one opponent at a penalty of -2 to the attack roll. This strike, if it hits, has its total damage roll multiplied by the number of attacks the Kai Lord should have received (including those from wielding two weapons, if applicable) and is treated as a single attack. Strike as One is very effective at overcoming Damage Reduction and sundering objects through the application of overwhelming force.

Lore-circles of the Magnakai

The Magnakai teach a form of unity through the same principles as the Four Vows that every novice must take when entering the monastery. More than just limitations, the Four Vows are guiding principles that can grant great strength and power to those who understand what they have to teach. When a Kai Lord gains one Tier in each of the Magnakai Disciplines listed for these Lore-circles, he immediately receives the listed bonus. Each Lore-circle is only granted once, but a Kai Lord may gain all four (and will) over time. By 20th level, a Grand Master Kai will benefit from all four Lore-circles.

Circle of Fire

'Truth is the fire that forges us anew. Only through the honest hunt can we grow and thrive.'

Huntmastery and Weaponmastery
+1 Base Combat Skill*, +4 Endurance

Circle of Light

'Life is simple; only the burden of our higher mind makes it difficult. Let go and touch the world as it is.'

Animal Control and Curing
+6 Endurance

Circle of Solaris

'Between light and dark, all life can be found. See what cannot be seen and you will find your way.'

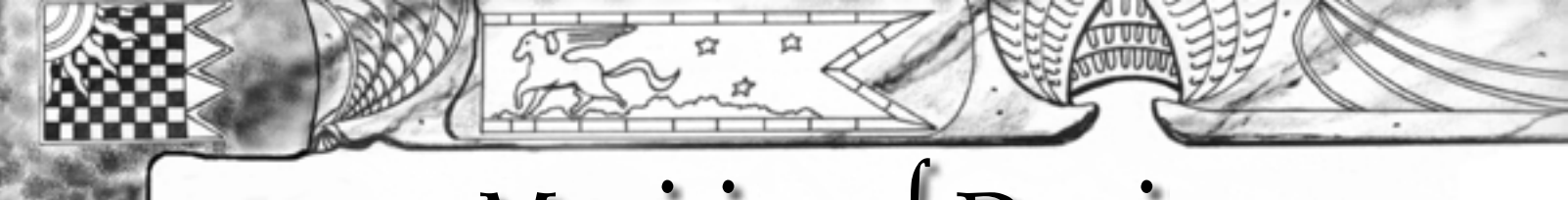
Huntmastery, Invisibility and Pathsmanship
+1 to all physical ability scores (Strength, Dexterity and Constitution), +4 Endurance

Circle of the Spirit

'Only by accepting that you can never understand anything will everything finally be revealed.'

Divination, Nexus, Psi-screen and Psi-surge
+1 to all mental ability scores (Intelligence, Wisdom and Charisma), +6 Endurance

* This is a true increase to Base Combat Skill and can potentially increase the number of attacks each round a Kai Lord receives.



Magician of Dessi

While magical orders like the Brotherhood of the Crystal Star may have imprinted their will upon magic and forced it to obey them through spells and incantations, the Magicians of Dessi have no need for such coercions. They are descended from the Elder Magi, the embodiments of magic that brought arcane power into the world during its earliest age. While the Elder Magi have long slept in their deep seclusion in the heart of Dessi, their descendants have been wielding the gifts in their blood for centuries untold.

Magicians of Dessi have a great power, one coveted by many in Magnamund. They must constantly be on their guard against those that would use them or try to capture them, in order to seize the spark of true magic within their souls. The Darklands are an especially dangerous place for them to venture near, as the Darklords have the power to consume them entirely and steal this Elder birthright for themselves. No Magician of Dessi would ever willingly enter the Darklands or traffic with one of their agents.

Unlike the many long years of study that it takes a wizard to learn their magical art, the Magicians of Dessi are born with power and need only learn to control it. Willpower, not intellect, governs their abilities and while a descendant of the Elder Magi might not be able to kill themselves wielding magic the way Brothers of the Crystal Star might, expending too much energy at once can leave them spiritually drained and an easy target for those who would abuse or destroy them.

Adventures: The rulers of Dessi, the Magi Regnanti, know all too well that their abilities cannot truly be trained past a certain level of understanding. The rest of the journey towards mastery takes experience and self-discovery. To that end, Magicians of Dessi often travel from their mountainous home and journey the world in search of epic adventures to rival the War of a Thousand Wars, the great conflict that brought about the defeat of Agarash at the hands of their ancestors.

Characteristics: The Magicians of Dessi are secretive, mysterious and often given to talking in riddles. This comes from their training, much of which is of a very obfuscate nature and open to interpretation by pupils and teachers alike. When a Magician is among friends, much of this falls away and he is free to be more approachable and friendly, but it is difficult for a Magician to ever really be completely off his guard, even around his loved ones.

Religion: While they would never have approved, the Elder Magi are revered through a form of ancestor worship by the people of Dessi. Younger generations have begun to step away from the heartfelt reverence of their forefathers and, while they still respect and admire the first Elder Magi, they do not truly consider them gods. Many questing Dessi Magicians have been investigating the possibility of a link between the Elder Magi and the Shianti, a race of lesser gods exiled by Ishir to the Isle of Lorn, but nothing conclusive has come of these inquiries.

Background: The Magicians of Dessi are born into their full power and spend many dangerous years learning not to release their magic at the slightest whim. This builds up phenomenal willpower at the cost of their physical bodies on many occasions. Because the key energies the Magicians use are internal and part of their blood heritage, they train from childhood and rarely begin to explore their gifts later on as adults.

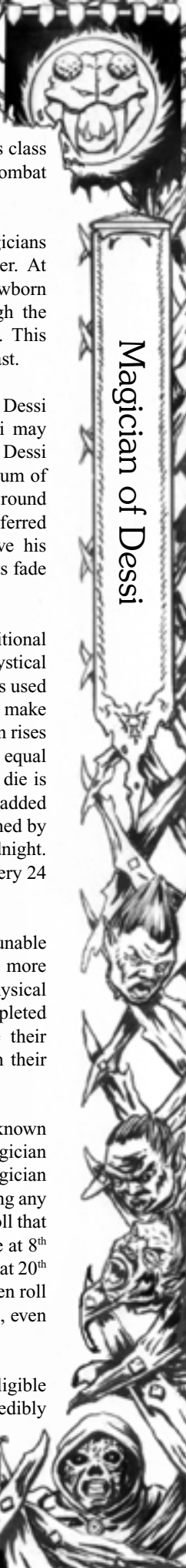
Other Classes: The Magicians of Dessi admire any being with the will to expand their education and personal power by following whatever path fate has offered them. As such, they get along with any character class, even the Brotherhood of the Crystal Star – though they worry about the jealousy they often see in their wizardly brethren's eyes. The people of Dessi tend to make Telchos Warriors nervous, but not so much that the two groups cannot work together for an important cause. If a Magician of Dessi becomes someone's friend, their bond is their word and that person will have a companion for life.

Game Rule Information

The Magician of Dessi has the following game statistics.

Racial Note: Magicians of Dessi are not quite human. The blood of the Elder Magi runs in their veins, prolonging their lifespans and allowing them access to their Elder Arts. All Magicians are from Dessi, without exception. As Dessi natives, they are exceptionally gifted at crafting items – items created by a Magician of Dessi receive a +1 bonus to hardness and have 50% more Endurance than normal.

Abilities: Wisdom, above all else, is the key to a Magician's abilities. It represents the force of will that keeps their immense powers in check and the energy of the mind that fuels them to begin with. Many Magicians are also scholarly and benefit from a high Intelligence score, but it is hardly



necessary. Physical development is not a high priority for the Dessi and Strength scores are almost universally low among their population. Charisma, while not essential in Dessi society, is important because a higher score returns their magical strength faster.

Endurance Die: d4.

Base Speed: 30 feet.

Class Skills

The Magician of Dessi's class skills (and the key ability for each skill) are Concentration (Con), Craft (any, taken as separate skills) (Int), Heal (Wis), Knowledge (any, taken as separate skills) (Int), Occult (Int), Perception (Wis), Profession (any, taken as separate skills) (Wis) and Speak Language (none).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$

Skill Points at Each Additional Level: $2 + \text{Int modifier}$

Class Features

All of the following are class features of the Magician of Dessi.

Armour and Weapons Proficiency: Magicians of Dessi are only proficient with the quarterstaff, the traditional weapon of their people. They are not proficient with any type of armour or shield.

Elder Art (Sp): The true source of Dessi power, the Elder Arts are the powers handed down to them from the Elder Magi, a group of entities that ended the Age of Eternal Night. Though legends state that the Elder Magi mastered their powers and divided true magic into lesser and greater talents, only the lesser magics were ever shared with their descendants. When a Magician of Dessi gains the class feature Elder Art, his innate powers have grown to the point of understanding and wielding a new art form from the list given below.

Empowered Childhood (Ex): Magicians of Dessi are trained from birth to contain and control their power. They have these lessons drilled into them for years and are not even allowed out of their country until they have mastered the basics of concentration, self-control and arcane study. Magicians of Dessi begin at 1st level with 2 free ranks in both Concentration and Knowledge (arcana). They also have a +2 bonus to Will saving throws to represent their enforced childhood training.

Magical Combat (Su): A Magician of Dessi uses his class level as his Base Combat Skill when attacking with his Elder Arts or his Wizard's Staff (as shown in the Base Magical Combat Skill column). This represents his focused training in wielding magical energies during combat. If a Magician

of Dessi takes levels in any other class, he only adds its class level to this value if that class also has the Magical Combat feature.

One People (Su): One of the key strengths of the Magicians of Dessi is the mystical way they are all tied to each other. At birth, a ritual is performed by the blood relatives of a newborn that binds him to his heritage and his people through the strength of the Elder Magi and the lineage they all share. This makes him a part of the Dessi and a living link to the past.

The practical benefit of this rite is the ability it gives all Dessi to share their Willpower with each other. Any Dessi may transfer as many Willpower points each round to another Dessi as he possesses points of Constitution modifier (minimum of 1 point transferred each round). This requires a full round action spent touching a willing participant. Transferred Willpower can never take a Magician of Dessi above his normal maximum plus his class level. Additional points fade after 24 hours if they are not used.

Willpower: All Magicians of Dessi have an additional statistic called Willpower. This is a measure of their mystical strength and the force of their inner magic. Willpower is used to fuel their Elder Arts and the magical items the Dessi make for themselves. Willpower is accumulated as a Magician rises in levels. At 1st level, a Magician's Willpower is directly equal to his Wisdom ability score. Each level, an additional die is rolled (the type of die is listed on the chart) and its result added to Willpower directly. The Willpower statistic is refreshed by the Magician of Dessi's Charisma score each day at midnight. No meditation is needed; this happens automatically every 24 hours.

If a Magician of Dessi runs out of Willpower, he is left unable to use any Elder Art (even Alchemy) and cannot move more than his base rate each round. He can still take physical actions but they suffer a -4 penalty because of his depleted will and near-stupor. Magicians of Dessi also lose their Arcane Protection and Magical Combat features when their Willpower score reaches 0.

Fate's Blessing (Su): Because Fate herself has been known to intervene on the Dessi's behalf, an experienced Magician can sometimes call upon this aid directly. When a Magician of Dessi fails a d20 roll for any reason or when attempting any kind of check or roll, he may use Fate's Blessing to re-roll that die result. He may do this once a day at 2nd level, twice at 8th level, three times a day at 14th level and four times a day at 20th level. He may only use Fate's Blessing once on any given roll and he must accept the consequences of the second roll, even if it is worse than the first one.

Wizard's Staff: At 3rd level the Magician of Dessi is eligible to possess a Wizard's Staff. These magic items are incredibly

rare and unusually powerful. The Magician will have to return to Dessi to collect his Wizard's Staff, unless he has acquired one already. Note that this is a once-only gift to the character – should he lose his Wizard's Staff, he will not be able to automatically gain another by returning home, though it is feasible to find or otherwise acquire another. See page 129 in the Equipment Chapter for details of this weapon.

Arcane Protection (Su): Subtle manifestations of magic occur around a Magician of Dessi constantly. This is, according to their legends, because fate herself protects them due to the blessed blood in their veins. Dessi Magicians gain the listed bonus to their Armour Class at all times, even when they are asleep. This represents reality directly intervening to protect them, something that is not entirely reliable but often saves their lives. The bonus supersedes all previous Arcane Protection bonuses; they are not cumulative.

Ancient Power (Ex): When a Magician of Dessi wields his Wizard's Staff using the hallowed combat arts of his forefathers, he gradually learns how to empower it even further with his personal energies. At 6th level, the critical

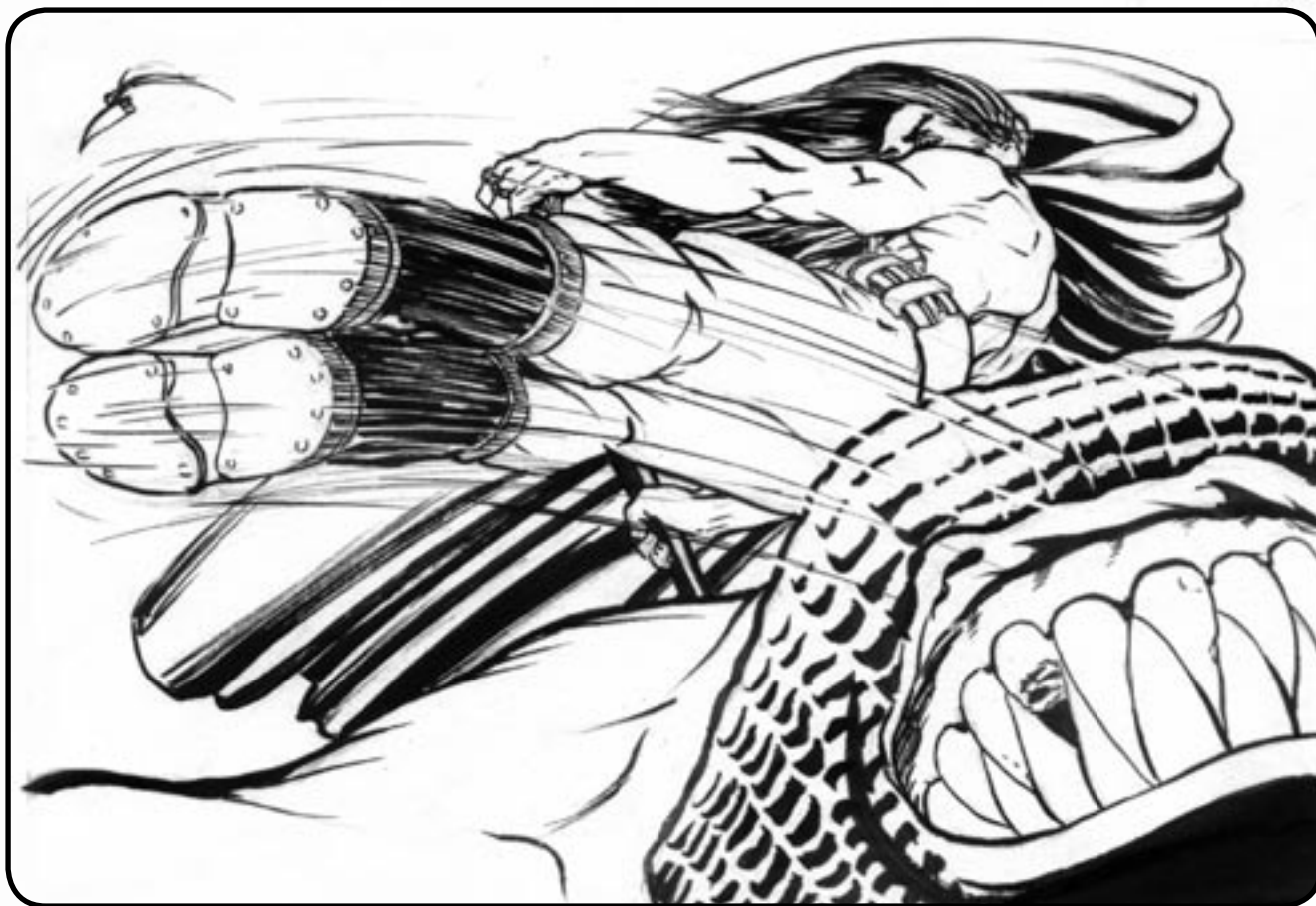
threat range of his Wizard's Staff becomes 19–20. At 12th level, its critical damage multiplier becomes x3. Finally, at 18th level, the Staff threatens a critical hit on an 18–20. This is all a matter of the Magician wielding it directly. These bonuses do not apply if the Staff is handed to someone else (a cultural taboo for the Dessi) or if the Magician has fewer than 5 Willpower points.

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

Grace of Ishir: The Grace of Ishir is perhaps inappropriately named as this 'feature' involves the Dessi hero being examined closely by the goddess herself and his actions weighed against

The Magician of Dessi

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Base Magical Combat Skill	Base Magical Damage	Willpower Score	Special
1 st	+0	+0	+0	+2	+1	1d6	Wisdom score	Elder Art, Empowered Childhood, Magical Combat, One People, Willpower
2 nd	+1	+0	+0	+3	+2	1d6	1d4	Fate's Blessing 1/day
3 rd	+1	+1	+1	+3	+3	1d6	1d4	Wizard's Staff
4 th	+2	+1	+1	+4	+4	1d8	1d4	Elder Art
5 th	+2	+1	+1	+4	+5	1d8	1d6	Arcane Protection +3
6 th	+3	+2	+2	+5	+6/+1	1d8	1d6	Ancient Power (19–20)
7 th	+3	+2	+2	+5	+7/+2	1d10	1d6	Elder Art
8 th	+4	+2	+2	+6	+8/+3	1d10	1d8	Fate's Blessing 2/day, Psychic Awareness (Erect a Shield)
9 th	+4	+3	+3	+6	+9/+4	1d10	1d8	Arcane Protection +6
10 th	+5	+3	+3	+7	+10/+5	2d6	1d8	Elder Art
11 th	+5	+3	+3	+7	+11/+6/+1	2d6	1d10	Psychic Awareness (Focus 1/day)
12 th	+6/+1	+4	+4	+8	+12/+7/+2	2d6	1d10	Ancient Power (x3)
13 th	+6/+1	+4	+4	+8	+13/+8/+3	2d8	1d10	Elder Art
14 th	+7/+2	+4	+4	+9	+14/+9/+4	2d8	1d12	Fate's Blessing 3/day, Psychic Awareness (Attack)
15 th	+7/+2	+5	+5	+9	+15/+10/+5	2d8	1d12	Arcane Protection +9
16 th	+8/+3	+5	+5	+10	+16/+11/+6/+1	2d10	1d12	Elder Art
17 th	+8/+3	+5	+5	+10	+17/+12/+7/+2	2d10	2d8	Grace of Ishir, Psychic Awareness (Focus 2/day)
18 th	+9/+4	+6	+6	+11	+18/+13/+8/+3	2d10	2d8	Ancient Power (18–20)
19 th	+9/+4	+6	+6	+11	+19/+14/+9/+4	2d12	2d8	Elder Art
20 th	+10/+5	+6	+6	+12	+20/+15/+10/+5	2d12	2d10	Fate's Blessing 4/day, Psychic Awareness (Instinctive Shield), Transcendent Mage



the greater Good that she represents. If a Magician of Dessi is allied with Evil when he becomes 17th level, he must enter the Darklands and pledge himself to a Darklord's service (very likely relegating the character to Non-Player Character status) immediately or be destroyed by Ishir for the affront he represents to magic.

If the Magician is allied with Good, he receives Ishir's Grace, a magical boon that places the symbol of a crescent moon on his brow as a permanent, faintly glowing silver mark. This symbol lasts for as long as the Magician is allied with Good and while it remains, he gains a +1 bonus to all saving throws as a boon from the goddess.

Transcendent Mage: A Magician of Dessi who reaches 20th level must return to Dessi and demonstrate his great skills to the Magi Regnanti. This can take place between gaming sessions or as a special scenario run by the Games Master if desired. The Magician becomes known as a Transcendent, the highest order of Magicians in their culture and afforded great respect. He receives a +4 bonus to all Charisma-based skill and ability checks made in his homeland. Of even greater importance, the doors of the Regnanti's Secret Library become open to him and he may begin studying the lore of the Elder Magi in an attempt to unlock the secrets of Higher Magic – a feat no Dessi has ever succeeded in accomplishing.

Ex-Magicians of Dessi

The Magicians of Dessi could not stop being eligible for advancement in this class if they tried. The power is part of their very soul and nothing short of losing the ability to channel arcane power would ever keep them from being able to take levels in Magician of Dessi. No Magician of Dessi has ever been turned away from his homeland because of past deeds or associates; they are a close-knit family and even evil actions – short of serving the Darklords – could never break their ties to each other.

Multiclassing into Magician of Dessi

The Dessi are a heritage as much as they are a class. While it is possible that a human not born of the Elder Magi might be able to grasp the powers of the Elder Arts, it would take lore and techniques the Dessi do not possess to teach it to them. As such, only a hero that begins 1st level as a Magician of Dessi can take class levels as one without some form of special permission by the Games Master. As this kind of cross-training would require a hidden Dessi heritage or the intervention of grand artefact like the lost Moonstone, such permission should be very rare.

The Elder Arts

Also known in the Elder Magi's own records as the Lesser Magics, these powers are amazing regardless of their relative strength and the Dessi wield them to great effect. Each Art is a path of magic in and of itself and many wondrous things are possible with the use of each. Of all the Elder Arts, only Alchemy does not require the expenditure of Willpower points; the others have a variable cost listed with their different techniques.

Unless otherwise stated, the use of an Elder Art is a standard action and can be combined with a move action each round. Only one Elder Art can be used in a given round and some require more than one round to take effect. If an Art usage does have a casting time of more than one round, it does not allow movement and the Magician must remain still for the magic to work. This does not render him helpless and he can still defend himself fully; he simply is left unable to attack or move from where he is standing while concentrating on the Elder Art.

The Difficulty Class for resisting an Elder Art is calculated as 10 + half the Magician of Dessi's class level + his Wisdom modifier. This makes his spells relatively easy to resist at lower levels, but this is balanced by the fact that few of his magical abilities allow a saving throw to avoid at all.

Alchemy

This is almost a scientific discipline rather than a magical art but it does require a magical will to cause the effects that it is capable of creating. By projecting intent and arcane energy into a concoction brewed with the Craft (alchemy) skill, the Magician can create potions capable of restoring health, Willpower, or affecting his abilities in other ways. Upon selecting this Elder Art, the Magician of Dessi immediately gains one free rank in Craft (alchemy). The effects of these potions are summarised below but the Games Master is free to allow experimentation in an effort to discover other formulas.

- ♦ **Attribute Potions:** Known by the ability score they enhance, these potions add 4 points to the drinker's Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma. This enhancement lasts one hour and a creature can only use one attribute potion per ability score per day (i.e. six per day, each one affecting a different statistic). Creating an attribute potion takes 1d6 minutes to brew and a DC 18 Craft (alchemy) check.
- ♦ **Combat Potion:** Also called The Fighter's Friend, this potion improves a drinker's Base Combat Skill by +2 (but cannot take it over +20), which may add an attack per round to the imbiber's total. The potion lasts for 2d10 minutes before it wears off, at which time the drinker suffers a -2 penalty to his Base Combat Skill (minimum of +0) for one full hour due to exhaustion. Combat

potions take 1d12 minutes to brew and a DC 25 Craft (alchemy) check.

- ♦ **Health Potion:** Also called a healing draught, this requires a DC 15 Craft (alchemy) check to create and 1d4 minutes to brew. Drinking a healing potion will restore the Magician's base magical damage in Endurance. A creature can only fully benefit from one healing draught per day; any other healing draught consumed during that time heals only its minimum possible amount (as if only 1s were rolled on its dice).
- ♦ **Mind Potion:** This potion can restore some of a Magician's spent Willpower. It gives back the Magician's base magical damage in Willpower and cannot bring the total above the drinker's maximum normal value. Mind potions take 1d10 minutes to brew and require a DC 20 Craft (alchemy) check. Like healing draughts, only one potion each day will restore a normal amount; additional potions provide only the minimum possible value.
- ♦ **Restoration Potion:** This potion will utterly cure the imbiber of all ability damage and negative conditions that currently afflict him. It does not heal Endurance damage, nor can it restore permanently drained ability points. It may only restore one negative level. However, all temporary ability damage and conditions such as being dazed, nauseated, blinded and so forth are cured instantly. This potion requires a Craft (alchemy) check of DC 20 and 2d10 minutes to brew.

Creating potions requires the Magician carry a mortar, pestle and other small herbal implements, which are automatically gained when the Magician first trains in this art. Replacements must be purchased or made if the originals are lost. Materials for each potion are also needed. These must be found in the field, as most are rare and unusual ingredients that seldom get stocked in stores and marketplaces. Gathering the ingredients for a given potion might be an adventure in itself; the Games Master should determine whether a Magician can find materials at any given time during a game. Generally a Knowledge (nature) or occasionally a Knowledge (arcana) check (DC 15 to 30) will allow a Magician of Dessi in an appropriate locale to find the necessary ingredients for a single potion.

Lastly, Alchemy can change the base properties of substances. By making a DC 20 Craft (alchemy) check while in contact with a solid object, the Magician can subtract his base magical damage from its Hardness (shattering it automatically if the rolled damage would reduce the object's hardness to 0 or less). If the base magical damage is 10 or more, the Magician can change 1 cubic inch of material per class level into another substance (lead to gold, for example). This change only lasts for one day per class level. This use of Alchemy does not require any materials or tools.

Elementalism

This calling art summons aid from the elemental forces of the world. Unfortunately for the Magician, there is never any guarantee what form that help will take. If the Willpower cost is paid, the aid will arrive, though it might take a little while to occur and may not precisely be what the Magician was hoping for. Elementalism is notorious for giving the Dessi what they need while rarely giving them what they actually want. Upon selecting this Elder Art, the Magician of Dessi immediately gains one free rank in Knowledge (the planes).

Earth Spirit (4 Willpower)

When called up, the Earth spirits will answer within 2d4 rounds (being the slowest of the elements to respond) by shaking the ground, causing a landslide, shattering some non-magical metal or stone object important to the enemy, or something equally destructive or disruptive. Earth spirits will never inflict more than a Magician's base magical damage on a single target but they can cause damage to every foe within 100 feet of the Magician if that is what they choose to do. Opponents on shaking ground must make an Acrobatics check with a DC equal to the spell's saving throw DC or fall prone.

Air Spirit (4 Willpower)

Mercurial and impossible to predict, these mischievous spirits can unleash inclement weather, blow objects out of people's hands, or even summon thunder to deafen a Magician's opponents. Air spirits have a tendency to impede the Magician himself at the same time, though never to the same extent as his enemies. Buffeted creatures get a Strength ability check (DC equals the spell's save) to avoid being blown away by the spirit and Fortitude saves may be necessary to resist the deafening effect of thunder. A failed save against the latter effect also stuns the target for one round. Air spirits take only 1d4 rounds to answer a calling.

Fire Spirit (4 Willpower)

The embodiment of both creativity and destruction, fire spirits answer within a single round and usually do so in some inventively destructive way. Knocked over lanterns that set the nearby surrounding on fire, an exploding torch, or fire magic raging out of control are all hallmarks of a fire spirit's 'aid'. Fire spirits inflicting damage will not inflict more than half the Magician's base magical damage. All saving throws are equal to this spell's DC and if an opponent succeeds he still takes half damage as the wrath of the fire spirit is not entirely controllable or friendly.

Water Spirit (4 Willpower)

Water spirits can be very effective, especially if called while an opponent is drinking. Liquids can try to drown targets (forcing the target to use the usual drowning rules found on page 156), waves can make an approaching enemy's boat veer off course or marine creatures might appear and attack the Magician's foes. Water responds in 1d6 rounds, and may – at its option – choose to simply aid the Magician by healing him

for an amount equal to his base magical damage instead of manifesting in any other way.

Enchantment

These magical manifestations bind the thoughts and will of an opponent, causing them to act in a specific way or hallucinate and see illusions placed in their minds by the Magician. This power does these things extremely well but maintaining the effects can get very costly in terms of Willpower. Most Magicians of Dessi use this power sparingly, keeping it on a single target just long enough to do what they need to and then leave the area before their interference is discovered. Upon selecting this Elder Art, the Magician of Dessi immediately gains one free rank in Bluff.

Mental Coercion (2 Willpower per round)

If the target of this ability, which must be used within 60 feet and must have line of sight from the Magician, fails a Will saving throw, it must take whatever actions that round the Magician wishes. These actions cannot be self-destructive or harm its allies. Each round the Magician wishes to maintain control over a single target, it gains a cumulative +1 to its save. Targets with an Intelligence score of 16+ or a spellcasting class level of 10+ are immune to Mental Coercion.

Mental Probe (3 Willpower per question)

This power works exactly like Mental Coercion except that instead of dictating the target's actions, the Magician of Dessi can draw the answer to a single question out of its mind once per round. These answers must be able to be answered within six seconds; longer questions require multiple rounds of effect and may cause the contact to be broken because of the progressively easier saving throw. If a target makes its saving throw, it will know it has been affected; otherwise the Magician leaves no trace of having probed his target's mind – the target will forget the interrogation if the Magician wishes.

Mental Mirage (3 Willpower per round)

A potent, if fleeting, ability, this allows the Magician of Dessi to create an illusion with visual, audible and even tactile sensations in the mind of one subject. There is no Will saving throw against this effect; the illusion will be seen by the subject but there is no guarantee it will be believed. Belief depends entirely upon how believable the image is and what happens when it disappears. The Mirage will completely vanish if the Magician stops paying its Willpower cost, more than likely alerting the subject to its false nature. The mirage may be of up to Large size (or Huge size if the Magician of Dessi is 10th level or higher).

Prophecy

Placing the Magician in direct contact with the ebb and flow of the future, Prophecy can be the most confusing and difficult of the Elder Arts. No Magician can be said to have truly mastered Prophecy, but it can be a valuable talent even if it



remains untamed. What Prophecy lacks in precision, it makes up for in power. Very little can shield a subject from the powers of Prophecy and even those few things that cannot be seen with this Art reveal a certain level of power just by doing so. Any use of Prophecy has a percentage chance of failing equal to 30% minus the Magician's ranks in Knowledge (arcana). Upon selecting this Elder Art, the Magician of Dessi immediately gains one free rank in Knowledge (arcana).

Future Sight (3 Willpower)

Future Sight can tell a Magician whether a particular action will bring good or bad results for him in the immediate future. If the Future Sight succeeds, the Magician of Dessi gets one of four results:

Weal (if the action will probably bring good results).

Woe (for bad results).

Weal and woe (for both).

Nothing (for actions that do not have especially good or bad results).

Future Sight can only see about half an hour into the future, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action.

Location Sight (4 Willpower)

The Magician can sense the direction of a well-known or clearly visualised person or object. He can search for general items or types of people, in which case he locates the nearest one of its kind if more than one is within range. Attempting to find a certain item or person requires a specific and accurate mental image; if the image is not close enough to the actual object or creature, Location Sight fails. A Magician of Dessi cannot specify a unique item unless he has physically touched or been touched by that particular item. Location Sight lasts until the Magician comes within 10 feet of the object or person searched for or one hour elapses, whichever comes first.

Aura Sight (5 Willpower)

Aura Sight grants the ability to see all things as they actually are. The Magician sees through normal and magical darkness, notices secret doors hidden by magic, discerns the exact locations and allegiance (Good, Evil or the Balance) of creatures or objects under illusions or other masking effects, spots invisible creatures or objects normally, pierces illusions and views the true form of shape-changed or transmuted things. Further, the Magician can focus his vision to see into the Daziarn Plane (not that this is recommended for a Magician's sanity). Aura Sight only operates out to a distance of 60 feet.

Aura Sight does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. Thus, Aura Sight does not help the viewer see through mundane disguises, spot creatures that are simply hiding or notice secret doors hidden by mundane means.

Evocation

The most dangerous Elder Art to invoke, a Magician of Dessi using it is tapping the necromantic magics of Magnamund and reaching across the veil of Death itself to draw upon the powers and wisdom of the deceased. This is never a safe thing to attempt and many Magicians fall victim to the very spirits they wished to interrogate. Caution, force of will and a magical pentacle engraved on the ground for protection are strongly recommended for any Magician of Dessi brave enough or desperate enough to wield the fell power of Evocation. Upon selecting this Elder Art, the Magician of Dessi immediately gains one free rank in Diplomacy.

Spirit Speak (1 Endurance and 1 Willpower per round)

This art draws forth the spirit of a known being, or the spirit attached to remains found by the Magician of Dessi, allowing it to answer several questions that he posits. The Magician may ask one question per two class levels; each question requires one round to ask and be answered. Unasked questions are wasted if the Magician lets the spell go before asking them all. The spirit's knowledge is limited to what the creature knew during life, including the languages it spoke (if any) and anything that has happened in the vicinity of its body since it died. Answers are usually brief, cryptic or repetitive.

If the spirit's allegiance is different from the Magician, the spirit gets a Will save to resist the spell as if it were alive. A successful save frees the spirit from control and if the Magician is not standing inside a pentacle, it will immediately attack him. Otherwise, it flees and will visit terror upon the living world until it is destroyed (if Evil). Good freed spirits immediately return to the realm of the dead if they cannot attack their summoner.

Summoning the spectres of the dead is not without a cost. In addition to the slow drain on health and Willpower that this art demands, the summoned spirit is allowed to ask a single service of the Magician after answering its questions. The round spent doing so does not cost the Magician Endurance or Willpower but if the caster does not honestly agree to the task, the spirit is immediately set free as above. This service must be performed within one day per class level of the Magician or the spirit may return at a time and place of its choosing (typically when the Magician is asleep and helpless) to exact its revenge for the broken oath.

These tasks tend to be something that was important to the spirit in life and may be simple or incredibly difficult to perform. They are never impossible tasks, though they may



easily be more trouble than the information they bought was worth. Games Masters should make sure that a given task is a test of some ability of the Magician and if it proves to be too arduous, experience points should be rewarded for their completion.

Psychomancy

A Magician of Dessi using this ability can deduce facts about an object and possibly even glimpse moments in its history by handling it while in a meditative trance. This power is very cryptic at times and can be misleading if not used carefully; generally speaking, it is most accurate when the Magician tries to glean specific information and is not too general in his inquiries. The meditation needed to use this power requires five minutes and a Concentration check at DC 20. Failure to make the required check, which Magicians may take 10 on if they are in a peaceful, undisturbed area, wastes the five minutes of time and still requires the intended Willpower cost. Upon selecting this Elder Art, the Magician of Dessi immediately gains one free rank in Sense Motive.

Powersense (3 Willpower)

Used to determine the powers and functions of an item, Powersense is very effective but can be misled intentionally by an intelligent item. The Magician discerns magical properties present in a single handled object. The Magician learns its functions, how to activate its functions (if appropriate) and the allegiance of its maker. In the case of an object with active spells cast upon it, the Magician of Dessi learns each spell, its effect and the allegiance of its caster.

An intelligent object may attempt to resist this effect if it so desires. Increase the DC of the Concentration check by +5 (for intelligent items) or +10 (for exceptionally powerful intelligent items); should the Magician fail this check he learns nothing about the object except what he can discern by looking at it, as per normal. However, the intelligent item may also choose to lie if the Magician failed his Concentration check – instead of revealing nothing, it misleads the Magician concerning its powers, active spells and the allegiance of its maker.

Pastsense (4 Willpower)

This power gives the Magician the ability to see the immediate past of an object and any truly important history it might have. These images tend to come to the Magician of Dessi in the form of dream sights, riddles and indistinct visions that plague him for days following the use of this power. The Games Master is encouraged to make certain that any information gained with this power is difficult to interpret, yet still factual and accurate. Intelligent items cannot fool Pastsense, though the images gained from it might easily be taken out of context or misunderstood.

Sorcery

The Dessi art of conjuring planes and shapes of force, this is an exhausting form of magic and the most costly of the

Elder Arts in terms of Willpower. This drain is balanced with the effectiveness of the magic; a Sorcery master can attack, defend, obstruct and manipulate with shimmering strands of power that resist the strongest blows for as long as he can afford to keep them going. Sorcery's four powers are each very potent but they can quickly leave a Magician of Dessi exhausted and vulnerable. Upon selecting this Elder Art, the Magician of Dessi immediately gains one free rank in Concentration.

Force Shield (4 Willpower per round)

This power invokes a glowing four-foot wide circular shield of magical force that automatically intercepts physical melee and ranged attacks that would successfully strike the Magician. It may absorb Endurance damage equal to the Magician's class level each round, damage the Magician would otherwise have taken. As long as the Magician continues to pay 4 Willpower per round, the shield will remain in place. If the shield receives more than the Magician's class level in damage in one round, then it is destroyed and the overflowing damage affects the Magician as normal. A damaged, but not destroyed, Force Shield replenishes its damage-absorbing capabilities at the beginning of every round. A Magician can only have one Force Shield active at a time.

Force Blade (3 Willpower per attack)

Through concentration and the emotional intensity of aggression, a Magician of Dessi can strike down a target by manifesting a blade of magical force and hurling it with the power of his will. This attack requires a ranged magical attack that, if it hits, inflicts the Magician of Dessi's base magical damage. Because a magical line is drawn between the Magician and his target when this spell is used, for every consecutive attack where the Magician hurls a Force Blade at the same target, he gains a cumulative +1 bonus to the attack roll. The bonus disappears if a round passes without an attack of this kind.

Force Barrier (5 Willpower per round)

This power keeps a closed door, window, chest or other enclosure from being opened by any means. The force fuses into the door, window or object (which cannot be more than ten feet wide in any dimension) and makes it temporarily invulnerable to any physical or magical damage.

Force Grasp (4 Willpower per round)

When a Magician of Dessi invokes Force Grasp, he creates a large disembodied hand that can either be visible as a light glow of any colour or invisible, as he wishes. This hand can manipulate any single object weighing up to 5 pounds per class level as long as the Magician has line of sight to the item and is within 10 feet per class level of it. The speed of manipulation is only 10 feet per round, making it too slow to wield any grasped object as an effective weapon. If Force Grasp is directed against a living creature, it gets a Reflex saving throw each round to resist.



Shadaki Buccaneer

People from the Kingdom of Shadaki are seldom trusted, rarely invited and never taken for granted. Many times during their history, the Shadaki have given rise to powerful tyrants and waged war against their neighbours only to be forced back behind their borders and defeated soundly. Each time, the Shadaki have become more powerful for the conflict and many nations feel it is only a matter of time before a new wave of darkness sweeps forth from the coastal kingdom to threaten the peace of Magnamund once again.

For all of their sinister reputation, most of the Shadaki people are not the monsters history makes them out to be. Many are just normal folk trying to survive in a nation ruled by the strong and controlled by the twin powers of wealth and force. While the leaders of Shadaki are unmistakably dictators, the common people of the land are no more evil than the citizens of any other country. This disparity is made quite clear in the two different kinds of sailors to ply the Seas of Dreams and Winds.

For the most part, the Buccaneers of Shadaki are honest people, working the winds and sailing their coastal waters in search of trade and adventure. Some are, unfortunately, black-hearted brigands with ships outfitted for war and a thirst for blood. Most often, both groups work against each other with the nobler people of Shadaki keeping their deadly pirate brethren at bay. Occasionally, the predations of the Shadaki pirates grow too great and people from other lands fall victim to their raids. When this happens, the Buccaneers of Shadaki set sail for new ports, ever on the lookout for the black sails of their terrible prey.

There is also an important distinction to be made between Shadaki Buccaneers and normal sailors. Everyday sailors (Shadaki or otherwise) are not Buccaneers; they lack the vibrancy and ambition of this class. While sailors may indeed fight, brawl and perform daring escapades, Buccaneers throw themselves into all things with bravado, panache and skill. Even on a feared Shadaki pirate vessel there may only be a handful of true Buccaneers onboard. The rank and file of a Shadaki ship will be sailors and warriors – but it will be virtually certain that the captain will be a powerful Buccaneer.

Adventures: A Buccaneer's life is all about adventure. From his first days as a young cabin boy or foundling during a sea raid, to his years as a member of a cut-throat crew, to his later glory as the captain of his own ship, a Buccaneer lives each day as if it were his last. Living under the shadow of the cutlass and cannon as constant threats, every day just might be his last. Still, this burden is not a hindrance to a true sailor

– it is the truth that defines his universe. A single bloody stroke or the roar of thunder might be the last thing on this earth a Buccaneer witnesses, so it is up to him to make sure that everything before that death knell be as passionate and enjoyable as possible.

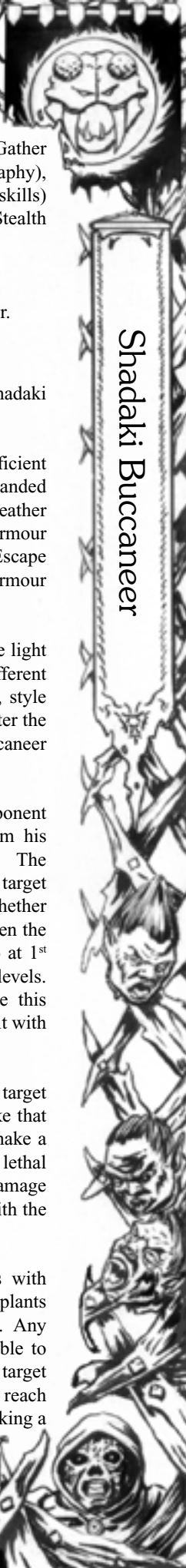
Characteristics: Three things stand out about a Buccaneer's life – hard work, hard fighting and hard living. The first might be surprising, as a work ethic is not exactly what one would expect from someone who prowls the seas looking for gold or pirates to slay. Life aboard a ship is not easy; when a storm or a battle erupts, everyone must do their part. Even a ship's captain is not above being expected to throw his back into whatever needs doing, especially if the men need a strong example to work by.

Hard fighting is of course a given; few opposing crews will willingly surrender their vessels, especially if they already expect to die. Cornered rats fight and so do sailors when Buccaneers swarm their decks. As for hard living, the lifestyle of a pirate does afford certain pleasures, especially when the bounty has been good and the port of call is a friendly one. Drink, dancing and merriment are all part of the life. Play today, bleed tomorrow and live to play again!

Allegiance Note: Despite the reputation of the kingdom of Shadaki, not all Buccaneers are evil. Some are desperate men with nothing else to live for. They either face the threat of death at the hands of the pirate captain they serve or the loss of their entire previous life and only the slim chance of a normal existence in the future. Others are quite taken with the hunting of pirates and wholeheartedly embrace the chase, while refraining from the temptation to become pirates themselves. Many Buccaneers simply raid and disable, leaving a living crew unable to pursue them as they escape. Right and wrong are subjective concepts, with good Buccaneers usually being the ones who are truly dedicated to the code of the sea.

Religion: On the sea, with nothing in one's world that is not under direct command, it is easy to feel a bit like a god. As such, few Buccaneers are religious by nature. In contrast, most ship's crews are. The gods of the ocean, sailors, weather, ill omens, fate and other such things are very important to most crewmen. Appeasing them and making certain that all the signs are right can take up a goodly portion of a superstitious crew's time. Woe betide the captain that does not indulge these little rituals, as few things can incense a crew to mutiny as a captain who mocks their gods and thus 'endangers' their lives.

Background: Buccaneers can come from anywhere and from any family in Shadaki. Many are orphans, as this separation



from society can foster the kinds of resentment that would lead a man to prey on his fellows, but just as many come from happy middle and upper class homes. These kinds of Buccaneers have chosen their lifestyle out of boredom, a desire to seek something outside their sedentary lives, or escape an unwelcome marriage or business proposal. No matter the background, Buccaneers usually keep some remnant of the lives they used to lead. Their societal mannerisms mark them as nobility or commoners to all those with an eye to see such things.

Other Classes: Shadaki Buccaneers usually come into contact with the other classes of Magnamund on the open sea where all folk are equal. They do not have any preset conceptions of the worth or infamy of others, though most have a logical distrust of any spellcaster with the powers of fire or lightning. Such things can end a sea voyage quickly, making them something all sailors prefer to keep as far from their ships as possible.

Game Rule Information

The Shadaki Buccaneer has the following game statistics.

Racial Note: Shadaki Buccaneers are usually (and rather obviously) from Shadaki and therefore receive 4 free skill points at 1st level – but these must all be placed in Profession (sailor). Other nationalities, especially Lakuri and Kaslanders, may be chosen at the Games Master's discretion, representing those kidnapped by Shadaki sailors or who fled to this life from their homeland. Such characters gain the usual benefits for their native race instead of the free skill points noted above.

Abilities: The key statistic for a Shadaki Buccaneer depends largely on what he intends to excel at and his place in a given crew. Dexterity is valuable in any setting where heavy armour is a detriment and allows a Buccaneer to be skilful with ropes, move in a ship's rigging and grants access to extraordinary movement-based abilities. Charisma is a must for any Buccaneer who wishes to be a ship's captain and lead his men into battle on the open seas. Strength is useful for those who crave combat and Constitution will help every would-be Buccaneer to survive a failed boarding. Intelligence and Wisdom are not commonly high statistics for Buccaneers, though an exceptional hero would do well to excel in both.

Endurance Die: d6.

Base Speed: 30 feet.

Class Skills

The Shadaki Buccaneer's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Athletics (Str), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any, taken as separate skills) (Int), Disable Device (Int),

Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (geography), Perception (Wis), Profession (any, taken as separate skills) (Wis), Sleight of Hand (Dex), Speak Language (none), Stealth (Dex), Survival (Wis) and Use Magical Item (Cha).

Skill Points at 1st Level: (7 + Int modifier) x 4.

Skill Points at Each Additional Level: 7 + Int modifier.

Class Features

All of the following are class features of the Shadaki Buccaneer.

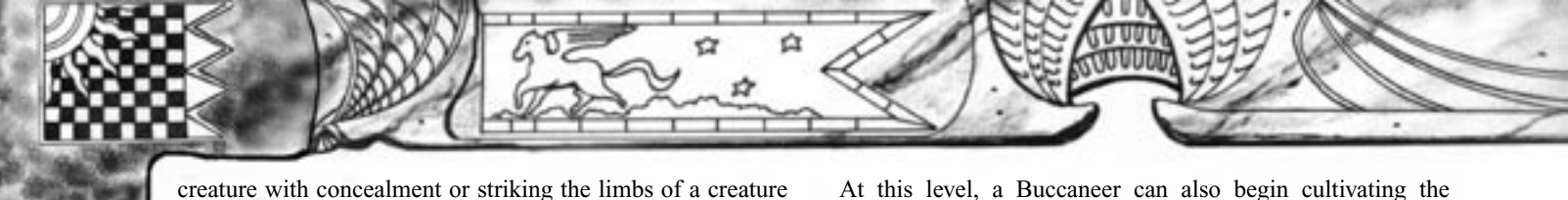
Weapon and Armour Proficiency: A Buccaneer is proficient with the falchion, spear, crossbow, dart and all one-handed melee weapons. He is proficient with padded and leather armour but not with shields of any kind. Note that Armour Check Penalties apply to Acrobatics, Athletics, Climb, Escape Artist, Sleight of Hand and Stealth checks when using armour heavier than leather.

Buccaneer Flair: A Shadaki Buccaneer is the ultimate light fighter. Every Buccaneer approaches combat in a different manner, yet all have the same goals in mind – speed, style and flexibility. At 1st level and every third level thereafter the Shadaki Buccaneer selects another ability from the Buccaneer Flair section below.

Sneak Attack (Ex): If a Buccaneer can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Buccaneer's attack deals extra damage any time his target would be denied a Dexterity bonus to Armour Class (whether the target actually has a Dexterity bonus or not), or when the Buccaneer flanks his target. This extra damage is 1d6 at 1st level and it increases by +1d6 at 5th, 10th, 15th and 20th levels. The Buccaneer Flair class feature may also increase this damage bonus. Should the Buccaneer score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. With an unarmed strike, or any strike that naturally causes nonlethal damage, a Buccaneer can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A Buccaneer can sneak attack only living creatures with discernible anatomies – undead, constructs, oozes, plants and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Buccaneer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Buccaneer cannot sneak attack while striking a



creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Sailor's Lore: The sea has a way of gifting those who learn its ways with many secrets. Some secrets are overheard when crewmates get together to talk and carouse after the day's work is done; other secrets are whispers that rise above the din in shanty taverns and dark alleys. Regardless of where a Buccaneer learns his lore, it is a valuable part of what makes him who he is. As such, Sailor's Lore is a jealously guarded resource and seldom (if ever) shared with outsiders. Each time a Buccaneer gains a new level of lore, it expands the secrets at his command, making him an even more valuable member of the crew or a vastly more capable captain aboard his own ship. See the Sailor's Lore section below for more details.

Infamy: A Buccaneer begins to develop a reputation after a number of successful raids and seaboard combats, so much so that people he has never even encountered have heard of him. At 4th level, this reputation is called Infamy and results in a +1 reaction bonus from any Non-Player Character who would be inclined to react favourably to a Buccaneer and a -1 penalty to any who would react poorly. The Buccaneer also gains a +1 bonus to all Intimidate checks and all Will saves.

Natural Rigger (Ex): The Difficulty Class for any Acrobatics, Climb or Escape Artist check a Buccaneer has to make aboard a ship is reduced by 5. He may also always take 10 on these skill checks while on a ship, despite conditions that would normally hinder or distract the Buccaneer. In addition, when a Buccaneer is suspended in the rigging of a ship he gains a +1 bonus to his Armour Class because of his ease of movement and expanded mobility, though he must have at least one hand free (to grip the rigging) in order to gain this bonus.

Swift as the Gale (Ex): Battles aboard the tossing deck of a ship in high seas are often decided by the first one to attack. Taking advantage of openings in a fight is the key to living long enough to spend one's loot and spin tales about the battle among the crew. A Buccaneer with the Swift as the Gale class feature adds +4 to all Initiative checks and has a 50% chance not to lose his action during a surprise round. If this occurs, his Initiative for the surprise round is rolled without the benefit of this feature's +4 bonus.

The Scarlet Sign (Ex): At 9th level, a Buccaneer's infamy and reputation have grown considerably, spreading his name through the area he sails and along every shore he touches. The bonuses and penalties from Infamy increase to +2 and people familiar with him are prone to treat him well, in fear for their own safety or because he has gained a reputation for fair and equitable treatment in return. The nature of the reputation is determined primarily by the way the Buccaneer acts but some elements of infamy are based more on perception and word of mouth than on truth.

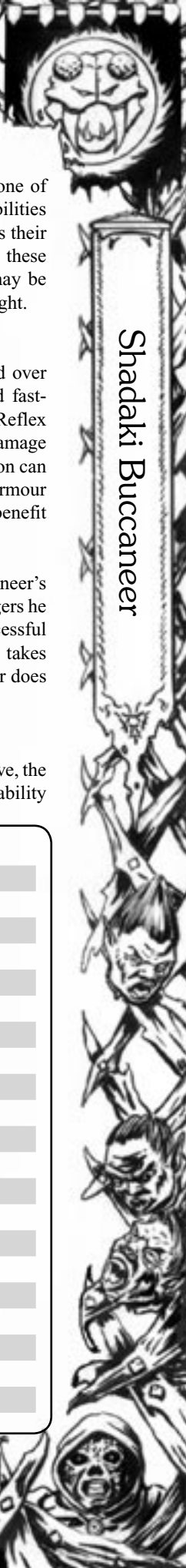
At this level, a Buccaneer can also begin cultivating the effects of a personal symbol. Most often painted on a flag or left carved in the decks of plundered ships or defeated pirate vessels, this symbol is so synonymous with violence and death that it is often called the Scarlet Sign regardless of its actual form. A Buccaneer may design his own Scarlet Sign or allow the Games Master to have one associated with him, but one is always chosen at this level.

Whenever a Buccaneer's Scarlet Sign is visible during combat, all of his allies fight with a +1 bonus to attack rolls and saving throws. This is a non-magical morale effect and cannot be dispelled or Counterspelled, but it is negated instantly if the Scarlet Sign is destroyed or thrown down during the fighting. The Sign can be recreated normally once the combat ends but neither it nor its bonus can be regained in a given battle once lost. The Scarlet Sign does not operate at the same time as a Dwarven Gunner's Roar of Command or a Sommerlund Knight's Rally class feature.

Golden Eyes (Ex): Treasure has a hard time hiding from a Shadaki Buccaneer. The Buccaneer's ability to spot hidden caches and compartments has given them the reputation for having 'Golden Eyes', something a 12th level Buccaneer truly embodies. He gains an automatic Perception check (made privately by the Games Master, who need not inform the Player that he is making one) whenever he passes by 1 lb. or more of concealed precious metal or coinage. The DC for this check is 5 higher than if the Buccaneer were actively searching for the item(s) in question. This roll is in addition to any the Buccaneer might make when you are actually searching an area, making it much more likely that he will find hidden treasure.

Terror on the Waves (Ex): The sight of a 14th level Buccaneer's Scarlet Sign now grants a +2 bonus instead of the +1 bonus listed above. As with the Scarlet Sign power, this is a morale-based non-magical effect that cannot be dispelled. If the Scarlet Sign designated as the focus for this ability is destroyed or thrown down, the bonuses and penalties are lost immediately. If this occurs, the Buccaneer himself is so disheartened, he suffers a -1 penalty to all attack rolls, damage rolls and saving throws until the end of the current combat. A Terror on the Waves increases his bonus to Intimidate skill checks and Will saving throws to +2.

Dashing Attack: When using the attack action with a melee weapon, a Buccaneer can move both before and after the attack, provided that the total distance moved is not greater than his base speed. Moving in this way is so fast and agile that the Buccaneer gains a +2 bonus to his Armour Class until his next turn. Buccaneers cannot use this feature if they are wearing anything heavier than light armour. A Shadaki Buccaneer must move at least 5 feet both before and after he makes his attack in order to utilise the benefits of Dashing Attack.



Deadly Edge: The battle often goes to the sailor with the sharpest blade, or so the old sea tale goes. A Buccaneer of 15th level has long learned how to maximise the effectiveness of any weapon in his hands or at his disposal. By taking an hour to hone edges, strengthen shafts and otherwise maintain a weapon (even one as large as a cannon or bombard), a Buccaneer can double its critical threat range. Thus a normal weapon with a threat range of 20 gains a new threat range of 19–20, 19–20 becomes 17–20 and 18–20 becomes 15–20. This takes place after any other improvements made to a weapon's threat range and only lasts for the first three rounds it is used in a battle. After that, the maintenance has been lost to the rigours of combat and must be reapplied with another hour's work.

Scourge of the Dreaming Seas: At 20th level, the legend of the Buccaneer becomes so incredible and awe-inspiring, it takes on a life of its own. The bonus provided by the Terror on the Wave's ability increases to +3 and is no longer dependent on the display of the Scarlet Sign. Even if the Buccaneer is killed in battle or otherwise vanishes from sight, his name lives on and his allies benefit from a +1 bonus to attack rolls, damage rolls and saving throws for the remainder of the battle. A Scourge of the Dreaming Seas increases his bonus to Intimidate skill checks and Will saving throws to +3.

Buccaneer Flair

Every three class levels the Shadaki Buccaneer gains one of the special abilities listed below. Buccaneer Flair abilities are cumulative and can be learned multiple times unless their descriptions specifically prohibit doing so. None of these abilities (with the exception of Extra Sneak Attack) may be used if the Buccaneer is wearing armour heavier than light.

Evasion (Ex) – May Only Be Taken Twice

The reflexes of a Shadaki Buccaneer have been honed over long years of avoiding sword-blows, deadly traps and fast-swinging booms. If the Buccaneer makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Shadaki Buccaneer is wearing light armour or no armour. A helpless Buccaneer does not gain the benefit of Evasion.

Selecting this ability for a second time improves a Buccaneer's Evasion ability so that he is never badly affected by dangers he could possibly dodge. He still takes no damage on a successful Reflex saving throw against attacks but henceforth he takes only half damage on a failed save. A helpless Buccaneer does not gain the benefit of Improved Evasion.

Extra Sneak Attack (Ex)

Instead of selecting one of the special abilities noted above, the Shadaki Buccaneer may simply decide to improve his ability

The Shadaki Buccaneer

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Buccaneer Flair, Sneak Attack +1d6
2 nd	+1	+0	+3	+0	Sailor's Lore – Superstition
3 rd	+2	+1	+3	+1	Infamy
4 th	+3	+1	+4	+1	Buccaneer Flair
5 th	+3	+1	+4	+1	Natural Rigger, Sneak Attack +2d6
6 th	+4	+2	+5	+2	Sailor's Lore – Nautical
7 th	+5	+2	+5	+2	Buccaneer Flair
8 th	+6/+1	+2	+6	+2	Swift as the Gale
9 th	+6/+1	+3	+6	+3	The Scarlet Sign
10 th	+7/+2	+3	+7	+3	Buccaneer Flair, Sneak Attack +3d6
11 th	+8/+3	+3	+7	+3	Sailor's Lore – Superlative Sailing
12 th	+9/+4	+4	+8	+4	Golden Eyes
13 th	+9/+4	+4	+8	+4	Buccaneer Flair
14 th	+10/+5	+4	+9	+4	Terror on the Waves
15 th	+11/+6/+1	+5	+9	+5	Deadly Edge, Sneak Attack +4d6
16 th	+12/+7/+2	+5	+10	+5	Buccaneer Flair
17 th	+12/+7/+2	+5	+10	+5	Sailor's Lore – Beloved of the Sea
18 th	+13/+8/+3	+6	+11	+6	Dashing Attack
19 th	+14/+9/+4	+6	+11	+6	Buccaneer Flair
20 th	+15/+10/+5	+6	+12	+6	Scourge of the Dreaming Seas, Sneak Attack +5d6

of Sneak Attack. Each selection of this ability increases his Sneak Attack damage by +1d6.

Improved Feint (Ex) – May Only Be Taken Twice

Normally, feinting in combat is a standard action. The Shadaki Buccaneer has become a master of bluffing and misdirecting his opponent, however, and can make a Bluff check to feint in combat as a move action.

Selecting this ability for a second time allows the Shadaki Buccaneer to inflict a barrage of unpredictable blows upon an opponent. The Buccaneer may now feint as part of a full-attack action; if successful all of the action's attacks benefit from the feint's effect of denying the opponent their Dexterity bonus to Armour Class (rather than the normal rule that states only the first attack benefits from feint).

Shadaki 'Twin Cutlass' Technique – May Be Taken Up To Three Times

The Shadaki Buccaneers generally prefer to wear light armour as heavier armour would drown them if they fell overboard. They also eschew shields, as these are too cumbersome to use effectively in ship-to-ship boardings and combat. This has led to the Buccaneers developing a great deal of expertise in two-weapon fighting and nearly all of them develop some degree of this specialised form of swordsmanship.

- ◆ **First Level – Twin Cutlass Style (Ex):** A Buccaneer with this style of fighting may wield two one-handed weapons of the exact same type (they do not have to be cutlasses, though most Shadaki have a preference for them) with only a –2 penalty to his attack rolls – see page 143 in the Combat Chapter for more details. Using this style denies the Buccaneer any bonuses from his Natural Rigger feature, as he needs at least one free hand to take advantage of that class feature.
- ◆ **Second Level – Flashing Blades Style (Ex):** At this level, the Buccaneer's ability to wield two identical one handed weapons at the same time improves. He may now take two extra attacks with the off-hand weapon. The first is at his full Base Combat Skill –2 as usual; the second is at Base Combat Skill –5. Again, all applicable bonuses (such as Strength) apply. This style also denies the Buccaneer the benefits of the Natural Rigger class feature.
- ◆ **Third Level – Blood Tempest Style (Ex):** A Buccaneer with this skill in two-weapon fighting is a truly deadly opponent. As long as he is wielding two one-handed weapons, the Buccaneer may choose to enact the Blood Tempest special full-attack action. The Shadaki Buccaneer forfeits all of his normal and extra attacks (such as those gained from wielding two weapons) and instead makes a single attack against every opponent within his reach. Every attack is made at the Buccaneer's



full Base Combat Skill. Unlike the previous twin weapon styles, this fighting method does allow the Buccaneer to use the Natural Rigger class feature because of his almost unnatural grace aboard a sailing vessel.

Uncanny Dodge (Ex) – May Only Be Taken Twice

The Buccaneer retains his Dexterity bonus to Armour Class even when he is flat-footed or struck by an invisible attacker. This skill comes from being constantly under threat of death while fighting in the confusing and dangerous conditions aboard ship. Only complete immobilisation can negate this ability.

Selecting this ability for a second time sharpens a Buccaneer's Uncanny Dodge to an incredible degree; he now reacts fully to all attackers trying to surround him for an advantage. Buccaneers with Improved Uncanny Dodge cannot be flanked, denying multiple attackers any flanking bonus. A Buccaneer with this ability can be amazing to watch in combat, bounding from rigging to rails and back again in a whirlwind of movement and steel.

Sailor's Lore – Secrets Whispered on the Waves

A Buccaneer learns many things while charting his course across the waves of the world. Many of these lessons are reflected in the skills and feats he receives for advancing in levels. Others are a little less tangible but no less important. The following four categories provide a Buccaneer character with valuable information that can have a direct impact on his effectiveness on the open seas. Knowing that a given stretch of islands in the Sea of Sorrows shelters a gaggle of harpies can spell the difference between a successful voyage and an ignoble death.

Superstition (Ex)

The life of a sailor is filled with mysterious and dangerous situations, from rolling fog on the ocean that blocks out the sky to bizarre creatures and magical phenomena. Sailors talk, especially about their fears, and this talk culminates in a vast pool of knowledge that any among them can draw on for an anecdote or sea story at any time. While the information gleaned from these superstitions can never truly be counted on for truth's sake, a sailor will always have something to say about every little omen, sign, occurrence, or mysterious happenstance. Buccaneers, who spend even more time at sea than the most dedicated sailors, hear these stories more often than most, building up a vast, if spurious, inner library of lore.

A Buccaneer with this ability can make a special Superstition check with a bonus equal to his Shadaki Buccaneer class level plus his Intelligence modifier. This power will not reveal the actual magical properties of magical items or the specifics

Superstition

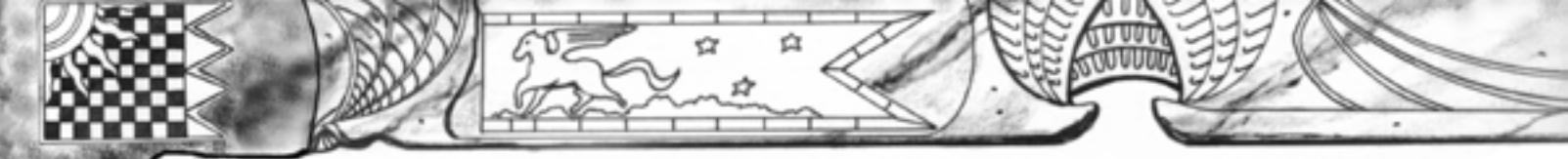
DC	Type of Knowledge	Examples
10	Common, known by many of your peers or easily learned at any port of call.	The type of creatures or people that live on a frequently passed island; frequently discussed legends about sea monsters.
20	Uncommon, but not unheard of. These superstitions are often talked about in dark corners during hard sea voyages and rarely discussed in the light of day.	The reputation around a particular ship or captain; the truth about a port town with a shrouded history; powerful but mysterious artefacts.
25	Obscure lore, difficult to come by and very rarely spoken of at all.	Knowledge about the hidden past of a specific crewman; the legends surrounding a sea-related magic item.
30	Virtually unheard of, the subject of perhaps one night's telling under a baleful moon aboard ship or the idle ramblings of a drunk old sailor with no idea of the importance of what he is prattling about.	The complete record of a sailor's past voyages; the location of an ancient buried treasure; the name of an individual mermaid.

of creatures or locations, but a successful check will always provide some piece of information regarding the topic at hand. The examples in the Superstition table are representative of what DCs will be needed to recall something the Shadaki Buccaneer has heard. Keep in mind that while the information will never be blatantly wrong, it may not be terribly helpful.

Nautical (Ex)

A Buccaneer is expected to know much about the sea and what he can expect to find while out sailing for new adventures. This information is vital, as it means the difference between attacking a tempting merchant vessel and getting broadsided by a privateer's disguised warship. By the time a Buccaneer gains Sailor's Lore – Nautical, it has become second nature for him to note the truth of all he sees in or around the ocean. This is treated as a combination of Knowledge skills, including architecture and engineering, history, geography, nature, religion and warfare but only as they pertain to the areas he travels around. If a creature or person is in the sea, on it, or lives near it, a Buccaneer gets a skill check to know of this.

Unlike Superstitions, this is a reliable resource though it does not quite have the wide reaching scope of the former ability. Instead, if it is knowledge that no one keeps hidden or can be easily learned by a scholar, Sailor's Lore – Nautical



Superstition and the Games Master

Because of the nature of this lore, a Games Master may wish to make the die roll for Superstition secretly. If the check fails, the Buccaneer character remembers a legend or rumour but it is a fabrication, one of the many false reports given by drunken sailors with nothing better to talk about. It should always be kept in mind that Superstition can only be used to dredge up knowledge about the sea, the people who ply it and things that have become associated with it. The Games Master is the final arbiter over what can be learned with this ability and what cannot.

can reveal it to a Buccaneer who wishes to learn. The skill check for using this ability is based on the standard DC for any Knowledge check, with a bonus to the roll equal to the Buccaneer's class level. Failure on this check cannot be re-rolled until the Buccaneer has gained another class level or has reason to learn the answer that eluded him previously.

Superlative Sailing (Ex)

While this is technically a Sailor's Lore ability, it has a very practical application. As a Buccaneer grows in his capabilities, he learns little secrets about wind, sail, keels and the ways in which a ship can travel the waves better, faster and with greater agility. While he is a crewman on another ship, these bits of wisdom are of limited use but once he gets his own ship or is part of a command staff, he can turn his knowledge of Superlative Sailing to great effect. Any ship commanded in whole or in part by a Buccaneer of 11th level or higher benefits from his attentions.

While the rules used for sea and ocean travel will vary between campaigns, this ability should always be able to get at least 10% better performance from every aspect of a ship's travelling statistics. This ability also allows a Buccaneer with it to squeeze 10% more room in his cargo hold and find the space and supplies to handle 10% greater crew capacity than a ship normally provides. In addition, a Buccaneer with this ability can manage his ship with half the normal minimum crew required, though all of his other sailing bonuses are lost if he does so.

Superlative Sailing is completely non-magical, though others who witness it in action may think otherwise. Magical bonuses to any aspect of a ship's statistics apply as normal, though they are taken into consideration *after* adjustments for this ability. If the campaign provides for mastercrafted or superior shipbuilding, a Buccaneer with the Superlative Sailing ability can arrange for such construction at 90% of its listed cost and have the work completed in half the usual time if he is willing and able to supervise the work himself. A representative cannot be chosen for this task; the Buccaneer must be willing to watch over and assist the entire process personally.

Beloved of the Sea (Su)

Once a Buccaneer has reached 17th level, he has undertaken many voyages, heard virtually ever rumour whispered in the dark and seen things in the waves of the world that few have ever glimpsed and lived to tell the tale. These experiences had engendered in him a deep sympathy for the sea and her mysteries, one that is returned by the waters on which he sails. Beloved of the Sea is part wisdom, part knowledge and part mystical connection between the Buccaneer and the depths of the ocean itself. This ability is one from which legends are born; those who possess it and ever show it once to his crew or any witnesses will be known to any Buccaneer with Nautical Lore – Superstition on a DC check of 20 – the Buccaneer's Charisma modifier.

The game mechanics for Beloved of the Sea are fairly simple. A Beloved of the Sea, as long as he is on a ship or personally in contact with an ocean or tidal body of water, gains access to the Magician of Dessi's Elementalism ability (Water Spirits only) without having to pay Willpower points for its use. The DC to resist actions performed by the Water Spirit is equal to the Buccaneer's class level + his Charisma modifier. At 17th level, he gains the ability to use this power once per day. Each level beyond this, from 18th through to 20th, the Buccaneer gains an additional use per day. Calling on his beloved waves for aid in this fashion is a full-round action.

The most potent aspect of being a Beloved of the Sea is that his Elementalism is not considered magical and cannot be Counterspelled or even interrupted like normal spellcasting. A Buccaneer who is Beloved of the Sea simply has a special relationship with the elemental forces of the ocean, allowing him to request boons and see them granted by the waves. This relationship can be a tempestuous one and the Games Master can decide that the oceans will withhold their blessings if a Buccaneer does something drastically at odds with the desires and interests of the spirits of the sea – whatever those might be in the current campaign.

Using this power indiscriminately may get the Buccaneer a loyal following of people believing him to be some Chosen One of various aquatic deities but he will quickly realise such a congregation is more trouble than they are worth. Such water churches are generally short-lived in any case, as a Buccaneer and his crew cannot likely continue their normal activities with a gaggle of chanting supplicants clogging up their decks and following them from port to port in barely sea-worthy ships of their own. Beloveds of the Sea can even worship their own gods, as the relationship they share with the ocean both transcends and is completely unrelated to any dedication they may have to a divine power.

Sommerlund Knight of the Realm

Sommerlund – ‘the land of the sun’ – has the distinction of being the only land in all of Magnamund to have ever successfully turned aside the full fury of the Darklands and its fell leaders. Fair Sommerlund has reaped the rewards of that victory in the forms of fame, honour and peace enough to develop its lands into the fertile, vibrant country that it is in modern times. Many nations cover the surface of Magnamund but none shine quite as brightly as the verdant plains and castle-guarded valleys of Sommerlund.

A land as powerful as Sommerlund has many enemies – some simply because it is so powerful and others because shadows always seek to strike at the sun that casts them. The many foes of Sommerlund would long ago have accomplished what Vashna could not, were it not for the guardianship of the country’s powerful lords and their bands of brave knights and extremely well trained and equipped infantry battalions.

Though Sommerlund’s standing army is a potent force in its own right, the true power behind Sommerlund’s longevity and the security of its borders is the Order of the Knights Triumphant. This fraternity of noble born warriors and landed commoners chosen for acts of bravery on the battlefield have turned out some of the greatest heroes in the land. These warriors, trained to wield sword, lance and shield in service to Crown and Country, are called the Sommerlund Knights of the Realm. Powerful fighters in their own right, these soldier-commanders are even more potent when they take the field of battle with legions behind them.

Adventures: While most Knights of Sommerlund serve their entire lives with distinction in their homeland and never leave, there is an honoured tradition of some squires taking up the banner of the Knight Errant and travelling Magnamund on detached duty. Other Knights work as agents in other kingdoms, taking messages from the courts of Sommerlund to distant nobles or escorting dignitaries through dangerous territories. Adventure possibilities abound for the Sommerlund Knights of the Realm, though their home country must always come first in their duty.

Characteristics: Those who know a true Knight of the Realm would say that his first virtue is honour. Valour would come next, followed swiftly by the compassion that a peer of the land must show to those in need. Sadly, not every Knight of the Realm follows these laws but most do and such behaviour is expected of one who would wear the crest and badge of a Lord Triumphant. Blackguard knights with no honour are among the most reviled villains in Sommerlund and nothing can move a gathering of Knights to violence faster than the insinuation that one of these curs still draws breath.

Religion: The national religion of Sommerlund is the twin faith of Ishir and Kai, though most of the Knights of the Realm pay closer homage to Salor, the Lord of Battle. Rites to Salor are swift and martial. Swords act as his symbols of faith and an act of valour in wartime is his preferred sacrifice. Many Knights of Sommerlund have the mark of Salor – a kite shield with a great blade running down its centre – carved into their preferred weapon or tattooed on their fighting arm.

Background: The vast majority of Sommerlund Knights are raised into the service, their training beginning at home with their fathers who were Knights before them. Around the age of six or seven, these high-born children are evaluated for their potential by a council of Knight-Trainers at one of the kingdom’s mustering centres and outstanding candidates are taken in for martial schooling at that time. Others join later in their childhood, with twelve being the oldest most Knights ever join the Order Triumphant.

A few heroes of the Realm and commoners are brought into service later in life, typically only after some act of bravery allows them to request Knighthood or have it bestowed by a grateful Baron or the King himself. These commoners and heroes are allowed to create a legacy for themselves; their children are afforded the same rights as true nobles of the land and may one day aspire to join the Order themselves.

Other Classes: Most Knights are perfectly content to travel with any hero with the skills to aid in whatever mission brings them together. While some Knights have a predisposition to fighting men and prefer Dwarven Gunners and the Kai over spellcasters like the Brotherhood of the Crystal Star or the Magician’s of Dessi, none have a pronounced opinion against them or give voice to such a prejudice. Shadaki Buccaneers are generally frowned upon as their ethos and lifestyle are often a sharp counterpoint to the Knights own code of honour. The Crown’s official position on such things is that any willing to give aid to Sommerlund must be respected and most Knights of the Realm are content to behave as such.

Game Rule Information

The Sommerlund Knight of the Realm has the following game statistics.

Racial Note: The Sommerlund Knight of the Realm is nearly always of Sommlending descent. They do not receive the normal benefits for being a Sommlending, though they do receive a mastercrafted melee weapon of their choice for free at 1st level. That said, Games Masters may allow Durenese or Illiite characters to be Sommerlund Knights of the Realm, gaining their native nationality’s racial benefits rather than Sommerlund benefits. These characters will hold their

allegiance to Sommerlund, though, even if their sympathies still lie with their homeland.

Abilities: It should come as no surprise that the plate mail clad Knights of the Realm prefer Strength above all other statistics and thrive best when it is their highest ability score. Constitution allows them to survive longer during pitched battles and Charisma is of great use on the battlefield itself when the time comes for a Knight to take command of his troops.

Endurance Die: d10.

Base Speed: 30 feet, though most Knights will only be able to move 20 feet per round if they wear the plate mail of their Order.

Class Skills

The Sommerlund Knight of the Realm's class skills (and the key ability for each skill) are Athletics (Str), Handle Animal (Cha), Knowledge (history, nobility and royalty, warfare) (Int) and Ride (Dex).

Skill Points at 1st Level: (3 + Int modifier) x 4

Skill Points at Each Additional Level: 3 + Int modifier

Class Features

All of the following are class features of the Sommerlund Knight of the Realm.

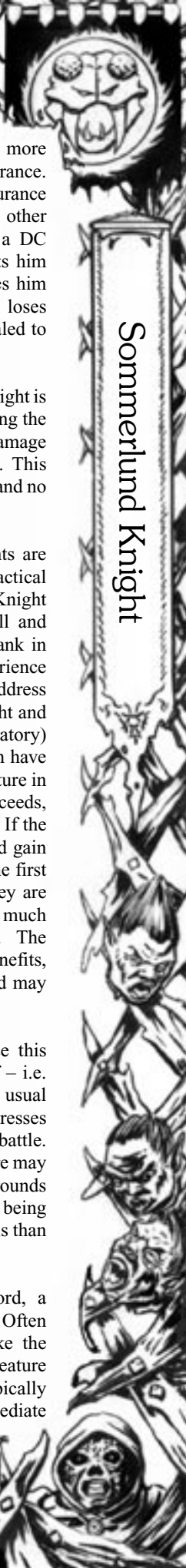
Armour and Weapons Proficiency: Sommerlund Knights of the Realm are proficient with all melee weapons. They are also proficient with any armour or shield, including the Sommerlund Greatshield. Note that Armour Check Penalties apply to Acrobatics, Athletics, Climb, Escape Artist, Sleight of Hand and Stealth checks when using shields and armour heavier than leather.

Born to the Sword (Ex): A Knight of Sommerlund is trained from an early age to wield the sword as the true symbol of his gods, his country and his noble authority in battle. This grants him the ability to use a broadsword in one hand and lets him re-roll a single missed attack with a sword of any kind in combat once per combat. The result of the second roll must be accepted and a re-rolled attack can never threaten a critical, even if it hits and would normally do so.

Saddlemastery (Ex): Knights of Sommerlund are granted a steed to care for and cherish as their own when they graduate from the rank of Squire-Adherent and become full squires in the service of the Crown. This steed is a fine example of the breed and has all the best qualities in a warhorse – statistics for a Sommerlund Warhorse can be found in the Bestiary Chapter, page 290. All 2nd level Sommerlund Knights of the Realm gain a Warhorse of this exact type upon attaining this rank.

Knights of the Realm are trained to protect this mount in battle and will only be granted another by the Crown one year after the death of their last. This training allows a Knight of the Realm to replace his mount's Armour Class with the result of





a Ride check at the beginning of any round he starts mounted and in control of his horse. This Ride check, for better or worse, becomes the horse's Armour Class until the beginning of the Knight's next turn.

Oathsworn: Until a Sommerlund Knight of the Realm takes his vows at the rank of Knight-Aspirant, he may leave the Order for any reason and not carry any dishonour or shed any bad light upon his family. Once the 3rd level of this class is taken, a Knight binds himself to his Baron and the King of Sommerlund, forever swearing his allegiance to their word and their protection. While this can be very strict and sometimes bind a Knight of the Realm into conflict with his conscience, it does provide him a +1 bonus to attack and damage rolls when defending a citizen or noble of Sommerlund (other than himself or others of his adventuring party) or attacking a sworn enemy of the Crown (creatures and soldiers from the Darklands at the present time).

The Codes of Knighthood: Knights of Sommerlund are trained in the many arts and virtues of chivalry and proper behaviour. Many of these lessons harden their resolve and prepare them for the arduous business of defending their land. At 3rd, 6th, 9th, 12th, 15th and 18th level a new Code is mastered, providing the Knight with new advantages and responsibilities as befits his station.

Knightly Skill (Ex): Continuing training as a Knight of Sommerlund steadies a Knight's weapon arm and makes him a true vision of regal bearing in the saddle. The bonus associated with the Knightly Skill feature is added to a Sommerlund Knight's attack rolls and Ride skill checks. The attack bonus only applies if the Knight is armed with a sword of any kind, a lance or a spear. The Ride bonus applies any time the Knight is astride his special mount, the one gifted to him at 2nd level (or its replacement, if tragedy has befallen the first).

Never Falter (Ex): The endurance shown by a Sommerlund Knight in the heat of battle is amazing. Never Falter allows a Knight to remain standing even when reduced to 0 Endurance (but not below). A Knight of Sommerlund at 0 Endurance can keep fighting and is not staggered, even though his injuries are extremely severe..

Force of Arms (Ex): Sommerlund Knights are often called upon to force their weapons through armour as heavy or heavier than the plate mail they wear and force their opponents to yield or fall with a single blow. On their action, before making attack rolls for a round, they may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the Knight's Base Combat Skill. The penalty on attacks and bonus to damage apply until the Sommerlund Knight's next turn.

Never Surrender (Ex): As a Knight grows in battle skills and stamina, he learns how to suffer even lethal wounds and

remain fighting. The power of Never Falter becomes more powerful now, allowing him to fight at negative Endurance. Every round a Knight is injured at -1 or lower Endurance (but not past -10, the Knight still dies at -10 like any other hero), he must make a Fortitude saving throw with a DC of 15. Success costs him an Endurance point and lets him take his normal action(s) for the round. Failure causes him to lose consciousness immediately. Once a Knight loses consciousness, he cannot use this ability until he is healed to positive Endurance again.

Deadly Charge (Ex): On horseback, a Sommerlund Knight is even more deadly than on foot. When mounted and using the charge action, a Knight of Sommerlund deals double damage with a sword of any kind (or triple damage with a lance). This ability may only be used once in any given engagement and no more often than once every ten minutes in any case.

Address the Troops (Ex): Sommerlund Lord Knights are extraordinarily charismatic and possess a great deal of tactical knowledge. Upon gaining 12th level, the Sommerlund Knight of the Realm gains Perform (oratory) as a class skill and gains one free rank in this skill. He also gains one rank in Knowledge (warfare), representing his mounting experience in combat. Before a given combat, a Lord Knight may address his warriors and instruct them in the best manner to fight and survive the coming skirmish. He makes a Perform (oratory) check and a Knowledge (warfare) check, both of which have a DC of 10 + the Challenge Rating of the strongest creature in the opposing army. If the Perform (oratory) check succeeds, all allies affected gain a +2 bonus to all saving throws. If the Knowledge (warfare) check succeeds, all allies affected gain a +2 bonus to Initiative. These bonuses last only for the first five rounds of a given combat; after this time limit they are no longer in effect as the tide of battle has shifted too much and the rousing words are lost in the fury of combat. The Sommerlund Knight himself does not gain these benefits, though other Sommerlund Knights under his command may be affected.

The Sommerlund Knight of the Realm may only use this ability if he knows what the coming battle consists of - i.e. he has a good idea of the enemy's forces, numbers and usual tactics as well as the battlefield itself. The troops he addresses must consent to be under his command for the coming battle. A maximum number of allies equal to his Charisma score may be affected and Address the Troops takes a number of rounds to complete equal to half the number of individual allies being affected. No ally with more End Dice or character levels than the Knight can be affected by Address the Troops.

Cleaving Blow (Ex): When wielding a broadsword, a Knight of the Realm is a truly dangerous opponent. Often surrounded on the battlefield, he learns how to make the most of his attacks. If a Sommerlund Knight deals a creature enough damage with a broadsword to make it drop (typically by dropping it to below 0 Endurance), he gets an immediate

extra melee attack against another creature within 5 feet. He cannot take a 5 foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. A Sommerlund Knight of the Realm can use this ability once per round.

Never Fail the Crown (Ex): The reserves of life a Knight can draw on in the commission of his duties are amazing to behold. A 16th level Knight of the Realm can use his Never Surrender ability and survive to a negative Endurance total equal to his class levels before succumbing to death. In addition, the first saving throw he must make to remain conscious always succeeds. Fortitude saves to stay conscious when at -10 or lower Endurance are at a DC of 20 and if the Knight fails he immediately dies rather than falling unconscious.

Many-Felling Strike (Ex): A Knight of the Realm must be able to take down several soldiers at a time when he wades into battle. The Many-Felling Strike is the same ability as Cleaving Blow, except that there is no limit to the number of times a Sommerlund Knight can use it per round – as long as his foes keep falling to his blade, he will continue cleaving.

Paragon of Sommerlund (Ex): A 20th level Knight of the Realm is one of the finest warriors in Magnamund and a deadly opponent for any who would dare to stand in his way or threaten the safety of Sommerlund. He is also an inspiring sight to those who call him ally; all allied heroes and Non-Player Characters within 30 feet of a Paragon of Sommerlund

can add his Charisma modifier (only if positive) to any Will saving throws they must make. This ability is constant but it does require that the Knight be conscious and wearing at least a visible medallion emblazoned with the symbol of Sommerlund, if not his full armour and regalia. At this level the Knight also chooses one Code of Knighthood that embodies his beliefs and vocation; he immediately gains the Paragon ability noted in that Code's description.

Ex-Knights of the Realm

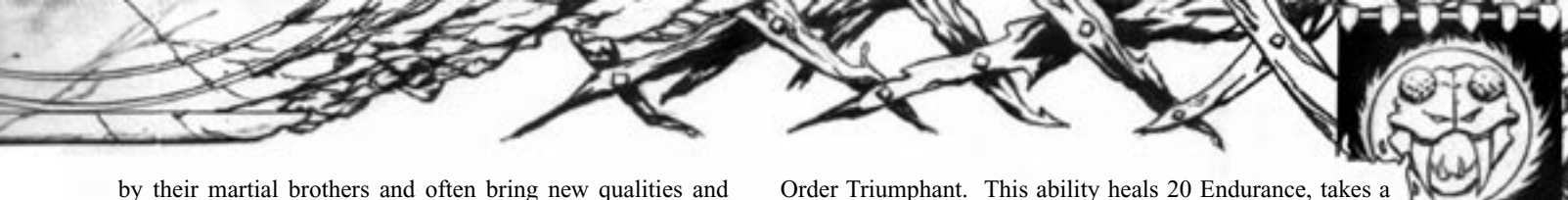
A Knight who violates his sacred duty to Sommerlund or is known to be an oathbreaker or a coward can have his nobility repealed by the Baron of his province or the King of the Realm. This bars him from advancing in this class, though he may still progress as a common Warrior (see page 179) if he chooses. Most turn to the Darklands and become a Doom Knight in the service of a Darklord, opposing violently all that which they once held dear.

Multiclassing into the Sommerlund Knights of the Realm

This is not a common occurrence but it does sometimes happen when heroes prove their worth to the kingdom of Sommerlund and express an interest in training with the Knights. While no established hero can truly hope to rise to the heights of the Order or develop the same skills a Knight trained from birth can master, these outsiders are welcomed

The Sommerlund Knight of the Realm

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Knightly Rank	Special
1 st	+1	+2	+0	+0	Squire-Adherent	Born to the Sword
2 nd	+2	+3	+0	+0	Squire	Saddlemastery
3 rd	+3	+3	+1	+1	Knight-Aspirant	Oathsworn, Code of Knighthood
4 th	+4	+4	+1	+1	True Knight	Knightly Skill +1
5 th	+5	+4	+1	+1	Knight-Enduring	Never Falter
6 th	+6/+1	+5	+2	+2	Knight-Courageous	Code of Knighthood
7 th	+7/+2	+5	+2	+2	Knight-Warrior	Force of Arms
8 th	+8/+3	+6	+2	+2	Knight-Embattled	Knightly Skill +2
9 th	+9/+4	+6	+3	+3	Knight of the Realm	Code of Knighthood
10 th	+10/+5	+7	+3	+3	Knight-Eternal	Never Surrender
11 th	+11/+6/+1	+7	+3	+3	Knight-Rampant	Deadly Charge
12 th	+12/+7/+2	+8	+4	+4	Lord Knight	Code of Knighthood, Address the Troops
13 th	+13/+8/+3	+8	+4	+4	Knight-Patris	Knightly Skill +3
14 th	+14/+9/+4	+9	+4	+4	Knight-Commander	Cleaving Blow
15 th	+15/+10/+5	+9	+5	+5	Grand Knight	Code of Knighthood
16 th	+16/+11/+6/+1	+10	+5	+5	Knight-Peer	Never Fail the Crown
17 th	+17/+12/+7/+2	+10	+5	+5	Knight-Noblis	Many-Felling Strike
18 th	+18/+13/+8/+3	+11	+6	+6	Knight-Captain	Code of Knighthood
19 th	+19/+14/+9/+4	+11	+6	+6	Knight-Genaris	Knightly Skill +4
20 th	+20/+15/+10/+5	+12	+6	+6	Knight-Paragon	Paragon of Sommerlund



by their martial brothers and often bring new qualities and talents into the Knights Triumphant.

The Codes of Knighthood

For the Knights of Sommerlund, the six Codes of Knighthood are more than just words to live by. They are a mantra of all that is good and noble in the world and the very echo of their souls. For a true Knight of the Realm, the Codes are with him when he wakes in the morning and when he hangs up his blade at night. They guide his every action and thought. The Codes are a Knight's sword, shield, armour and strength.

The Codes are also an abstract perfection, an ideal of behaviour that hardens the Knight against the perils that lie in their multitudes throughout the land. While every Squire-Adherent knows the six Codes, it takes time for them to become enlightened to the truth behind each one. Each Knight takes his own path through the mysteries of Knighthood; at each level in which a new Code ability can be taken, the Knight can choose any Code he has not already mastered. When a Knight of the Realm reaches 20th level and becomes a Paragon of Sommerlund, he may choose his 'defining code' and gain its Paragon ability as listed below.

Code of Compassion

Many Knights discount Compassion, considering it the weakest of the Codes and save its teachings for last. This is a shame for both them and Sommerlund, because a Knight of Compassion is exactly the kind of true hero and stalwart companion the land needs in these dark times. Compassion teaches that mercy is not weakness and a good deed can return its effort many times over. It is said that the highest rank in the land, the position of King's Guardian, is reserved for those Knights who choose Compassion first among all the Knighthood Codes.

Boon (Ex): A Knight of Compassion gains the ability to use his broadsword (and shield attack, if he has one) to strike nonlethal blows without taking the -4 penalty to attack that normally accompanies such an act.

Skill: Knights of Compassion gain Heal as a class skill and receive two free ranks in this skill because of their knowledge of and devotion to life.

Price: Knights of Compassion do not suffer a price for their Boon with this element of the Code. It is generally considered proper for Knights of Compassion, especially those that choose this element first among all the others, to strike nonlethal blows whenever possible but this is not always the case and the Knight incurs no penalty when lethal blows are struck.

Paragon Power (Su): Paragons of Compassion can make Heal checks to actually heal physical damage, using a combination of medical arts and magical secrets passed down through the

Order Triumphant. This ability heals 20 Endurance, takes a DC 20 Heal check to work and can only work successfully on a single creature once every 24 hours. Every time this power is used, it costs the Paragon 2d4 Endurance as Compassion usually involves sacrifice. Paragons of Compassion cannot heal themselves with this ability.

Code of Honour

It is only through honour that a Knight may have the trust of his fellows. It is honour that guides a Knight's path in life and makes him a shining example of truth and justice in Sommerlund. The Code of Honour demands that a Knight of Sommerlund never lie, even to an enemy or to save his own life. While falsehoods are acceptable when they serve the greater good, they are never permitted if honour could be served instead.

Boon (Ex): A Knight of Honour gains the ability to determine when he is being presented with a falsehood. If the Knight is the target of any spell or effect that would cloud his perceptions or force him to believe an illusion, he immediately gains a second saving throw at the effect's normal DC to see through the power and behold the truth. This second saving throw is always a Will saving throw, even if the original saving throw was of a different type. This saving throw is made by the Games Master and if it fails the Knight has no idea that anything is amiss.

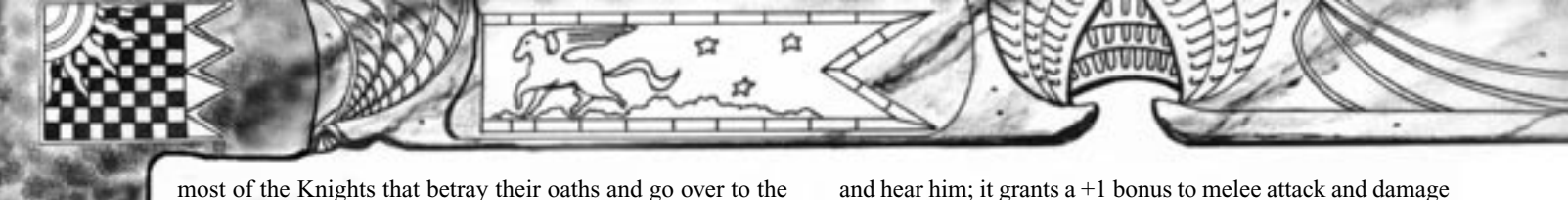
Skill: Knights of Honour gain Sense Motive as a class skill and receive two free ranks in this skill due to their dedication to truth and honesty.

Price: If a Knight of Honour lies, he loses his Honour Boon and cannot regain it until he goes one week without telling anything but the pure, untainted truth. This Code also interferes with his ability to bluff, leaving the Knight with a -5 penalty to all Bluff checks (except when feinting). The Knight can ignore this penalty but doing so is treated as if he told a lie.

Paragon Power (Ex): A Paragon of Honour is always assumed to have rolled a 15 when he needs to make a Will saving throw against falsehoods and illusions. He may willingly deny himself this automatic 15 if he wishes to try and attempt to roll for a higher result. He may also always choose to take 10 on any Sense Motive check made for any reason and under any circumstances.

Code of Might

A dangerous lesson to learn, the Code of Might is a carry-over from the days when the lands of Sommerlund were violent nations with warlords instead of Barons. Might instructs that the strong are the natural leaders of the weak and while it is the duty of those with strength to employ it in the service of Sommerlund, it is that strength that makes a Knight worthy of doing so in the first place. It is interesting to note that



most of the Knights that betray their oaths and go over to the Darklands chose Might and Valour as their first two Codes to embody.

Boon (Ex): The power of Might is very straightforward. Knights exemplifying Might gain a +2 bonus to their damage rolls when wielding a broadsword or lance. This comes from their ability to focus all of their power behind the signature weapons of their Order. This martial power also prevents a Knight with this Code from being disarmed when he is wielding a broadsword but the length and unwieldy nature of a lance prevents this special ability from applying to it.

Skill: Knights of Might are not subtle. They gain Intimidate as a class skill and receive two free ranks in this skill.

Price: Might gives its adherents power but it also exerts a heavy toll from those that do not respect and employ it whenever possible. A Knight of Might can never use the Force of Arms class feature for less than a +3 bonus to damage rolls (and a corresponding -3 penalty to attacks). This makes Knights of Might powerful in combat but occasionally inaccurate when trying to apply that strength. This price does not force a Knight of Might to use Force of Arms; it simply limits what they can do with it.

Paragon Power (Ex): A Paragon of Might has mastered his inner strength and the power in his body. He can never be disarmed of any kind of one or two-handed melee weapon he is wielding. Paragons of Might are still not subtle and their visible aggression gives them a +1 bonus when making Intimidate checks but they have more control over their battle fury than lesser Knights. Thus they no longer have the +3/-3 limit when using the Force of Arms class feature.

Code of Right

The other half of the Code that begins with Might, Right teaches that strength is nothing if it is not applied towards a just and proper end. Those who embrace the teachings of Right learn what it takes to be a true leader and understand what lies in the hearts of his fellow Sommerlending. Knights of Right are natural diplomats and battlefield commanders, understanding that sometimes it takes a strong sword *and* an even hand to achieve victory.

Boon (Ex): A Knight embodying all that is Right has an aura of justice that makes him a focus for the attention of others. This is not always a benefit, as enemies with ranged attacks gain a +1 bonus to hit him if they are within 120 feet and have line of sight to him. The Boon of this aura is that others see the Knight as a leadership figure and will fight harder when he asks it of them.

A Knight of Right can issue a Rally, a loud shout that takes a standard action and does not allow him to attack while doing so. This Rally affects all allies within 100 feet that can see

and hear him; it grants a +1 bonus to melee attack and damage rolls, making even a simple peasant levy of troops effective on the battlefield. Rally lasts as long as the Knight of Right remains in battle. If the Knight is struck unconscious, killed or spends three or more rounds without successfully striking a visible opponent, Rally falters. Rally can only be used once an hour.

Skill: Knights of Right gain Diplomacy as a class skill and receive two free ranks in this skill because of their insight into the minds of others.

Price: Right can be a harsh master, constantly urging the Knight to pursue good deeds and work against the forces of tyranny and evil. A Knight of Right cannot spend more than three days without having some military duty to perform, quest to embark upon or special mission to fulfil. An 'idle' Knight of Right loses all of his Rally and Paragon abilities until he finds a new task of righteousness for himself.

Paragon Power (Su): Paragons of Right are some of the greatest examples of knights in shining armour in all of Magnamund. They are a beacon of hope and a scourge against the forces of evil. Paragons of Right are the most charismatic leaders of the Knights and their Paragon of Sommerlund class feature is greater than others. They provide their Charisma bonus to all allies within 60 feet, not 30 feet, and automatically provide a +1 bonus even if they have no Charisma bonus of their own. Convinced of their own righteousness, Paragons of Right are immune to all effects that cause fear (rendering him unaffected by the shaken, frightened and panicked conditions).

Code of Valour

It is the valorous that carry the field of battle. Only those who live the Code of Valour can be assured of the favour of Salor when arms clash and the fate of Sommerlund is decided with bloody conflict. Valour is also the courage to press on despite overwhelming odds and the wisdom to know that some journeys are about the voyage, not the destination. It matters not if a Knight lives to see tomorrow if his death made today a better day for others.

Boon (Ex): Knights of Valour gain the ability to make strikes with their shields in battle. A Knight of Valour gets an additional attack each round when he is armed with a one handed weapon (or a broadsword) and a shield of any kind. This strike is at the Knight's Base Combat Skill and inflicts 1d6 damage (1d8 if wielding a Sommerlund Greatshield) plus the Knight's Strength bonus. All attacks made during a round when a shield-strike is made (including the shield-strike itself) suffer a -2 penalty, as the character is attacking with two weapons.

Skill: Knights of Valour gain Survival as a class skill and receive two free ranks in this skill because of their determination and implacable spirit.

Price: Knights of Valour must be careful when they commit themselves to a battle because once they take their first attack against an opponent of any kind, they cannot withdraw or cease fighting until the opponent surrenders, stops fighting and wishes to parley, or is unconscious or dead. Knights of Valour may never run from combat and while they can be prudent about which fights they commit to, there is no backing down once battle is joined. A retreat or rout costs the Knight of Valour a -4 penalty to all attack and skill checks due to shame and disgrace until he defeats a creature of equal End Dice or character level to his class level in single combat.

Paragon Power (Su): A Paragon of Valour is a terror to behold in combat, radiating such bravery and courage that allies are heartened and enemies may be put to flight by the sight of him. All allies within 30 feet of a Paragon of Valour become immune to fear effects as long as the Paragon does not succumb to them himself and enemies of 10 End Dice or less must make a Will saving throw (DC equal to 10 + half the

Knight's class level + his Charisma modifier) when they first try to engage the Knight in melee combat or become shaken.

Code of Virtue

As time went on for the founders of the Order Triumphant, it became clear that there were many tenets that were just as important to proper knightly behaviour that were not covered in what was then the five Codes of Knighthood. Rather than create a dozen or so additional Codes, they established the Code of Virtue to encompass them all. Virtue is defined in Sommerlund as all that is noble and pure in the soul of a Knight. It is the source of their powers and the holy might that guides their hand in battle.

Boon (Ex): As befits the Code of Virtue, this Code's Boon adds a +1 bonus to all skill checks made with class skills for the Sommerlund Knight of the Realm. Everything a Knight of Virtue does is just a little more likely to succeed because of the Knight's adherence to nobility and duty. Skills gained through other Codes count for this bonus but class skills offered by other character classes do not.

Skill: A Knight of Virtue gains Concentration as a class skill and receives two free ranks in this skill because of his focus and determination.

Price: Knights of Virtue that do not embody the aspects of good conduct properly suffer for their ignoble behaviour. While the Games Master remains the final judge of what constitutes an evil act, any act not in keeping with an allegiance to Good will rob the Knight of Virtue of his Virtue Boon and Paragon ability and place him on a 24 hour path of atonement. If the Knight does not repent his misdeed and seek to make amends for it in that time, he will lose all Boons (except those of Valour and Might) and will not be permitted to pursue this character class again without absolution from the King of Sommerlund.

Paragon Power (Su): Paragons of Virtue are the noblest and wisest of their Order, often sought out by members of the Royal Court for their advice and protection. They gain the ability to discern and reveal the presence of evil during the course of their training. This power can be directed against any target creature within line of sight. If the target is aligned with evil, it will glow faintly red to the eyes of any being that can see it. Truly evil targets such as a Darklord or a Helghast will fairly blaze with red fire. The effect lasts only a single round and does not give any indication of what evil the target may be contemplating or hiding. Unlike similar abilities, this detection only works on people, not objects. On the other hand, it always works and there is no disguising or hiding the evil from Paragons of Virtue. This Paragon ability can be used once a round as a free action, as often as the Paragon of Virtue desires.





Telchos Warrior

The tale of Telchos is one of great tragedy and triumph over adversity. Telchos is a vast desert, a wasteland that dominates the western coast of Southern Magnamund. A bitter land with howling winds that blow constantly over dusty plains and broken hills, Telchos was once rich coastal area with dozens of small farming villages and a thriving civilisation. But like many countries of Magnamund, Telchos was touched by the legacy of Agarash the Damned.

The bleak tale of Telchos as it was is told elsewhere but the most enduring legacy of Telchos' fall and the suffering of its people lives in the form of the Telchos Warrior. A hardened, tough as stone fighter with the swiftness of a desert wind and the deadly strike of a maki-scorpion, the Telchos Warrior is equally effective attacking in the blistering heat of day or the silver shadows of a cloudless wasteland night. Forged in adversity, most Telchos Warriors can endure punishment that would kill other soldiers and can inflict deadly wounds with their shiel-fa, the 'lashing spears' of the desert.

Most Telchos Warriors are women, also known as Telchos Amazons. These female fighters are often the first line of defence for their matriarchal nation and the most likely of their people to travel outside its borders. Male Telchos Warriors are regarded as something of a national treasure and are rarely allowed to wander far from their home, though a few Telchoi men have been seen in other countries. These are either weary of the matronly government back home or looking to adventure for a few years before returning to Telchos and settling down to raise a family.

Adventures: For a Telchos Warrior, every day is an adventure or at least a challenge to survive. Most are placed on long range patrols and expected to last for days without any packed rations or supplies, while they keep the borders of their barren home free from intrusion. The most dangerous adventures most country-bound Telchos Warriors have are those involving Telchos' one fertile region, the Verdari Coast. This thin strip of land is very attractive to Telchos' northern neighbour, Klarnos, and this country stages dozens of vicious raids every year.

Characteristics: There is a Drodarin expression; 'The only thing deadlier than the Telchos sun is a Telchos Warrior. The only thing deadlier than him... is his wife'. Those who have crossed the Telchoi know this saying is all too true. Telchos Warriors are usually very sombre, rarely speak and can fly into a deadly storm of thrown spears and lashing sinew-cords in a split-second. In fact, most Telchos react so swiftly to a

threat that they are often in mid-strike before anyone else even knows that there is a target to their violence.

Religion: The official religion of the Council of Thirty, the female ruling body of Telchos, is a very hardline view of the worship of Ishir. This harsher variant form of worship views her in the triple aspect of Mother, Healer and Defender, Ishir is seen as a hard-handed goddess who only saves those worth saving and does not intervene in any aspect of a Telchos Warrior's life, preferring to let the sand take those who cannot help themselves. This has led to a lot of dissatisfaction with the followers of Ishir in Telchos but not as much as some might think.

Background: A Telchos Warrior is a vibrant fighter that has been fighting the opponents that plague her people – thirst, hunger, invaders and wasteland predators – since birth. Telchoi children are made to fend for themselves a little more each year of their lives until by age 12, they must hunt and kill for themselves and find their own sources of water wherever their tribe chooses to camp. This does little to develop a Telchoi's social skills but their survival instincts are second to none.

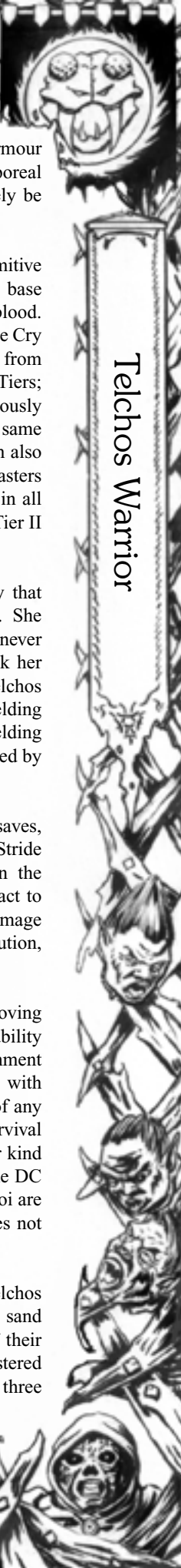
Other Classes: Few Telchoi have any exposure to other classes or countries, so they have no preconceived notions of strangers other than their usual lack of ability to survive a single day in the razor-winds of the Telchos Plateau. When an outsider does manage to survive a day and a night in their land, Telchos Warriors take special note of them. If they seem like a threat, they are slain swiftly and left to feed the carrion birds. If they are not, the Telchoi will have dealings with them as long as such conversations are quick, to the point and end with the stranger leaving their lands.

Game Rule Information

The Telchos Warrior has the following game statistics.

Racial Note: The Telchos Warrior is always of Telchos descent, without exception. As such they may track in desert conditions as if they possessed Tier I of the Tracking Discipline (see page 39) and never fail Survival checks with a DC of 15 or less.

Abilities: Telchos Warriors actually prize Charisma but not for its social qualities. In the desert, the strength of one's body can only take someone so far. It is force of will and personality that keep a person alive under the burning eye



of the sun. Strength and Dexterity are important for their use in battle and Constitution is valued for staying power, but Charisma fuels the spirit-based magics that all Telchos Warriors train in from the day of their first kill until they finally hunt something stronger than they are.

Endurance Die: d8.

Base Speed: 30 feet.

Class Skills

The Telchos Warrior's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Craft (any, taken as separate skills) (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex) and Survival (Wis). Telchos Warriors are illiterate and must spend 2 skill points to learn any written language (see the Speak Language skill on page 101 for details).

Skill Points at 1st Level: (5 + Int modifier) x 4.

Skill Points at Each Additional Level: 5 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: A Telchos Warrior is proficient with all one-handed weapons, the sling and the javelin. She is also proficient in the shiel-fa (only Telchos Warriors gain proficiency in this weapon). She is not proficient with any sort of shield or armour of any kind.

Armour Class Bonus (Ex): This value is added to the Telchos Warrior's Armour Class, superseding itself each time the number increases with level advancement. This bonus represents agility and skill in battle rather than any kind of hardened armour. In fact, it only applies if the Telchos Warrior is unarmoured, is not carrying a shield and is mobile. A stunned or helpless Telchos Warrior does not receive this Armour Class bonus, though a flat-footed Telchos Warrior does retain it.

Base Movement (Ex): An unencumbered, unarmoured Telchos Warrior has a base movement speed equal to the highest value achieved in the Base Movement column due to her level of advancement.

Survival of the Swiftest (Ex): In the hostile desert of Telchos, speed is life. A swift reaction to danger is the difference between a living warrior and food for the sand wolves. A Telchos Warrior is never surprised unless an ambush comes from incorporeal creatures or she is suffering some form of Dexterity loss (due to poison, for instance). A Telchos

Warrior is also never denied her Dexterity bonus to Armour Class (if any) unless she is being attacked by an incorporeal creature or is suffering Dexterity loss, so she will rarely be caught flat-footed.

Battle Cries and Primal Screams (Sp): The primitive but highly effective soul-magic of the Telchoi, these base utterances summon up the power that flows in Telchos blood. When a Telchos Warrior gains the ability to select a Battle Cry or Primal Scream by advancing in levels, it is selected from the list given below. Each Cry and Scream has multiple Tiers; when a Telchos Warrior gains a new Battle Cry, all previously learned Battle Cries advance one Tier of effect. The same holds true for Primal Screams and a new Primal Scream also advances Battle Cry Tiers until a Telchos Warrior masters them all. By 20th level, a Telchos Warrior has Tier III in all four Battle Cries, one Primal Scream at Tier III, one at Tier II and the last at Tier I.

Unyielding (Ex): The Telchos Warrior learns swiftly that any moment of surrender means death in the desert heat. She refines her body, mind and reflexes to a razor's edge, never yielding even a little against the forces that would seek her destruction. Each time Unyielding is achieved, the Telchos Warrior chooses one of the following bonuses: Unyielding Body, Unyielding Mind or Unyielding Stride. Unyielding grants a +2 bonus to a specific saving throw as determined by the particular choice.

Unyielding Body grants the bonus to Fortitude saves, Unyielding Mind adds to Will saves and Unyielding Stride adds to Reflex saves. These bonuses all depend on the Telchos Warrior's ability to physically and mentally react to threats and do not apply if she is suffering any loss or damage to the appropriate saving throw's ability score – Constitution, Wisdom or Dexterity.

Trackless Sands (Ex): The Telchoi are very adept at moving without leaving any trace of their passage. While this ability is primarily of use in the desert – their natural environment – a Telchos Warrior can adapt it to any natural setting with a little practice. Telchos Warriors do not leave tracks of any kind when moving through the desert and can make a Survival check (DC 15) to keep from leaving tracks in any other kind of natural area. Successful use of this skill increases the DC to track the Telchos Warrior by +10. Because the Telchoi are not comfortable in urban environments, this ability does not function in cities of any sort.

Winds of the Telchoi (Ex): The fighting style of the Telchos Warrior is modelled after the raging winds that sweep sand and dust into deadly barrages over the barren hills of their homeland. The three primary forms of this style are mastered by a Telchos Warrior over time, culminating in the three



Winds. A Telchos Warrior can only use one Wind Style each round but she is free to change between styles each round if desired. A Wind cannot be used if its Endurance cost would reduce the Telchos Warrior to 0 Endurance or less. The Winds of the Telchoi are all special full-attack actions that allow the Telchos Warrior to move her base movement as part of the action (though the move must occur before the one attack they each allow).

- ◆ **Wind of Distraction (3 Endurance per round):** This fighting form uses several swift feints around the Warrior's opponent, making them divide their defences and leave openings for the Telchos Warrior to exploit. This denies the opponent any Dexterity bonus to Armour Class to the one real attack a Warrior can make each round with this style.
- ◆ **Wind of Battle (4 Endurance per round):** This form makes the Telchos Warrior an unpredictable foe, lashing out with weapons, hands and feet when the opponent least expects it. The Wind of Battle adds the Telchos Warrior's Dexterity bonus to damage (replacing her Strength bonus) for the one strike it allows that round and adds the Warrior's Reflex bonus to her Armour Class until her next turn.
- ◆ **Wind of Death (5 Endurance):** The deadliest storm of all is the one that descends without warning. If the Telchos Warrior can attack an opponent before they have had a chance to act in combat and are still flat-footed, she can make a single lethal strike at her full Base Combat Skill. The Wind of Death forces the target to make a Fortitude saving throw (DC equals the damage inflicted +5, maximum of 25) or drop to 0 Endurance immediately due to the horrific blow. Only living targets vulnerable to critical hits can be slain with the Wind of Death.

Untamed Warrior: A Telchos Warrior takes orders from no one, not even their tribal elders. They serve out of a sense of duty to their people, not the authority of any one person. This independent streak is very strong in the Telchoi, manifesting as the ability to re-roll any failed Will saving throw one round after failing it. This re-roll only occurs once per effect and must be accepted regardless of its result. Any consequences suffered in the round before the re-roll still apply – this ability is normally only useful when the Telchos Warrior needs to shrug off a mind-controlling or charm effect.

Torrent of Shafts: Now trained to use the shiel-fa to deliver many smaller weapons rather than the one javelin it typically throws, a 10th level Telchos Warrior can make a ranged handbolt attack on up to six opponents within 30 feet as a special full attack action. These attacks occur at the Warrior's full Base Combat Skill and deliver normal handbolt damage plus the Warrior's Strength bonus. Because it takes time to carve new

handbolts and load them into the lash cords of a shiel-fa, this deadly attack can only be used with a proportionately loaded shiel-fa – a shiel-fa loaded with only two handbolts could only be used against two enemies, for instance.

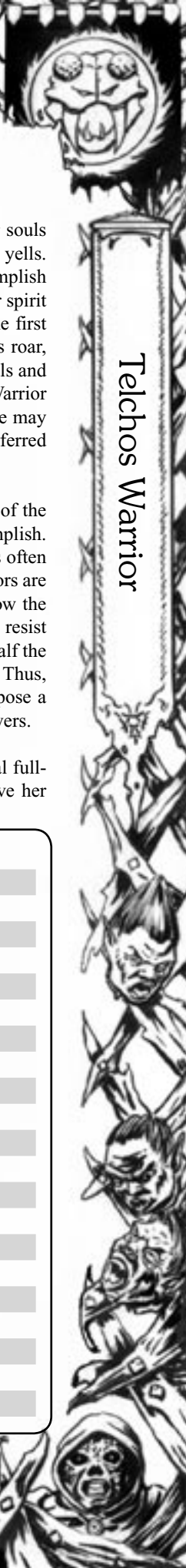
Blood of Serpents: The body and mind of a Telchos Warrior is now strong enough to accept part of their birthright as a child of the wastelands. The Warrior brews a potion made of the venom from several desert snakes found only in Telchos and drinks it after a night of ritual prayer and fasting. This potion must be imbibed and survived before the hero may take her 15th level in this class.

The potion is a deadly poison and will kill the hero instantly if she cannot make a Fortitude saving throw against a DC of 15. This saving throw represents the body of the Warrior trying to assimilate the venoms with the power in her blood. If the saving throw succeeds, the Telchos Warrior becomes permanently immune to all normal poisons, though magical ones may still affect her. The Telchos Warrior does gain a +4 bonus to saves versus poisons she is not immune to as a side-effect of now bearing the Blood of Serpents.

Dunerunner: Dunerunning is a magical talent of the Telchos Warriors and only functions outdoors in lands in which she has lived for at least one uninterrupted year of her life. By running at her full, entirely unencumbered speed for 5 rounds, a Telchos Warrior can achieve a sudden doubling of her running speed that lasts one hour or until she stops moving at top speed. This Dunerunning can be done once per day per Constitution bonus of the character (minimum of once per day) and allows a Telchos Warrior to cross a vast amount of territory in a short time. The Warrior's reflexes are also enhanced, allowing her to retain her Dexterity bonus to her Armour Class while running, whether she is Dunerunning or not.

Eye of the Sandstorm: A sandstorm can strip the flesh from a woman's bones in mere moments but all remain safe in its calm eye while it rages around them. This same principle applies to those a Telchos Warrior is sworn to protect. At this level, a Telchos Warrior is usually called to guard an important member of her tribe until they no longer need protecting and are given the skills to do so very effectively.

A Telchos Warrior of 19th level or higher can designate any one Large or smaller creature within 5 feet of them to be their 'protected'. Any ranged or melee physical or magical attack that targets the 'protected' will instead be diverted to target the Telchos Warrior instead, as long as she remains within 5 feet of the guarded creature. This ability only functions while the Telchos Warrior is conscious and is free to move. It cannot divert attacks the Warrior cannot perceive, such as a strike from an invisible assailant, psychic attacks or the sudden triggering of an undetected trap.



Ex-Telchos Warriors

Only the basest acts of betrayal could force a Telchoi out of her tribe, making it very difficult for a Telchos Warrior to ever be left unable to pursue this class. The many gifts of the Telchos Warrior are internal, requiring only experience and adversity to bring out. Thus, a Telchos Warrior does not even need to be in the lands of Telchos to gain additional class levels. Some of the class' features, such as Blood of the Serpents, may be difficult to accomplish outside Telchos but enterprising heroes will undoubtedly find a way.

Multiclassing into Telchos Warrior

A character of any class can become a Telchos Warrior if they choose to and if they will be taken in by one of the tribes of the Telchoi. This can be more difficult than a hero might think, as the tribes are very unfriendly to outsiders and someone would have to render them a great service to be thought of as welcome, much less a brother or sister of the Wasteland.

One special note – a character multiclassing into the Telchos Warrior class does not receive the class benefit Survival of the Swiftest, as this ability represents a lifetime spent in the gruelling conditions of the Telchos desert. Heroes from other lands may have experienced hardships of their own but only someone growing up in the bleak badlands of Telchos can emerge as celeritous as a true Telchos Warrior. Therefore only characters that begin with Telchos Warrior as their 1st level class may benefit from Survival of the Swiftest.

Battle Cries and Primal Screams

The magic of the Telchoi is a simple art, born in their souls and given voice in the basest of ways – wordless yells. Telchoi elders use rhythmic chants and can accomplish many things but for the Warriors among the tribes, their spirit magic takes a simpler, more straightforward form. The first magic a Telchos Warrior learns is the Battle Cry. This roar, uttered only in times of stress or rage, focuses their souls and gives rise to powerful effects. Later, as the Telchos Warrior becomes more focused and experienced in her rage, she may access the even more powerful form of Battle Cries referred to as Primal Screams.

Each Battle Cry is a different power, with the strength of the spirit behind them determining just what they can accomplish. A Telchos Warrior can use any Battle Cry she knows as often as she desires unless the power notes differently. Warriors are free to use weaker Tiers of powers for which they know the advanced Tiers. When a saving throw DC is needed to resist a Battle Cry or Primal Scream, it is calculated as 10 + half the Telchos Warrior's class level + her Charisma modifier. Thus, a 14th level Telchos Warrior with Charisma 18 would pose a DC of 21 (10 + 7 + 4) to anyone trying to resist her powers.

A Battle Cry or Primal Scream normally takes a special full-attack action to perform. A Telchos Warrior may move her

The Telchos Warrior

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	AC Bonus	Base Movement	Special
1 st	+1	+2	+0	+2	+2	—	Survival of the Swiftest
2 nd	+2	+3	+0	+3	—	—	Battle Cry
3 rd	+3	+3	+1	+3	—	—	Unyielding
4 th	+4	+4	+1	+4	+3	—	Trackless Sands
5 th	+5	+4	+1	+4	—	40 ft.	Battle Cry
6 th	+6/+1	+5	+2	+5	—	—	Wind of Distraction
7 th	+7/+2	+5	+2	+5	+4	—	Unyielding
8 th	+8/+3	+6	+2	+6	—	—	Battle Cry
9 th	+9/+4	+6	+3	+6	—	—	Untamed Warrior
10 th	+10/+5	+7	+3	+7	+5	50 ft.	Torrent of Shafts
11 th	+11/+6/+1	+7	+3	+7	—	—	Battle Cry
12 th	+12/+7/+2	+8	+4	+8	—	—	Wind of Battle
13 th	+13/+8/+3	+8	+4	+8	+6	—	Unyielding
14 th	+14/+9/+4	+9	+4	+9	—	—	Primal Scream
15 th	+15/+10/+5	+9	+5	+9	—	60 ft.	Blood of Serpents
16 th	+16/+11/+6/+1	+10	+5	+10	+7	—	Dunerunner
17 th	+17/+12/+7/+2	+10	+5	+10	—	—	Primal Scream
18 th	+18/+13/+8/+3	+11	+6	+11	—	—	Wind of Death
19 th	+19/+14/+9/+4	+11	+6	+11	+8	—	Eye of the Sandstorm
20 th	+20/+15/+10/+5	+12	+6	+12	—	70 ft.	Primal Scream

base rate of speed while calling out a Battle Cry but she may not attack or take any other action. The Endurance cost for a Battle Cry is paid immediately upon starting to use one, even if it is interrupted before it can take effect or fails to occur because of a Counterspell (Battle Cries are magical and can therefore be neutralised by Brotherhood Counterspells). The Endurance cost may not take a Telchos Warrior below 1 Endurance.

Battle Cries

Battle Cries are the simplest form of Telchos magic. They come from deep within the Warrior's soul and take shape only when she roars her rage and fury. All Battle Cries require that the Telchos Warrior be free to speak, though the ability to talk coherently is not needed. Battle Cries have no words and understanding is not a requirement for an enemy to be affected by one. Most Battle Cries have an Endurance cost attached to them; this comes from the strain and exhaustion that comes from tapping one's very soul for power and channelling raw magic through a mortal frame.



Indomitable Warrior

The power in a Telchos Warrior's soul can be called forth to make her a better fighter or strike with the power of a landslide. These emanations of power are focused tightly inwards and tend to last for only a few fleeting seconds – but they usually last long enough for a Telchos Warrior to drive the point of her spear through any that oppose the will of the tribe. This is nearly always the first Cry learnt by a Telchos Warrior as it drastically increases their effectiveness in combat for short periods of time.

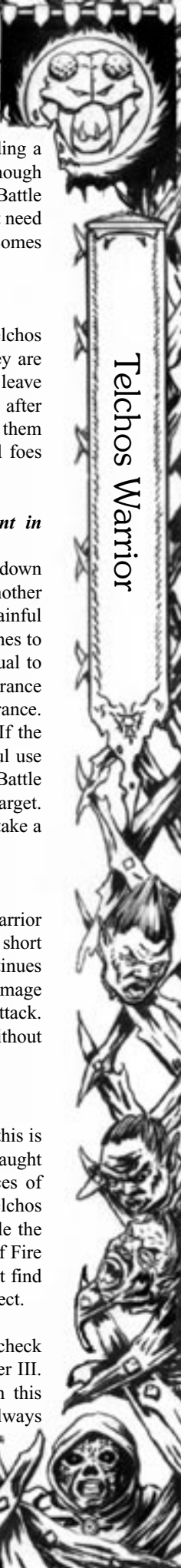
Tier I: Rage (2 Endurance per round)

By screaming all of her anger and aggression before combat, a Telchos Warrior can increase her Strength and Constitution scores by +4 and add +2 to her Will saving throws. This cannot be sustained for longer than the Warrior's (newly improved) Constitution score in rounds. She may choose to end the rage at any time during this duration. Once the rage ends, the Telchos Warrior suffers penalties equal to these bonuses (–4 to Strength and Constitution, –2 to Will saves) for as many rounds as she raged and cannot use Battle Cries and Primal Screams until this exhaustion passes.

The increase in Constitution increases the Telchos Warrior's Endurance by 2 points per level but these Endurance points go away at the end of the rage when her Constitution score drops back to normal. These extra Endurance points are not lost first the way temporary Endurance points are – when the Telchos Warrior ends her rage, the extra Endurance is deducted. It is quite possible for a Telchos Warrior to spend her extra Endurance to power Rage itself for additional rounds. If the Telchos Warrior drops to 0 or lower Endurance when ending her Rage, she is disabled, dying or dead as normal. While raging, a Telchos Warrior cannot use any Charisma, Dexterity or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can she cast spells or activate magic items. Other Battle Cries and Primal Screams may be used during this rage but their cost must be paid over and above the 2 Endurance per round for maintaining the rage.

Tier II: Sandstrike (5 Endurance)

This Battle Cry only lasts for the Warrior's next round but it enhances as many attacks as she can make in that time. Sandstrike allows the Telchos Warrior to ignore any Armour Class bonus her opponent might have from physical armour (including shields). This damage is always bludgeoning, as it represents the Warrior hitting her opponent so hard she smashes the protection into its body and hurts them through their own armour. The recipient may make a Fortitude save to take half damage from the Telchos Warrior's Sandstrike attack.



Tier III: Infallible Blow (7 Endurance)

Once used, this Cry allows the Warrior to spend the next round making a single attack as a special full-attack action. The attack gains a +20 bonus to hit, making it strike unerringly true unless the target is simply far too well guarded to be hit at all. The attack is also considered magical regardless of what weapon is used (even an unarmed strike can be enhanced this way), allowing it to defeat most kinds of Damage Reduction.

Serpent's Speed

The Telchoi know well the lesson that in the harsh and burning sands of their home, there are only two kinds of creature; the swift and the dead. The tribes have learned over their many years of suffering to bend their powers toward great speed and agility. With the speed of the serpent comes survival, the only prize worth anything in the wastes of Telchos.

Tier I: Swiftess (2 Endurance per round)

The Telchos Warrior can lash out with sudden speed when her need is great. This Battle Cry grants a Warrior a bonus to her Dexterity score equal to her Charisma modifier (minimum +1) for as long as she chooses to maintain it. Swiftess can be combined with Rage as a single Battle Cry if desired, enhancing all of a Telchos Warrior's physical attributes at the same time by +4 but both powers must be paid for together (4 points of Endurance per round) and both end when Rage's duration runs out or is dismissed.

Tier II: Sudden Slash (2 Endurance)

This is the fastest of the Battle Cries, usable as a free action at the beginning of any combat (but not during a surprise round if the Warrior is surprised) to grant the Telchos Warrior a bonus to Initiative equal to her Charisma modifier (minimum of +1). This bonus lasts for the duration of the combat.

Tier III: Speed of the Shadowfang (5 Endurance per round)

Named after a small yet deadly black snake that strikes so quickly it can hardly be seen to move, this power grants some of that deadly alacrity to the Telchos Warrior mastering this Battle Cry. Once uttered, it grants an extra standard or move action each round it is maintained, to a maximum duration of the Warrior's Charisma modifier +1 (minimum of 2 rounds). The stress this Battle Cry places on the body keeps it from being used more than once a round. The speed it grants begins the same round as the Battle Cry's invocation (hence the character could attack as a standard action after performing the special full-round action necessary to utter the Battle Cry). If maintained, it could allow the Telchos Warrior to move (as her extra action) and then perform a full-attack action.

Will of Ishir

The Council of Thirty rule Telchos in the name of Ishir, though she is a much-changed goddess in their eyes compared to her worship elsewhere in Magnamund. The three Faces of Ishir

are the focus for this Battle Cry, with each face providing a special gift to those Warriors strong enough and brave enough to draw her attention by roaring out her name. The only Battle Cry to use a real word, the foes of the Telchoi still do not need to understand the words to feel the deadly power that comes with a Warrior shouting at the top of her lungs.

Tier I: Harsh Judgement (3 Endurance)

By shouting the name of Ishir the Mother, the Telchos Warrior detects every enemy within 30 feet even if they are hidden from sight or masked by magic that would leave them undetected. This awareness lasts a single round after its use, allowing the Warrior to attack her foes without them benefiting from any level of concealment. Incorporeal foes are immune to this power.

Tier II: Heal the Worthy (Half the healed amount in Endurance, 5 Endurance or no Endurance cost)

Invoking the name of Ishir the Healer, a Warrior can call down her healing powers and repair the wounds of herself or another she is touching. This healing is difficult to control and painful to channel; the Warrior must choose an amount she wishes to heal and then make a Will saving throw with a DC equal to the desired healing +5. Success heals that value in Endurance and costs the Warrior half the healed amount in Endurance. Failure costs 5 Endurance and the attempt is wasted. If the Telchos Warrior is the target of the healing, a successful use costs no Endurance at all. Only one Heal the Worthy Battle Cry can be attempted each hour, regardless of the target. Unlike most Battle Cries, this Endurance cost can also take a Telchos Warrior to 0 Endurance or lower...

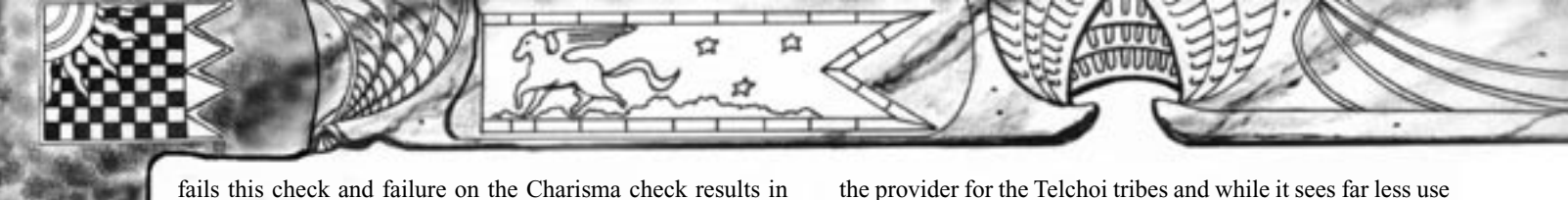
Tier III: Fortress of Faith (5 Endurance per round)

The name of Ishir the Defender can turn the Telchos Warrior daring to invoke it into an invulnerable force of war for a short period of time. For as long as a Telchos Warrior continues to pay its cost, Fortress of Faith grants her 15/- Damage Reduction, making her all but immune to physical attack. Magical and psionic attacks penetrate this defence without difficulty.

The Eye of Fire

The Telchoi tribefolk call the sun 'the Eye of Fire' and this is also the most difficult and draining of the Battle Cries taught to their Warriors. The Eye of Fire summons the forces of heat, light and death itself to the command of the Telchos Warrior brave or foolish enough to call them up. While the Sun may answer the cry of a Telchos Warrior, the Eye of Fire has no favourites and those without the will to control it find themselves burned by the very power they wished to direct.

Using an Eye of Fire Battle Cry requires a Charisma check with a DC of 10 for Tier I, 12 for Tier II and 15 for Tier III. The Telchos Warrior receives a bonus (or penalty) on this check equal to her Constitution modifier. A roll of 1 always



fails this check and failure on the Charisma check results in the power failing and the Warrior suffering 1d6 Endurance damage per Tier of the power she was trying to invoke.

Tier I: Brilliance (3 Endurance)

The simplest of the Eye of Fire Battle Cries, this shout summons a warmth and light to surround the Telchos Warrior for 10 minutes. During this time, any ranged attack targeting her gets a +1 bonus because she is easy to spot but she also reduces any cold based attack by 10 points and sheds light in a 30 foot radius in all directions.

Tier II: Blazing Spear (1 Endurance per attack)

This power imbues the weapons in the possession of a Telchos Warrior with the heat of the sun, causing them to burst into flames when they strike an enemy. This power only works while the weapons remain in the possession of the Telchos Warrior, when she throws them or when she fires them from her shiel-fa. Each attack the Telchos Warrior pays 1 Endurance for after uttering this Battle Cry inflicts 1 point plus the Warrior's Charisma modifier (minimum of +1) in bonus fire damage. This Battle Cry can be especially devastating when used with Storm of Shafts but keep in mind that each attack that hits must be paid for separately. The Battle Cry itself lasts for the Telchos Warrior's Constitution score in rounds.

Tier III: Furious Fire (5 Endurance)

A swift and deadly Battle Cry, this power occurs as soon as it is invoked, not beginning the round after as with most Battle Cries. It gives the Warrior an immediate magical ranged attack that, if successful, inflicts 1d6 plus 1d6 per point of the Telchos Warrior's Charisma bonus (minimum of 2d6) in fire damage as a ray of solar flame shoots from her eyes and strikes the target.

Primal Screams

A Primal Scream is a more powerful form of Battle Cry that takes the whole of a Telchos Warrior's will and effort to unleash. These shrieks of soul energy tap the powers of the world itself and force reality to echo with the timbre of their fury. With a Primal Scream, a Telchos Warrior can shatter stone, deafen foes and lay waste to all those that stand against her. A Primal Scream is treated just like a Battle Cry but they tend to be more powerful. This action prevents the Warrior from moving or attacking during the round the Primal Scream is invoked.

Voice of the Land

The desert is a place of sudden death and overwhelming danger, both of which can be tapped by the trained voice of a Telchos Warrior. By screaming out one of the unpronounceable desert 'words' for death, a Telchos Warrior can visit the hazards of her homeland on anyone unfortunate enough to be in her way. The desert is also, however meagre,

the provider for the Telchoi tribes and while it sees far less use than other Primal Screams, there is a Voice of the Land that has a nurturing effect.

Tier I: Bounty of the Sands

The desert can sustain those who know its secrets as well as the Telchoi do. This Primal Scream summons up that bounty and bestows it to the Telchos Warrior, providing her body instantly with enough nourishment to keep her from needing to eat or drink for a full day. Telchos Warriors can use this Scream as many days in a row as she has points of Charisma modifier (minimum of 1 day). After this, the Warrior must eat and drink normally for one day before using the power again.

Tier II: Grasping Sands (6 Endurance)

The Voice of the Land can cause the world to come alive for a few seconds around an enemy, entrapping it in sand, rock and soil like a giant hand. This power can only be directed at a visible enemy (ignoring any concealment less than total) and cannot attempt to hold a creature larger than Huge. Grasping Sands occurs the same round it is invoked and makes an immediate magical melee attack against a single enemy, with its own Strength bonus of +6. If it hits, Grasping Sands will hold the target immobile and helpless for 6 rounds, minus 1 round per point of Strength bonus the target possesses. This may result in the target immediately bursting free.

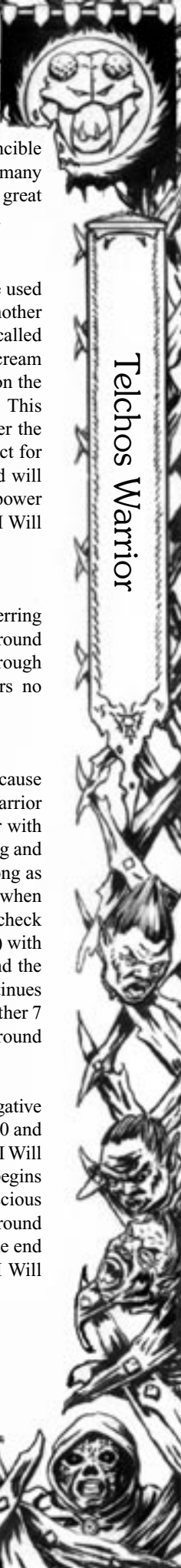
Tier III: Black Reaver (11 Endurance)

There is a terrible word for death in the Telchoi language, one that is so horrible it is only ever used for the most hated of enemies or when a demise must be described that is beyond horrific. When this word is used as part of a Primal Scream, it summons a mass of biting, tearing insects known as the Black Reaver, a swarm of flesh-burrowing scarabs, that in moments can strip the flesh from those unfortunately in its ravaging path.

The Black Reaver appears at the feet of the Telchos Warrior when summoned and moves at 30 feet per round thereafter in the direction she chooses. It moves through occupied areas without slowing down and is not deterred by any terrain other than water or solid walls. Any creature they move over suffers 1d6 slashing and piercing damage per class level of the Warrior, before it moves past them and continues on its way. The swarm lasts 2 rounds plus 1 round per point of the Warrior's Charisma modifier (minimum of 3 rounds) before vanishing to plague the forgotten tombs of her homeland. Damage Reduction of any amount makes a target immune to the Black Reaver's damage, though pain and discomfort will still occur.

Voice of the Storm

When the sands do not kill an outsider, the raging storms that blanket massive swathes of the Telchos wastes surely can. The powers of thunder, lightning and twisting winds are



all at the call of the commanding voice of a Telchos Warrior trained in this art. Telchos Warriors can unleash the fury of the elements on their enemies, though the most destructive tempest a Warrior can call up comes only at the most terrible of costs.

Tier I: Peal of Thunder (5 Endurance)

The voice of the Telchos Warrior becomes a thunderous echo of the mighty storms that hammer the distant dunes of Telchos. Every creature, friend or foe, within 30 feet of the Warrior must make a Fortitude save or be deafened by the blast of intense sound. Those who fail this first save must make a second save or be stunned for 1 round per point of the Warrior's Charisma modifier (minimum of 1 round).

Tier II: Crackling Lash (2 Endurance per attack)

The energies of a lightning storm charge the shiel-fa arm of the Telchos Warrior invoking this Primal Scream. For 10 rounds, any successful attack with the shiel-fa's chords inflict 1d6 + the Warrior's Charisma modifier in electrical damage, in addition to its other effects. If the shiel-fa's chords are used to entangle, this electrical damage can be inflicted each round the target remains bound if the Warrior wishes to pay the Endurance cost for doing so.

Tier III: Reap the Whirlwind (6 Endurance per round)

The skies open up over the Telchos Warrior using this Primal Scream and a tornado of shearing winds and thunderous violence rages down to strike any creature within 120 feet of her. The target of the Whirlwind must make an immediate Reflex saving throw or be sucked up into the cone of winds and battered helplessly for 2d6 points of bludgeoning damage each round beginning with the round it is swallowed. Each round after being swallowed up, the target must also make a Fortitude save (at the power's normal DC -5) or be slain by the shattering winds as a grievous effect. The Whirlwind must move from 10 to 40 feet each round and is directed by the Telchos Warrior as a standard action. Failure to move the wind causes it to disperse immediately.

A Telchos Warrior must be outside to use this power and must make a Charisma check each round she wishes to use it after the first. Failure at this Charisma check, which starts at a DC 10 and is cumulatively increased by +1 each round, causes the tornado to immediately begin moving toward the Telchos Warrior at a speed of 80 feet per round. Once the Whirlwind goes out of control, it will last another 1d6 rounds, will avoid any target other than the Warrior and does not cost any Endurance on her part to maintain for this extra duration..

Voice of the Soul

Also called the Pure Scream, this power comes from within the Telchos Warrior herself and has no connection to any other force of nature or divinity. The Voice of the Soul affects only the Warrior, but it has the power to completely transform her

abilities, making her uncontrollable, unstoppable or invincible in battle. Such strength can be very draining and many Warriors have screamed themselves to death fighting the great enemies of her people amid the shifting, uncaring sands.

Tier I: My Mind Is My Own (7 Endurance)

This Primal Scream takes effect immediately and can be used even if the Telchos Warrior is under the control of another being's mental powers (magical or psychic). Also called Mind Freedom in the language of the Telchoi, this Scream shatters all mental control, fear effects or compulsions on the Warrior, giving her complete control over herself again. This power can only be used after the Warrior has been under the effect of a controlling, fear inducing or compulsive effect for one full minute because it takes time for the suppressed will of the Warrior to rise up and shatter its bonds. This power cannot be used to overcome the 'compulsion' aspect of I Will Not Fail.

Tier II: I Go Where I Wish (3 Endurance per round)

Telchos Warriors do not obey or respect barriers, preferring the freedom to move when and where they want. Every round the Warrior maintains this power, she can freely move through enemies, ignore bindings or entanglements and suffers no effect from hindering terrain.

Tier III: I Will Not Fail (7 Endurance per round)

This terrible power of the soul is one rarely used because of the very real chance that it will kill the Telchos Warrior calling upon it. Once invoked, it empowers the Warrior with the abilities of Rage, Swiftens, Speed of the Shadowfang and Fortress of Faith all at once. These powers last for as long as the Warrior continues to pay 7 Endurance per round but when she wishes to let them go, she must make a Constitution check (with a bonus or penalty equal to her Charisma modifier) with a DC equal to 10, which increases by +2 for each round the power has been active. Failure means the power continues another round without her consent (and at the cost of another 7 Endurance). One check can be made at the start of each round but a natural 1 automatically fails this ability check.

This power can take the Telchos Warrior into negative Endurance and is fully capable of dropping her below -10 and killing her. The only benefit to this compulsion aspect of I Will Not Fail is that for as long as it lasts and the Warrior begins a round with -9 or higher Endurance, she remains conscious and can continue to act. As soon as the Warrior begins a round with -10 or lower Endurance, she dies immediately at the end of that turn. A Telchos Warrior that survives a use of I Will Not Fail also suffers as if recovering from Rage.



Skills – The Talents of Heroes

In a typical session of Lone Wolf, heroes will defeat the great villains that plague Magnamund and save the day with their unique powers and magic. The smaller, more mundane things they can do should never be taken for granted, however. Long before the heroes can face down the mighty Darklord in his throne room, they may have to sneak past his legions of terror or pick the massive lock on his inner sanctum door.

Simple tasks like these call for skill checks, d20 rolls that take into account a Lone Wolf character's relevant ability score and ranks in the skill in question, if any. When a Telchos Warrior needs to convince a ravenous doomwolf that the meat he is offering would be a tastier snack than herself, the situation calls for a Handle Animal check. When a Kai Lord needs to quietly walk past a group of cultists guarding the only way out of a crypt, the situation calls for a Stealth check. Skills are like assistants that keep the hero going until the big fight at the end of the adventure; they support and supplement a character, helping to define who he is and what he does in Magnamund.

Skills and Skill Checks

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point. Character class descriptions indicate which skills can be purchased as class skills and how many skill points (modified by a character's Intelligence modifier to a minimum of one per level) are gained when a character takes a level in that class.

Your maximum rank in a class skill is your character level + 3. Your maximum rank in a cross-class skill is one-half of this number (do not round up or down).

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character 1/2 a rank in that skill. Cross-class skills are skills not found on your character's class skill list. Half ranks do not improve your skill check but two 1/2 ranks make 1 rank. You cannot save skill points to spend later. In the Class and Cross-Class Skills table, 'C' designates a class skill and 'cc' designates a cross-class skill.

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

Using Skills: To make a skill check, roll 1d20 + skill modifier (skill modifier = skill rank + ability modifier + miscellaneous modifiers). This roll works just like an attack roll or a saving

throw – the higher the roll, the better. Either a character is trying to match or exceed a certain Difficulty Class (DC) or he is trying to beat another character's check result.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check and the relevant skills are noted in the Untrained column of the Class and Cross-Class Skills table.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include encumbrance penalties and bonuses provided by class features, among others.

Using a Skill

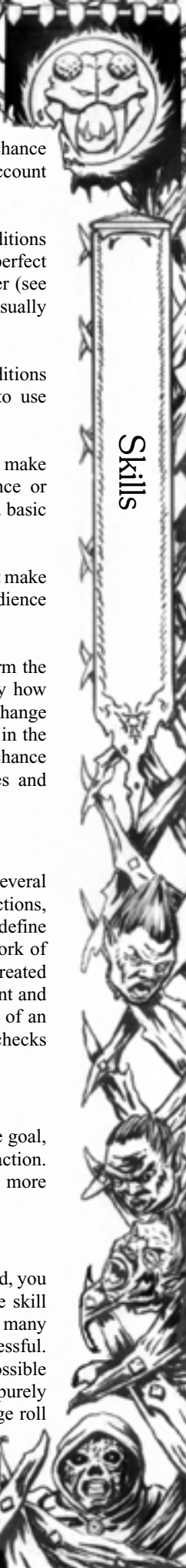
When a character uses a skill, the Player makes a skill check to see how well he does. The higher the result of the skill check, the better. Based on the circumstances, the result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number a Player needs to roll.

Circumstances can affect this check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. Also, if others help, the character may succeed where otherwise he would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier) and luck (the die roll). It may also take into account what armour he is wearing (Armour Check Penalty) or certain abilities the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armour check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success and a natural roll of 1 is not an automatic failure.



Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, a character can try a skill check again if he fails and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill he does not possess, you make a skill check as normal. The skill modifier does not have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check. Many skills can be used only by someone who is trained in them; a character cannot attempt a check using a skill that cannot be used untrained.

Favourable and Unfavourable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill

check or a change to the DC of the skill check. The chance of success can be altered in four ways to take into account exceptional circumstances.

Give the skill user a +2 bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.

Give the skill user a -2 penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that does not have to be completed to a basic standard.

Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result – they create a better chance of success. But they represent different circumstances and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favourable conditions and eliminate the luck factor.

Taking 10

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure – you know (or expect) that an average roll

Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Perception)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Palm a coin (Sleight of Hand)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Safely ride a horse at full speed over rocky ground (Ride)
Formidable (25)	Cure a virulent disease (Heal)
Heroic (30)	Leap across a 30 foot chasm (Athletics)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Perception (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Make a bully back down	Intimidate (Cha)	Special ¹
Sneak up on someone	Stealth (Dex)	Perception (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Perception (Wis)
Tie a prisoner securely	Escape Artist (Dex)	Escape Artist (Dex)

¹ An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll would not help.

Taking 20

When you have plenty of time (generally 2 minutes for a skill that can normally be checked in one round, one full-round action or one standard action), you are faced with no threats or distractions and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he could complete the task at hand.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap. This can be done in several different ways; each combination is adjudicated using its own set of rules.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check. If you are in doubt as to whether a skill attempt is independent of another character's check, it is usually safe to assume that it is unless some clear connection exists or the Games Master rules otherwise.

Aid Another

You can help another character achieve success on his skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his check, as per the rule

for favourable conditions. You cannot take 10 on a skill check to aid another. In many cases, a character's help will not be beneficial, or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results you cannot use the aid another action to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy

It is possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you are making an untrained skill check. Since using a skill that a character does not have any skill ranks in is effectively an unmodified ability check. These are also called attribute checks.

In some cases, an action is a straight test of one's ability with no luck involved. Just as characters would not make a height check to see who is taller, they would also not make Strength checks to see who is stronger. The Games Master is responsible for determining what situations call for ability checks, which ones have skill checks as a more appropriate method of adjudication, and when rolls are not required at all.

The normal take 10 and take 20 rules apply for ability checks, since these are effectively just skill checks with no applicable skill to add to the d20 result. All the conditions and effects for taking 10 and 20 (such as additional time and distractions) apply to ability checks.

Class and Cross-Class Skills

Skill	Brother of the Crystal Star	Dwarven Gunner of Bor	Kai Lord	Magician of Dessi	Shadaki Buccaneer	Sommerlund Knight of the Realm	Telchos Warrior	Untrained	Key Ability
Acrobatics*	cc	cc	C	cc	C	cc	C	Yes	Dex
Appraise	cc	C	cc	cc	C	cc	cc	Yes	Int
Athletics*	cc	C	C	cc	C	C	C	Yes	Str
Bluff	C	cc	C	cc	C	cc	cc	Yes	Cha
Climb*	cc	cc	C	cc	C	cc	cc	Yes	Str
Concentration	C	C	C	C	C	cc	cc	Yes	Con
Craft	cc	C	C	C	cc	cc	C	Yes	Int
Diplomacy	C	cc	cc	cc	cc	C	cc	Yes	Cha
Disable Device	cc	C	cc	cc	C	cc	cc	No	Int
Disguise	cc	cc	C	cc	C	cc	cc	Yes	Cha
Escape Artist*	cc	cc	C	cc	C	cc	C	Yes	Dex
Forgery	cc	cc	cc	cc	C	cc	cc	Yes	Int
Gather Information	cc	cc	cc	cc	C	cc	cc	Yes	Cha
Handle Animal	cc	cc	C	cc	cc	C	cc	No	Cha
Heal	C	cc	C	C	cc	cc	cc	Yes	Wis
Intimidate	cc	C	cc	cc	C	C	C	Yes	Cha
Knowledge (arcana)	C	cc	cc	C	cc	cc	cc	No	Int
Knowledge (architecture & engineering)	C	C	cc	C	cc	cc	cc	No	Int
Knowledge (dungeoneering)	C	cc	cc	C	cc	cc	cc	No	Int
Knowledge (geography)	C	cc	cc	C	C	cc	cc	No	Int
Knowledge (history)	C	C	C	C	cc	C	cc	No	Int
Knowledge (nature)	C	cc	C	C	cc	cc	C	No	Int
Knowledge (nobility & royalty)	C	cc	cc	C	cc	C	cc	No	Int
Knowledge (religion)	C	C	cc	C	cc	cc	cc	No	Int
Knowledge (the planes)	C	cc	cc	C	cc	cc	cc	No	Int
Knowledge (warfare)	C	C	cc	C	cc	C	cc	No	Int
Occult	C	cc	cc	C	cc	cc	cc	No	Int
Perception	cc	cc	C	C	C	cc	C	Yes	Wis
Perform	cc	cc	cc	cc	cc	cc	cc	Yes	Cha
Profession	cc	cc	cc	C	C	cc	cc	No	Wis
Ride	cc	cc	C	cc	cc	C	cc	Yes	Dex
Sense Motive	C	cc	C	cc	cc	cc	cc	Yes	Wis
Sleight of Hand*	cc	cc	cc	cc	C	cc	cc	No	Dex
Speak Language	C	C	C	C	C	cc	cc	No	None
Stealth*	cc	cc	C	cc	C	cc	C	Yes	Dex
Survival	cc	cc	C	cc	C	cc	C	Yes	Wis
Use Magical Item	cc	cc	cc	cc	C	cc	cc	No	Cha

* Armour Check Penalties apply to these skill checks when using shields and armour heavier than leather.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here. Here is the format for skill descriptions.

Skill Name

The skill name line includes (in addition to the name of the skill) the following information.

- ◆ **Key Ability:** The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has 'None' as its key ability because the use of this skill does not require a check.
- ◆ **Trained Only:** If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).
- ◆ **Armour Check Penalty:** If this notation is included in the skill name line it is subject to Armour Check Penalties, meaning that it incurs a penalty to all checks if the character wears armour heavier than leather.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

- ◆ **Check:** What a character ('you' in the skill description) can do with a successful skill check and the check's DC.
- ◆ **Action:** The type of action using the skill requires, or the amount of time required for a check.
- ◆ **Try Again:** Any conditions that apply to successive attempts to use the skill successfully. If the skill does not allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you cannot take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.
- ◆ **Special:** Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class choices or special conditions.
- ◆ **Synergy:** Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies.

- ◆ **Untrained:** This entry indicates what a character without at least 1 rank in the skill can do when called upon to use it. If this entry does not appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character cannot attempt checks with this skill (for skills that are designated as 'Trained Only').

Appraise (Int)

Appraise is used to evaluate the worth and occasionally age or origin of an object, structure or item.

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value. Appraising a rare or exotic item requires a successful check against DC 15, 20 or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%) of the item's actual value.

Acrobatics (Dex; Armour Check Penalty)

Acrobatics covers the physical agility of a character and how they have trained themselves to tumble and balance.

Check: You can walk on a precarious surface or avoid enemies with an Acrobatics check. A successful check lets you move at half your speed along a slippery or narrow surface for 1 round. A failure by 4 or less means you cannot move for one round. A failure by 5 or more means you fall. The difficulty varies with the surface, as shown on the Balancing table.

Acrobatics can also allow you to land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Acrobatics skill are given on the Falling and Tumbling table.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a -10 penalty on your Acrobatics checks, you can move at your full speed instead of one-half your speed.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you cannot move to avoid a

blow and thus you lose your Dexterity bonus to Armour Class (if any). If you have 5 or more ranks in Acrobatics, you are not considered flat-footed while balancing. If you take damage while balancing, you must make another Acrobatics check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a -5 penalty, you can move your full speed as a move action. Moving twice your speed in a round requires two Acrobatics checks, one for each move action used. You may also accept this penalty in order to charge across a precarious surface;



Balancing

Narrow Surface	Acrobatics DC ¹	Difficult Surface	Acrobatics DC ¹
7–12 inches wide	10	Uneven flagstone	10 ²
2–6 inches wide	15	Hewn stone floor	10 ²
Less than 2 inches wide	20	Sloped or angled floor	10 ²

¹ Add modifiers from Acrobatics Modifiers table as appropriate.

² Only if running or charging. Failure by 4 or less means the character cannot run or charge, but may otherwise act normally.

Acrobatics Modifiers

Surface Is . . .	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

¹ Tumbling is impossible in a deep bog.

Falling and Tumbling

Acrobatics DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, gaining a +2 bonus to Armour Class for the agile and erratic movement. Failure means you suffer a -2 penalty instead for the awkwardness of your failed motion.
25	Tumble at one-half speed through an area occupied by an enemy (over, under or around the opponent) as part of normal movement, allowing you to move through an enemy-occupied area when you normally could not. Failure means you stop before entering the enemy-occupied area. Check separately for each opponent. Each additional enemy after the first adds +2 to the DC.

charging requires one Acrobatics check for each multiple of your speed (or fraction thereof) that you charge.

Synergy: If you have 5 or more ranks in Acrobatics, you get a +2 bonus on Athletics checks made when jumping.

Action: None. An Acrobatics check does not require an action; it is made as part of a movement action and is considered a natural part of motion.

Try Again: Usually no. An audience, once it has judged an acrobat as an uninteresting performer, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in Acrobatics, you gain a +3 bonus to Armour Class when fighting defensively instead of the usual +2 bonus to Armour Class. If you have 5 or more ranks in Acrobatics, you gain a +6 bonus to Armour Class when executing the total defence standard action instead of the usual +4 bonus to Armour Class.

Athletics (Str; Armour Check Penalty)

The Athletics skill is used for two different actions – jumping and swimming. These are effectively sub-skills, both of which are improved as you take ranks in the Athletics skill.

Jumping: The DC and the distance you can cover vary according to the type of jump you are attempting. Your Athletics check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –4 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Athletics DCs given here for jumping assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round. If you have ranks in Athletics and you succeed on an Athletics check, you land on your feet (when appropriate). If you attempt a jump untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you do not clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

High Jumps

High Jump Distance ¹	Athletics DC ²
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

¹ Not including vertical reach.

² Requires a 20 foot running start. Without a running start, double the DC.

Long Jumps

Long Jump Distance	Athletics DC ¹
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

¹ Requires a 20-foot running start. Without a running start, double the DC.

Vertical Reach

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared. If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Athletics check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The

maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. As a Medium-sized creature, a typical human can reach 8 feet without jumping. Quadruped creatures do not have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Athletics check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Swimming: Make an Athletics check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed an Athletics check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by one round. Effectively, a character in combat can hold his breath only half as long as normal. After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown. The DC for the Athletics check depends on the water, as given in the Swimming table.

Each hour that you swim, you must make a DC 20 Athletics check or take 1d6 points of nonlethal damage from fatigue. If you reach 0 Endurance or less before leaving the water, you pass out and immediately submerge.

Action: None for jumping. An Athletics check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump. A successful Athletics check for swimming allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Swimming

Water	Athletics DC
Calm water	10
Rough water	15
Stormy water	20 ¹

¹ You cannot take 10 on an Athletics check in stormy water, even if you are not otherwise being threatened or distracted.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

Synergy: If you have 5 or more ranks in Acrobatics, you get a +2 bonus on Athletics checks made when jumping.

Bluff (Cha)

Bluff is the skill of the statesman, the conman and the swashbuckler. It involves fooling another person, however briefly, into believing your intent or reacting as you direct.

Check: A Bluff check is opposed by the target's Sense Motive check. See the Bluff Examples table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one. Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff.

Two circumstances can weigh against you; the bluff is hard to believe or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it is important, you can distinguish between a bluff that fails because the target does not believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually a round or two) or believes something that you want it to believe. Bluff, however, is not a Mind Charm spell. A bluff requires a degree of interaction between you and the target. Creatures unaware of you cannot be bluffed.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it cannot dodge your next attack effectively). To feint, make a Bluff check as a standard action opposed by your target's Sense Motive check, but in this case, the target may add its Base Combat Skill to the roll along with any other applicable modifiers. If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to Armour Class (if any) for the next melee attack you make against it. This attack

Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	-5
The bluff is believable and does not affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

must be made on or before your next turn and the effect only works for the first attack – subsequent attacks used in the same action (such as from fighting with two weapons) do not benefit from the feint.

Feinting in this way against a non-humanoid is difficult because it is harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it is even harder; you take a -8 penalty. Against a non-intelligent creature, it is impossible.

Creating a Diversion for Stealth: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Stealth check while people are aware of you.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you cannot get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message does not take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you are being observed and you try to act in character.

Climb (Str; Armour Check Penalty)

Magnamund has many mountainous lands and this skill is vital to any who wish to cross them. It is also a key skill for adventurers who wish to access every single area of a dungeon or cavern complex.

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress and one that fails by 5 or more means that you fall from whatever height you have already attained. The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you cannot move to avoid a blow, so you lose your Dexterity bonus to Armour Class (if any). You also cannot use a shield while climbing. Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a -5 penalty, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes one minute per piton and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It is practically impossible to catch yourself on a wall while falling. To attempt this difficult feat, make a Climb check (DC = wall's DC + 20). It is much easier to catch yourself on a slope (DC = slope's DC + 10), but when no inclines are forthcoming, desperation is better than no chance at all.

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he is within your reach.

Climb Examples

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Climb Modifiers

Climb DC Modifier ¹	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
–5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

¹ These modifiers are cumulative; use any that apply.

Doing so requires a successful Reflex save (DC 20). If you succeed, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character – but his total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but do not lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it is generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character does not take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

Synergy: If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope or a rope-and-wall combination.

Concentration (Con)

This skill is used whenever a character must employ a calm temperament and steady hands in challenging conditions.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a Brotherhood spell, concentrating on an active spell, directing a spell, using

a magical ability, or using a skill that takes longer than a single action. In general, if an action only takes a standard action or less to perform, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a Brotherhood spell, the spell is lost but its Endurance cost is still paid. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a magical ability, that use of the ability is lost. A skill use also fails and in some cases a failed skill check may have other ramifications as well.

The table below summarises various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed and further checks are redundant.

Action: None. Making a Concentration check does not take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success does not cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

Concentration

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action ² .
10 + half of continuous	Taking continuous damage during the action.
Distracting spell's save DC	Distracted by non-damaging spell ³ .
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm-tossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust or debris.
Distracting spell's save DC	Weather caused by a spell or power, such as Reap the Whirlwind ³ .

¹ If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

² Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from a readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action). (See also Distracting Spellcasters, page 160.)

³ If the spell allows no save, use the save DC it would have if it did allow a save.

Special: You can use Concentration to cast a spell, use a magical ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This does not apply to other actions that might provoke attacks of opportunity.

Craft (Int)

Like Knowledge, Perform and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. A Craft skill is specifically focused on creating something. If nothing is created by the endeavour, it probably falls under the heading of a Profession skill.

Check: You can practice your trade and make a decent living, earning about half your check result in Gold Crowns per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers and how to handle common problems. Untrained labourers and assistants earn an average of 1 Gold Crown per week.

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 penalty. On the other hand, mastercrafted artisan's tools provide a +2 bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

Find the item's price. Multiply that number of Gold Crowns by 10. This value is called the Time To Completion (TTC).

Find the DC from the Crafting Items table.

Pay one-third of the item's Gold Crown price for the cost of raw materials.

Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the DC. If the result x the DC equals the TTC, then you have completed the item. If the result x the DC equals double or triple the item's TTC, then you have completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner. If the result x the DC does not equal the TTC, then it represents the progress you have made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the TTC or exceeds it.

If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the Crafting Items table.

Crafting Items

Item	Craft Skill	Craft DC
Acid	Alchemy	15
Tindertwig or torchstone	Alchemy	20
Antitoxin, sunrod or thunderstone	Alchemy	25
Boom powder (1 keg)	Alchemy	20
Armour or shield	Armoursmithing	10 + AC bonus
Longbow or shortbow	Bowmaking	18 or 15
Other ranged weapon (sling, javelin)	Bowmaking	15
Crossbow	Weaponsmithing	15
One-handed melee weapon	Weaponsmithing	12
Two-handed melee weapon	Weaponsmithing	15
Racial weapon	Weaponsmithing	18
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

Mastercrafting: If you have a +15 or greater bonus to Craft checks (after factoring in Intelligence bonus and other modifiers not based on tools), you may make mastercrafted items. These double the TTC because of the exacting requirements and work they involve but they sell for a great deal more and offer some special bonuses to their users.

Superior Craftsmanship: If you have a +20 or greater bonus to Craft checks (after factoring in Intelligence bonus and other modifiers not based on tools), you may make superior items. These triple the TTC because of the extremely exacting requirements and work they involve but they sell for a great deal more and offer some special bonuses to their users.

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist's lab grants a +2 bonus on Craft (alchemy) checks because you have the perfect tools for the job but it does not affect the cost of any items made using the skill.

Synergy: If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

Diplomacy (Cha)

This skill is the antithesis of violence in that it can resolve conflicts before they even occur.

Check: You can change the attitudes of others (Non-Player Characters) with a successful Diplomacy check; see the Influencing Non-Player Character Attitudes table for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least one full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a -10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check

Influencing Non-Player Character Attitudes

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitudes

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee.
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult.
Indifferent	Does not much care	Socially expected interaction.
Friendly	Wishes you well	Chat, advise, offer limited help, advocate.
Helpful	Will take risks to help you	Protect, back up, heal, aid.

succeeds, the other character can be persuaded only so far and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position and a retry is futile.

Synergy: If you have 5 or more ranks in Bluff or Sense Motive, you get a +2 bonus on Diplomacy checks. If you have 5 or more ranks in Knowledge (nobility and royalty) you get a +2 bonus to Diplomacy checks made versus royal personages and noble courts. If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on Diplomacy checks made with clergy, particularly pious folk and deities.

Disable Device (Int; Trained Only)

Disable Device checks are made to disable traps, mechanical devices or other complex machines, as well as to open locks. It does not see a great deal of use by many heroes but traps and locks are commonplace in ancient ruins and in the guarded homes of the paranoid and powerful.

Check: The Disable Device check is usually made secretly, so that you do not necessarily know whether you have succeeded. It behoves prepared heroes to have some skill in this area.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs. If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you are attempting some sort of sabotage, you think the device is disabled but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Lockpicking: The DC for opening ('picking') a lock varies from 20 to 40, depending on the quality of the lock, as given on the Disable Device DCs table. Attempting lockpicking without a set of thieves' tools imposes a -2 penalty on the check, even

if a simple tool is employed. If you use mastercrafted thieves' tools, you gain a +2 bonus on the check.

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes one round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds or 1d4 minutes for especially fiendish devices or locks.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Special: A hero (but not a member of any Non-Player Character class except Expert) who beats a trap's DC by 10 or more can study the trap, figure out how it works and bypass it (along with his companions) without disarming it.

Other Ways to Defeat a Trap: You cannot pick locks untrained, but you might successfully force them open. It is also possible to ruin many traps without making a Disable Device check.



Disable Device DCs

Device	Time	Disable Device DC ¹	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap, pick a very simple lock
Very Difficult	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device, pick an average lock
Amazingly Difficult	2d4 rounds	30	Disarm an extremely clever or bizarre trap, pick a good lock
Virtually Impossible	1d4 minutes	40	Disarm a trap designed by Darklord Zagarna, pick an amazing lock

¹ If you attempt to leave behind no trace of your tampering, add 5 to the DC.

- ♦ **Ranged Attack Traps:** Once a trap's location is known, the obvious way to ruin it is to smash the mechanism – assuming the mechanism can be accessed. Failing that, it is possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.
- ♦ **Melee Attack Traps:** These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it is triggered gains a +4 Armour Class bonus against its attacks if it is triggered again within the next minute.
- ♦ **Pits:** Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labour, not the Disable Device skill. Characters could neutralise any spikes at the bottom of a pit by attacking them – they sunder just as daggers do.

Disguise (Cha)

Disguise is largely believed to be the province of thieves, assassins and ne'er-do-wells, yet it is also used by Kai Lords and genteel ladies at court.

Check: Your Disguise check result determines how good the disguise is and it is opposed by others' Perception check results. If you do not draw any attention to yourself, others do not get to make Perception checks. If you come to the

attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Perception checks.

You get only one Disguise check per use of the skill, even if several people are making Perception checks against it. The Disguise check is made secretly, so that you cannot be sure how good the result is. The effectiveness of your disguise depends in part on how much you are attempting to change your appearance.

Usually, an individual makes a Perception check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Perception modifier for the group.

Action: Creating a disguise requires 1d3 x 10 minutes of work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they will be more suspicious.

Disguise

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race (such as human to Elder Magi or Sommlending to Bhanarian ¹)	-2
Disguised as different age category ¹	-2 ²

¹ These modifiers are cumulative; use any that apply.

² Per step of difference between your actual age category and your disguised age category. The steps are; young (younger than adulthood), adulthood, middle age, old and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Perception checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Perceiving Disguises

Familiarity	Viewer's Perception Bonus
Recognises on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you are being observed and you try to act in character.

Escape Artist (Dex; Armour Check Penalty)

This skill represents a character's ability and experience at contortionism and escaping from bonds. It also represents familiarity with common methods of restraining people – especially the use of ropes.

Check: The Escaping table gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's Escape Artist check. Since it is easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his check.

Manacles and Mastercrafted Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders do not. If the space is long you may need to make multiple checks. You cannot get through a space that your head does not fit through.

The alternate uses of this skill – to manipulate or otherwise use rope – are relatively simple. The DCs for various tasks utilising this skill are summarised on the Using a Rope table.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes

is opposed by your own Escape Artist check. You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You do not even make your Escape Artist check until someone tries to escape.

Action: Varies. Making an Escape Artist check to escape from rope bindings, manacles or other restraints requires one minute of work. Escaping from a net or the cords of a shiel-fa is a full-round action. Squeezing through a tight space takes at least one minute, maybe longer, depending on how long the space is. Tying a knot, tying a special knot or tying a rope around yourself one-handed is a full-round action. Splicing two ropes together takes five minutes. Binding a character takes one minute.

Special: A silk rope gives you a +2 bonus on relevant Escape Artist checks (though not if you are trying to escape from silk bonds tied by someone else).

Try Again: Varies. You can make another check after a failed check if you are squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you are not being actively opposed.

Synergy: If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope or a rope-and-wall combination.

Forgery (Int)

Forgery is a rare skill in Magnamund but a highly valued one – it can provide passes for access to forbidden quarters but just as importantly guards against being fooled by such con-artistry.

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you are writing, wax for seals (if appropriate) and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly, so that you are not sure how good your forgery is. As with Disguise, you do not even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his check if any of the conditions on the Forgery Modifiers table exist.

Escape Artist

Restraint	Escape Artist DC
Ropes bindings	Binder's Escape Artist check at +10
Net or the entangling chords of a shiel-fa	20
Manacles	30
Tight space	30
Mastercrafted manacles	35

Using a Rope

Escape Artist DC	Task
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

Forgery Modifiers

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favourable circumstances for the checker's opposing Forgery check).

Action: Forging a very short and simple document takes about one minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favour of the forger, then the reader cannot try using his own skill again, even if he is suspicious about the document.

Restriction: Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. Illiterate characters (like Telchos Warriors) cannot learn the Forgery skill unless they have learned to read and write.

Gather Information (Cha)

This skill is every traveller's best friend, from the caravan merchant to the wandering adventurer. It enables you to swiftly get a feeling for and understanding of any area you enter.

Check: An evening's time, a few Gold Crowns (typically 1d6) for buying drinks and making friends and a DC 10 Gather Information check get you a general idea of a city's major news items, assuming there are no obvious reasons why the relevant information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumour, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Gather Information check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Handle Animal (Cha; Trained Only)

This is the skill for dealing with animals of all kinds, whether you wish to raise them, ride them or convince them not to attack you.

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

'Push' an Animal: To push an animal means to get it to perform a task or trick that it does not know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than one hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

This use of the skill can also convince a wild animal or magical beast that has not yet attacked that it does not wish to do so. This involves getting the creature something better to do, usually involving food or someone else (not its own allies or masters) to chase. This use of the skill is opposed with the animal's own Will saving throw rolled at a +5 bonus, though

Handle Animal Tasks

Task	Handle Animal DC
Handle an animal	10
'Push' an animal	25
Teach an animal a trick	15 or 20 ¹
Train an animal for a general purpose	15 or 20 ¹
Rear a wild animal	15 + ED of animal

¹ See the specific trick or purpose.

Training DCs

General Purpose	DC
Combat riding	20
Fighting	20
Guarding	20
Heavy labour	15
Hunting	20
Performance	15
Riding	15



the few, rarer beasts and animals allied with Evil gain a +10 bonus to the save.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that does not know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows you closely, even to places where it normally would not go.

Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking.

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it. This requires the animal to have the scent ability.

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labour. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

- **Combat Riding (DC 20):** An animal trained to bear a rider into combat knows the tricks Attack, Come, Defend, Down, Guard and Heel. Training an animal for combat riding takes six weeks. You may also 'upgrade' an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they do not require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks Attack, Down and Stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks Attack, Defend, Down and Guard. Training an animal for guarding takes four weeks.

Heavy Labour (DC 15): An animal trained for heavy labour knows the tricks Come and Work. Training an animal for heavy labour takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks Attack, Down, Fetch, Heel, Seek and Track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks Come, Fetch, Heel, Perform and Stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks Come, Heel and Stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it is being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do. A Sommerlund Knight of the Realm never needs to use this skill to convince his special mount to do any action; it is intelligent enough to understand and obey any logical command to the best of its physical ability.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you cannot teach, rear or train animals.

Heal (Wis)

Magical healing is far from common in Magnamund – this skill is essential in any community and those practising it are generally highly regarded.

First Aid: You usually use first aid to save a dying character. If a character has negative Endurance and is losing Endurance (at the rate of one per round, one per hour or one per day), you can make him stable. A stable character regains no Endurance but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers Endurance or ability score points (lost to ability damage) at twice the normal rate: 2 Endurance per level and 2 ability score points per ability score for a full 8 hours of rest in a day, or 4 Endurance per level and 4 ability score points per ability score for each full 24 hours of complete rest.

You can tend up to six patients at a time. You need a few items and supplies (bandages, salves and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrap: A creature wounded by stepping on a caltrap moves at one-half normal speed. A successful Heal check removes this movement penalty. As a note, keep in mind that virtually any Damage Reduction will probably stop a caltrap's wound in the first place, negating the need for this skill and the penalty such a wound generates.



Healing

Task Heal	DC
First aid	15
Long-term care	15
Treat wound from caltrop	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his saving throw, whichever is higher.

Action: Providing first aid, treating a wound or treating poison is a standard action. Treating a disease takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you cannot try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: Attempting a Heal check without a healer's kit incurs a -4 penalty to the check.

Intimidate (Cha)

Intimidate is the thug's Diplomacy – it involves using force of personality and a basic understanding of how creatures react to make them cowed or subservient for a short time.

Check: You can change another's behaviour with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or End Dice + target's Wisdom modifier + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly but only for the purpose of actions taken while it remains intimidated. That is, the target retains its normal attitude but will chat, advise, offer limited help or advocate on your behalf while intimidated. See the Diplomacy skill for additional details on Non-Player Character attitudes.

The effect lasts as long as the target remains in your presence and for 1d6 x 10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally

unfriendly, to hostile). If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralise Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for one round. A shaken character takes a -2 penalty on attack rolls, ability checks and saving throws. You can only intimidate an opponent that can see you and is within your reach.

Action: Varies. Changing another's behaviour requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry does not help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator and a retry is futile.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target. A character immune to fear cannot be intimidated, nor can non-intelligent creatures.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

Knowledge (Int; Trained Only)

Like the Craft, Perform and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study.

Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts). If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Occult checks.

Architecture and engineering (buildings, aqueducts, bridges, fortifications). If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Perception checks made to find secret doors or hidden compartments.

Dungeoneering (aberrations, caverns, oozes, spelunking). If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

Geography (lands, terrain, climate, people). If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

History (colonies, cultures, literature, founding of cities, the Ages of Magnamund). If you have 5 or more ranks in Knowledge (history) you may use the special decipher script action described below.

Nature (animals, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin). If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains or plains).

Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities). If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks made with this type of folk.

Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead). If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on Diplomacy checks made with clergy, particularly pious folk and deities.

Warfare (battlefield tactics, strategies, sieges, combat lore). If you have 5 or more ranks in Knowledge (war), you get a +2 bonus to Initiative checks.

The Planes (the Daziarn Plane, the homes of the gods, magic related to the planes). If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions) or 20 to 30 (for really tough questions). In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's End Dice. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Decipher Script: This special Knowledge check is only available to those with 5 or more ranks in Knowledge (history). It enables the learned sage to use his breadth of experience and linguistic knowledge to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts and 30 or higher for intricate, exotic or very old writing. If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. Success means that you do not draw a false conclusion; failure means that you do. Deciphering the equivalent of a single page of script takes one minute (ten consecutive full-round actions).

Action: Usually none. In most cases, making a Knowledge check does not take an action—you simply know the answer or you do not.

Try Again: No. The check represents what you know, and thinking about a topic a second time does not let you know something that you never learned in the first place.

Synergy: The particular synergy bonuses associated with each Knowledge skill are noted next to each description,

Occult DCs

Occult DC	Task
Varies	Cast a Brotherhood spell.
20	Identify a spell being cast. (You must see or hear the spell taken place.) No action required. No retry.
15	When observing a spell being cast or an existing magical effect, determine the type of caster involved (Magician of Dessi, Brotherhood of the Crystal Star, Darkspawn, Kai Lord, etc.). No action required.
25	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
DC to resist spell	Identify materials created or shaped by magic, such as noting that an enwebbed creature is in fact suffering from a Tier of the Net spell. No action required. No retry.
20	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a pentagram to allow the use of the Evocation Elder Art. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

above. If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Occult (Int; Trained Only)

Use this skill to use magic, identify spells as they are cast or decipher spells already in place.

Check: You can identify spells and magic effects. The DCs for Occult checks relating to various tasks are summarised on the Occult DCs table.

Action: Varies, as noted above.

Try Again: See above.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Occult checks. If you have 5 or more ranks in Use Magical Item, you get a +2 bonus on Occult checks to identify magical potions. If you have 5 or more ranks in Occult, you get a +2 bonus on Use Magical Item checks.

Perception (Wis)

This skill is the use of a hero's senses to tell him things about the world around him. In most cases, Perception is used in an abstract way, using all of a hero's sense to provide information and oppose those trying to fool him or hide from him. Perception is a very broad skill and can be used to listen, search an area or spot anomalies and individuals in distracting or concealing situations. In all cases a Perception check is made but Games Masters might describe things in terms of listening, spotting, searching, touching or even tasting, as appropriate.

Listening: Your Perception check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Stealth check.

Searching: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical searching tasks involving the Perception skill. It takes a full-round action to search a 5 foot by 5 foot area or a volume of goods 5 feet on a side

Spotting: The Perception skill can be used to detect characters or creatures that are hiding visually as well as audibly. Typically, your Perception check is opposed by the Stealth check of the creature trying not to be seen. Sometimes a creature is not intentionally hiding but is still difficult to see, so a successful Perception check is necessary to notice it. A Perception check result higher than 20 generally lets you

Listening DCs

Perception DC	Sound
-10	A battle
0	People talking ¹ .
5	A person in medium armour walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmoured person walking at a slow pace (15 ft./round) trying not to make any noise.
15	Someone with a 14 result while using Stealth to sneak past the listener.
15	People whispering ¹ .
19	A cat stalking.
30	An owl gliding in for a kill.

¹ If you beat the DC by 10 or more, you can make out what is being said, assuming that you understand the language.

Listening Modifiers

Perception DC Modifier	Condition
+5	Through a door.
+15	Through a stone wall.
-1	Per 10 feet of distance.
-5	Listener distracted.

become aware of an invisible creature near you, though you may not actually be able to see it.

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him speak and understand the speaker's language. This use of the skill is language-dependent. The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read. If your Perception check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you cannot read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. This

Searching DCs

Task	Perception DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a well-hidden non-magical trap	21+
Find a magical trap	25+
Notice a well-hidden secret door	30
Find a footprint	Varies ¹

¹ A successful Perception check can find a footprint or similar sign of a creature's passage but it will not let you find or follow a trail.

Perception check is rolled secretly by the Games Master; thus, you do not know whether you succeeded or failed.

Action: Varies. Every time you have a chance to spot or hear something in a reactive manner you can make a Perception check without using an action. Trying to hear or notice something you failed to perceive previously is a move action. To read lips, you must concentrate for a full minute before making a Perception check and you cannot perform any other action (other than moving at up to half speed) during this minute. Searching is generally a full-round action.

Try Again: Yes. You can try to spot, find or hear something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Perform (Cha)

Like Craft, Knowledge and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks, each purchased as a separate skill. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

Act (comedy, drama, mime)

Comedy (buffoonery, limericks, joke-telling)

Dance (ballet, waltz, jig)

Keyboard instruments (harpsichord, piano, pipe organ)

Oratory (epic, ode, speechmaking, storytelling)

Percussion instruments (bells, chimes, drums, gong)

String instruments (fiddle, harp, lute, mandolin)

Wind instruments (flute, pan pipes, recorder, shawm, trumpet)

Sing (ballad, chant, melody)

A mastercrafted musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance.

Try Again: Yes. Retries are allowed but they do not negate previous failures and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. Increase the DC by 2 for each previous failure.

Special: In addition to using the Perform skill, you can entertain people with the Acrobatics and Sleight of Hand skills.

Profession (Wis; Trained Only)

Like Craft, Knowledge and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in Gold Crowns per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Perform DCs

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d3-1 (minimum of 0) Gold Crowns/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d4 Gold Crowns/day.
20	Great performance. In a prosperous city, you can earn 1d6 Gold Crowns/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d8 Gold Crowns/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 1d12 Gold Crowns/day. In time, you may draw attention from distant potential patrons, or even from magical or immortal beings.

Untrained: Untrained labourers and assistants (that is, characters without any ranks in Profession) earn an average of one Gold Crown per week.

Ride (Dex)

Ride is a useful skill for any denizen of Magnamund who intends to travel further than their own village. Being able to ride a mount can spell the difference between life and death, as it enables you to outpace attackers and reach valuable help in far shorter times than walkers can manage.

Check: Typical riding actions do not require checks. You can saddle, mount, ride and dismount from a mount without a problem. If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks. The following tasks do require checks.

Guide with Knees: You can guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You cannot attack or cast spells while using your mount as cover. If you fail your Ride check, you do not get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount – when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Athletics modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for one round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points and so on).

Ride Tasks

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20 ¹

¹ Armour Check Penalty applies.

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You cannot use fast mount or dismount on a mount more than one size category larger than yourself. Your Armour Check Penalty (if any) applies to Fast Mount or Dismount checks.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action or no action at all, as noted above.

Special: If you are riding bareback, you take a -5 penalty on Ride checks. If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Sense Motive (Wis)

This skill is representative of every creature's gut social instincts and awareness of others around him.

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when

Sense Motive DCs

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

‘something is up’ (that is, something odd is going on) or to assess someone’s trustworthiness.

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another’s behaviour that something is wrong, such as when you are talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone’s behaviour is being influenced by a magical effect, even if that person is not aware of it. The usual DC is 25 but if the target is dominated by Tier II of Mind Charm, Word of Power: Dominion or Mental Coercion, the DC is only 15 because of the limited range of the target’s activities.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you cannot learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you do not detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least one minute and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Synergy: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

Sleight of Hand (Dex; Armour Check Penalty; Trained Only)

This skill not only covers manual dexterity and pickpocketing but also the art of hiding small objects.

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went. When you use this skill under close observation, your skill check is opposed by the observer’s Perception check. The observer’s success does not prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a dagger or an easily concealed ranged weapon, such as a dart or sling) on your body. Your Sleight of Hand check is opposed by the Perception

Sleight of Hand

Sleight of Hand DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

check of anyone observing you or frisking you. In the latter case, the searcher gains a +4 bonus on the Perception check, since it is generally easier to find such an object than to hide it. A dagger is easier to hide than most weapons and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check. Drawing a hidden weapon is a standard action.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Perception check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your ‘act’ encompasses elements of legerdemain, juggling and the like.

Action: Any Sleight of Hand check is normally a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks when picking pockets and palming objects.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you cannot succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Speak Language (None; Trained Only)

This skill is used to learn new languages and communicate through speech or writing with others.

Check: There are no Speak Language checks to fail. The Speak Language skill does not work like other skills. Languages work as follows.

You start at 1st level knowing one language (based on your class, see the Common Languages and their Alphabets table).

You can purchase Speak Language just like any other skill but instead of buying a rank in it, you choose a new language that you can speak. This costs two skill points unless Speak Language is a class skill for you, in which case it costs one skill point.

You do not make Speak Language checks. You either know a language or you do not.

A literate character (anyone but a Telchos Warrior or a Commoner who has not spent skill points to become literate) can read and write any language he speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet. Telchos Warriors who spend two skill points to remove their illiteracy are considered literate in any languages they currently know and subsequently learn.

Characters in Lone Wolf do not get any bonus languages for a high Intelligence score; these are purchased with skill points as detailed above.

Stealth (Dex; Armour Check Penalty)

Stealth is the art of moving silently and hiding effectively so as not to get caught, generally used by those in places they do not belong. Stealth is a valuable skill for heroes looking to get into places too heavily guarded to fight their way in; a fight avoided is effectively a battle won before it can even begin.

Check: Your Stealth check is opposed by the Perception check of anyone who might notice, smell, hear or otherwise sense you. You can move up to one-half your normal speed and use Stealth at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It is practically impossible (-20 penalty) to use Stealth while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Stealth check to hide but not when attempting to simply move silently. Total cover or total concealment usually (but not always; see below) obviates the need for a Stealth check, since nothing can see you anyway. If people are observing you, even casually,

Common Languages and their Alphabets

Language	Typical Speakers	Alphabet	Known By (Character Class)
Aquan	Water-based creatures	Elemental	
Auran	Air-based creatures	Elemental	
Celestial	Good-aligned divine creatures	Celestial	
Dark Tongue	Darkspawn and Minions of the Darklords	Darkling	
Draconic	Dragons and dragon-born creatures	Draconic	
Drakkar	Racial language spoken by the Drakkarim	Drakkar	
Druidic	Druids (only)	Druidic	
Duroth	Racial variant spoken in Durenor	Duroth	
Dwarven	Drodarin Dwarves	Runic	Dwarven Gunners of Bor
Eldreth	Racial language spoken by Elder Magi	Eldari	Brothers of the Crystal Star, Magicians of Dessi
Giak	Giaks and Common Darkspawn	Darkling	
Giant	Ogres, Giants	Runic	
Ignan	Fire-based creatures	Elemental	
Ixtian	The Undead, Necromancers	Ixtar	
Naelan	Racial language spoken by the Nael	Naeli	
North Speak	The Language of Northern Magnamund	Sommat	Brothers of the Crystal Star, Dwarven Gunners of Bor, Kai Lords, Magicians of Dessi, Sommerlund Knights of the Realm
Shadar	Racial language spoken by the Shadaki	Shadar	Shadaki Buccaneers
Sommlend	Racial language spoken by Sommerlund	Sommat	Kai Lords, Sommerlund Knights of the Realm
Southernath	The Language of Southern Magnamund	Naarosh	Shadaki Buccaneers, Telchos Warriors
Teloc	Racial language of the Telchoi	Teloc	Telchos Warriors
Vaderish	Racial language spoken by the Vaderish	Vadar	
Vassan	Racial language spoken in Vassagonia	Vass	

you cannot hide. You can run around a corner or behind cover so that you are out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted though (such as by a Bluff check; see below) you can attempt to hide. While the others turn their attention from you, you can attempt a Stealth check if you can get to a hiding place of some kind. As a general guideline, the hiding place has to be within 1 foot per rank you have in the Stealth skill. This check, however, is made at a -10 penalty because you have to move fast.

Noisy surfaces, such as bogs, rubble or undergrowth, are tough to move stealthily across. When you try to sneak across such a surface, you take a -2 penalty on your Stealth check. Particularly dense undergrowth or deep snow imposes a -10 penalty.

Sniping: If you have already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Stealth check to conceal yourself after the shot.

Creating a Diversion for Stealth: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Stealth check while people are aware of you.

Action: Usually none. Normally, you make a Stealth check as part of movement, so it does not take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action that carries a -20 penalty to the skill check.

Special: If you are invisible, you gain a +40 bonus on Stealth checks if you are immobile, or a +20 bonus on Stealth checks if you are moving. If there are conditions that might make additional noise (such as loose leaves or creaky floorboards), invisibility only grants a +10 when moving.

Survival (Wis)

You can keep yourself and others safe and fed in the wild.

Check: The Survival Tasks table gives the DCs for various tasks that require Survival checks.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks. If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground. If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains and plains). If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards. If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes. If you have 5 or more ranks in Perception, you get a +2 bonus on Survival checks to find or follow tracks.

Survival Tasks

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks ¹ ().

¹ Restriction: While anyone can use Survival to find tracks (regardless of the DC) or to follow tracks when the DC for the task is 10 or lower, only those with the Follow the Trail ability (such as Kai Lords) can use Survival to follow tracks when the task has a DC higher than 10. See page 39 for details of the Follow the Trail ability.

Use Magical Item (Cha; Trained Only)

Use this skill to activate magical items discovered during your adventures or purchased in antiquities shops or magical markets.

Check: You can use this skill to read a spell or to activate a magic item. Use Magical Item lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different allegiance.

You make a Use Magical Item check each time you activate a device such as a wand. If you are using the check to emulate an allegiance or some other quality in an ongoing manner, you need to make the relevant Use Magical Item check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magical Item check for that purpose. The DCs for various tasks involving Use Magical Item checks are summarised on the Using Magical Items table.

Activate Blindly: Some magic items are activated by special words, thoughts or actions. You can activate such an item as if you were using the activation word, thought or action, even when you are not and even if you do not know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around or otherwise attempt to get it to activate.

You get a special +2 bonus on your Use Magical Item check if you have activated the item in question at least once before. If you fail by 9 or less, you cannot activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it does not do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you.

Decipher Magical Writing: This usage allows you to invoke magical effects that are based on words or symbols engraved and empowered by other sources (such as the Power Reliefs on some ancient Vassagonian tombs). Deciphering Magical Writing requires at least one minute of concentration.

Emulate an Allegiance: Some magical items have positive or negative effects based on the user's allegiance. Use Magical Item lets you use these items as if you were of an allegiance of your choice. You can emulate only one allegiance at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a magic item, such as emulating a Kai Lord's Sixth Sense Discipline to use an ancient Kai artefact. In this case, your effective level in the emulated class equals your Use Magical Item check result minus 20. This skill does not let you actually use the class feature of another class. It

Using Magical Items

Task	Use Magical Item DC
Activate blindly	25
Decipher magical writing	20 to 30
Emulate a class feature	20
Emulate a race	25
Emulate an allegiance	30
Use a Spell-Staff	15 + (Tier x 5)
Use a Wand	20

just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an allegiance requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magical Item check (see above).

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Spell-Staff: Normally, to use a Spell-Staff you must be a Brother of the Crystal Star. The Use a Spell-Staff check must be made every time the item is used and its DC increases depending on the Tier of spell that is being attempted. The DC to resist effects generated by a Spell-Staff in this fashion is equal to your Use Magical Item check – a character using this skill does so in a very unorthodox fashion that is difficult to predict or resist.

Use a Wand: Normally, to use a Wand you must be a Brotherhood wizard. This use of the skill allows you to use a Wand as if you were a wizard yourself, though you still only use half your class level as your Base Magical Combat Skill. The DC to resist effects generated by a Wand in this fashion is equal to your Use Magical Item check – a character using this skill does so in a very unorthodox fashion that is difficult to predict or resist.

Action: None. The Use Magical Item check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you cannot try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill. You cannot aid another on Use Magical Item checks. Only the user of the magical item may attempt such a check.

Synergy: If you have 5 or more ranks in Use Magical Item, you get a +2 bonus on Occult checks to identify magical potions. If you have 5 or more ranks in Occult, you get a +2 bonus on Use Magical Item checks.

Equipment and Special Items

Battle has been joined. Outside, you can hear your countrymen fighting back the terrible horde that threatens to batter down the outer gate and swarm into the courtyard. From there, they will seize the castle and put everyone inside to the torch. You must keep that from happening. Dragging yourself out of your sick bed, you heroically ignore your injuries and head to the armoury.

You bash open the door and move inside as quickly as your wounds allow. The glow of a torchstone high overhead illuminates dozens of weapon cabinets and racks of useful items. You do not have much time, but charging into battle unprepared will only finish what the hail of Giak arrows yesterday tried to accomplish. You must arm yourself and gird for battle but you must do so as quickly as possible. The enemy could be in here at any moment!

If you reach for a broadsword first, turn to page 109.

If you would rather pull on a chainmail waistcoat, turn to page 115.

If a belt pouch with a few healing potions is your first inclination, turn to page 127.

If you would rather take an axe to the most secure cabinet and hope for something magical, turn to page 125.

Equipment of any kind is another way to customise a character, with a Player's choice in armour, weapons and other goods determining how his character interacts to encounters and challenges. There are numerous statistical differences between items within the same category as listed below; a broadsword behaves very differently in combat than a mace, for instance.

Wealth and Money

As base as it might seem, wealth is a primary motivation for the deeds of heroes, the plots of tyrants and the initial concern behind many great adventures. The basic unit of wealth is measured in coins of gold and other precious metals, while rough and cut gemstones are a lighter and more treasured way of measuring wealth. Some societies do not use coins, preferring barter systems based on useful or prized objects or more esoteric ways of symbolising wealth.

Starting Wealth and Equipment

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits; artisan's outfit, entertainer's outfit, explorer's outfit, peasant's outfit, scholar's outfit or traveller's outfit. In addition, all characters have a

certain amount of money with which to purchase starting equipment at 1st level, as shown on the Starting Wealth by Character Class table.

Coins

The most common coin is the Gold Crown (gc). A Gold Crown is worth 10 Silver Plates (sp). Each Silver Plate is worth 10 Copper Pawns (cp). In addition to copper, silver and gold coins, there are also Platinum Thrones (pt), which are each worth 10 gc. These are extremely rare and only used by royalty and extremely wealthy merchants. Of the basic character classes in Magnamund, only Aristocrats, Sommerlund Knights of the Realm and very fortunate Shadaki Buccaneers are likely to have ever seen one.

The standard coin weighs about a third of an ounce (50 to the pound).

Coins from Other Nations

Magnamund has many nations, many of which use currency of their own. While most merchants recognise the value of Gold Crowns and other Sommerlund coins, they usually do not offer a solid, dependable exchange rate between it and their local coinage. To reflect this, goods and services bought in nations that do not use the Gold Crown as their basic unit

Starting Wealth by Character Class

Character Class	Starting GC
Brotherhood of the Crystal Star	140
Dwarven Gunner of Bor	160
Kai Lord	d10 + 10
Magician of Dessi	100
Shadaki Buccaneer	120
Sommerlund Knight of the Realm	240
Telchos Warrior	80

Coins

Coin Types	Exchange Value			
	CP	SP	GC	PT
Copper Pawns (cp)	1	1/10	1/100	1/1,000
Silver Plates (sp)	10	1	1/10	1/100
Gold Crowns (gc)	100	10	1	1/10
Platinum Thrones (pt)	1,000	100	10	1

Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of herbs or copper
1 gc	One pound of cinnamon, or one goat
2 gc	One pound of spices or one sheep
3 gc	One pig
4 gc	One square yard of linen
5 gc	One pound of salt or silver
10 gc	One square yard of silk, or one cow
15 gc	One pound of saffron or cloves, or one ox
50 gc	One pound of gold
500 gc	One pound of platinum

of currency are inflated 10% to 60% (1d6 times 10%) if purchased with Gold Crowns or other foreign coin.

Nations are listed in the Gazetteer section of this rulebook and have their local currency names in those entries. Any other important notes about their economies are also given special mention. Lands that do not accept Gold Crowns at all (such as Mhytan, because of local superstitions about 'precious' metals being cursed) are also mentioned. In these nations, trade is done in special ways, including barter for other items such as the alternate wealth listed on the Trade Goods table.

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed on the Trade Goods table.

Selling Objects

In general, a character can sell something for half its listed price, assuming there is a market for the items up for sale. Too many of the same or similar items may lower the value after a while as the market becomes glutted with that type of good, but such is at the province of the Games Master's discretion. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged, almost as if it were cash itself.

Carrying Capacity

Almost as important as whether a character can afford a particular item is whether he can actually carry it. All creatures suffer encumbrance from their equipment to some degree or another, how the weight of items can inhibit a character's movement and actions. Encumbrance rules are based largely on a character's Strength score and determine how much a character's armour and equipment slow him down. Encumbrance comes in two parts; encumbrance by armour and encumbrance by total weight. The former is not

truly affected by Strength as it deals largely with the limits of mobility imposed by the armour itself. The latter is entirely based on Strength as the stronger a character is, the greater the load he can handle without succumbing to the slowing effects of heavy and unwieldy burdens.

Encumbrance by Armour

A character's armour defines his maximum Dexterity bonus to Armour Class, base speed and running speed. Unless your character is weak or carrying a lot of gear, that is all you need to know. The extra gear your character carries will likely not slow him down any more than the armour already does. If your character is weak or carrying a lot of gear, however, then you will need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy or cumbersome object (like a solid gold idol or ten foot long Darklord's sword).

Encumbrance by Weight

If you want to determine whether your character's gear is heavy enough to slow him down more than the armour already does, total the weight of all the character's items, including armour, weapons and gear. Compare this total to the character's Strength on the Carrying Capacity table. Depending on how the weight compares to the character's carrying capacity, he may be carrying a light, medium or heavy load. Like armour, a character's load affects his maximum Dexterity bonus to Armour Class, carries a check penalty, reduces the character's speed and affects how fast the character can run, as shown on the Carrying Loads table. A medium or heavy load counts as medium or heavy armour for the purpose of abilities or skills that are restricted by armour. Carrying a light or lighter load does not encumber a character.

Lifting and Dragging

A character can lift as much as his maximum load over his head. A character can lift as much as double his maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Armour Class and can move only 5 feet per round (as a full-round action). A character can generally push or drag along the ground as much as five times his maximum load. Favourable conditions can double these numbers and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures in the Carrying Capacity table are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows; Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows; Small x0.75, Tiny x0.5, Diminutive x0.25, Fine x0.1.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from the

Carrying Capacity table by the appropriate modifier, as follows; Fine x0.25, Diminutive x0.5, Tiny x0.75, Small x1, Medium x1.5, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength

For Strength scores not shown on the Carrying Capacity table, find the Strength score between 20 and 29 that has the same number in the 'ones' digit as the creature's Strength score does and multiply the numbers in that by 4 for every 10 points the creature's strength is above the score for that row.

Weapons

Weapons are implements of violence used to overcome obstacles once guile, wit and subtlety have failed. They are grouped into an interlocking pair of categories. These categories pertain to the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons) and how large it is normally governed by how many hands it takes to wield it.

Racial Variants and Original Weaponry

In addition to the categories above, there is also a list of racial weapons. These are original weapons with a mode of use and appearance that make them too different from common weaponry to be efficiently wielded by someone without special training. These weapons can be wielded by anyone but unless the user has proficiency in the weapon as part of his class features or country of origin, he suffers a -4 penalty to all attack rolls because of his insufficient skill.

Every nation on Magnamund creates their weapons in a slightly different manner. Some nations do not have swords at all, while others have swords that are strangely shaped or have odd names. For example, the Telchos do not forge metal in any great quantity and therefore do not have swords of their own make at all, while Chai swordsmen wield sweeping single edged blades they call 'vin tauwa' ('five rings', meaning the five large rings that pass through the back of the weapon and chime when it is swung). Racial variants do not have special rules of their own. Whether it is three feet long and straight or four feet and forked at the end, a sword is a sword as far as the rules are concerned.

Melee and Ranged Weapons

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

- ♦ *Reach Weapons:* Lances, pikes and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that are not adjacent to him.

Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Carrying Loads

Load	Speed				
	Max Dex ¹	Check Penalty ²	(30 ft.)	(20 ft.)	Run
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20 ft.	15 ft.	x3

¹ Max Dex is the highest Dexterity modifier a character labouring under a Medium or heavier load can apply to his Armour Class in combat. This does not affect Reflex saves but see the Check Penalty effect below.

² The Check Penalty for a Medium or heavier load is subtracted from all attack, Reflex and skill checks based on the Dexterity attribute. It does not directly affect Armour Class but see the Max Dex effect above for more details.



Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium-sized wielder of such a weapon can attack a creature 10 feet away but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

- ♦ **Thrown Weapons:** Daggers, clubs, spears, darts, javelins, throwing axes, tridents, shuriken and nets are thrown weapons. The wielder applies his Strength modifier to damage dealt by thrown weapons. It is possible to throw a weapon that is not designed to be thrown (that is, a melee weapon that does not have a numeric entry in the Range Increment column in the Weapons table), but a character who does so takes a -4 penalty on the attack roll. Throwing a one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.
- ♦ **Projectile Weapons:** Crossbows, slings, shortbows, longbows and firearms are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon.
- ♦ **Ammunition:** Projectile weapons use ammunition; arrows (for bows), bolts (for crossbows), sling bullets (for slings) and shot (for firearms). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting mastercrafted or otherwise special versions of them (see Mastercrafted Weapons) and what happens to them after they are thrown.

One-Handed and Two-Handed Melee Weapons

This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon is considered a one-handed weapon or a two-handed weapon.

An unarmed strike is always considered a light weapon.

- ♦ **One-Handed:** A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it is used in the primary hand, or half his Strength bonus if it is used in the off hand. If a one-handed weapon is wielded with two hands during

melee combat, add one and a half times the character's Strength bonus to damage rolls.

- ♦ **Two-Handed:** Two hands are required to use a two-handed melee weapon effectively. Apply one and a half times the character's Strength bonus to damage rolls for melee attacks with a weapon of this size.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for fighting, any creature that uses one in combat is considered to be non-proficient with it and takes a -4 penalty on attack rolls made with that object. To determine the appropriate damage for an improvised weapon, compare its relative size to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon of any kind has a range increment of 10 feet.

Weapon Qualities

Here is the format for weapon entries (given as column headings on the Weapons table, below).

- ♦ **Cost:** This value is the weapon's cost in gold pieces (gc) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon, such as a sword's scabbard. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.
- ♦ **Damage:** The Damage column gives the damage dealt by the weapon on a successful hit.
- ♦ **Critical:** The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll) and add all the results together. Extra damage over and above a weapon's normal damage, such as that generated by the Sparking Steel Brotherhood spell, is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19-20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 19-20.

18-20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. The weapon has a threat range of 18-20.

- ♦ **Range Increment:** Any attack at less than this distance is not penalised for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments. If a melee weapon has a range increment listed, it can be thrown without the normal penalty (-4 for throwing a melee weapon).
- ♦ **Weight:** This column gives the weight of a weapon.
- ♦ **Type:** Weapons are also classified according to the type of damage they deal; bludgeoning, piercing or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is of both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon. This is signified by the word 'and' between the damage types.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon before every strike. This is signified by a slash (/) between the damage types.

- ♦ **Special:** Some weapons have special features. See the weapon's description for details.

Weapon Descriptions

Weapons that have special options for the wielder ('you') are described below. Splash weapons are described under Special Substances and Items (see page 119).

Arrows: An arrow used as a melee weapon is treated as an improvised weapon (-4 penalty on attack rolls) and deals

damage as a dagger of its size (critical multiplier $\times 2$). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bolas: You can use this weapon to make a ranged entangle attack against an opponent. See the description of nets for rules on entangling a foe. Bolas have the same Endurance as a net but only require a DC 15 Escape Artist check or a Strength check (DC 20) to break free. Bolas do not need to be folded between attacks and can be used as soon as they are drawn or picked up.

Bor Rifle: The signature weapon of the Dwarven Gunners of Bor, these longrifles are powerful ranged weapons limited only by their need for boom powder (see page 120 for the description of boom powder) and their two round reload time. A character can combine a 5 foot step with reloading a Bor rifle but he cannot take any other action. Bor rifles fire shot the same size, shape and cost as sling bullets. A rifle may be used as a greatclub in melee combat but the wielder suffers a -4 penalty when doing so. Also, inflicting a critical hit in melee combat with this weapon will automatically ruin it.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier $\times 2$). Bolts come in a wooden case that holds 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bombard: A larger version of the cannon detailed below, these are also originally of Bor design but now adapted by many countries, including Shadaki. Bombards use two kegs of boom powder per shot and each bombard ball weighs 25 lbs. and costs 50 gc to have cast. Bombards are often mounted to stationary towers or the prow of a ship. A character or creature struck by a critical hit from a bombard suffers a grievous effect from the blow.

Broadsword: A broadsword is too large and unbalanced to use in one hand effectively; thus, it is a two-handed weapon for any character except a Sommerlund Knight of the Realm. Any character can use a broadsword one-handed, but only a Knight avoids the -4 penalty to attack rolls for doing so.

Bullets, Sling / Firearm Shot: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost. Sling bullets are also exactly the right shape and solidity to be shot for firearms – in this case, the bullets may never be recovered once fired.



Weapons

Weapon Name	Cost	Damage	Critical	Range Increment	Weight ¹	Type ²
<i>Unarmed Attacks</i>						
Gauntlet	2 gc	1d3	x2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d3 ³	x2	—	—	Bludgeoning
<i>One-Handed Melee Weapons</i>						
Dagger	2 gc	1d4	19–20/x2	10 ft.	1 lb.	Piercing/slashing
Gauntlet, spiked	5 gc	1d4	x2	—	1 lb.	Piercing
Sickle	6 gc	1d6	x2	—	2 lb.	Slashing
Club	—	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace	12 gc	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	8 gc	1d8	x2	—	6 lb.	Bludgeoning and piercing
Axe	8 gc	1d6	x2	10 ft.	2 lb.	Slashing
Sap	1 gc	1d6 ³	x2	—	2 lb.	Bludgeoning
Shortsword	10 gc	1d6	19–20/x2	—	2 lb.	Piercing
Battleaxe	10 gc	1d8	x3	—	6 lb.	Slashing
Flail	8 gc	1d8	x2	—	5 lb.	Bludgeoning
Sword	15 gc	1d8	19–20/x2	—	4 lb.	Slashing
Rapier	20 gc	1d6	18–20/x2	—	2 lb.	Piercing
Scimitar	15 gc	1d6	18–20/x2	—	4 lb.	Slashing
Trident	15 gc	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	12 gc	1d8	x3	—	5 lb.	Bludgeoning
<i>Two-Handed Melee Weapons</i>						
Pike ⁴	5 gc	1d8	x3	—	9 lb.	Piercing
Quarterstaff	—	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2 gc	1d8	x3	20 ft.	6 lb.	Piercing
Falchion	75 gc	2d4	18–20/x2	—	8 lb.	Slashing
Broadsword	50 gc	1d10	19–20/x2	—	6 lb.	Slashing
Lance ⁴	10 gc	1d8	x3	—	10 lb.	Piercing
Scythe	18 gc	2d4	x4	—	10 lb.	Piercing/slashing
<i>Ranged Weapons</i>						
Crossbow	50 gc	1d10	19–20/x2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gc	—	—	—	1 lb.	—
Longbow	75 gc	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gc	—	—	—	3 lb.	—
Dart	5 sp	1d4	x2	20 ft.	1/2 lb.	Piercing
Shortbow	30 gc	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gc	—	—	—	3 lb.	—
Javelin	1 gc	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	5 lb.	—

¹ Weight figures are for encumbrance only. One-handed weapons can be wielded in one hand regardless of a character's Strength, assuming he can lift the item's weight at all.

² When two types are given, the weapon is both types if the entry specifies 'and', or either type (Player's choice at time of attack) if the entry specifies 'or'.

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

Racial Weapons

Racial Weapons	Cost	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>One-Handed Melee Weapons</i>						
Nunchaku	2 gc	1d6	x2	—	2 lb.	Bludgeoning
Handbolt	1 gc	1d4	x2	50 ft.	1 lb.	Bludgeoning
Cutlass	8 gc	1d6	19–20/x2	—	2 lb.	Slashing/Piercing
Shiel-fa	5 gc	1d3 ³ or 1d4 handbolt	x2	50 ft. with handbolts	2 lb.	Slashing
Whip ⁴	1 gc	1d3 ³	x2	—	2 lb.	Slashing
<i>Two-Handed Melee Weapons</i>						
Claymore	45 gc	2d6	19–20/x2	—	8 lb.	Slashing
Waraxe, Drodarin	30 gc	1d10	x3	—	8 lb.	Slashing
Warclub	15 gc	1d12	x2	—	7 lb.	Bludgeoning and Piercing
<i>Ranged Weapons</i>						
Bolas	5 gc	1d4 ³	x2	10 ft.	2 lb.	Bludgeoning
Net	20 gc	—	10 ft.	6 lb.	—	—
Shuriken (5)	1 gc	1d2	x2	10 ft.	1/2 lb.	Piercing
<i>Firearms</i>						
Bor Rifle	380 gc	2d8	18–20/x2	120 ft.	11 lb.	Piercing
Handgun	220 gc	2d6	18–20/x2	30 ft.	3 lb.	Piercing
Bullets (10)	1 sp	—	—	—	5 lb.	—
Bombard	1800 gc	15d6	Special	250 ft.	850 lb.	Bludgeoning
Cannon	1200 gc	10d6	Special	200 ft.	350 lb.	Bludgeoning

¹ Weight figures are for encumbrance only. One-handed weapons can be wielded in one hand regardless of a character's Strength, assuming he can lift the item's weight at all.

² When two types are given, the weapon is both types if the entry specifies 'and', or either type (Player's choice at time of attack) if the entry specifies '/'.

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

Cannon: A massive firearm mounted on wheels and powered by a full keg of boom powder per shot, cannons (and bombards) take three man-rounds to load. This means that one character can load and fire it every three rounds or three people can load and fire it each round. Two characters can load it in one round and fire it in the next. A cannon ball weighs 10 pounds and costs 25 gc to cast.

Claymore: The claymore is a weapon born of the savagery and great strength of the human tribes of barbarians that live in the Drodarin nations. A massive sword, these have to be wielded with two hands and because of their weight and size, they impose a –2 penalty on anyone trying to disarm them.

Crossbow: You draw a crossbow back either by pulling a lever or doing so by hand. Loading a crossbow is a move action. Normally, operating a crossbow requires two hands. However, you can shoot, but not load, a crossbow with one hand at a –2 penalty on attack rolls. You can shoot a crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing, making a hefty total of –6 for both attacks.

Cutlass: A short blade with a single edge fitted with a metal basket or band over the hand of the wielder, Shadaki Buccaneers, naval marines and pirates of any nation may wield this specialised sword without penalty. Others are usually put off by its odd balance, imparting a –2 penalty to attack rolls. Shadaki Buccaneers and other skilled wielders can also punch with the metal basket, inflicting the weapon's damage as bludgeoning instead of slashing.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Flail : With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack (suffering a –4 penalty to attack rolls). The cost and weight given are for a single gauntlet. Certain forms of armour come with gauntlets as part of their base cost.



Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Handbolts: These are one foot long javelins that are too light to be effectively thrown as ranged weapons. Wielded by the Warriors of Telchos, handbolts are melee weapons that can also be hurled from a shiel-fa. The shiel-fa is a braided mass of long sinews and is detailed below. Only with the aid of a shiel-fa can a handbolt be used as a ranged weapon at all. Handbolts are considered ammunition and are usually carried in quivers of 12.

Handgun: The typical sidearm of a Dwarven Gunner of Bor, a handgun is a flintlock pistol that fires shot the same size, shape and cost as sling bullets. These smaller versions of the Bor rifle only take a full-round action to reload (or a move action if the loader has Rapid Load, a Dwarven Gunner's Secret of the Gun feature), making them more useful in a pitched battle. A handgun may be used as a club in melee combat but the wielder suffers a -4 penalty when doing so. Also, inflicting a critical hit in melee combat with this weapon will automatically ruin it.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Lance: A lance deals double damage when used from astride a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. While mounted, you can wield a lance with one hand. On foot, it is a two-handed weapon.

Longbow: You need two hands to use a bow. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged attack against your target, where the target may not use any armour, natural or shield bonuses to Armour Class. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 Endurance and can be burst with a DC 25 Strength check (also a full-round action).

A net must be folded to be thrown effectively. After the net is unfolded (for instance, after the first attack), you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient user to do so.

Nunchaku: With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Pike: A pike has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. If you use a ready action to set a pike against a charge, you deal double damage on a successful hit against a charging character.

Quarterstaff: A simple weapon usable by most people on the face of Magnamund, the quarterstaff has one special rule attached to it, as well as being a dependable and sturdy melee weapon. The '1d6/1d6' damage notation means that the quarterstaff is a double weapon; both ends of a quarterstaff may be used as if the wielder is attacking with two weapons. The normal -4 penalty is applied for any attacks made when fighting in this manner. Note that this double-headed usage is entirely optional – the weapon may simply be used as a two-handed weapon that deals 1d6 damage if so desired.

Rapier: You can use your Dexterity modifier instead of your Strength modifier to attack rolls (but not damage rolls) with a rapier sized for you. A rapier wielded in two hands only applies your Strength bonus to damage (rather than one and a half times Strength bonus).

Scythe: A scythe must be wielded with two hands and because of its weight and balance, you only apply your Strength bonus to damage (rather than one and a half times Strength bonus).

Shiel-fa: A desert weapon created and used exclusively by the Telchos Warriors, this is a bracer with several cords of flexible sinew attached to the elbow edge. When wielded by someone trained in its use, the shiel-fa acts in every way as a whip and can be used to entangle exactly as it does. A person breaking free of a shiel-fa is assumed to have severed all of its chords (effectively destroying the shiel-fa).

In addition to its melee capabilities, the shiel-fa is also a ranged weapon used to fire handbolts. This is done by twirling a handbolt tightly with a chord and then securing it to the shiel-fa's bracer. When the forearm is turned sharply the other direction, which can occur any time after the handbolt is loaded, the chord recoils sharply and flings its tiny projectile with remarkable force and out to a great distance. A shiel-fa may only hold six handbolts 'wrapped' in such a manner at any one time and if all six are wrapped the shiel-fa may not be used as a whip. Reloading a single handbolt into a shiel-fa is a move action.

Shortbow: You need at least two hands to use a bow. You can use a shortbow while mounted.

Shuriken: Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them and crafting mastercrafted or otherwise special versions of them. A shuriken that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Sickle: A sickle can be used to inflict piercing as opposed to slashing damage, but you take a -2 penalty to the attack roll when doing so. The shape of a sickle gives you a +1 bonus to disarm attacks, including the check to resist being disarmed yourself if you fail.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

If you use ordinary stones instead of specially made bullets, you suffer a -1 penalty to attack and damage rolls because of their irregular shape and size.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Strike, Unarmed: A character deals 1d3 points of nonlethal damage with an unarmed strike. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls. An unarmed strike is considered a one-handed weapon, thus allowing any character to fight with two 'weapons' if they have a one-handed weapon and an empty hand. However, all unarmed strikes suffer a -4 penalty to attack rolls.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Waraxe, Drodarin: A Drodarin waraxe is too large to use in one hand without special training; thus, it is a two-handed weapon for anyone but a Drodarin dwarf. A Dwarven Gunner of Bor can use a dwarven waraxe two-handed or one-handed as he chooses; any other character wielding a Drodarin waraxe one-handed suffers a -4 penalty to attack rolls.

Warclub: A huge piece of planed wood studded with teeth, fangs or sharp stones, the warclub is the preferred weapon of Bhanarian warriors. Its deadly attack both tears and crushes its foes, though in the hands of a Bhanar character, enough skill can be used to inflict just one or the other kind of damage.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armour bonus of +1 or higher or a natural

armour bonus of +3 or higher. The whip is treated as a melee weapon with 15 foot reach, though you do not threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against opponents anywhere within your reach (including adjacent foes).

You can make entangle attacks with a whip just as if it were a net. Whips have the same entangling statistics as a bola. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use your Dexterity modifier instead of your Strength modifier to attack rolls (but not damage rolls) with a whip.

Mastercrafted and Superior Weapons

A mastercrafted or superior weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 or +2 bonus on attack and damage rolls. You cannot add the mastercrafted or superior quality to a weapon after it is created; it must be originally made as a mastercrafted or superior weapon (see the Craft skill, page 89). The mastercrafted quality adds 300 gc to the cost of a normal weapon (or 6 gc to the cost of a single unit of ammunition). Adding the superior quality to a weapon costs twice the normal increase (+600 gc).

Mastercrafted or superior ammunition is damaged (effectively destroyed) when used. The enhancement bonus of mastercrafted or superior ammunition adds to the mastercrafted or superior bonus of the projectile weapon firing it.

Because shields can be used as weapons by certain characters, you can create a mastercrafted or superior version of such an item that confers a bonus on attack and damage rolls. These enhancements cost the same as noted above and are added separately from any mastercrafted or superior quality that adds to the shield's Armour Class bonus.

Armour

Armour is worn by those who expect to be in harm's way or who, by design or misfortune, find themselves there all too often. Any class can technically wear any kind of armour, though they suffer problems when doing so. Nonproficient armour wearers suffer double the Armour Check Penalty (see below) and some classes may have difficulty using many of their special abilities or class features when wearing armour. Characters wearing armour or using shields they are not proficient with also cannot claim any Armour Class bonus from their Dexterity score.

Armour is split into three types – light, medium and heavy and every character class has specified types of armour it is or is not proficient in. Note that a character who sleeps in medium or heavy armour is automatically fatigued the next day. He receives a -2 penalty on his Strength and Dexterity scores and

Armour and Shields

Armour	Cost	Armour/Shield Bonus	Maximum Dex Bonus	Armour Check Penalty	Spell Failure Chance	Speed ¹	Weight
<i>Light Armour</i>							
Padded	5 gc	+1	+8	0	—	30 ft.	10 lb.
Leather	10 gc	+2	+6	0	—	30 ft.	15 lb.
Studded leather	25 gc	+3	+5	–1	15%	30 ft.	20 lb.
Chainmail Waistcoat	90 gc	+4	+4	–2	20%	30 ft.	25 lb.
<i>Medium Armour</i>							
Hide	15 gc	+3	+4	–3	20%	20 ft.	25 lb.
Scalemail	50 gc	+4	+3	–4	25%	20 ft.	30 lb.
Chainmail	120 gc	+5	+2	–5	30%	20 ft.	40 lb.
Breastplate	200 gc	+5	+3	–4	25%	20 ft.	30 lb.
<i>Heavy Armour</i>							
Plate mail	600 gc	+7	+0	–7	40%	20 ft.	50 lb.
Full plate armour	1,500 gc	+8	+1	–6	35%	20 ft.	50 lb.
<i>Shields</i>							
Buckler	15 gc	+1	—	–1	5%	—	5 lb.
Shield, light	9 gc	+1	—	–1	10%	—	6 lb.
Shield, heavy	20 gc	+2	—	–2	15%	—	15 lb.
Sommerlund Greatshield	30 gc	+4	+2	–4	30%	—	40 lb.

¹ Characters in heavy armour only run at triple their speed, not quadruple. Characters with base speeds of greater than 30 feet are unaffected by light armour but heavier armours reduce their speed to the listed amount as usual. Dwarven Gunners of Bor are exempt from this rule – they always have a speed of 20 feet, regardless of their armour.

cannot charge or run. Sleeping in light armour does not cause fatigue.

Here is the format for armour entries (given as column headings in the Armour and Shields table).

- ♦ **Cost:** The cost of the armour for Small or Medium humanoid creatures. See Armour for Unusual Creatures, below, for armour prices for other creatures.
- ♦ **Armour/Shield Bonus:** Each armour grants an armour bonus to Armour Class, while shields grant a shield bonus to Armour Class. A character can only benefit from one armour bonus and one shield bonus at any time.
- ♦ **Maximum Dex Bonus:** This number is the maximum Dexterity bonus to Armour Class that this type of armour allows. Heavier armours limit mobility, reducing the wearer's ability to dodge blows. This restriction does not affect any other Dexterity-related abilities. Your character's encumbrance (the amount of gear he carries) may also restrict the maximum Dexterity bonus that can be applied to his Armour Class.

Even if a character's Dexterity bonus to Armour Class drops to 0 because of armour, this situation does not count as losing a Dexterity bonus to Armour Class.

Shields: Shields (except for Sommerlund Greatshields) do not affect a character's maximum Dexterity bonus.

- ♦ **Armour Check Penalty:** The Armour Check Penalty applies to all Acrobatics, Athletics, Climb, Escape Artist, Sleight of Hand and Stealth checks made when using shields and armour heavier than leather. Nonproficient users of the armour or shield suffer double this penalty. These penalties stack, so that a Sommerlund Knight of the Realm wearing chainmail and bearing a heavy shield suffers a –7 Armour Check Penalty.
- ♦ **Spell Failure:** Armour interferes with the gestures that a spellcaster must make to cast a spell and the powers they draw upon to do so. Spellcasters face the possibility of spell failure if they are wearing armour. The percentile chance given for failure is rolled after any Endurance or Willpower cost has been paid but before the spell takes effect. If the spellcaster is also wearing a shield, the chances stack (so a Magician of Dessi in hide armour with a light shield suffers a 30% chance of spell failure).

Casting a Spell in Armour: Characters with the ability to cast spells (Brotherhood of the Crystal Star and Magicians of Dessi, as well as some monsters and enemies) cannot do so effectively if wearing anything heavier than leather armour. Only padded and leather armour can be worn by a spellcaster and permit him to keep casting unless the

description of the armour specifically states that it does so despite its greater bulk and weight.

- ♦ **Speed:** Medium or heavy armour slows the wearer down. The number in the Armour and Shields table is the character's speed while wearing the armour. All characters except Drodarin Dwarves possess an unencumbered speed of 30 feet at 1st level. Dwarves have a base speed of 20 feet but armour never modifies this speed. They can move at 20 feet per round even when burdened by the heaviest armour.

Shields: Shields do not affect a character's speed.

- ♦ **Weight:** This column gives the weight of the armour as it applies to characters and humanoid creatures. Larger or smaller creatures may have armour that weighs more or less than the given amount. See the Armour for Unusual Creatures table for more details.

Armour Descriptions

Any special benefits or accessories to the types of armour found on the Armour and Shields table are described below.

Banded Mail: This type of armour is made from sewing overlapping strips of resistant material such as metal over an undergarment of leather or heavy cloth. The suit includes gauntlets.

Breastplate: Effectively plate mail armour without most of the arm and leg pieces, a breastplate suit concentrates the heaviest armour just over the vitals and leaves the wearer's limbs with limited protection. It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's Armour Class bonus for the rest of the round. You cannot bash someone with a buckler.

Chainmail Waistcoat: A shirt, long or short sleeved, of interlocking rings of metal, a chainmail waistcoat is the light armour of choice for many warriors interested in effective protection without a great deal of movement restriction. Its only disadvantage is weight and must usually be taken off before activities such as swimming are attempted.

Chainmail: An extended form of the chain shirt, chainmail armour proper covers the arms and legs of the wearer. This

Armour for Unusual Creatures

Size	Humanoid		Non-humanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armour bonus by 2.

offers heavier protection at the expense of movement and agility. The suit includes gauntlets.

Full Plate Armour: Consisting of a breastplate with a reinforced back, separate plates for the extremities and vulnerable areas of the body and a raised collar to protect the neck, full plate is the most effective form of mundane armour commonly available. The suit includes gauntlets, heavy leather boots, a visored helmet and a thick layer of padding that is worn underneath the armour.

Plate Mail: A somewhat ineffective compromise between protection and weight, plate mail is actually more restrictive to the wearer's movement than full plate armour but offers heavy protection at a lower cost. Plate mail gets its name from the sheets of chain mail that cover vital joints and vulnerable areas under and between the armour's plates of steel. The suit includes gauntlets.

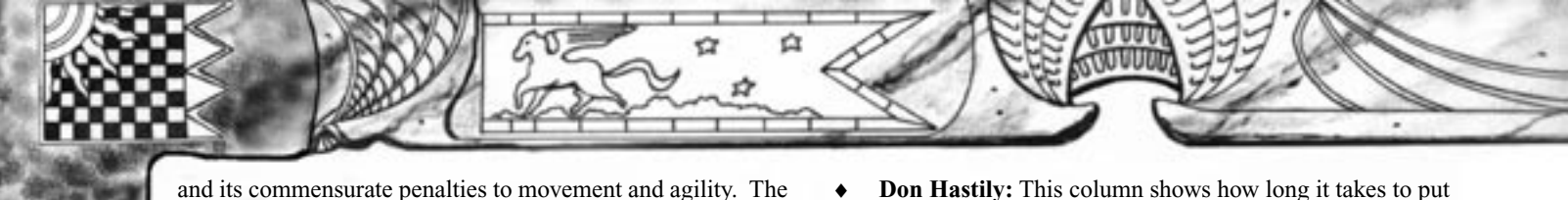
Scale Mail: Made of numerous metal or heavy leather scales sewn over a protective backing much like banded mail, scale mail covers most of the body and can provide effective protection to those who do not wish a heavier suit of armour

Donning Armour

Armour Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chainmail waistcoat	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, or chainmail	4 minutes ¹	1 minute	1 minute ¹
Plate mail or full plate armour	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

¹ If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters cannot help each other don armour at the same time.

² The wearer must have help to don this armour. Without help, it can only be donned hastily.



and its commensurate penalties to movement and agility. The suit includes gauntlets. Scale mail is normally the heaviest armour issued to troops needing mobility, such as skirmishers or archers.

Shield, Heavy: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you cannot use your shield hand for anything else.

Shield, Light: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Sommerlund Greatshield: This massive wood and steel shield is nearly as tall as its wielder and tends to be very bulky and tiring over protracted use. In most situations, it provides the indicated shield bonus to your Armour Class. When employing a Sommerlund Greatshield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance. Also, the Sommerlund Greatshield is the only shield that limits the wielder's Dexterity bonus to Armour Class.

Mastercrafted and Superior Armour

Just as with weapons, you can purchase or make mastercrafted and superior versions of armour or shields. These items provide a +1 or +2 bonus to Armour Class. You cannot add the mastercrafted or superior quality to armour after it is created; it must be originally made as a mastercrafted or superior piece of armour (see the Craft skill, page 89). The mastercrafted quality adds 150 gc to the cost of a normal example of that armour. Adding the superior quality to armour or shields costs twice the normal increase (+300 gc).

The mastercrafted or superior quality of a suit of armour or shield never provides a bonus on attack or damage rolls, even if the armour or shield is used as a weapon.

Armour for Unusual Creatures

Armour and shields for unusually big creatures, unusually little creatures and non-humanoid creatures have different costs and weights from those given on the Armour and Shields table. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armour type in question. The non-humanoid category listed on the chart offers the rules needed to craft barding for monstrous and mundane mounts alike.

Getting Into and Out of Armour

The time required to don armour depends on its type; see the Donning Armour table.

- ◆ **Don:** This column shows how long it takes a character to put the armour on. One minute is 10 rounds. Readyng (strapping on) a shield is only a move action.

- ◆ **Don Hastily:** This column shows how long it takes to put the armour on in a hurry. The armour check penalty and armour bonus for hastily donned armour are each 1 point worse than normal.

- ◆ **Remove:** This column shows how long it takes to get the armour off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Goods and Services

Several of the items listed on the Goods and Services tables are described below, along with any special benefits they confer on the individual using them. This list should only be considered representative, as the number of useful, mundane goods and services to be found in Magnamund goes far beyond what any single book could possibly list. Between regional variations (wanlo spirits versus Bor-ale) and specialised materials (bone bows from frozen Kalte versus cactus-wood bows used by Sadi tribesmen), a specific listing of every possible item a hero might find during his travels would be both too much material for one rule book and leave little to the creativity of individual Games Masters.

Special Items versus Backpack Items

A Backpack is an adventurer's best friend. Under normal circumstances, an adventurer can keep two items in pouches on his belt, one in either hand and up to eight items in his Backpack. Unless otherwise noted, any item will fit in a Backpack, though some might have to be broken down or tied along side it to remain stable. Weight is only relevant when calculating encumbrance and that should only be done if there are game-important issues with how much weight a character is carrying.

Special items are worn or otherwise equipped and do not count towards the room in a hero's Backpack or what he can carry in his hands. Special items may have to be equipped to function, such as armour or a shield, or they may serve their purpose just by being with the hero in whatever way they are worn. Items that are usually attached to a belt or kept in belt pouches are considered Special items. Any relevant notes will be included with the item's description below. Meals are always considered Backpack items, not Special items, but each meal takes up only half a Backpack space.

Weapons are also worn in some way, be it in a scabbard or a belt loop but they do not count as Backpack items or Special items in any way. Under normal circumstances, two weapons is the most a given hero can carry comfortably, but there is no true rule against carrying more. Weapons like daggers, handbolts and darts are so light, they are easy to carry in multiples. Two-handed weapons are more encumbering and Games Masters are advised to keep characters from carrying more than one of them without suffering some level of encumbrance.

Items shown with a '—' are either self-explanatory and do not need a notation as to how they are carried or too large to be typically considered equipment. Anything heavier than the character himself is automatically considered a '—' item, carried only with great effort and almost always encumbering to bear for longer than a few seconds. Other '—' items are so small, they can be carried in a Backpack without taking up significant room.

Adventuring Gear

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2 lb. bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base combat skill +0) against the creature. For this attack, the creature's shield and armour bonuses do not count. If the creature is wearing thick-soled shoes or other tough footwear, it gets a +2 bonus to Armour Class against a caltrop attack.

If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5 foot radius and burns for one hour.

Chain: Chains are assumed to be made of iron, have a hardness of 10 and possess 5 Endurance. They can be burst with a DC 26 Strength check. Stronger chains may exist, at a higher cost, at the Games Master's discretion.

Crowbar: A crowbar is useful in situations where a door must be opened or a chest needs prised apart. It grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a ranged attack roll (DC normally 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a mace.

Ink: This category of item describes basic, coal-derived black ink. You can buy ink in other colours, but it costs twice as much. Certain special colours (violet, bright red, etc.) may be as much as three or four times the listed price, depending on the rarity of the plants and minerals used to make them.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds one gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15 foot radius, provides shadowy illumination out to a 30 foot radius and burns for six hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60 foot cone and shadowy illumination in a 120 foot cone. It burns for six hours on a pint of oil. You can carry a bullseye lantern in one hand.



Goods and Services – *Adventuring Gear*

Item	Cost	Weight	Type of Item
Backpack (empty)	2 gc	2 lb.	—
Barrel (empty)	2 gc	30 lb.	—
Basket (empty)	4 sp	1 lb.	—
Bedroll	1 sp	5 lb.	Backpack
Bell	1 gc	—	Backpack
Blanket, winter	5 sp	3 lb.	Backpack
Block and tackle	5 gc	5 lb.	Backpack
Bottle, wine, glass	2 gc	—	Backpack
Bucket (empty)	5 sp	2 lb.	—
Caltrops	1 gc	2 lb.	Backpack
Candle	1 cp	—	—
Canvas (sq. yd.)	1 sp	1 lb.	Backpack
Case, map or scroll	1 gc	1/2 lb.	Backpack
Chain (10 ft.)	30 gc	2 lb.	Backpack
Chalk, 1 piece	1 cp	—	Backpack
Chest (empty)	2 gc	25 lb.	—
Crowbar	2 gc	5 lb.	Backpack
Firewood (per day)	1 cp	20 lb.	—
Fishhook	1 sp	—	—
Fishing net, 25 sq. ft.	4 gc	5 lb.	—
Flask (empty)	3 cp	1 lb.	Backpack
Flint and steel	1 gc	—	Backpack
Grappling hook	1 gc	4 lb.	Backpack
Hammer	5 sp	2 lb.	Backpack
Ink (1 oz. vial)	8 gc	—	Special
Inkpen	1 sp	—	—
Jug, clay	3 cp	9 lb.	Backpack
Ladder, 10-foot	5 cp	20 lb.	—
Lamp, common	1 sp	1 lb.	Backpack
Lantern, bullseye	12 gc	3 lb.	Backpack
Lantern, hooded	7 gc	2 lb.	Backpack
Lock			
Very simple	20 gc	1 lb.	—
Average	40 gc	1 lb.	—
Good	80 gc	1 lb.	—
Amazing	150 gc	1 lb.	—
Manacles	15 gc	2 lb.	Special
Manacles, mastercrafted	50 gc	2 lb.	Special
Mirror, small steel	10 gc	1/2 lb.	—
Mug/tankard, clay	2 cp	1 lb.	Backpack
Oil (1 pint flask)	1 sp	1 lb.	Backpack
Paper (sheet)	4 sp	—	—
Parchment (sheet)	2 sp	—	—
Pick, miner's	3 gc	10 lb.	Weapon
Pitcher, clay	2 cp	5 lb.	Backpack
Piton	1 sp	1/2 lb.	—
Pole, 10-foot	2 sp	8 lb.	—

Item	Cost	Weight	Type of Item
Pot, iron	5 sp	10 lb.	Backpack
Pouch, belt (empty)	1 gc	1/2 lb.	—
Ram, portable	10 gc	20 lb.	—
Rations, trail (per day)	5 sp	1 lb.	Meal
Rope, hempen (50 ft.)	1 gc	10 lb.	Backpack
Rope, silk (50 ft.)	10 gc	5 lb.	Backpack
Sack (empty)	1 sp	1/2 lb.	—
Sealing wax	1 gc	1 lb.	Backpack
Sewing needle	5 sp	—	—
Signal whistle	8 sp	—	—
Signet ring	5 gc	—	Special
Sledge	1 gc	10 lb.	Weapon
Soap (per lb.)	5 sp	1 lb.	Backpack
Spade or shovel	2 gc	8 lb.	—
Spyglass	500 gc	1 lb.	Backpack
Tent	10 gc	20 lb.	Backpack
Torch	1 cp	1 lb.	Backpack
Vial, ink or potion	1 gc	1/10 lb.	—
Waterskin	1 gc	4 lb.	Backpack
Whetstone	2 cp	1 lb.	—

Lantern, Hooded: A hooded lantern clearly illuminates a 30 foot radius and provides shadowy illumination in a 60 foot radius. It burns for six hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Disable Device skill depends on the lock's quality; simple (DC 20), average (DC 25), good (DC 30) or amazing (DC 40).

Manacles and Manacles, Mastercrafted: Manacles can bind any humanoid creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for mastercrafted manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for mastercrafted manacles). Manacles have hardness 10 and 10 Endurance. Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

Oil: A pint of oil burns for six hours in a lantern. You can use a flask of oil as a splash weapon. It takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the burning oil hits takes 1 point of acid damage from the splash.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for two rounds and deals 1d3 points of fire damage to each creature in the area.

Pick, Miner's: You may use this mining tool as an improvised one-handed weapon in an emergency. It inflicts 1d8 piercing damage with a x3 critical multiplier.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by further +2.

Rope, Hempen: This rope has 2 Endurance and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 Endurance and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 bonus on any checks that use it (including the ranged attack roll when attempting to use a grappling hook).

Sack: A sack allows a character to carry eight more Backpack items but it occupies one of your hands while you carry it. Sacks vary in construction and material quality, but they are all effectively weightless. You can have two sacks full of items, but this takes up both hands.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Sledge: You may use this heavy mallet as an improvised two-handed weapon in an emergency. It inflicts bludgeoning damage equal to a broadsword. The awkward weight of a sledge imposes a further -1 to attack rolls, making a sledge a -5 weapon to attack with.

Torch: A torch burns for 1 hour, clearly illuminating a 20 foot radius and providing shadowy illumination out to a 40 foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club, plus 1 point of fire damage.

Vial: A vial holds one ounce of liquid. The stoppered container is usually no more than one inch wide and three inches high.

Special Substances and Items

Any of these substances except for Alether berries, Laumspur, Larnuma fruit and holy water can be made by a character with the Craft (alchemy) skill. A Games Master may restrict access to these items and deny starting characters the option of purchasing them with starting funds.

Acid: You can throw a flask of acid as a weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash. Acid will also damage the equipment of anyone suffering a direct hit from it - apply 1d6 damage to their armour, shield or clothing (Games Master's discretion as to which).

Alether Berries: These small berries are a potent stimulant, greatly increasing reflex speed and reaction time while enhancing physical strength and endurance. All of these increases are temporary but a single consumed berry adds +1 to your attack and damage rolls for one round. Multiple berries can be eaten; these do not increase the bonus but do cumulatively add to the duration of the effect.

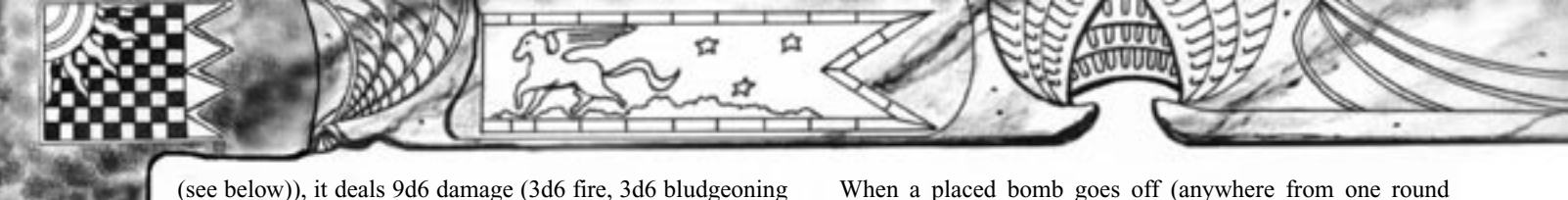
Antitoxin: If you drink antitoxin, you gain a +5 bonus on Fortitude saving throws against poison for one hour.

Bang Sticks: A small core of boom powder wrapped in a long roll of wax paper and sealed at both ends, these weapons have to be lit and thrown as a standard action. A move action can be combined with this attack but only one bang stick can be lit and thrown by a given hero in a single round. These items have a range increment of 10 feet and explode for 3d6 damage (1d6 fire and 2d6 bludgeoning) to any creature or object it hits. Any creature or object within 10 feet of the explosion stick takes 1d6 fire damage but can make a DC 15 Reflex save to avoid any damage at all. A bang stick requires 3 charges of boom powder and an hour to make, along with a DC 12 Craft (alchemy) check. Failure on this check will ruin the charges but not cause premature detonation.

Boompack: These deadly creations of the Bor are often tucked inside leather satchels to disguise their intent. Effectively a collection of kegs of boom powder packed with shards of metal and other machinery pieces to act as shrapnel, these lethal explosives are also called 'landscapers' by the Dwarves of Bor for their effect on the ground around them when they explode. Boompacks are typically 2 kegs of boom powder on either side of a clay cylinder or cloth bundle of parts and fragments. When a boompack goes off (after being lit and thrown in the same way as a bang stick or placed like a bomb

Goods and Services – *Special Substances and Items*

Item	Cost	Weight	Type of Item
Acid (flask)	10 gc	1 lb.	Backpack
Alether berries	50 gc each	—	—
Antitoxin (vial)	50 gc	—	—
Bang Stick	50 gc	1 lb.	Backpack
Boompack	250 gc	10 lb.	Weapon
Boom powder per keg	100 gc	4 lb.	Backpack
Holy water (flask)	25 gc	1 lb.	Backpack
Larnuma fruit	30 gc	—	Meal
Laumspur leaves	50 gc	—	Meal
Placed Bomb	500 gc	20 lb.	—
Sunrod	2 gc	1 lb.	Backpack
Thunderstone	30 gc	1 lb.	Backpack
Tindertwig	1 gc	—	—
Torchstone	150 gc	1 lb.	Backpack



(see below)), it deals 9d6 damage (3d6 fire, 3d6 bludgeoning and 3d6 slashing) to every creature or object within 20 feet. Boompacks take 2 kegs of boom powder and 45 minutes to make.

Boom Powder: Straight from the alchemist/miners of Bor, boom powder is a grey-black powder that burns fiercely when brought into contact with fire and explodes if not given room to ignite. This property makes it perfect for propelling ammunition through the firearms of the Drodarin Dwarves and also makes for pretty spectacular improvised thrown weapons. A keg of boom powder is roughly the size and shape of a large beer stein and holds 12 charges of powder. If lit and thrown, it inflicts 4d6 (1d6 for every three charges) fire and bludgeoning damage to its target and 2d6 to every creature within 10 feet of that spot.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it; this form of melee attack hits automatically.

A successful hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. Temples to good deities, such as Ishir, sell holy water at cost price (making no profit).

Larnuma Fruit: Found on small, twisted trees in the Wildlands and parts of western Durenor, these purple fruits are extremely filling and succulent. Prized for their ability to stay fresh and edible for months after picking, one Larnuma fruit counts as a meal and heals 1d4 Endurance through its nourishing and recuperative properties.

Laumspur Leaves: A refreshing mint-like leaf, Laumspur is a restorative herb of great power and surprisingly nutritious to consume. Eaten raw, it heals 1d10 Endurance and counts as a meal. Five of them can also be boiled down through alchemy (DC 18 to keep the ingredients from ruining) into a potion capable of healing 2d10 Endurance in a single quaff. This potion does not count as a meal. If not boiled down, Laumspur spoils and is useless after one week.

Placed Bomb: Usually encased in a wooden crate or metal box for transport, a placed bomb is a number of kegs of boom powder arranged in a particular pattern and fused together to blow at the same time (preferably after a time delay which allows the user to evacuate the area). A placed bomb has to be deliberately placed because of its directional blast and cannot be effectively thrown as a weapon. A placed bomb takes 3 kegs of boom powder and two hours to craft.

When a placed bomb goes off (anywhere from one round to one hour after being placed), it deals 10d6 fire damage and 10d6 bludgeoning damage in a 30 foot long cone in the direction of the placer's choice. The pack also inflicts 4d6 fire damage and 2d6 bludgeoning damage to all within 5 feet of the pack itself when it explodes, making them very dangerous to be near. Setting up a placed bomb is a full-round action that requires an Intelligence or Craft (alchemy) check (DC 15). Failure on this check causes the pack to go off immediately in a random direction determined by the Games Master.

Sunrod: This 1 foot long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30 foot radius and provides shadowy illumination in a 60 foot radius. It glows for six hours, after which the gold tip is burned out and worthless. Unlike most other light sources, sunrods will not be extinguished by water or high winds.

Torchstone: A minor magical item made by alchemists with an application of elemental sulphur and a sizeable quartz crystal, these palm-sized rocks glow brightly and maintain that glow indefinitely. A torch stone has a hardness of 5 and 1 Endurance. Any damage that penetrates its hardness destroys it, quenching its light permanently. Otherwise, they glow for 1d4 years after creation.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck soundly by a hard object or any attack capable of doing lethal damage), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10 foot radius spread must make a DC 15 Fortitude save or be deafened for one hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast any spell it tries to cast. Since you do not need to hit a specific target, you can simply aim a thunderstone at a particular 5 foot square. Treat the target square as Armour Class 5.

Tinderstick: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tinderstick is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tinderstick is a standard action (rather than a full-round action) and lighting any other fire with one is at least a standard action.

Tools and Skill Kits

These items are used in conjunction with class abilities and skills. In many cases, not having an appropriate item can prevent a character from attempting a given skill or impose a serious penalty to skill checks. Conversely, particularly well crafted tools and skill kits can provide their own form of bonus to skill checks as they are specifically designed to perform their given task more efficiently and enhance the skills of their users significantly.

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Mastercrafted: These tools serve the same purpose as artisan's tools (above), but mastercrafted artisan's tools are the perfect tools for the job, so you get a +2 bonus on Craft checks made with them.

Climber's Kit: Consisting of pitons, clamps, special pulleys and other specialised gear, this is the perfect set of tools for climbing and gives you a +2 bonus on Climb checks.

Disguise Kit: This kit contains make-up, wigs and special clothing items, making it the perfect tool for disguise and provides a +2 bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Field Forge: A field forge is a small portable furnace that comes complete with bellows, anvil-plate and the necessary tools to allow repair and even construction of metal items nearly anywhere. It takes two hours to set up a field-forge and bring it up to temperature and two hours to safely dismantle and pack it away. It is still not as good as a true forge and all Crafting checks made with a field forge suffer a –2 penalty because of this.

Healer's Kit: With specific kinds of bandages, tailored medicines for various types of ailment and several specialised surgical items, this effective healing kit provides a +2 bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol or Unholy Symbol: Most religious people and all clergy carry holy symbols made out of sacred materials (whatever their gods find sacred, which might range from dung to black iron to glass or silver). These are usually worn as necklaces but may also grace a penitent worshipper's wrist, belt or arm. Holy and unholy symbols have no true power; faith is more powerful than any jewellery could ever be. Even so, some symbols have been further enchanted and may have powers, but these are considered magical items and addressed elsewhere.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite and at least a full-round action. A magnifying glass grants a

Goods and Services – Tools and Skill Kits

Item	Cost	Weight	Type of Item
Alchemist's lab	500 gc	40 lb.	—
Artisan's tools	5 gc	5 lb.	Backpack
Artisan's tools, mastercrafted	55 gc	5 lb.	Backpack
Climber's kit	80 gc	5 lb.	Backpack
Disguise kit	50 gc	8 lb.	Backpack
Field forge	500 gc	40 lb.	Backpack
Healer's kit	50 gc	1 lb.	Backpack
Holly and mistletoe	—	—	—
Holy symbol, common	1 gc	—	Special
Holy symbol, expensive	25 gc	1 lb.	Special
Hourglass	25 gc	1 lb.	Backpack
Magnifying glass	100 gc	—	Backpack
Musical instrument, common	5 gc	3 lb.	Special
Musical instrument, mastercrafted	100 gc	3 lb.	Special
Scale, merchant's	2 gc	1 lb.	Backpack
Thieves' tools	30 gc	1 lb.	Backpack
Thieves' tools, mastercrafted	100 gc	2 lb.	Backpack
Tool, mastercrafted	50 gc	1 lb.	Backpack
Water clock	500 gc	200 lb.	—

+2 bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Mastercrafted: A mastercrafted instrument grants a +2 bonus on Perform checks involving its use. In the world of Magnamund, there are many distinctive musical instruments, some dependent on racial tastes in music and others based on ancient instruments passed down through time. From the Vassagonian tersichorde (a table-length horizontal harp played with a long row of bone keys) to the rhythmic drone of a Sadi zitar (a three stringed, long necked instrument played while wearing notched thimbles made of copper on the musician's fingertips), each one is unique and makes a sound all its own.

Scale, Merchant's: A scale grants a +2 bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Thieves' Tools: This kit contains the tools you need to use the Disable Device skill. Without these tools, you must improvise tools and you take a –2 penalty on Disable Device checks.

Thieves' Tools, Mastercrafted: This set of thieves' paraphernalia contains extra tools and items of better make, which grant a +2 bonus on Disable Device checks.

Tool, Mastercrafted: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple mastercrafted items used toward the same skill check do not stack, though circumstance bonuses granted from other sources do.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

Clothing is another area in which lands differ from one another. Each nation in the world of Magnamund has its own style; even countries that are similar in dress have something unique about its fashions. Some lands, like Sommerlund, even have laws about certain materials and colours that can only be worn by its ruling class, while others like the province of Suhr have completely different clothing for their various social castes. In other places, clothing is a matter of identification. Most folk recognise a Kai Lord by his distinctive green Kai cloak, woven from fine wool and dyed in a hue no other article of clothing in all of Sommerlund is allowed to use.

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt and boots. This outfit grants a +5 bonus to Fortitude saving throws against exposure to cold weather. Wearing this outfit in very hot conditions is not recommended, as it will incur a -2 penalty to Fortitude saves to resist exposure to hot weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a difficult time doing so (this translates to a -2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewellery (costing an additional 50 gc), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves and a cloak. Rather than a leather skirt, a

Goods and Services – Clothing

Item	Cost	Weight	Type of Item
Artisan's outfit	1 gc	4 lb.	Special
Cleric's vestments	5 gc	6 lb.	Special
Cold weather outfit	8 gc	7 lb.	Special
Courtier's outfit	30 gc	6 lb.	Special
Entertainer's outfit	3 gc	4 lb.	Special
Explorer's outfit	10 gc	8 lb.	Special
Kai Lord's cloak	-	2 lb.	Special
Monk's outfit	5 gc	2 lb.	Special
Noble's outfit	75 gc	10 lb.	Special
Peasant's outfit	1 sp	2 lb.	Special
Royal outfit	200 gc	15 lb.	Special
Scholar's outfit	5 gc	6 lb.	Special
Traveller's outfit	1 gc	5 lb.	Special

leather tunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

This is the suit of clothes worn most often by Kai Lords, especially when they must leave the monastery for any length of time. The cloak they wear is not the one mentioned here but rather a Kai cloak detailed below.

Kai Lord's Cloak: As distinctive as the powers they learn to harness in their monastery, the Kai cloak is a flowing, medium weight cloak of rich hunter green and tailored specifically for each Kai individually. The name of the Kai a cloak is made for is cunningly worked into the stitches of the cloak's hem where only those shown where to find them can do so. Kai cloaks are so comfortable and resistant to heat and cold that they add a +1 bonus to Fortitude saving throws against exposure to cold or hot weather.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewellery (worth at least 100 gc).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal regalia, crown, ring and other accoutrements. Royal clothes are still very regal and ostentatious, often adorned with gems, gold, silk and fur in abundance.

Scholar's Outfit: Perfect for a scholar or other learned figure such as a court vizier who would seem out of place dressed

Goods and Services – Food, Drink and Lodging

Item	Cost	Weight	Type of Item
Ale			
Gallon	2 sp	8 lb.	—
Mug	4 cp	1 lb.	Backpack
Banquet (per person)	10 gc	—	—
Bread, per loaf	2 cp	1/2 lb.	Meal
Cheese, hunk of	1 sp	1/2 lb.	Meal
Inn stay (per day)			
Good	2 gc	—	Shelter
Common	5 sp	—	Shelter
Poor	2 sp	—	Shelter
Meals (per day)			
Good	5 sp	—	Meal
Common	3 sp	—	Meal
Poor	1 sp	—	Meal
Meat, chunk of	3 sp	1/2 lb.	Meal
Wine			
Common (pitcher)	2 sp	6 lb.	—
Fine (bottle)	10 gc	2 lb.	Backpack

like other courtiers, this outfit includes a robe, a belt, a cap, soft shoes and possibly a cloak.

Traveller's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket) and an ample cloak with a hood.

Food, Drink and Lodging

Characters that do not have any kind of lodging, even the roughest kind that comes from using the Survival skill in the wilderness, cannot make use of medical attention or recover Endurance or lost ability score points with rest. Even worse, every night spent outdoors without at least basic shelter forces a character to make a Fortitude saving throw (DC 10 for temperate conditions, DC 15 for extremely hot or cold temperatures, +5 DC for harsh weather). Failure damages the character's Constitution score by one point due to exposure.

An even worse threat than the need for shelter is the ever-present risk of starvation. A character must eat at least one meal a day or begin to starve. Each day spent without some kind of basic meal (hunting successfully with the Survival skill counts as a meal) damages the character's Constitution score by one point. Constitution lost to starvation comes back at the rate of 4 points per day as long as a meal is eaten in that time. It is quite possible for a character to die within days in the wilderness if they are starving and exposed.

Inn: Poor accommodation at an inn amounts to a place on the floor near the hearth. Common accommodation consists

of a place on a raised, heated floor and the use of a blanket and pillow. Good accommodation consists of a small, private room with one bed, some amenities and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions and water. Common meals might consist of bread, chicken stew, carrots and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine. Ultimately, these are all a matter of taste and lifestyle; they all count as meals in terms of starvation and nutrition.

Mounts and Related Gear

Barding, Medium Creatures and Large Creatures:

Barding is a type of armour that covers the head, neck, chest, body and possibly legs of a horse or other mount. Barding made of metal armour provides better protection than leather barding but at the expense of speed. Barding can be made of any of the armour types found on the Armour and Shields table. Studded leather and hide counts as leather for the purposes of the Barding table.

Armour for a horse (a Large non-humanoid creature) costs four times as much as armour for a human (a Medium humanoid creature) and also weighs twice as much as the armour found on the Armour and Shields table (see Armour for Unusual Creatures, page 115).

Medium or heavy barding slows a mount that wears it, as shown on the Barding table. Flying mounts cannot fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on the Donning Armour table. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules and ponies can graze to sustain themselves but providing feed for them is much better. If a

Barding

Barding	Base Speed		
	(40 ft.)	(50 ft.)	(60 ft.)
Leather	30 ft.	35 ft.	40 ft.
Metal	30 ft. ¹	35 ft. ¹	40 ft. ¹

¹ A mount wearing heavy armour moves at only triple its normal speed when running instead of quadruple.

Goods and Services – *Mounts and Related Gear*

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gc	1 lb.
Dog, guard	25 gc	—
Donkey or mule	8 gc	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gc	—
Horse, light	75 gc	—
Warhorse, heavy	400 gc	—
Warhorse, light	150 gc	—
Saddle		
Military	20 gc	30 lb.
Pack	5 gc	15 lb.
Riding	10 gc	25 lb.
Saddle, exotic		
Military	60 gc	40 lb.
Pack	15 gc	20 lb.
Riding	30 gc	30 lb.
Saddlebags	4 gc	8 lb.
Stabling (per day)	5 sp	—

character has a riding dog, it must be fed some meat as part of its daily diet.

Horse: A horse is suitable as a mount for any human or dwarf, though some cultures do not use them for riding but instead farm with them or do not use them at all. Warhorses can be ridden easily into combat. Light and heavy horses are hard to control in combat, as they are trained only for riding and field work.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gc more, it can be fitted with a ram and castles with firing platforms fore, aft and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about four miles per hour when being rowed or under sail.

Keelboat: This 50 to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about two miles per hour.

Longship: This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast, a square sail and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about three miles per hour when being rowed or under sail.

Rowboat: This 8 to 12 foot long boat holds two or three Medium-sized passengers. It moves about one and a half miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about two miles per hour.

Goods and Services – *Transport*

Item	Cost	Weight
Carriage	100 gc	600 lb.
Cart	15 gc	200 lb.
Galley	30,000 gc	—
Keelboat	3,000 gc	—
Longship	10,000 gc	—
Rowboat	50 gc	100 lb.
Oar	2 gc	10 lb.
Sailing ship	10,000 gc	—
Sled	20 gc	300 lb.
Wagon	35 gc	400 lb.
Skyrider	Never sold	—
Warship	25,000 gc	—

Skyrider: Magical ships used by members of the Brotherhood of the Crystal Star and occasionally Magicians of Dessi, these vessels are usually fantastical-looking sailing ships and adhere to all the normal rules and statistics of one with a notable exception; skyriders can sail through the air as easily as they do the water. Skyriders usually have no weaponry since the spellcaster piloting it is often dangerous enough to dissuade attack. A skyrider is equipped with a sturdy rope ladder at least fifty feet long for letting passengers disembark or board. A skyrider's flying speed is 10 miles per hour, but it only moves at three miles an hour when forced to sail normally during sea voyages.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there is no room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about two and a half miles per hour when being rowed or under sail.

Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Carriage: This is the average price of a carriage ride between cities and towns. Journeys longer than 60 miles usually involve an overnight stay at an inn (not included in the price). Large cities like the capitals of nations or important ports might charge up to twice this value for carriage service, but the rides are usually more luxurious and restful as well.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) around the streets of towns and cities. For a ride in a cab that transports passengers within a smaller village, 1 copper pawn usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for labourers, porters, cooks, maids and other menial workers.

Goods and Services – Services

Service	Cost
Carriage, per day	2 gc
Coach cab, in-city only	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialise in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures that are otherwise difficult to bring aboard a ship, such as horses or pets.

Magical Items

Magical items are rare and precious treasures in the land of Magnamund. Most of the magical wonders of the world are ancient items, made when magic was not restricted by the will of Ishir and the powers that men could command were greater and more terrible than anything imaginable. These items are usually best left forgotten but the darkest of them have a way of dropping into unsuspecting hands and bringing down ruin upon the people of Magnamund time and again.

There are 'lesser' magics that can be created. Some, like potions, are the province of alchemy and simple magic, while others such as wands and spell-staves are complicated devices that only the skilled or extremely brave dare wield in battle. Most of these items are the stuff of heroes and legends. Normal men do not need and often have no knowledge of magical potions, wands and the like. Only those whose lives are fraught with peril need to know about the healing and harming treasures of the magical world. Note that magical bonuses stack, so that a Silver Helmet's magical bonus to Armour Class will stack with that provided by Runic Armour.

It should be stressed that with the exception of potions and some wands and staves, few magical items are ever for sale in any market or store in Magnamund. While the greatest cities of the land might have a store or two that stocks the occasional arcane oddity or magical heirloom, these are typically the

Magical Items

Item	Cost	Weight	Type of Item
Alether Neckpouch	500 gc	—	Special
Crystal Star Pendant	—	—	Special
Drodarin Runebelt	3200 gc	—	Special
Heart Stone	1500 gc	—	Special
Kalte Ice Totem	1000 gc	2 lb.	Backpack
Kalte Firesphere	250 gc	1 lb.	Backpack
Longstride Boots	4000 gc	2 lb.	Special
Mantle of Chai	2500 gc	3 lb.	Special
Magic Talisman	5000 gc	—	Special
Telchos Waterbowl	2000 gc	1 lb.	Special
Sommerlund Bit and Bridle of Valour	4500 gc.	7 lb.	—
Wetslag Gloves	1000 gc	—	Special
Wilder Cloak	3000 gc	6 lb.	Special

province of legend and when they change hands, they usually only do through violence, theft, or outright desperation on someone's part.

Magical items, even weapons and armour, are *rare* in Magnamund and both Players and Games Masters should treat them as such. An occasional healing potion or Brotherhood wand might show up on the body of a slain minion of the Darklands, but anything more substantial should be garnered only through great effort or superlative fortune.

Alether Neckpouch: A herbal pouch activated with an influx of druidic magic, these small leather bundles are worn around the necks of rangers and other wilderness warriors in the Wildlands and other primal areas of Magnamund. Only one can be worn at a time; these neckpouches add a +1 bonus to attack and damage rolls at all times. By ancient druidic law, an Alether Neckpouch can only be transferred to a new owner if he kills the previous wearer. This is in keeping with the code of nature in which the predator becomes stronger through the hunt.

Crystal Star Pendant: A good luck token that must be given freely by a member of the Brotherhood to have any power at all, Crystal Star Pendants are small crystalline medallions in the shape of a many pointed star. When a rightful wearer has a Crystal Star Pendant around his neck, it can add a +4 bonus to a single saving throw each day.

Drodarin Runebelt: Crafted of the strongest leathers and steel chain the runesmiths of the Bor can produce, these wide, powerful looking belts are usually given to their finest warriors in tribute of some great deed done in service to the race. The Runebelt adds a +2 bonus to the wearer's Strength score, transferring some of the power of the earth into his body at all times. Possession of a Drodarin Runebelt adds a +1 bonus to all Charisma-related ability and skill checks

involving Dwarves as well; they see these belts as the mark of true heroes.

Heart Stone: An alchemical miracle of the long-forgotten past, these tiny red jewels are shaped like hearts and bear the power of good health and fast healing within them. When the owner would be reduced to below 1 Endurance, the Heart Stone absorbs all damage, leaving the bearer unharmed. Each stone shatters after absorbing 20 Endurance points of damage and cannot be repaired by any means.

Kalte Ice Totem: A heavy hand-statue of pressed ice and white basalt, these totems make anyone carrying them resistant to cold temperatures and damage based on the cold. Anyone with an Ice Totem in their Backpack or on their person ignores natural cold and can resist the first 5 points of any given cold-based attack. This resistance increases to 10 points per effect if the Ice Totem is held in one hand. Kalte barbarians consider these stones sacred and will ruthlessly attack anyone they see carrying one.

Kalte Firesphere: This is a pair of small clay hemispheres that fit together almost seamlessly. When opened (and only when opened) both halves emit a small flame from within, equivalent to candlelight. These are used by Kalte natives to keep warm and cook their food on the wide open ice plains of their country. Kalte Firespheres can be thrown when both halves are fitted together, as a ranged attack with a 10 foot range increment. It will burst on contact for 5d6 fire damage; this destroys the item. Kalte Firespheres are ruined permanently if either half is taken more than 30 feet away from the other.

Longstride Boots: These rugged leather boots are a blessing to any traveller walking the many long roads of Magnamund. They protect the feet of their wearer carefully, negating any possibility of damage from caltrops. They also add +10 feet to the base movement rate of their wearer. Longstride Boots are only encountered very rarely and when they are, they tend to be on the feet of couriers, long distance messengers and hardy wanderers heroes would do well to avoid.

Mantle of Chai: These wide flaring head-dresses are made of bone, stiffened leather and enamels of many dark and bright colours. Often made to resemble the horns or crests of fantastic beasts and dire demons, these mantles are worn by great warriors and military leaders among the Chai people. Wearing a Mantle of Chai bestows a +1 bonus to the wearer's Armour Class and a +2 bonus to Intimidate checks. Characters who are obviously not of Chai ancestry will be challenged on sight by any Chai warrior who sees him, demanding he fight for his life or surrender the mantle immediately.

Magic Talisman: Potent talismans of magic, these amulets blur the line between psychic power and arcane might. Containing the unbridled energies of both, they offer an additional +10 Willpower points to any character fortunate enough to find one. While wearing a magic talisman does not

grant a non-psyhic character the ability to engage in psychic combat, they do allow the bearer to use the Erect a Shield psychic combat action if he does not already know how to do so.

Telchos Waterbowl: An item more precious than gold in the arid wasteland of its creation, these rare items are mostly a curiosity in countries graced with freely flowing water. The possessor of a Telchos Waterbowl can cut himself with a knife, pour 3 Endurance points worth of blood into it and watch it magically fill with enough water to slake a person's thirst all day. Waterbowls work indefinitely but they require blood each time to fill with fresh, clean water.

Sommerlund Bit and Bridle of Valour: Items crafted by the royal magicians of the Court of Sommerlund and given to the land's greatest knights, these spectacular tack sets are made of gold, steel and the finest silk and leather strapping. When fitted to a Knight of the Realm's special mount, they grant a +2 bonus to all Ride checks made with that animal and a +2 bonus to all saving throws the animal has to make. This bit and bridle can be placed on a normal horse but the bonus they grant drops to +1 accordingly.

Wetslag Gloves: These oddly named gloves do not seem to do anything when first placed on a character's hands. In fact, their one magical ability is often entirely overlooked – characters wearing a pair of Wetslag Gloves gain a +4 bonus to any Disable Device checks they make. They also allow the character to disarm magical traps, even if he is not a spellcaster.

Wilder Cloak: Sewn together from leather and fur by the practiced hands of the Druids of Magador, these cloaks keep the wearer warm, dry and well hidden in the overgrowth of a forest. Those lucky enough to find a Wilder Cloak can harness their primal power and receive a +2 to either Strength, Dexterity or Constitution (depending on the kind of cloak encountered). All Wilder Cloaks add a +2 bonus to Stealth skill checks made in forest and wilderness conditions.

Potions and Oils

Graveweed Concentrate: A lethal poison, Graveweed Concentrate must be consumed in food or drink to be effective. Anyone who eats a meal or swallows a drink with Graveweed Concentrate in it suffers a grievous effect (DC 20). Survival reduces the imbiber to his character level in Endurance (unless he is already below that value, in which case he suffers 10 points of Endurance damage) and imposes a –4 to all checks for one hour while he fights off the effects of the toxin.

Potion of Alether: A potent brew made of magically enhanced Alether juice, this potion adds a +3 bonus to all attack and damage rolls made by the imbiber for 2d6 rounds after consumption. The round after a Potion of Alether ends, the drinker suffers a –2 penalty to all attack and damage rolls because of the momentary crash of fatigue that comes with the brew wearing off.

Potions and Oils

Item	Cost	Weight	Type of Item
Graveweed Concentrate	1500 gc	1 lb.	Backpack
Potion of Alether	800 gc	—	—
Potion of Gallowbrush	750 gc	—	—
Potion of Laumspur	350 gc	—	—
Rendalim Elixir	800 gc	—	—
Taunor Water	200 gc	1 lb.	Backpack

Potion of Gallowbrush: Gallowbrush is a sleep agent, attributed with dream magic and enchanted sleep that can last months or even years. A potion of Gallowbrush is not quite as effective as legend suggests but it will force anyone drinking it to make a Fortitude saving throw (DC 16) or fall into a deep sleep for 1d4 hours immediately. Nothing short of acute physical pain can rouse a helpless victim of Gallowbrush; loud noises or discomfort will not rouse them.

Potion of Laumspur: The same potion mentioned in the description of Laumspur leaves above, this tincture is a bitter tasting liquid that heals 2d10 Endurance once consumed. Laumspur is the most common healing agent in Magnamund, so common that most places stocking them simply call them healing potions and do not bother to mention that they come from the Laumspur plant.

Rendalim Elixir: A more powerful healing potion than Laumspur tonic, this milky white liquid has a slightly sweet taste and is made by brewing two Laumspur potions together with Rendalim roots, bark and sap. The resulting potion heals 3d10 points of damage and cures any disease the imbiber might be suffering from. All 1s rolled when determining the healing of a Rendalim Elixir are re-rolled because of its potency.

Taunor Water: This is magical water bottled at the spring of Taunor. It loses its potency after a few days (1d4 days after bottling) but while it is fresh it can be consumed to restore up to 30 Endurance. This requires an entire jar of water be consumed at once; smaller drinks do not restore anything. Taunor Water looks perfectly normal, though it does glow dimly if viewed in the dark. A jar of Taunor Water can be used while brewing other potions; its energies will add +1 to each die of its effect or an extra round to its duration if it does not have a variable effect.

Magical Weapons

Bronin Warhammer: A fine, if slightly heavier than normal warhammer with a hardwood shaft and a wide flanged head, Bronin Warhammers are highly prized by those with an appreciation for treating every problem like a nail. The magic in them makes them hit hard and true, though as magical weapons go they are relatively weak. Their enchantments still make them valuable items; they are mastercrafted magical items adding a total +2 bonus to attack and damage rolls (+1 mastercrafted, +1 magical).

Magical Weapons

Item	Cost	Weight	Type of Item
Bronin Warhammer	2500 gc	6 lb.	Weapon
Brotherhood Wand	7500 gc	1 lb.	Backpack
Fire Rod	15000 gc	2 lb.	Backpack
Jewelled Weapon	+3000 gc per bonus	Varies	Weapon
Magic Rune-Spear	8000 gc	5 lb.	Weapon
Silver Bow	7000 gc	4 lb.	Weapon
Spell-Staff	30000 gc	3 lb.	Weapon
Wizard's Staff	25000 gc	4 lb.	Weapon

Brotherhood Wand: Shafts of fine wood and crystal, these items are empowered by the masters of the Crystal Star order and given or sold to those with skill in the mystic arts. Each wand is slightly different, containing the first Tier of effect of a Brotherhood spell and has 50 charges when first created. These are only useful to characters with the ability to cast Brotherhood spells as a class feature (or the power to fake it through the Use Magical Item skill) and are vital because they do not require an Occult roll to function, nor must the Brotherhood user know the spell in question to use the wand. All DCs needed for a spell effect from these wands are calculated as if the user cast the spell himself.

Fire Rod: A potent weapon, this rod of gold and ash wood is usually carved with the shape of a roaring dragon on one end. Anyone with an Intelligence of 3 or more can use a Fire Rod as a standard action. Fire Rods do not have charges. They emit a 5d6 ray of fire as a magical ranged attack out to a maximum of 200 feet and can do so once every hour outside in the daylight or once every six hours in overcast conditions, at night, or inside. The Counterspell DC for the Fire Rod is 18.

Jewelled Weapon: Weapons can be enchanted by the addition of magically enhanced jewels inlaid in the hilt, handle and pommel of a weapon. Most are fairly weak and add only a +1 bonus to attack and damage checks but it is possible to add as much as +5 in this way. Jewelled weapons also add their bonus to their hardness and heal one Endurance point of damage to themselves every day, as long as they are not completely sundered. The cost of a jewelled weapon is added to its weapon cost, which can be considerable if the base weapon is mastercrafted or superior.

Magical Rune-Spear: Many ancient weapons can be traced back to the time of the Elder Magi. These items are usually engraved with magical symbols and decorated with whirls and spirals of raised enchantment metal. Of these, few have survived the purges of the Darklords and their minions. Some of those that have withstood the test of time are the Rune-

Spears, enchanted superior quality spears that add a +3 bonus to attack and damage rolls (+2 superior, +1 magical).

The magic in them makes undead and Darkspawn unable to act while in contact with them. If the wielder attacks with the weapon, he can let go of it as a free action after a successful hit against an undead or Darkspawn opponent that inflicts more than 10 Endurance of damage. This leaves the Rune-Spear painfully stunned until the weapon is removed from the wound or they make a Will saving throw equal to 10 + the damage caused by the spear. Undead and Darkspawn are unable to remove such a weapon themselves and only get one save when they are first wounded to resist its terrible power over them.

Silver Bow: Of all the special bows to be crafted in Magnamund, none are as respected or coveted as the Silver Bows. Made of silver oak and strung with metal chord spun fine and long through powerful alchemy, these bows are crafted by only a few elderly masters of the craft. Each one is a superior weapon and enchanted to add a +3 bonus to attack and damage rolls (+2 superior, +1 magical). They also have no range penalties for the first two range increments, instead of the first one. Of all the bowyers of Magnamund, Master Duadon is generally hailed as the best.

Spell-Staff: A Spell-Staff is a more potent version of a Brotherhood Wand and follows all the same rules for that item. Spell-Staffs are more versatile, holding one Brotherhood spell at Tiers I, II and III, a second spell at Tiers I and II and a third



at Tier I. The combination of spells is unique from staff to staff and the energies they generate keep any one character from having more than one Spell-Staff on his person at any given time. Spell-Staves are also of mastercrafted quality and add a +2 bonus to attack and damage rolls when wielded in combat (+1 mastercrafted, +1 magical). A Spell-Staff is created with 100 charges.

Wizard's Staff: Ancient items whose secret of making was lost long ago when the original Elder Magi passed from Magnamund and left some, but not all, of their lore to the second generation of Dessi, these weapons are made of a strange material that looks and feels like dark wood but is stronger than any metal ever known. A Wizard's Staff is impossible to sunder and contains an awesome power that responds to wielders with Willpower scores. A Wizard's Staff is always of at least mastercrafted quality, adding a +2 bonus to attack and damage rolls (+1 mastercrafted, +1 magical).

In combat, a wielder with the Willpower trait can spend from 1 to 5 points of willpower and generate a ranged magical attack that if it hits inflicts 1d6 bludgeoning damage per point spent. The Counterspell DC for these blasts is equal to the wielder's ranged attack roll. A wielder with the Magical Combat trait can use his Magical Combat Skill when wielding this weapon in normal melee. In melee combat, a Magician of Dessi can spend up to his Charisma modifier +1 (minimum of 2 points) in Willpower each time he successfully strikes an opponent. The number of points spent is the multiplier of the staff's base damage (1d6) actually inflicted on its target. For example, a Magician of Dessi with a Wizard's Staff and a Charisma of 16 can spend up to 4 Willpower with each hit and inflict up to 4d6 per strike plus other modifiers.

Magical Armour

Chai Spirit Lamellar: Laminated leather armour of an extremely stylised design, these suits are family heirlooms and great treasures of the warrior-clans of the Chai. Each of the 102 suits of Spirit Lamellar in existence is unique and comes with a long history of glory and honour. In addition to adding a +4 bonus to the wearer's Armour Class (+2 leather, +2 magical), Spirit Lamellar channels the ancestors of the wearer to add 1d6 slashing damage to any successful attack he makes in melee combat. Only characters of Chai descent can access the full power of a suit of Spirit Lamellar. The suits only add a +3 bonus to Armour Class (+2 armour, +1 magical) and have no other powers when worn by anyone else.

Jewelled Shields and Armour: Just as weapons can be made magical with the addition of enchanted gems, so can shields and armour be enhanced through gemstone inlays. This process works just like weapons, with the bonus varying from a +1 to +5 magical bonus to Armour Class and the cost being added to the base cost of the shield or armour in question.

Runic Armour: The runesmiths of the Drodarin lands can create many wonders but the true power of their runic magic

has been lost to the mists of time and the destruction wreaked by the ancient Darklords. A few powerful suits of runic armour still exist in Magnamund, all of them metal and all of them effectively invulnerable. Runic Armour cannot be damaged by non-magical weaponry and passes some of that resistance to their wearers. A character clad in a suit of Runic Armour possesses Damage Reduction of 10/magic and gains a +3 magical bonus to his Armour Class above and beyond the protection of the armour itself (whatever type it happens to be, though it must be metal).

Shadaki Sealeathers: The pirates and sea captains of Shadaki do not generally wear armour because of its weight and encumbrance. Shadaki Sealeathers are an important exception for any traveller on the waves wealthy enough to own a suit of them; this armour weighs nothing when submerged. Its weight does not count towards a wearer's encumbrance and its properties actually add a +2 bonus to Athletics checks made for swimming. Shadaki Sealeathers are superior grade items and add a total of +4 to a wearer's Armour Class (+2 armour, +2 magical).

Silver Helmet: In the right hands, silver is a great metal for enchanting purposes. Too thin and fragile to make entire suits of armour out of, silver can make an effective helmet when layered over stronger steel. Silver Helmets add a +1 magical bonus to a wearer's Armour Class and can be worn in addition to other armour, making them a valuable part of any warrior's protection. The magical power of silver also subtracts 1 point from any psychic damage suffered by the wearer.

Sommerlund Greatshield of the Mighty Wall: Sommerlund Greatshields are potent shields without magic but the Brotherhood of the Crystal Star has developed a magic that makes them even more effective. By linking a form of the Levitation Brotherhood spell to a Greatshield, the Guild of Toran can craft Sommerlund Greatshields of the Mighty Wall that do not impose a penalty to attack rolls when carried into battle. These shields get their name because while they offer a +5 bonus to Armour Class on their own (+4 shield, +1 magical), the magical bonus increases by +1 for every Sommerlund Greatshield of the Mighty Wall within 30 feet, to a maximum magical bonus of +6.

Magical Armour

Item	Cost	Weight	Type of Item
Chai Spirit Lamellar	50,000 gc	40 lb.	Special
Jewelled Shield or Armour	+4000 gc per +1 bonus	Varies	Special
Runic Armour	+20,000 gc	Varies	Special
Shadaki Sealeathers	13,000 gc	5 lb.	Special
Silver Helmet	5,000 gc	2 lb.	Special
Sommerlund Greatshield of the Mighty Wall	30,000 gc	30 lb.	Special

Legendary Items

The legendary items in this section are some of the most potent and ancient of Magnamund's treasures. Each one is a priceless artefact in name and rarity, if not in sheer power, and is never available for purchase save in the most unique and unlikely of circumstances. Any encounter with one of these treasures should be a once-in-a-lifetime occurrence and any hero blessed with the possession of one might well find himself the target of hundreds or thousands of others seeking to own it for themselves. A legendary item could well be the foundation of an entire campaign, so Games Masters are cautioned to treat them like the treasures they are.

Crystal Plate

Superior plate armour carved from different colours of crystal gemstones, these priceless suits of armour are the rightful property of the great Shianti demigods that once ruled the lands of men. When they departed for the shrouded Isle of Lorn, they left their great weapons and armour behind. Only a character with a combined Intelligence, Wisdom and Charisma score of 45 or more can wear a suit of Crystal Plate without dying instantly from its overwhelming power. Each suit grants a +13 Armour Class (+8 armour, +2 superior, +3 magical) and makes them completely immune to piercing weapons. Spellcasters can use their magic without any interference (0% spell failure) from a suit of Crystal Plate both because of their special construction and because they are effectively weightless (weighing in at 2 lb. with no Armour Check Penalty).

Dagger of Vashna

A twisted, wickedly curved blade with a hilt of wrought black iron and a grip sized perfectly for only one hand in all the black realms of evil, the Dagger of Vashna is a dire weapon with an equally dire purpose. The Dagger of Vashna adds a +7 bonus to attack rolls (+2 superior, +5 magical) but does not add anything to damage because any successful hit instantly slays its living target without a saving throw or hope of Magic Resistance. The only defences against the death blow of the Dagger of Vashna are Tier V of the Nexus Magnakai Discipline, a suit of Crystal Armour or the direct intervention of one of Aon's deities. These defences simply limit the blow to a grievous wound inflicting 25 points of damage.

Lorestones of Nyxator

After the death of the great dragon Nyxator, his Lorestones were plundered and separated to different guarded locations across the face of Magnamund. There they have rested in the terrible vaults crafted by the dark power Agarash ever since, hidden away from the people of Magnamund and kept shrouded in the vilest of black sorceries. Each Lorestone holds a different power and each one was crafted to hold the energies gifted to Nyxator by Kai himself.

There are seven Lorestones, each with its own name and own power. It is rumoured that even greater powers would reveal themselves if they are ever brought together again and

channelled through the spirit of a descendant of Kai worthy of their grace. Generations have passed without this blessed event occurring and most consider the rumour, and the Lorestones themselves, to be nothing but myths.

- ◆ **The Lorestone of Varetta:** The Lorestone of Varetta is said to pulse with a soft red light when clasped tightly. Any Kai Lord holding this Lorestone will gain a +4 bonus to his Strength score and the DCs to resist his Disciplines are increased by +2.
- ◆ **The Lorestone of Herdos:** The Lorestone of Herdos glows with a soft orange light and grants a Kai Lord holding it great speed and agility. The bearer gains a +4 bonus to his Dexterity score and may take an additional move action each round. It also increases the bearer's base speed by +10 feet.
- ◆ **The Lorestone of Ohrido:** The Lorestone of Ohrido sheds a rich, warm yellow light and fortifies the body of any Kai Lord holding it. In addition to a +4 bonus to the bearer's Constitution score, the Lorestone provides the bearer with immunity to disease and poisons of any kind.
- ◆ **The Lorestone of Tahou:** The Lorestone of Tahou is the stone of thought and reason, glowing a light green at all times. When held by a Kai Lord, it suffuses his mind and provides a +4 bonus to his Intelligence score. Kai Lords holding the Lorestone of Tahou may always take 10 or 20 on any Intelligence-based check even if circumstances would normally prevent it.
- ◆ **The Lorestone of Luomi:** The Lorestone of Luomi has a powerful blue glow and contains the memories of the gods. While this is too much for a mortal mind to bear or perceive, it does grant a +4 bonus to the Wisdom score of any Kai Lord holding it and reduces any psychic damage he suffers by 5 (to a minimum of 0).
- ◆ **The Lorestone of Xaagon:** Surrounded at all times by a faint purple glow, the Lorestone of Xaagon enhances the Charisma score of its Kai Lord bearer with a +4 bonus and strengthens his spirit. The power in the Lorestone of Xaagon adds the Kai Lord's new Charisma modifier (if positive) as a bonus to all of his saving throws for as long as it is held.
- ◆ **The Lorestone of Nyxator:** The greatest of the Lorestones, this was the seat of Nyxator's own soul and power. Some part of him suffused the Lorestone named after him following his death in battle against Agarash. When his Lorestone, which glows with a fierce white radiance, is held by a Kai Lord it grants him a +4 bonus to his Armour Class, Damage Reduction of 5/- and the ability to use all Tiers of all Disciplines and Magnakai Disciplines.

Only a Kai Lord can hope to channel the power of the Lorestones. They are powerless in the grasp of anyone else and they burn anything with an allegiance to Evil for 5d6 points of damage, that will pierce any Damage Reduction, every round they remain in contact with one. Kai Lords may only channel the power of one Lorestone at a time, even if they are holding more than one of these fist-sized stones at a time. Whilst channelling a Lorestone's power, the arm holding it may not be used for any other action (such as using a shield).

Moonstone of the Ancients

In their arrogance and desire for power, the Shianti crafted the Moonstone, an artefact of great power. So potent was this tool of the mystic arts that when the goddess Ishir placed the Shianti in exile, she demanded that the Moonstone be similarly banished. Sent into the dimension of Daziarn, the Moonstone remains there still, its great might sealed away from those who would abuse it, only those with a powerful connection to true magic can hope to control its power.

The Moonstone's powers are nearly infinite but only the Shianti can truly use its powers to their fullest. In the hands of mortals, it adds +4 to the DCs to resist any Elder Art or Brotherhood Spell used by its bearer and allows him to re-roll all 1s and 2s rolled on damage dice caused by his magic. The Moonstone can be affixed to a Wizard's Staff, Fire Rod or Spell-Staff. If this is done, all variable effects generated by the affixed item are increased to their maximum value (so that a Fire Rod would do 30 points of fire damage with any successful hit, for instance). Lastly, the possession of the Moonstone grants the 'owner' an additional 25 Willpower points and a +2 bonus to attack and damage rolls in Psychic Combat.

The Shield of Sun Eagle

A circular shield of fine steel emblazoned with the rampant eagle and sunburst crest of the greatest hero the Kai have ever known, this relic is as potent in battle during modern times as it was when it was made. Tempered by the fiery will of Kai and graced with the protections of the moon goddess Ishir, the Shield of Sun Eagle grants a +8 bonus (+2 shield, +2 superior, +4 magical) to the bearer's Armour Class and can be commanded as a standard action to blaze with the fury of a solar flare. This blaze can last up to 21 rounds a day, can be divided into as many uses as desired and inflicts 4d6 fire damage each round to any Evil creature foolish enough to remain within 30 feet of the shield. Only beings allied with Good may bear the Shield of Sun Eagle but interestingly the legends of the shield suggest that the bearer need not be a Kai Lord.

The Sommerswerd

Generally considered the most powerful weapon in existence, the Sommerswerd was forged by the gods themselves and created as a balance against the terrible might of the Dark Power Naar. The only weapon in existence that can truly kill a Darklord, the Sommerswerd is a beacon of hope in bleak times and a powerful symbol of light in the shadow of despair. This superior blade was given to the Kings of Durenor for safekeeping as a sign of the pact that made their alliance with Sommerlund possible and led to the defeat of Vashna at the Battle of Maakengorge. The Sommerswerd is the mightiest relic the people of Magnamund hope never to see again, as it would herald the return of the Darklords and global war.

The Sommerswerd has many powers, all of which come from its connection to the true master of its creation, the god Kai. The Sommerswerd only responds to the touch of a Kai Lord and if ever wielded in battle by someone without at least one level in Kai Lord, its powers will fade forever. The Sommerswerd is a sword of sublime quality, which is even greater than superior quality, making it a fearsome weapon which adds a +10 bonus to attack and damage rolls (+3 sublime, +7 magical). In combat against the undead and Darkspawn, its base damage (1d8 + 10) is doubled after each successful hit (to 2d8 + 20). It makes the Discipline of Sixth Sense more acute, allowing the wielder to access all Tiers of this Discipline, as long as he has at least Tier I in it to begin with.

The Sommerswerd also absorbs deadly magic directed at the wielder, giving him a Magic Resistance of 25 against hostile spells and magical effects with the bearer as their primary target. This takes the form of the spell shimmering into a golden light and being drawn into the blade, negated completely and with no harm befalling the bearer.

The Sommerswerd's greatest power is its original purpose – slaying Darklords. While this makes it a beacon for any Darklord and they may detect it automatically to a distance of one mile, it allows its base damage to be tripled against them (3d8 + 30) and empowers the weapon to fire a shining beam of pure sun-fire at them. This beam has true line of sight range, can be used only once a month and strikes unerringly with no chance of failure. If a Darklord is hit with this beam, it is reduced to 1d10 Endurance and stands a 50% chance of being simply obliterated on the spot. For obvious reasons, the Darklords wish the weapon to remain in the fastness of the King in Hammerdal and this artefact is the primary reason the vile powers do not move openly in Magnamund today.

Special Note

The Lorestones and the Sommerswerd figure strongly in the Lone Wolf game books and should only be brought into a game set in this book's timeline (50 years before the fall of the Kai Monastery) if there is a way to replace them without disallowing the continuity of those books or if the Lone Wolf future has been disregarded in the campaign.



Combat – Epic Battles in an Age of Coming Darkness

This chapter holds the heart of *Lone Wolf, The Roleplaying Game*. It contains all of the rules need to run the most important part of the action in a roleplaying game – combat and conflict. These are sometimes two different things, as combat implies an opponent, whereas conflict can be the heroes up against anything from their environment to a deadly trap or a crippling disease. If it can stand in a character's way of accomplishing his mission, the rules for resolving it quickly and easily can be found right here in this chapter.

Most of what you will find here are rules about combat. This game deals with fighting in a simple but elegant fashion, allowing you to pit opponents against each other and determine round-by-round how well or poorly they fare against each other. This kind of combat is abstract in its way, but it can flow very well and it nicely emulates the back and forth action of the Lone Wolf game books.

No Combat Chapter regarding the Lone Wolf universe would be complete without commenting on Magical and Psychic Combat. These forms of battle have special guidelines needed to run them properly; all of these have been collected here for easy access. Most of the rules a Player might need for magical abilities and spells have been given in the relevant character chapters, but additional information can be found in the following sections on these two exciting and deadly forms of battle. Foes of the Darklords beware! Psychic Combat can be particularly devastating to those unprepared for its power.

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for Initiative (see Initiative, below). The Games Master rolls one Initiative score for all of the opponents, using different bonuses to determine when each group of enemies will act.

3. In Initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
4. Combatants who have not yet rolled Initiative do so. All combatants are now ready to begin their first regular round of combat.
5. Combatants act in Initiative order (highest to lowest).
6. When everyone has had a turn, the combatant with the highest Initiative acts again and steps 4 and 5 repeat until combat ends.

Combat Statistics

This section summarises the rules and attributes that determine success in combat and then details how to use them in sequential order to resolve any combat situation.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. Other modifiers may also apply to this roll. If your result equals or beats the target's Armour Class, you hit and deal damage.

- ♦ **Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat – a possible critical hit.

How to Calculate an Attack Roll

Your attack bonus with a melee weapon is:

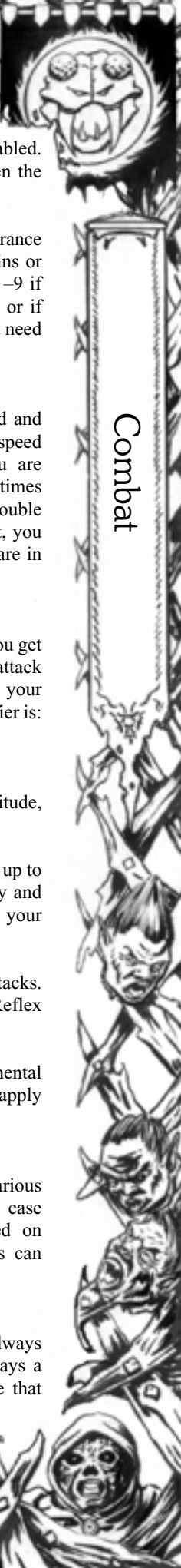
Base Combat Skill + Strength modifier + size modifier
This is also called a melee attack.

With a ranged weapon, your attack bonus is:

Base Combat Skill + Dexterity modifier + size modifier + range penalty
This is also called a ranged attack.

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal.



Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target's current Endurance.

- ♦ **Minimum Damage:** If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.
- ♦ **Strength Bonus:** When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.
- ♦ **Multiplying Damage:** Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results.
Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.
Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.
- ♦ **Ability Damage:** Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

Armour Class

Your Armour Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It is the attack roll result that an opponent needs to achieve to hit you. Your Armour Class is equal to the following: 10 + armour bonus + shield bonus + Dexterity modifier.

Note that armour limits your Dexterity bonus, so if you are wearing armour, you might not be able to apply your whole Dexterity bonus to your Armour Class.

Sometimes you cannot use your Dexterity bonus (if you have one). If you cannot react to a blow, you cannot use your Dexterity bonus to Armour Class – this is called being flat-footed. If you do not have a Dexterity bonus, nothing happens.

Many other factors modify your Armour Class. These typically come from mastercrafted or superior armour, class features or magical spells. Regardless of the bonuses, they all apply evenly and can combine to make an opponent very difficult to hit indeed.

Endurance

All characters and objects have a certain number of Endurance points, determined by End Dice, character levels or construction. These represent inherent resistance to injury and, in the case of living beings, the ability to avoid critical damage through exertion and skill. Endurance is an abstract concept and does not always reflect the true physical condition of a creature. Instead a being's Endurance total is a sum measurement of health, fatigue and combat experience.

When a character's Endurance total reaches 0, he is disabled. When Endurance reaches -1, a creature is dying. When the value gets to -10, a character or creature is dead.

Encountered enemies are technically killed at 0 Endurance but a Games Master may optionally allow named villains or important Non-Player Characters to descend as low as -9 if their continued existence in the campaign is desirable, or if Player Characters wish to show mercy in battle or have a need to question prisoners.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armour you are wearing. If you use two move actions in a round (sometimes called a 'double move' action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armour) in a straight line.

Saving Throws

When you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level and an ability score. Your saving throw modifier is: Base save bonus + ability modifier.

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex and Will:

- ♦ **Fortitude:** These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Always apply your Constitution modifier to your Fortitude saving throws.
- ♦ **Reflex:** These saves test your ability to dodge area attacks. Always apply your Dexterity modifier to your Reflex saving throws.
- ♦ **Will:** These saves reflect your resistance to mental influence as well as many magical effects. Always apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class

The DC for a save is determined by the attack itself. Various effects, such as class features or ability scores in the case of special abilities with Difficulty Classes calculated on a creature by creature basis, and other enhancements can influence DCs dramatically.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success. This is a notable exception to the basic rule that

natural rolls of 1 and 20 on a d20 do not automatically indicate failure or success respectively.

Initiative

At the start of a battle, each combatant makes an Initiative check. An Initiative check is essentially a Dexterity check. Each character applies his Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his Initiative changing; see Special Initiative Actions). If two or more combatants have the same Initiative check result, the combatants who are tied act in order of total Initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the Initiative order), you are flat-footed. You cannot use your Dexterity bonus to Armour Class (if any) while flat-footed. Some heroes have the ability to avoid being surprised, which allows them to avoid losing their Dexterity bonus to Armour Class due to being flat-footed.

Inaction

Even if you cannot take actions, you retain your Initiative score for the duration of the encounter. This may be necessary to determine when an effect occurs to your character in a given round or when you may overcome some adverse condition.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you are surprised. Conversely, careful tactics or blind luck can provide the opportunity for Player Characters to achieve surprise on unprepared or unsuspecting opponents. Generally, surprise does not occur often as most people in the kinds of situations where combat is a likely occurrence are constantly wary. A Games Master is the final authority on when surprise occurs for any given encounter, if at all.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Perception checks on both sides against a static DC of 20 (modified by circumstances). This is the typical way of determining surprise conditions if a specific ambush or other factors do not apply.



The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for Initiative. In Initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Combatants may combine drawing a weapon with an attack in a surprise round if they have a +5 or better Base Combat Skill and are otherwise free to move. If they have a +4 or lower Base Attack Bonus, they cannot draw and attack in the surprise round as a standard action.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to Armour Class.

Actions in Combat

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action. Each round's activity begins with the character with the highest Initiative result and then proceeds, in order, from there. Each round of a combat uses the same Initiative order. When a character's turn comes up in the Initiative sequence, that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same Initiative count in the next round. Effects

that last a certain number of rounds end just before the same Initiative count that they began on.

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6 second combat round) and how movement is treated. There are four types of actions; standard actions, move actions, full-round actions and free actions. In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

- ♦ **Standard Action:** A standard action allows you to do something, most commonly make an attack or cast a spell. See the Actions in Combat table for other standard actions.
- ♦ **Move Action:** A move action allows you to move your speed or perform an action that takes a similar amount of time – see the Actions in Combat table. You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5 foot step either before, during or after the action.
- ♦ **Full-Round Action:** A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5 foot step before, during, or after the action. You can also perform free actions (see below). Some full-round actions do not allow you to take a 5 foot step. Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions given below of specific actions detail which actions allow this option.
- ♦ **Free Action:** Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.
- ♦ **Not an Action:** Some activities are so minor that they are not even considered free actions. They literally do not take any time at all to do and are considered an inherent part of doing something else.
- ♦ **Restricted Activity:** In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as

Actions in Combat

Standard Action

Attack (melee)
Attack (ranged)
Attack (magical)
Activate a magical item other than a potion
Aid another
Cast a spell (1 standard action casting time)
Concentrate to maintain an active spell
Disarm (attack)
Dismiss a spell
Draw a hidden weapon (see Sleight of Hand skill)
Drink a potion or apply an oil
Feint
Light a torch
Make a dying friend stable (see Heal skill)
Sunder a weapon (attack)
Sunder an object (attack)
Total defence
Use special ability
Use skill that takes 1 action

Move Action

Move
Control a frightened mount
Draw a weapon
Load a crossbow
Open or close a door
Mount a horse or dismount
Move a heavy object
Pick up an item
Sheathe a weapon
Stand up from prone
Ready or loose a shield
Retrieve a stored item

Full-Round Action

Full attack
Charge
Deliver coup de grace
Escape from a net
Extinguish flames
Light a torch
Load a shiel-fa
Run
Use skill that takes 1 round

Free Action

Cease concentration on a spell
Drop an item
Drop to the floor
Speak

No Action

Delay
5 foot step



normal). You cannot take a full-round action (though you can start or complete a full-round action by using a standard action).

Standard Actions

These are the basic things characters and creatures can do during a combat round. Basic attacks are covered under this type of action, as are the activation of normal items, devices and magical treasures. Most actions taken by combatants are standard actions, though timing or outside influences might change this status.

Attack

Making an attack is a standard action. There are three kinds of basic attack – melee, unarmed and ranged. Melee covers the use of close-combat weapons. Unarmed attacks are any offensive use of natural parts of a creature's body; this covers everything from a Vordak's fists to a desert lion's claws. Ranged attacks run the gamut from thrown chairs and barrels to more conventional weapons such as bows and slings.

Melee Attacks

With a normal melee weapon, you can strike any opponent within 5 feet. Opponents within 5 feet are considered adjacent to you. Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away but you cannot strike adjacent foes (those within 5 feet).

Unarmed Attacks

Striking for damage with punches, kicks and head butts is much like attacking with a melee weapon, except for the following complications:

- ♦ *Unarmed Strike Damage:* An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).
- ♦ *Dealing Lethal Damage:* You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have natural weaponry (such as claws or fangs), you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll. In this case, doing nonlethal damage imposes a –4 penalty on the attack roll for you.

Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of

sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls

An attack roll represents your attempts to strike your opponent. Your attack roll is 1d20 + your attack bonus with the weapon you are using. If the result is at least as high as the target's Armour Class, you hit and deal damage.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat – a possible critical hit. This is another notable exception to the natural 1 and 20 rules.

Damage Rolls

If the attack roll result equals or exceeds the target's Armour Class, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current Endurance.

Multiple Attacks

A character that can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee

If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. An unconscious or otherwise immobilised character is not considered engaged unless he is actually being attacked.

If your target (or the part of your target you are aiming at, if it is a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you are aiming at is engaged in melee with a friendly character.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Armour Class for the same round. This choice is made each round on your action and the consequences of fighting defensively last until then.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armour Class and you have scored a threat. The hit might be a critical hit (or 'crit'). To find out if it is a critical hit, you immediately make a critical roll – another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results



something interferes with your concentration you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzles with no effect. The Endurance or Willpower cost for the spell, if any, is paid even if the spell fizzles.

Concentrating to Maintain a Spell

Some spells and special abilities require continued concentration to keep them going. Concentrating to maintain a spell or special ability is a standard action. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell or ability ends.

in a hit against the target's Armour Class, your original hit is a critical hit. The critical roll just needs to hit to give you a critical hit – it does not need to come up 20 again. If the critical roll is a miss, then your hit is just a regular hit. A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20 and the multiplier is x2.

- ♦ *Exception:* Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit. This includes additional dice from magical effects or class features such as Sneak Attack.
- ♦ *Increased Threat Range:* Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that does not result in a hit is not a threat.
- ♦ *Increased Critical Multiplier:* Some weapons deal better than double damage on a critical hit.
- ♦ *Spells and Critical Hits:* A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action. You retain your Dexterity bonus to Armour Class while casting.

Concentration

You must concentrate to cast a spell. If you cannot concentrate you cannot cast a spell. If you start casting a spell but

Casting Time

Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

Dismiss a Spell

Dismissing an active spell is a standard action. In the world of Lone Wolf, all spells and special abilities can be dismissed unless they specifically say otherwise in their descriptions.

Total Defence

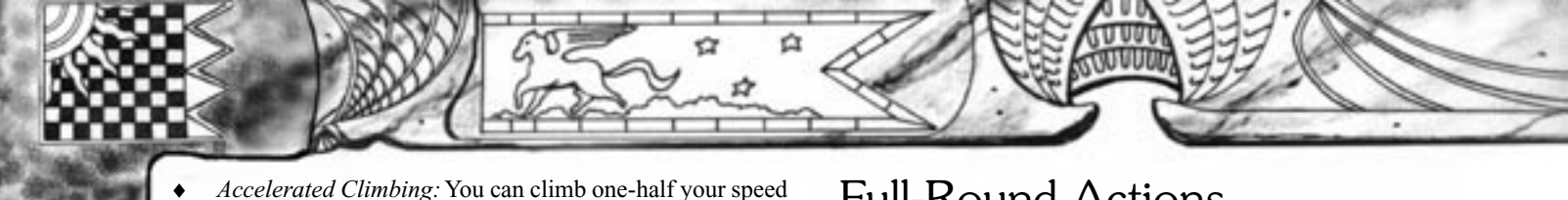
You can defend yourself as a standard action. You gain a +4 dodge bonus to your Armour Class for one round. Your Armour Class improves at the start of this action. You cannot combine total defence with fighting defensively but it may combine with other defensive effects (like the Acrobatics skill or certain defensive class features).

Move Actions

With the exception of specific movement-related skills, most move actions do not require a check. As the title of this type of action suggests, all move actions centre on locomotion or body movements, though not all of them involve a character physically moving from his current location.

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you cannot also take a 5 foot step. Many non-standard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

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- ◆ *Accelerated Climbing:* You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.
 - ◆ *Crawling:* You can crawl 5 feet as a move action.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets or shuriken) is a free action.

Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your Armour Class, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a Base Combat Skill of +1 or higher, you can ready or loose a shield as a free action combined with a regular move. Dropping a carried (but not worn) shield is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action are given in the Actions in Combat table.

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not require concentration.

Stand Up

Standing up from a prone position requires a move action.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check (your armour check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. You cannot attempt a fast mount or fast dismount unless you can successfully perform the mount or dismount as a move action in the current round.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it cannot be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5 foot step.

Full Attack

If you get more than one attack per round because your Base Combat Skill is high enough, because you fight with two weapons or for some special reason, you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones. The only movement you can take during a full attack is a 5 foot step. You may take the step before, after or between your attacks.

If you get multiple attacks because your Base Combat Skill is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can choose to strike with either weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you have already taken a 5-foot step, you cannot use your move action to move any distance but you could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Armour Class for the same round.

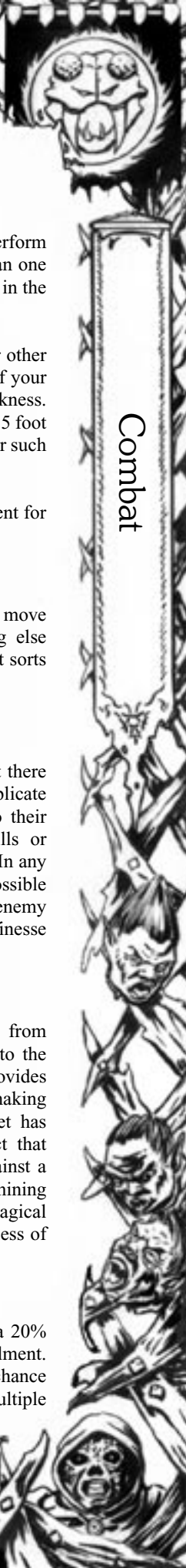
Cast a Spell

A spell that takes one round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before your turn one minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes one round or longer to cast, you must continue the invocations, gestures and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

Use Special Ability

Using a special ability is usually a standard action but some may be full-round actions, as defined by the ability.



Run

You can run as a full-round action. If you do, you do not also get a 5 foot step. When you run, you can move up to four times your speed in a straight line (or three times your speed if you are in heavy armour). You lose any Dexterity bonus to Armour Class when running. A run represents a speed of about 12 miles per hour for an unencumbered human.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character that has run to his limit must rest for 1 minute (10 rounds) before running again. During a resting period, a character can move no faster than a normal move action. You cannot run across difficult terrain or if you cannot see where you are going.

Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you do not have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet in any direction, even diagonally.

Free Actions

Free actions do not take any time at all, though there may be limits to the number of free actions you can perform in a turn. Some common free actions are described below.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Drop Prone

Dropping to a prone position in your space is a free action.

Speak

In general, speaking is a free action that you can perform even when it is not your turn. Speaking more than a few sentences is generally beyond the limit of a free action. Roughly speaking, if a phrase takes longer than 6 seconds to say, it requires a standard action to complete, but this is a matter for the Games Master's discretion.

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

Miscellaneous Actions

Take 5 Foot Step

You can move 5 feet in any round when you do not perform any other kind of movement. You cannot take more than one 5 foot step in a round and you cannot take a 5-foot step in the same round when you move any distance.

You can take a 5 foot step before, during, or after your other actions in the round. You can only take a 5 foot step if your movement is not hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less cannot take a 5 foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5 foot step using a form of movement for which you do not have a listed speed.

Use Skill

Most skill uses are standard actions but some might be move actions, full-round actions, free actions or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

Combat Modifiers

Basic combat has been covered by the rules above but there are numerous instances and conditions that can complicate a battle. Tactically minded Players can use these to their advantage, while encountered enemies with the skills or abilities to do so may impose them against their foes. In any case, these factors can combine to make nearly impossible battles merely difficult and make an invincible enemy vulnerable to a strategically planned assault. The true finesse of combat in Magnamund exists in these modifiers.

Concealment

To determine whether your target has concealment from your ranged attack, draw a line from your character to the target. If this line from passes through anything that provides concealment, the target has concealment. When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that is not adjacent to you use the rules for determining concealment from ranged attacks. In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance

Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll (d%) to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks

You can use concealment to make a Stealth check. Without concealment, you usually need covering objects or obstacles to make a Stealth check.

Total Concealment

Total concealment is when no part of the target can be seen. You cannot attack an opponent that has total concealment, though you can attack into a space that you think he occupies. A successful attack into a space occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

Ignoring Concealment

Concealment is not always effective. A shadowy area or darkness does not provide any concealment against an opponent with darkvision. Creatures with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth checks when not moving (even though opponents cannot see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment

Certain situations may provide more or less than typical concealment and modify the miss chance accordingly.

Flanking

When making a melee attack, you get a +2 bonus on your check if your opponent is threatened by a character or creature friendly to you attacking the opponent from the opposite

direction. Only a creature or character that threatens the defender – in other words, is able to physically attack the opponent in melee combat from their position – can help an attacker get a flanking bonus. Creatures with a reach of 0 feet cannot flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralysed, unconscious or otherwise at your mercy. Any lethal attack on a helpless opponent is considered a grievous effect (see the rules for Grievous Damage, below).

Regular Attack

A helpless character takes a -4 penalty to Armour Class against melee attacks, but no penalty to Armour Class against ranged attacks. A helpless defender cannot use any Dexterity bonus to Armour Class. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to Armour Class as if it were -5. This combines with the -4 (or -0) penalty to Armour Class for being helpless, rendering them extremely vulnerable to attacks of any kind.

Special Attacks

Aid Another

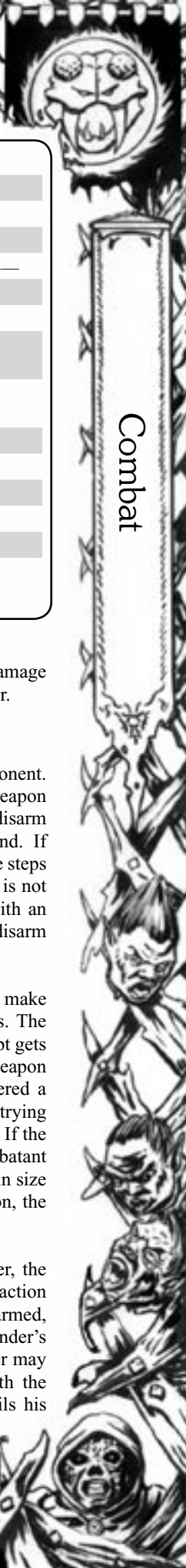
In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you are in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against Armour Class 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to Armour Class against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell or to assist another character's skill check.

Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.





Attack Roll Modifiers

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

¹ An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

² The defender loses any Dexterity bonus to AC. This bonus does not apply if the target is blinded.

³ Most ranged weapons cannot be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Movement During a Charge

You must move before your attack, not after. You must move at least 10 feet and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent and nothing can hinder your movement (such as difficult terrain or obstacles). Here is what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. If this space is occupied or otherwise blocked, you cannot charge. Second, if any line from your starting space to the ending space passes through an area that blocks movement, slows movement or contains a creature (even an ally), you cannot charge. Helpless creatures do not stop a charge.

If you do not have line of sight to the opponent at the start of your turn, you cannot charge that opponent. You cannot take a 5 foot step in the same round as a charge. If you are able to take only a standard action or a move action on your turn, you can still charge but you are only allowed to move up to your speed (instead of up to double your speed). You cannot use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your Armour Class until the start of your next turn. Even if you have extra attacks, such as from having a high enough Base Combat Skill or from using multiple weapons, you only get to make one attack during a charge.

Lances and Charge Attacks

A lance deals double damage if employed by a mounted character in a charge. Certain class features can affect this damage multiple even more.

Armour Class Modifiers

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	— See Concealment —	—
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing or climbing)	+0 ¹	+0 ¹
Helpless (such as paralysed, sleeping or bound)	-4	+0
Kneeling or sitting	-2	+2
Pinned	-4	+0
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

¹ The defender loses any Dexterity bonus to AC.

² An entangled character takes a -4 penalty to Dexterity.

Weapons Readied against a Charge

Spears and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand. If you are attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm is not a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and cannot attempt to disarm you in return if your attempt fails.

- ♦ **Step One: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll and the wielder of a light weapon takes a -4 penalty. An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item is not a melee weapon, the defender takes a -4 penalty on the roll.
- ♦ **Step Two: Consequences.** If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground at the defender's feet. If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. If he fails his

disarm attempt, you do not subsequently get a free disarm attempt against him.

Disarm and Grabbing Weapons

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike a normal disarm attempt, failing the attempt does not allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above. You cannot snatch an item that is well secured inside a closed container (such as within a Backpack).

Feint

Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check made by your target. The target may add his Base Combat Skill to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to Armour Class (if any). This attack must be made on or before your next turn. When feinting in this way against a non-humanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a non-intelligent creature, the feint action is impossible.

Sunder

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is

holding. If you are attempting to sunder a weapon or shield, follow the steps outlined here. Attacking a held object other than a weapon or shield is covered below.

- ♦ **Step One: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
- ♦ **Step Two: Consequences.** If you beat the defender, roll damage and deal it to the weapon or shield. See the Common Armour, Weapon and Shield Hardness and Hit Points table to determine how much damage you must deal to destroy the weapon or shield. If you fail the sunder attempt, you do not deal any damage.

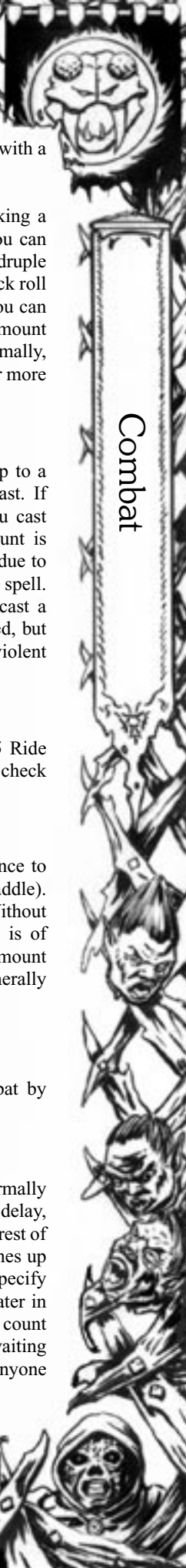
Sundering a Carried or Worn Object

You do not use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's Armour Class. A carried or worn object's Armour Class is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. To attempt to snatch away an item worn by a defender rather than damage it, see the Disarm section. You cannot sunder armour worn by another character. See page 167 for the hardness and Endurance values of objects.

Common Armour, Weapon and Shield Hardness and Endurance

Weapon or Shield	Hardness	Endurance ¹
Light blade (dagger)	10	2
One-handed blade (sword)	10	5
Two-handed blade (falchion)	10	10
One-handed metal-hafted weapon (warhammer)	10	20
One-handed hafted weapon (club)	5	5
Two-handed hafted weapon (quarterstaff)	5	10
Projectile weapon (shortbow)	5	5
Hide, padded, leather or studded leather armour	5	Armour bonus x5
Chainmail or scalemail armour	10	10
Breastplate, full plate or plate mail armour	10	20
Buckler	10	5
Light shield	10	10
Heavy shield	10	20
Sommerlund Greatshield	10	25

¹ The Endurance value given is for Medium-sized armour, weapons and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.



Special Attacks

Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or AC.
Charge	Move up to twice your speed and attack with +2 bonus.
Disarm	Knock a weapon from your opponent's hands.
Feint	Negate your opponent's Dex bonus to AC.
Sunder	Strike an opponent's weapon or shield.
Two-weapon fighting	Fight with a weapon in each hand.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -4 penalty with all of your attacks when you fight this way. You can reduce these penalties through the accumulation of certain class features. The same rules apply when you throw a weapon from each hand.

Mounted Combat

Horses in Combat

Warhorses can serve readily as combat steeds. Light horses, ponies and heavy horses, however, are frightened by combat. If you do not dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full-round action and you cannot do anything else until your next turn. Your mount acts on your Initiative count as you direct it. You move at its speed, but the mount uses its action to move. A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted

With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action. When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you cannot make a full attack. Even at your mount's full speed, you do not take any penalty on melee attacks while mounted.

If your mount charges, you also take the Armour Class penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge.

When charging on horseback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally, though it is worth checking the Ride skill (page 100) for more details.

Casting Spells while Mounted

You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you are casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

If Your Mount Falls in Battle

If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Fall in Battle

If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you are in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat unless it is of greater than animal intelligence. In that case, your mount acts like a creature of its abilities and intellect and is generally controlled by the Games Master.

Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the Initiative order.

Delay

By choosing to delay, you take no action and then act normally on whatever Initiative count you decide to act. When you delay, you voluntarily reduce your own Initiative result for the rest of the combat. When your new, lower Initiative count comes up later in the same round, you can act normally. You can specify this new Initiative result or just wait until some time later in the round and act then, thus fixing your new Initiative count at that point. You do not get back the time you spend waiting to see what is going to happen, nor can you interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying

Your Initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you do not get to take a delayed action (though you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your Initiative count rises to that new point in the order of battle and you do not get your regular action that round.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action.

Readying an Action

You can ready a standard action, a move action or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your Initiative result changes as noted below. For the rest of the encounter, your Initiative result is the count on which you took the readied action and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5 foot step as part of your readied action, but only if you do not otherwise move any distance during the round.

Initiative Consequences of Readying

Your Initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you do not get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your Initiative count rises to that new point in the order of battle and you do not get your regular action that round.

Distracting Spellcasters

You can ready an attack against a spellcaster with the trigger 'if it starts casting a spell'. If you damage the spellcaster, it may lose the spell it was trying to cast (as determined by its Concentration check result).

Readying a Weapon against a Charge

You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Injury and Death

Your Endurance measures how hard you are to kill. No matter how many Endurance points you lose, your character is not hindered in any way until your Endurance drops to 0 or lower. Endurance is summarised above but the full rules regarding them are listed in this section.

Loss of Endurance

The most common way that your character gets hurt is to take lethal damage and lose Endurance.

Losing Endurance

Many class features and special powers require Endurance to activate to maintain. This kind of Endurance loss cannot kill a character or take them to 0 Endurance unless the power, spell or feature specifically notes that it can. Unless this is the case, a special ability or spell with an Endurance cost cannot be used if the Endurance loss would reduce the user to 0 or lower Endurance. Brothers of the Crystal Star do not obey these rules when casting their spells – they may badly injure themselves when casting spells (see page 19).

What Endurance Represents

Endurance means two things in the world of Magnamund – the ability to take physical punishment and keep going and the ability to turn a serious blow into a less serious one.

Effects of Endurance Damage

Damage does not slow you down until your current Endurance reaches 0 or lower. At 0 Endurance, you are disabled. From -1 to -9 Endurance, you are dying. At -10 or lower, you are dead.

Grievous Wounds

There are some sources of injury and death in the world of Magnamund that are simply lethal to anyone unfortunate enough to suffer them. These are called grievous effects and they force the creature targeted by them to make a Fortitude save with a variable DC or immediately die. The effects listed below are always considered grievous unless specifically noted otherwise in their descriptions.

- ♦ **Attacked While Helpless:** If a creature cannot defend itself, any attack against it is a grievous effect, also called a coup de grace. The Fortitude save to survive an attack intended to slay while a creature is helpless is at a DC of the maximum damage possible on the attack if it were a critical hit. Creatures immune to critical hits cannot be killed automatically in this way and must simply be smashed apart by normal damage over time.
- ♦ **Darklord Weapons:** A Darklord's weapons (and some of their spells) are considered grievous. They slay creatures outright if the target cannot succeed at a Fortitude saving throw against a DC equal to the damage of the attack + 5. This makes any strike from a Darklord a potentially lethal

attack, much as it should be when launched by such a dire foe.

- ♦ **Long Falls:** Up to 200 feet, a fall does 1d6 per 10 feet of falling damage. After this, a fall instantly kills a creature unless it can succeed in a Fortitude saving throw at a DC of $15 + 1$ per 10 feet fallen past 200 feet. The maximum DC for this save is 35, but success only means that the character is at 0 Endurance after its painful and near-fatal landing.
- ♦ **Massive Damage:** If you ever sustain a single attack which deals 50 points of damage or more and does not kill you outright, you must make a Fortitude save (DC equal to the amount of damage sustained – 35). If this saving throw fails, you die regardless of your current Endurance. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.
- ♦ **Traps:** Traps are rarely designed to just wound or incapacitate and a random amount of damage is not entirely appropriate for them. Crushing walls, spiked pits, toxic darts and ancient magic lying in wait for an intruder to bring low are examples of grievous damage.

Disabled (0 Endurance)

When your current Endurance drops to exactly 0, you are disabled. You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after completing the act. Unless your activity increased your Endurance, you are now at –1 Endurance and dying.

Healing that raises your Endurance above 0 makes you fully functional again, just as if you had never been reduced to 0 or fewer Endurance. You can also become disabled when recovering from dying. In this case, it is a step toward recovery and you can have fewer than 0 Endurance (see *Stable Characters and Recovery*, below).

Dying (–1 to –9 Endurance)

When your character's current Endurance drops to between –1 and –9 inclusive, he is dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 Endurance every round. This continues until the character dies or becomes stable (see below).

Dead (–10 Endurance or lower)

When your character's current Endurance drops to –10 or lower, or if he suffers a grievous effect (see above) and fails the requisite Fortitude saving throw, he is dead. A character can also die from taking Constitution ability damage or suffering an ability drain that reduces his Constitution to 0.

Stable Characters and Recovery

On the next turn after a character is reduced to between –1 and –9 Endurance and on all subsequent turns, roll a d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he does not, he loses 1 Endurance. A character who is unconscious or dying cannot delay his death by using any special action that changes the Initiative count on which his action occurs.

If the character's Endurance drops to –10 or lower, he is immediately dead.

You can keep a dying character from losing any more Endurance and make him stable with a DC 15 Heal check. If any sort of healing cures the dying character of even 1 point of damage, he stops losing Endurance and becomes stable. Healing that raises the dying character's Endurance to 0 makes him conscious and disabled. Healing that raises his Endurance to 1 or more makes him fully functional again, just as if he had never been reduced to 0 or lower. A spellcaster retains the spellcasting capability he had before dropping below 0 Endurance.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers Endurance naturally. If the character has no one to tend him, however, his life is still in danger and he may yet succumb to his injuries and slip away.

Recovering with Help

One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 Endurance). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers Endurance naturally. He is back to normal when his Endurance rises to 1 or higher.

Recovering without Help

A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own. A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses Endurance, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 Endurance. He also does not recover Endurance through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover Endurance naturally. Instead, each day he has a 10% chance to start recovering Endurance naturally (starting with that day); otherwise, he loses 1 Endurance. Once an unaided character starts recovering Endurance naturally, he is no longer in danger of losing Endurance automatically (even if his current Endurance total is negative). Further damage from outside sources is, of course, always a possibility.

Healing

After taking damage, you can recover Endurance through natural healing or through magical healing. In any case, you cannot regain Endurance past your full normal Endurance total.

Natural Healing

With a full night's rest (8 hours of sleep or more), you recover 1 Endurance per character level. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your character level in Endurance.

Magical Healing

Various abilities and spells can restore Endurance. These usually work instantly and cannot be further improved by rest conditions or the use of the Heal skill.

Healing Limits

You can never recover more Endurance than you lost. Magical healing will not raise your current Endurance higher than your full normal Endurance total.

Healing Ability Damage

Ability damage is temporary, just as Endurance damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score. Certain spells can heal ability damage, but no magical or mundane effect does so unless it specifically states that it affects ability damage.

Temporary Hit Points

Certain effects give a character temporary Endurance. When a character gains temporary Endurance, note his current Endurance total. When the temporary Endurance goes away the character's Endurance drops to his noted Endurance total. If the character's Endurance is below his noted Endurance total at that time, all the temporary Endurance has been lost and the character's Endurance total does not drop further. When temporary Endurance is lost, they cannot be restored as real Endurance can be, even by magic.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score, even a temporary one, can give him more Endurance (an effective Endurance increase) but this is not temporary Endurance. It can be restored and is not lost first as temporary Endurance is. When a boost to the Constitution score of a character or creature ends, the additional Endurance granted by it is immediately subtracted from its current total. This can disable or kill a character if the subtracted amount exceeds the creature's Endurance total by a sufficient amount to do so.

Dealing Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as extreme heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you have accumulated. *Do not deduct the nonlethal damage number from your current Endurance.* It is not 'real' damage. Instead, when your nonlethal damage equals your current Endurance, you are staggered and when it exceeds your current Endurance, you fall unconscious. It does not matter whether the nonlethal damage equals or exceeds your current Endurance because the nonlethal damage has gone up or because your current Endurance has gone down.

- ◆ *Nonlethal Damage with a Weapon that Deals Lethal Damage:* You can use a melee weapon that deals lethal damage to deal nonlethal damage instead but you take a -4 penalty on your attack roll.
- ◆ *Lethal Damage with a Weapon that Deals Nonlethal Damage:* You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead but you take a -4 penalty on your attack roll.

Staggered and Unconscious

When your nonlethal damage equals your current Endurance, you are staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current Endurance once again exceeds your nonlethal damage. When your nonlethal damage exceeds your current Endurance, you fall unconscious. While unconscious, you are helpless. Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

Healing Nonlethal Damage

You heal nonlethal damage at the rate of 1 Endurance per hour per character level. When a spell or a magical power cures Endurance damage, it also removes an equal amount of nonlethal damage. If a creature only has nonlethal damage or is healed of all lethal damage and some additional healing is available, this healing applies against the nonlethal damage at double its normal amount.

For example, a Sommerlund Knight has 10 points of real damage and 23 points of nonlethal damage. He drinks a pair of Laumspur potions. The first one heals 9 points. This heals 9 real Endurance and also 9 nonlethal Endurance. Leaving him with 1 point of real damage and 14 points of nonlethal damage. The second potion heals 11 points. This heals the 1 remaining real point and 1 nonlethal as well. The consumed potion has 10 points left over. These extra points would normally heal 20 points of nonlethal but because the Knight is only suffering from 13 points of nonlethal damage, he is simply healed completely.

Condition Summary

At various times during the course of a Lone Wolf game, a character might have something happen to him that adversely affects him in some lasting or significant way other than Endurance damage. The most common conditions are listed below for convenience's sake during play. If more than one condition affects a character, apply them all. If certain effects cannot combine, apply the most detrimental effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss, which is an effect that goes away when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralysed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom or Charisma 0 is unconscious.

Ability Drained: The character has permanently lost 1 or more ability score points. The character cannot regain these points through natural healing or the passage of time. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralysed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom or Charisma 0 is unconscious.

Blinded: The character cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to Armour Class (if any) and grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Perception skill checks for spotting or perform any other activity (such as reading) that requires vision.

Cowering: The character is frozen in fear, loses his Dexterity bonus to Armour Class (if any), drops everything held and can take no actions. Foes gain a +2 bonus to hit cowering characters.

Dazed: A dazed creature can take no coherent physical or mental actions (but defends itself normally). A dazed condition typically lasts only one round.

Dazzled: Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

Dead: The character's soul leaves his body permanently. A dead character cannot regain Endurance. It should be noted that death is typically a permanent condition in the world of Magnamund. Legends speak of great magic that can restore the dead to life but such miracles are beyond mortals of the current age. Exceptionally powerful Kai Lords who have mastered the Magnakai Discipline of Curing *may* be able to revive a dead creature.

Deafened: A deafened character cannot hear, suffers a -4 penalty to Initiative checks and has a 20% chance of spell failure when casting spells. He cannot make Perception skill checks.

Disabled: A character with 0 Endurance, or one who has negative Endurance but has stabilised and then improved, is disabled. He is conscious and able to act but horribly wounded. He can take only a single action each round, and if he performs any strenuous action, he takes 1 point of damage after completing the act. Strenuous actions include running, attacking, casting a spell, or using any ability that requires physical exertion or mental concentration. Unless the strenuous action somehow increased the character's Endurance, he is now dying.

A disabled character with negative Endurance recovers Endurance naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering Endurance naturally (starting with that day); otherwise, he loses 1 Endurance. Once an unaided character starts recovering Endurance naturally, he is no longer in danger of losing Endurance (even if his current Endurance is negative).

Dying: When a character's current Endurance drops to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions. At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilises. The character has a 10% chance to become stable. If the character does not, the character loses 1 Endurance.

Entangled: An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed but cannot run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC usually 15) or lose the spell.

Exhausted: Characters who are exhausted move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After one hour of complete rest, exhausted characters become fatigued. Exhaustion also happens automatically after a character has gone more than three days without eating a meal.

Fatigued: Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued. Fatigue also happens after a character has gone more than one day without eating a meal.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to Armour Class (if any).

Frightened: A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 penalty on attack rolls, checks and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like the condition Shaken, except that the creature must flee, if possible. Panicked is a more extreme state of fear.

Helpless: Bound, held, sleeping, paralysed or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters or even deliver a coup de grace attack. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender cannot use any Dexterity bonus to Armour Class. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to Armour Class was -5.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Normal: The character is unharmed (except, possibly, for Endurance that have been lost) and unafflicted. He acts normally.

Panicked: A panicked creature suffers a -2 penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he is holding, chooses his path randomly (as long as he is getting away from immediate danger) and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability or spell to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralysed: A paralysed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions.

Prone: The character is on the ground. He suffers a -4 penalty on melee attack rolls, and the only ranged weapon he can effectively use is a crossbow, which he may use without penalty. Opponents receive +4 bonuses on melee attacks against him but -4 penalties on ranged attacks. Standing up is a move-equivalent action.

Shaken: A shaken character suffers a -2 penalty on attack rolls, checks and saving throws. Shaken is a less severe state of fear than frightened or panicked.

Stable: A character who was dying but who has stabilised and still has negative Endurance is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character, then the character no longer loses Endurance. He has a 10% chance each hour to become conscious and be disabled (even though his Endurance is still negative). If the character stabilised on his own and has not had help, he is still at risk of losing Endurance. Each hour, he has a 10% chance to become conscious and be disabled. Otherwise he loses 1 Endurance.

Stunned: The character loses his Dexterity bonus to Armour Class (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.

Unconscious: Knocked out and helpless.

Movement, Position and Distance

Miniatures are not required to play the Lone Wolf game but they can be a great aid, especially during a complicated battle. Miniatures are on the 30mm scale – a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5 foot by 5 foot area. While actual miniatures may not be exactly this scale, as long as the measurements of a tactical map are attributed as 5 foot sections and are easily determined as such, the movement rules below can be easily implemented if desired.

Tactical Movement

A character's speed is determined by your class and your armour (see the Tactical Speed table). A character's speed while unarmoured is equal to his listed base land speed.

Creature Size and Scale

Creature Size	Space ¹	Natural Reach ¹
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

¹ These values are typical for creatures of the indicated size. Some exceptions exist.

Tactical Speed

Race	No Armour or Light Armour	Medium or Heavy Armour
Kai Lord, Sommerlund Knight of the Realm, Brother of the Crystal Star, Shadaki Buccaneer or Magician of Dessi	30 ft. (6 squares)	20 ft. (4 squares)
Dwarven Gunner of Bor	20 ft. (4 squares)	20 ft. (4 squares)
Telchos Warrior	Varies (30 feet in light armour)	20 ft. (4 squares)

Encumbrance

A character encumbered by carrying a large amount of gear, treasure or fallen comrades may move slower than normal.

Hampered Movement

Difficult terrain, obstacles or poor visibility can hamper movement. Certain magical effects, movement rates and class features can modify or bypass these hindrances.

Movement in Combat

Generally, you can move your speed in a round and still do something (take a move action and a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed. If you spend the entire round running, you can move quadruple your speed. If you do take an action that requires a full round you can only take a 5 foot step.

Bonuses to Speed

Many spells, magical items and class features can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armour or encumbrance and remember that multiple bonuses of the same type to a character's speed do not stack in keeping with the rules governing stacked bonuses and like types.

Measuring Distance on a Tactical Grid

Diagonals

When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on. You cannot move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits, assuming there is an open route by which you can do so.

Closest Creature

When it is important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

General Movement Rules

Friendly Occupation

You can move through a square (or area, if you are not using miniatures) occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character does not provide you with cover. An ally can only permit you to move through them freely if they are also free to move; stunned or immobile allies count as difficult terrain and cost you as many feet of movement as they take up in addition to your move (generally 5 feet for a Medium-sized ally).

Opposing Occupation

You cannot move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.

Ending Your Movement

You cannot end your movement in the same square as another creature unless it is helpless.

Tumbling

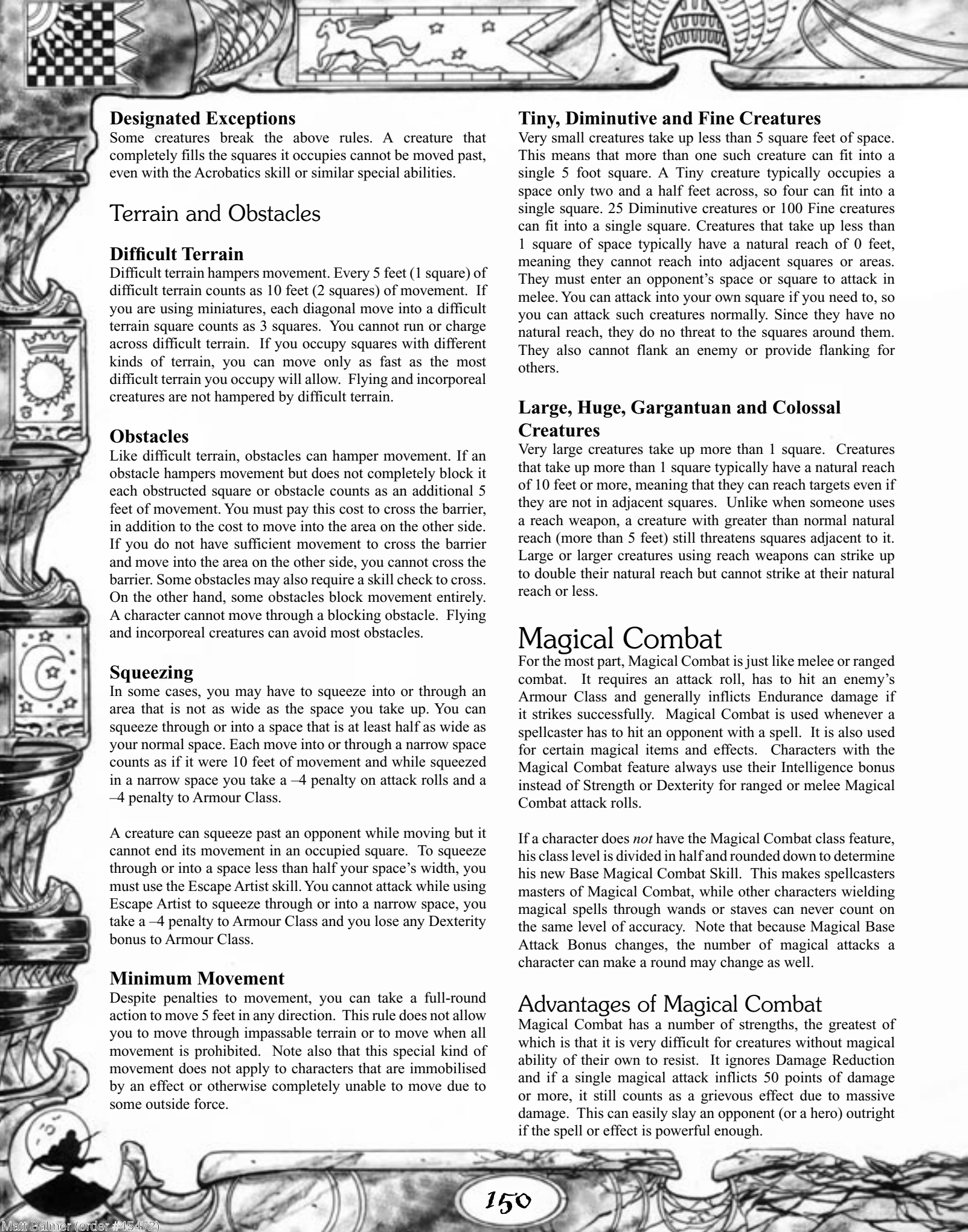
A trained character can attempt to tumble through a square occupied by an opponent (see the Acrobatics skill). Failure typically ends a character's movement.

Very Small Creature

A Fine, Diminutive, or Tiny creature can move into or through an occupied square freely.

Square Occupied by Creature Three Sizes Larger or Smaller

Any creature can move through a square occupied by a creature three size categories larger than it is. A big creature can move through a square occupied by a creature three size categories smaller than it is.



Designated Exceptions

Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Acrobatics skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain

Difficult terrain hampers movement. Every 5 feet (1 square) of difficult terrain counts as 10 feet (2 squares) of movement. If you are using miniatures, each diagonal move into a difficult terrain square counts as 3 squares. You cannot run or charge across difficult terrain. If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow. Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but does not completely block it each obstructed square or obstacle counts as an additional 5 feet of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the area on the other side. If you do not have sufficient movement to cross the barrier and move into the area on the other side, you cannot cross the barrier. Some obstacles may also require a skill check to cross. On the other hand, some obstacles block movement entirely. A character cannot move through a blocking obstacle. Flying and incorporeal creatures can avoid most obstacles.

Squeezing

In some cases, you may have to squeeze into or through an area that is not as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 10 feet of movement and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to Armour Class.

A creature can squeeze past an opponent while moving but it cannot end its movement in an occupied square. To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You cannot attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to Armour Class and you lose any Dexterity bonus to Armour Class.

Minimum Movement

Despite penalties to movement, you can take a full-round action to move 5 feet in any direction. This rule does not allow you to move through impassable terrain or to move when all movement is prohibited. Note also that this special kind of movement does not apply to characters that are immobilised by an effect or otherwise completely unable to move due to some outside force.

Tiny, Diminutive and Fine Creatures

Very small creatures take up less than 5 square feet of space. This means that more than one such creature can fit into a single 5 foot square. A Tiny creature typically occupies a space only two and a half feet across, so four can fit into a single square. 25 Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they cannot reach into adjacent squares or areas. They must enter an opponent's space or square to attack in melee. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do no threat to the squares around them. They also cannot flank an enemy or provide flanking for others.

Large, Huge, Gargantuan and Colossal Creatures

Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they are not in adjacent squares. Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. Large or larger creatures using reach weapons can strike up to double their natural reach but cannot strike at their natural reach or less.

Magical Combat

For the most part, Magical Combat is just like melee or ranged combat. It requires an attack roll, has to hit an enemy's Armour Class and generally inflicts Endurance damage if it strikes successfully. Magical Combat is used whenever a spellcaster has to hit an opponent with a spell. It is also used for certain magical items and effects. Characters with the Magical Combat feature always use their Intelligence bonus instead of Strength or Dexterity for ranged or melee Magical Combat attack rolls.

If a character does *not* have the Magical Combat class feature, his class level is divided in half and rounded down to determine his new Base Magical Combat Skill. This makes spellcasters masters of Magical Combat, while other characters wielding magical spells through wands or staves can never count on the same level of accuracy. Note that because Magical Base Attack Bonus changes, the number of magical attacks a character can make a round may change as well.

Advantages of Magical Combat

Magical Combat has a number of strengths, the greatest of which is that it is very difficult for creatures without magical ability of their own to resist. It ignores Damage Reduction and if a single magical attack inflicts 50 points of damage or more, it still counts as a grievous effect due to massive damage. This can easily slay an opponent (or a hero) outright if the spell or effect is powerful enough.



Disadvantages of Magical Combat

Magical Combat is a martial form that has few limitations. One is that most attack spells have an Endurance cost, making them impossible to keep up for a long period of time. Since engaging in Magical Combat slowly whittles away the health of the caster, it can be a losing battle if a spellcaster's opponents do not drop quickly. Spell casters are encouraged to keep healing to hand in the form of potions and healers if such an option exists for them.

The Elder Arts of the Dessi do not cost Endurance but their combat is no better. Their attack spells take Willpower to cast, as does their greatest weapon, the Wizard's Staff. Once their Willpower is depleted, they are left vulnerable and easily slain. Willpower is also harder to restore than Endurance, making their battles of attrition even more serious than those of other spellcasters.

The other disadvantage of Magical Combat is the Magic Resistance trait. Unlike Damage Reduction which limits the amount of physical damage a single blow can cause, Magic Resistance can completely eliminate the effect of a spell. This makes creatures with Magic Resistance lethal adversaries for spellcasters; their spells have a chance of not working at all. At least with Damage Reduction, a powerful enough blow can still cause some injury. With Magic Resistance, a spell or magical effect can be completely evaded and has no effect if it is resisted.

Psychic Combat

You raise your sword and turn to face your next opponent. You barely have enough time to see its glowing red eyes peering out of the darkness beneath its dark iron helm before your mind feels like it is on fire. Pain races through you, burning at your eyes and tearing at your skin. Your body feels like it is being ripped apart. Your thoughts shatter and you cannot breathe!

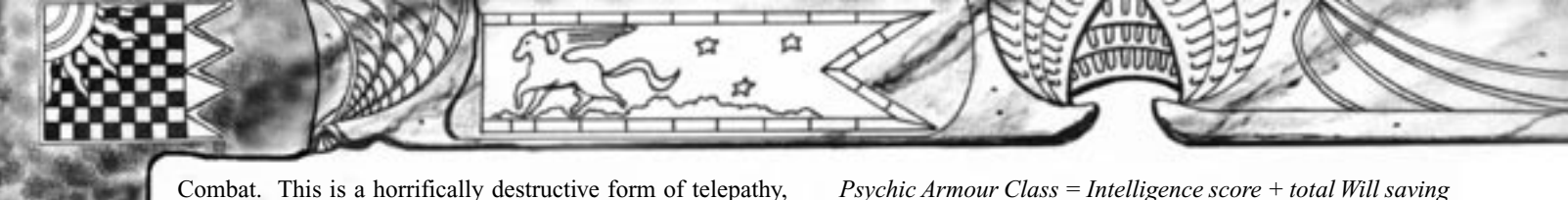
This is the sensation of a warrior getting his first, and possibly last, taste of Psychic Combat. The minds of ancient and powerful creatures in the world of Magnamund sometimes develop the ability to project their thoughts into the minds of others. For some creatures, this ability is used benevolently for communication only. Telepathic contact is a simple and efficient way to speak to other creatures without needing to know their language; it is also very helpful when a creature has no ability to speak or could never pronounce the words of someone else's tongue.

Unfortunately, other creatures learn to use this gift in a violent way. By projecting thoughts of death and destruction, a telepathic creature becomes capable of entering Psychic

Magical Combat is also not fooled by any concealment less than full. Partial concealment such as fog, mist or poor lighting conditions does not matter for Magical Combat. As long as some part of a target can be seen or perceived (i.e. does not have total concealment) a magical attack against that opponent does not suffer from any kind of miss chance. Magic does not need eyes to see, nor does it need a clear target to strike home. That said, armour worn by a target does provide its normal Armour Class bonus - it is not ignored like partial cover or concealment.

Magical Combat also takes no penalties for range. If the spell or effect can strike a creature within its range, the distance does not matter and no penalties are ascribed to the attack roll. Magic can travel any distance to attack a target as long as it does not exceed its maximum range of effect.

Lastly, Magical Combat uses Intelligence as its bonus ability score for Base Combat Skill calculation. This makes it the domain of intellectuals, spellcasters and adepts. Already blessed, more than likely, with a high Intelligence, this allows them to be truly dangerous with attack spells because the same statistic that makes it more likely for them to cast the spell correctly also gives it a much greater chance of hitting and determines the spell's DC to resist (if any).



Combat. This is a horrifically destructive form of telepathy, able to strip away the will of a foe and leave him dazed, confused, injured, or even dead from internal shock and cerebral trauma.

Some characters develop the ability to enter Psychic Combat as well, though not all of them do so on purpose. One of the hazards (or benefits, depending on your point of view) of delving too deeply into the mysteries of power is that one's mind may open and expand, suddenly gaining mental abilities beyond the scope of one's training yet with little understanding of how to use. Other heroes do understand their gifts and are better able to employ them properly.

Once a creature or hero gains the ability to enter into Psychic Combat, battles take on a whole new level. In addition to force or arms or the might of magic, there is not the arena of the mind to contend with. Attacking, shielding and the consequences of psychic damage are all concerns for those who can (or must) engage in a mental duel. Many of the worst creatures of the Darklands have the power to attack with their mind, making the fine points of Psychic Combat important to understand for Players and Games Masters alike.

How Psychic Combat Works

Psychic Combat exists over and above regular combat, occurring as a sort of additional action that all psychically aware characters and creatures can take as well as their normal actions. In effect, a new phase to each combat round exists called the psychic phase. Initiative works the same way and a creature only takes their psychic phase on their turn. Psychic actions all take place in the psychic phase, which takes place before any other kind of action on a creature's turn unless the psychic wishes to take it at the end of his turn for some reason; thought happens much faster than spellcasting or physical combat.

Making a Psychic Attack

Regardless of how many attacks a character or creature normally gets in a round, Psychic Combat only occurs once a round and offers only one attack per use of the Attack action. A creature or character's psychic attack bonus is calculated by adding its Charisma modifier (or subtracting it if it is negative) to its total character level or End Dice. No other modifiers exist, though some magical or psychic items may add to this attack roll.

Psychic Attack Roll = 1d20 + Psychic Attack Bonus (Character Level or End Dice + Charisma modifier)

A creature's Psychic Armour Class equals their Intelligence score plus their total Will saving throw bonus. *Only creatures and characters that can have a psychic shield in place have a Psychic Armour Class.* Other creatures and characters are simply automatically hit during Psychic Combat; they have no defence against psychic attack.

Psychic Armour Class = Intelligence score + total Will saving throw bonus

Psychic attacks are ranged attacks that can only be made within 120 feet. There are no range increments to be concerned with and line of sight is only needed to begin Psychic Combat. Once commenced, a Psychic Combat can rage on even if the combatants can no longer see each other or have intervening obstacles in the way. Nothing blocks Psychic Combat that does not specifically state doing so in its description but if the opponents move farther than 120 feet from each other, the combat ends immediately.

Psychic Attacks and Actions

All psychic actions take one psychic phase to use. There are no free actions, standard actions or full-round actions in Psychic Combat. The only psychic actions that can be taken are summed up in the Psychics Action table. Most psychic actions require the expenditure of Willpower. If a psychic character runs out of Willpower, they may not take any psychic actions other than Focus. Psychic Combat inflicts Willpower damage that ignores Damage Reduction and armour of any kind, unless the armour or Damage Reduction specifically states that it protects against psychic attack. If a character or creature has no Willpower and is struck in Psychic Combat, they suffer Endurance damage instead. Also note that there are no critical hits in Psychic Combat.

Willpower

When a creature or character becomes capable of engaging in Psychic Combat, they gain a new ability score called Willpower (unless they already have it). This will normally increase as the character or creature advances in End Dice or class level (see the Psychic Combat quality on page 261 for details of monsters and Willpower, page 34 for details of the Kai Lord's Willpower progression and page 49 for details of the Magician of Dessi's Willpower progression). Willpower can also be gained through potions, magical items or psychic possessions, which provide their bonuses to any kind of psychic creature or character.

Willpower is regained slowly, though a character can use the psychic action Focus to try and recover a few points if the need is desperate. See Focus below for more details.

Attack: A psychic attack is a deadly attempt to flood the mind of an opponent with thoughts of crippling pain and death. This is handled with the attack mechanics presented above and if successful inflicts 2d6 points of psychic damage to the target's Willpower score or, if Willpower has been depleted or does not exist, directly to Endurance.

Erect a Shield: This action erects a psychic shield but only creatures and characters with no ability to bring up an instinctive shield should even need to take this action unless they have been stunned and their shield falls. An erected

Psychic Actions

Psychic Action	Willpower Cost	Effect
Attack	2 per attack	Inflicts 2d6 psychic damage on target
Erect a Shield	1 per round	Erects a protective psychic shield
Focus	—	Recovers Willpower
Instinctive Shield (automatic)	—	Mental shield is automatic
Stun	5+	Inflicts 4d6 psychic damage and stuns target
Telepathy	1 per minute	Allows psychic communication with target

shield is just as effective as an instinctive shield, save that the former requires a point of Willpower each round to keep in existence whereas an instinctive one stays up indefinitely without Willpower expenditure. Once erected, a shield does not take a psychic action to maintain. Without a shield activated, the character is automatically hit in psychic combat – they have no Psychic Armour Class.

Focus: A character can attempt to Focus and regain their Wisdom score in Willpower points as a psychic action, even in the middle of Psychic Combat. This requires a Concentration check at a DC equal to the number of points the character or creature is below his maximum Willpower (maximum DC of 30). If the check does not succeed, the attempt is wasted and the psychic loses 1d6 Endurance due to the strain and badly aligned psychic power ruining his system.

Characters attempting to Focus may only do so a set number of times per day, as designated in their class features section. Creatures with the Psychic Combat special quality may attempt to Focus a number of times per day equal to their Wisdom modifier (minimum once per day).

Instinctive Shield: Instinctive shields are raised automatically if a creature has the ability to do so. An instinctive shield can only be raised if a creature has Willpower points remaining. A creature capable of Psychic Combat that does not have any remaining Willpower is considered a non-psychic and can be automatically hit by psychic attacks.

At the beginning of Psychic Combat, a psychically active character with the relevant class feature, or a creature with the Psychic Combat special quality, can erect an instinctive shield. This comes up automatically when combat begins and does not require an action. In fact, it is a psychic action to suppress this instinctive shield if, for whatever reason, a creature does not wish the protection of one. A stunned character may not use an instinctive shield – they must wait until they recover from their stunned condition and can use the Erect a Shield action, though in this case it does not cost Willpower to erect the shield.

Stun: A psychic creature or character can forego a normal psychic attack and try to assault a target's mind with so much violence and hatred that it leaves the victim stunned and

unable to act coherently. This is treated as an attack that, if it hits, forces its target to make a Will saving throw against a DC equal 10 + the attacker's Charisma modifier + the amount of Willpower the attacker expends (on top of the 5 Willpower necessary to use the Stun attack). Failure indicates the target suffers 4d6 psychic damage and is stunned for 1d4+1 rounds. If the target is psychically shielded, the stun duration is halved and the shield drops immediately. Stun attacks are difficult to do in succession because of the stress it puts on the attacker's mind. A psychic can only make one Stun attack every minute (ten rounds).

Telepathy: Any creature or character capable of using the Attack psychic action is capable of telepathy as well. This ability allows communication either between two willing, unshielded psychic creatures *or* an unshielded psychic character and a non-psychic. The initiating psychic is the only one who pays the cost of telepathy, as he is the one maintaining the psychic 'bridge' of communication. Whilst maintaining this 'bridge', the initiating psychic may not perform any other psychic actions, but the recipient is not restricted – indeed, it is quite possible for the recipient to psychically attack the initiating (and unshielded) psychic.

Once telepathic contact has been made, the two creatures may speak to each other freely, if they possess the same language. No powers of coercion or mind-control are gained with telepathy – it may only be used to send and receive mental ideas, images and speech. If the creatures do not possess the same language, then only emotions, concepts and images may be understood, though this is normally enough for an understandable conversation (unless particularly complex ideas are being discussed). Remember that while using telepathy, psychic characters are unshielded and vulnerable to psychic attack.

It is not possible to 'probe' a character or creature's mind to acquire information beyond what they are willing to share, though extremely powerful creatures such as Darklords may have this ability as a separate power.

Putting it All Together – An Example Combat

Sir Kaelar of Sommerlund and his travelling companion Torosh, a Dwarven Gunner of Bor, are on a journey overland through the Wildlands when they come across a group of Giaks tearing apart a merchant caravan. Bodies lie strewn everywhere and the wagons have been overturned. Neither group expected the other, so there is the possibility for surprise on both sides.

Kaelar and Torosh both make Perception checks, as do the Giaks as a group. The DC is a 20, so neither Kaelar's result of 18 (Perception bonus of +5 and a d20 roll of 13) or the Giaks's check of 12 (Perception bonus of +8 and a d20 roll of 4) equal or exceed the DC. Torosh's check result of 23 (Perception bonus of +10 and a d20 roll of 13) does, making him the only one who can act in the surprise round that occurs.

Torosh always leaves his Bor rifle loaded for just such an eventuality. Before Kaelar even knows what his companion is doing, the Drodarin dwarf has his trusty firearm shouldered and fires. Normally, drawing a weapon would be a standard action and leave no time for firing in a surprise round but the Dwarven Gunner has a +6 Base Combat Skill, one more than he needs to combine drawing a weapon with an attack as a single action in a surprise round. Torosh's attack roll is a total of 27 (d20 roll of 19 plus the Dwarven Gunner's Base Combat Skill of +6 plus his Dexterity bonus of +3, +1 for his decision to use his Sharpshooting ability, -2 for the one range increment past the rifle's 120 foot value). The total of 27 is 13 more than the Giak's flat-footed Armour Class of 14. This hits and the damage rolled (2d8; a 5 and an 8) equals 13. He loses 1 Endurance for using this Secret of the Gun class feature. The shot rings out, striking the nearest Giak 180 feet away in the shoulder. It screams aloud and falls back.

Now the combat begins in earnest. Sir Kaelar, Torosh and the Giaks roll Initiative. The results, after adding in Dexterity modifiers are 16 for Kaelar, 18 for Torosh and 15 for the group of Giaks. Unbeknownst to the heroes, one of the five Giaks is actually something else but it prefers to pretend to be a Giak for now, so it willingly Delays its Initiative roll of 21 so that it is equal to 15, appearing to go when they do.

On 16, the Dwarven Gunner chooses to reload his Bor rifle. Since he has the first level of Rapid Load, he can do so as a full-round action instead of the two rounds it would normally take. Since he has the ability to make a Fire-Shot, he chooses to load three charges of boom powder at this time. This is the extent of his turn.

Seeing the wisdom in making the Giaks come to them, Sir Kaelar raises a gift from a friend back home – a Fire Rod – and makes a Magical Attack with it. Sir Kaelar is using a Fire Rod, an enchanted item of antiquity that allows the wielder to engage in magical ranged combat with beams of fire. Since he does not have the Magical Combat feature, Kaelar's class level is halved and becomes his Base Magical Combat Skill of +3 (rounded down), giving him only one attack. He has an Intelligence of 12, so he adds +1 to a d20 roll plus his new Base Magical Combat Skill. He gets very fortunate and rolls a natural 20. This gives him a total of 24, easily hitting the Giak and threatening a critical hit. He rolls the attack again, getting a 15 on the die. This is a total of 19, so the magical attack is a critical hit. Any attack without a listed critical range is assumed to be 20/x2, so the normal 5d6 damage of the Rod is doubled to 10d6. The result is a very high 52 points. Normally, this would be a dire but not lethal wound to a Giak Soldier but because it did over 50 points of damage, it is treated as a grievous effect. The DC for the Fortitude save the Giak must make is 52-35, or 17. The Giak rolls an 11, adds its Fortitude bonus of +4 and fails the check. The Fire Rod is unwieldy in his hand but it emits a pulsing ray of flame that strikes one of the Giaks full in the chest and incinerates it. Only ashes and molten steel remain where it was standing.

Now the Giaks get to go. The death of one of them so swiftly and painfully is enough to shake their resolve but they stand their ground and the bloodlust they always feel overcomes their better judgement. They rush forward to engage the pair of heroes, swords drawn as they move. Because even a double move cannot close the 180 foot distance in a single round, they run. This lets them move up to 120 feet in a straight line. They are now 60 feet away and can charge next round.

The Giak that is not a Giak has a different idea. It lets the three survivors rush forward and occupy the heroes while it simply charges. This gets it 60 feet closer and 120 feet away from the Knight of Sommerlund and his Dwarven Gunner companion. This is the perfect distance for the Helghast it really is to unleash the fury of its mind in a blistering mental assault! The Helghast is engaging in Psychic Combat, wishing to pound down the Sommerlund Knight a little before its minions can engage him. Because Sir Kaelar is not psychic, he is automatically hit by the Helghast's Stun attack. The DC for the Will save is 10 + 1 (the Helghast's Charisma modifier) + 5 (the Helghast chooses to lose 10 Willpower points, 5 more than the Stun attack costs) = 16. Kaelar tries and fails to meet or exceed that with a Fortitude save, so he is stunned for 3 rounds (1d4 roll of 2, plus 1 = 3) and suffers 9 points of Endurance damage (4d6 psychic damage from the Stun attack). Sir Kaelar reels from a scream in his mind. He falters but does not fall from the pain, yet is reeling and hurt from the sudden attack.

The first combat round ends with Kaelar reeling and Torosh about to let fly a Fire-Shot blast into the face of the Giak he shot in the surprise round. Though they are outnumbered and the situation looks more serious with one of the Giaks turning out to be a deadly Helghast, they may still persevere. Heroes of Magnamund are a tough breed to kill!

Adventuring in Magnamund

Running an adventure in Magnamund will inevitably lead the Players into the darkest, dankest reaches of the world searching for some ancient artefact or tracking down a nefarious criminal. These are foul places where the very air can be caustic and the waters burn like acid. Running the dungeons and forgotten places of the world can be quite a challenge but the environmental notes given here should offer some help. These describe the rules and conditions for different things heroes might encounter when wandering in the shadows of Evil.

Vision and Light

The Light Sources and Illumination table gives the radius that a light source illuminates and how long it lasts. In an area of bright light, all characters can see clearly. A creature cannot hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Stealth check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to Armour Class, takes a -2 penalty to Armour Class, moves at half speed and takes a -4 penalty on Perception checks and most Strength and Dexterity-based skill checks.

Creatures with low-light vision can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such creatures. Creatures with darkvision can see lit areas normally as well as dark areas (normally within 60 feet). A creature cannot hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hr.
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye ²	60 ft. cone	120 ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.

¹ A candle does not provide bright illumination, only shadowy illumination.

² A bullseye lantern illuminates a cone, not a radius.

Travelling and Journey Times

Characters covering long distances cross-country use overland movement. Overland movement is measured in feet per minute, miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for one hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character cannot run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he can cover in an hour or a day (see the Terrain and Overland Movement table). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
<i>One Minute)</i>				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
<i>One Hour</i>				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
<i>One Day</i>				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting and eating. A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It is possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal. The creature can also be ridden in a forced march but its Constitution checks automatically fail and again the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches. See the Mounts and Vehicles table for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See the Mounts and Vehicles table for speeds of water vehicles.

Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
<i>Mount (carrying load)</i>		
Pony, light horse or light warhorse	6 miles	48 miles
Pony or light horse (medium load)	4 miles	32 miles
Pony or light warhorse (heavy load)	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (medium load)	3-1/2 miles	28 miles
Heavy warhorse (heavy load)	3-1/2 miles	28 miles
Cart or wagon	2 miles	16 miles
<i>Ships</i>		
Raft or barge (poled or towed) ¹	1/2 mile	5 miles
Keelboat (rowed) ¹	1 mile	10 miles
Rowboat (rowed) ¹	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles
Skyrider (flying)	10 miles	160 miles
Skyrider (sailed)	3 miles	72 miles

¹ Rafts, barges, keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance travelled. These vehicles cannot be rowed against any significant current but they can be pulled upstream by draft animals on the shores.

Difficult Terrain and Poor Visibility: These conditions will halve the speed of the character. They may both apply, reducing speed to one-quarter of the amount listed.

Deserts, Forests, Jungles, Tundra and Hills: These types of terrain halve the speed of the character moving through them. They may stack with the reductions of difficult terrain or poor visibility, so that a character moving through a fog-shrouded and exceptionally overgrown forest moves at one-eighth their normal speed. Walking on a decent track or a well-maintained road through these kinds of terrain negate the difficult terrain penalty.

Swamps and Mountains: As the above terrain types except that they are automatically considered difficult terrain. Also, tracks do not help in these territories and well-maintained roads only neutralize the difficult terrain penalty.

Water

Any character can wade in relatively calm water that is not over his head and no check is required. Swimming in calm water only requires Athletics skill checks with a DC of 10. Trained swimmers can just take 10, making it effortless to swim in placid conditions.

Fast-moving water is much more dangerous. On a successful Athletics or Strength check (DC 15), it deals 1d3 points of nonlethal damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character takes damage and must make another check at the same DC to avoid going under. If the character goes under, the character is drowning.

Very deep water is generally pitch black, posing a navigational hazard. Worse, it deals lethal damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal cold damage from hypothermia per minute of exposure, which Damage Reduction is ineffective against, though cold resistance functions normally. If these two conditions (deep and cold) happen at the same time, both injuries occur simultaneously.

Drowning

Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by 1. When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (0 Endurance). In the following round, he drops to -1 Endurance and is dying. In the third round, he dies.

It is quite possible to drown in substances other than water, such as sand, quicksand, fine dust and silos full of grain. Games Masters should use their judgement to determine if a given situation calls for the possibility of drowning.

Note that the rules for drowning also apply for surviving in areas without a breathable atmosphere, i.e. suffocation.

Heat

Heat deals nonlethal damage that cannot be recovered until the character cools down. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take normal damage at the same rate.

A character in very hot conditions (above 90 degrees Fahrenheit) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of nonlethal damage. Characters wearing heavy clothing or armour of any sort have a -4 penalty to their saves. A character with the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 Endurance per hour).

In extreme heat (above 110 degrees Fahrenheit), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of nonlethal damage. Characters wearing heavy clothing or armour of any sort have a -4 penalty to their saving throws. A character with the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who sustains any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage he took from the heat.

Abysmal heat (air temperature over 140 degrees Fahrenheit, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armour have a -4 penalty to their saving throws. In addition, those wearing metal armour or coming into contact with very hot metal suffer an additional 1d6 points of lethal damage per round.

Boiling water deals 1d6 points of scalding (fire) damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of fire damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of fire damage that round. Success means that the fire has gone out – that is, once he succeeds at his saving throw, he is no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of Endurance damage as the character.

Cold

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40 degrees Fahrenheit) must make a Fortitude saving throw each hour (DC 15, +1 per previous check) or sustain 1d6 points of nonlethal damage. A character that has the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0 degrees Fahrenheit), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of lethal damage on each failed save. A character that has the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who sustains any nonlethal damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the nonlethal damage he took from the cold and exposure.

Weather Hazards

Winds: Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat and blow gases or vapours away. If powerful enough, they can even knock characters down, interfere with ranged attacks or impose penalties on some skill checks.

- ♦ **Light Wind:** A gentle breeze, having little or no game effect.
- ♦ **Moderate Wind:** A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.
- ♦ **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches and the like). Such gusts impose a -2 penalty to ranged attacks and to Perception checks.
- ♦ **Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty.
- ♦ **Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible and even siege weapons have a -4 penalty to attack. Perception checks are at a -8 penalty due to the howling of the wind and the stinging it produces in the eyes.
- ♦ **Hurricane-force:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty to attack). Perception checks are impossible; all characters can hear is the roaring of the wind and obviously large or close things. Hurricane-force winds often fell trees.
- ♦ **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Perception checks. Instead of being blown away (see the Wind Effects table), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before

Wind Effects

Wind Force	Wind Speed	Ranged Attacks (Normal/ Siege Weapons ¹)	Creature Size ²	Wind Effect on Creatures ²	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	-2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	-4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium-size	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/-4	Small or smaller	Blown away	18
			Medium-size	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/-8	Medium-size or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/Impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

¹ The siege weapon category includes bombard and cannon attacks as well as boulders tossed by giants.

² Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects. **Checked:** Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6 x 5 feet. **Knocked Down:** Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet. **Blown Away:** Creatures on the ground are knocked prone and rolled 1d4 x 10 feet, sustaining 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6 x 10 feet and sustain 2d6 points of nonlethal damage due to battering and buffeting.

being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings and causes other similar forms of major destruction.

Precipitation: Most precipitation is in the form of rain, but in cold conditions it can manifest as fog, snow, sleet or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

- ♦ **Fog:** Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have concealment (attacks by or against them have a 20% miss chance).
- ♦ **Rain:** Rain reduces visibility ranges by half. It has the same effect on flames, ranged weapon attacks and Perception checks as severe wind (see above).
- ♦ **Snow:** While falling, snow reduces visibility as rain and has the same effect on ranged weapon attacks and Perception checks. Once on the ground, it reduces movement by half if it is six inches deep or deeper. Snow has the same effect on flames as moderate wind (see above).
- ♦ **Sleet:** Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.
- ♦ **Hail:** The sound and sight of falling hail make Perception checks more difficult (−4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per minute) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms: The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a −8 penalty to all Perception checks. Storms make ranged weapon attacks impossible, except for with siege weapons, which have a −4 penalty to attack rolls. They automatically extinguish candles, torches and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See the Wind Effects table for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

- ♦ **Duststorm:** These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames and can even choke protected flames (50% chance). Most duststorms are accompanied by

severe winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater duststorm accompanied by windstorm-magnitude winds (see above). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning, except that a character with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to five times his Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

- ♦ **Snowstorm:** In addition to the wind and precipitation common to other storms, snowstorms leave 2d6 inches of snow on the ground afterward.
- ♦ **Thunderstorm:** In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armour). As a rule of thumb, assume one bolt per minute for a 1-hour period at the centre of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see above).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following three types:

- ♦ **Windstorm:** While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the significant force of their wind (see the Wind Effects table).
- ♦ **Blizzard:** The combination of high winds (see the Wind Effects table), heavy snow (typically 1d3 feet) and bitter cold make blizzards deadly for all who are unprepared for them.
- ♦ **Hurricane:** In addition to very high winds (see the Wind Effects table) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of nonlethal damage per round (1d3 points on a successful Athletics check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked but they only drown if the waters rise above their heads.

Maladies

There are many hazards to life in Magnamund but not all of them have claws and fangs. Some of the deadliest things in the world can befall a brave hero *after* getting scratched or bitten. These dangers lurk in the foetid waters of a city sewer or cling to the rotting carcasses of a battlefield. No matter how deadly the wound or accurate the arrow, no war has ever slain as many people as the Great Plague did, or done so in such a horrible way.

Forewarned is indeed forearmed, so pay close attention to the lore in these pages. Here you will learn the dangers of the serpent's tooth, the Zlanbeast's sting and the horrible creeping helplessness of limbdeath. If you are wise and wary of such things, you may live to be a legend. If not, you will learn that the body may be honed into a weapon but disease and poison can slay you more efficiently than any enemy could ever hope to do. Endurance and fortitude may bear you out through all but the gravest of maladies but the best defence against infection is to never catch one at all.



Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter or consumes disease-tainted vittles, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect – his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day thereafter he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

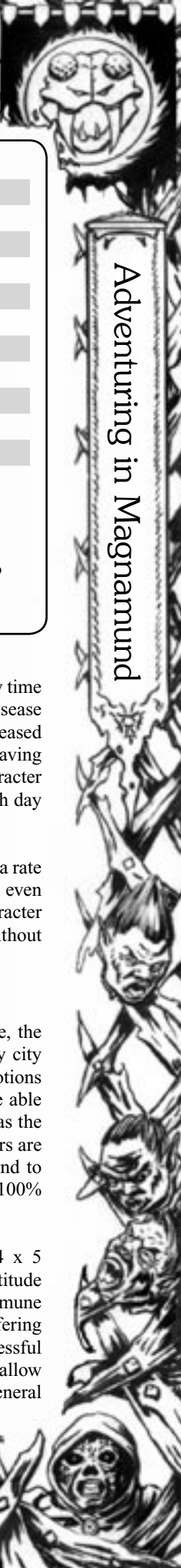
Games Masters can roll these Fortitude saving throws for the Player so that he does not know whether the disease has taken hold. This can slow down game play somewhat but it makes the matter of disease more of a guessing game for the Players, which is as it should be. Every encounter with raw or rancid meat or a slime pit full of dung should be a concern for any hero, regardless of his Fortitude save.

The diseases below are linked to certain conditions or creatures but they are not always in effect. Games Masters should be sparing with afflictions, which is why they are not listed as standard attacks with the monsters that carry them. Games Masters should decide when, if at all, a successful hit from a disease carrying creature or exposure to a disease-ridden environment may threaten a character with infection. As a general rule, any given exposure or hit carries a 25% chance of risk, rolled randomly and secretly when appropriate.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarised on the Diseases table.

- ♦ **Disease:** Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.
- ♦ **Infection:** The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).
- ♦ **DC:** The DC for the saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage and to recover from the disease.
- ♦ **Incubation Period:** The time before damage begins.
- ♦ **Damage:** The temporary ability damage the character takes after incubation and each day afterward.



Diseases

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled	16	1 day	1d6 Wis
Helghast fever	Injury	18	1 day	1d6 Con ²
Dark chills ³	Injury	14	1d4 days	1d4 Str
Limbdeath	Parasite	15	(1 hour) 1 day ⁴	1d3 Dex, 1d3 Con ⁴
Mindfire	Inhaled	12	1 day	1d4 Int
Death rot ⁵	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con ²

¹ Each time the victim takes 2 or more points of Strength damage from the disease, he must make another Fortitude save or be permanently blinded.

² When damaged, character must succeed at another saving throw or 1 point of temporary damage is permanent drain instead.

³ The victim must make three successful Fortitude saving throws in a row to recover from dark chills.

⁴ After one hour, a random limb becomes useless. This may cut movement speed in half and prevent running or limit the hero to one-handed weapons.

⁵ Successful saves do not allow the character to recover. Only magical healing can save the character.

Types of Diseases

Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation and frequent bouts of hideous laughter. Also known as 'the shrieks'.

Helghast Fever: The touch of a Helghast can spread Helghast fever. Can cause permanent ability drain.

Dark Chills: Many forms of Darkspawn can infect others with dark chills. It takes three, not two, successful saves in a row to recover from this disease.

Limbdeath: Parasites living in sewers spread limbdeath. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Death Rot: Spread by certain wasting forms of undead. Successful saving throws do not allow the character to recover (though they do prevent damage normally). Only magical healing can cure death rot.

Red Ache: Skin turns red, bloated and warm to the touch.

The Shakes: Causes involuntary twitches, tremors and fits.

Slimy Doom: Victim turns into an infectious ooze from the inside out. Can cause permanent ability drain.

Healing Diseases

Use of the Heal skill can help a diseased character. Every time the diseased character makes a saving throw against disease effects, the healer may make a Heal check. The diseased character can use the healer's result in place of his saving throw if the Heal result is higher. The diseased character must be in the healer's care and must spend most of each day resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any lasting damage.

Dealing with Diseases

The world of Magnamund has seen its share of disease, the Great Plague being a primary example. Virtually every city on the planet has an apothecary of some kind, selling potions that may or may not (at the Games Master's option) be able to purge disease. Some of these will be specific (such as the rare herbal mixture that can cure limbdeath), while others are wide-reaching but not as effective. Specific potions tend to cost 1d4 x 10 Gold Crowns apiece and have a 50% to 100% (4+1d6 x 10%) chance of working.

General disease curatives are somewhat cheaper (1d4 x 5 Gold Crowns apiece) but all they offer is another Fortitude save to their imbiber. This can certainly bolster the immune system but they are unlikely to truly cure someone suffering from disease unless the drinker has already made a successful save on his own. Also, only one general curative will allow an extra saving throw per disease – drinking further general curatives will not allow extra saving throws.

In addition to potions and tinctures, there is always the magic of faith. This is usually a mixed blessing, as there are so many dark cults and hidden evil priesthoods in the world of Magnamund that only trial and usually fatal error can find a genuine holy shrine capable of channelling the Light and purging disease. Such a treatment may carry the cost of a quest for the shrine if the Games Master is so inclined but most temples are satisfied with an average fee of 100 Gold Crowns.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he immediately suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage one minute (10 rounds) later, which he can also avoid with a successful Fortitude saving throw.

Example Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gc
Lekhor venom	Injury DC 11	1d6 Con	1d6 Con	150 gc
Steamspider poison	Injury DC 11	1d3 Str	1d3 Str	120 gc
Flying snake venom	Injury DC 11	1d4 Con	1d4 Con	200 gc
Daemonak bile	Injury DC 12	1d6 Dex	2d6 Dex	400 gc
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gc
Spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gc
Plaghatar poison	Injury DC 15	1d6 Wis	1d6 Wis	350 gc
Bloodroot	Injury DC 12	—	1d4 Con + 1d3 Wis	100 gc
Earthburrer poison	Injury DC 24	1d6 Str	2d6 Str	500 gc
Scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gc
Zlanbeast poison	Injury DC 17	2d6 Con	2d6 Con	800 gc
Blue Whinnis	Injury DC 14	1 Con	Unconsciousness	120 gc
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	60 gc
Darkspawn essence	Injury DC 17	1 Str*	2d6 Str	250 gc
Kalkoth venom	Injury DC 17	Paralysis	Paralysis	
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gc
Nightblade (Chai)	Injury DC 20	1d6 Con	2d6 Con	180 gc
Javek venom	Injury DC 22	2d4 Con	2d4 Con	800 gc
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gc
Nitharit	Contact DC 13	—	3d6 Con	250 gc
Dragon bile	Contact DC 26	3d6 Str	—	100 gc
Gnadurn sap	Contact DC 23	1d10 Con	1d10 Con	700 gc
Sassone leaf residue	Contact DC 16	2d12 Endurance	1d6 Con	300 gc
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	75 gc
Grasper slime	Contact DC 13	Paralysis	—	200 gc
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	450 gc
Oil of Dromar	Ingested DC 15	—	Unconsciousness	90 gc
Cener Mindrot	Ingested DC 14	1d4 Int	2d6 Int	125 gc
Vile Toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gc
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gc
Ixian dust	Ingested DC 17	2d6 Str	1d6 Str	250 gc
Naarlach (made with Darklord ashes)	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	3000 gc
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	100 gc
Burnt Elder Fumes	Inhaled DC 18	1 Con*	3d6 Con	210 gc
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	150 gc

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way – if the vial containing it is left unstoppered, for instance – remains potent until it is touched or used.

Poison Descriptions

Poisons have various physiological effects and are spread through a number of vectors. The characteristics of several typical poisons are summarised on the Example Poisons table.

- ♦ **Type:** The poison's method of delivery – ingested, inhaled, via an injury or contact – and the DC needed to resist it.
- ♦ **Initial Damage:** The damage the character takes immediately upon failing his saving throw against this type of poison. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.
- ♦ **Secondary Damage:** The amount of damage the character takes one minute (10 rounds) after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Loss marked with an asterisk is permanent drain instead of temporary damage.
- ♦ **Price:** The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose.

Perils of Using Poison

A character has a 5% chance to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon. It should be noted that no heroic organisation or Knighthood in the world of Magnamund condones the use of any poison, though incapacitation venoms (not toxins that cause Constitution loss, which can kill) are permitted under extreme circumstances.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are always immune to poison. Oozes, plants and certain kinds of outsiders are also immune to poison, although it is conceivable that special poisons could be concocted specifically to harm them.

Dealing with Poisons

Magnamund is a world fraught with peril; poison is just one of the dangers facing its would-be heroes. Antitoxins are sold in most alchemist shops and apothecaries across the continent but each specific poison (with the exception of Naarlach) has a counteragent that can be brewed and administered with the Heal skill. This is considered part of the Heal skill and details for treating poisons are included in the Skills Chapter on page 96.

There are also shrines to the gods of Light that can pull toxins from the bodies of the virtuous and return health where it was fleeting, but the same warnings that apply above for diseases are a concern here as well. The fee is typically the same (100 Gold Crowns) and a purified character regains any ability score damage lost to the poison(s) in question.

Organic Hazards

In the fell reaches of Magnamund, there are many things that grow thick and strong that have no true sentience. The cast-offs and mistakes of Agarash's experiments or misbegotten spawns from the cauldrons of the Cenerese lurk in the shadows, waiting to unknowingly claim new victims. Their lack of intellect makes them no less deadly and wise heroes learn how to deal with them. The 'creatures' listed below are just examples; there are hundreds of varieties of slimes and moulds spreading quietly in the dark places of the world...

Foul Slime (CR 4): A single patch of foul slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device) but after that it must be frozen, burned or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight or contact with a potion that combats disease destroys a patch of foul slime. Against wood or metal, foul slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Yellow Mould (CR 6): If disturbed, a patch of this mould bursts forth with a cloud of poisonous spores. All within 10 feet of the mould must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later – even by those who succeeded at the first save – to avoid taking 2d6 points of temporary Constitution damage. Fire destroys yellow mould and sunlight renders it dormant.

Brown Mould (CR 2): Brown mould feeds on warmth, drawing heat from anything around it. It normally comes in patches 2 to 3 feet in diameter and the temperature is always cold in the area surrounding it. Living creatures within 5 feet of it take 3d6 points of cold nonlethal damage. Fire brought within 5 feet of the mould causes it to instantly double in size. Cold damage instantly destroys it.

Phosphorescent Fungus (No CR): This strange underground fungus grows in patches that look almost like stunted shrubbery. It gives off a soft violet glow that illuminates underground caverns and passages as candlelight.

Other Dangers

Use the following guidelines to cover the other sorts of danger a character can face. Remember that these effects may be called into effect by dark magic or simply be a natural feature of the dungeon or ancient location the heroes are exploring. The great powers and abuse that the Darklands and Naaros have been subjected to over the millennia make virtually anything possible.

Acid

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage. All such characters must make a second save one minute later or take another 1d4 points of temporary Constitution damage. Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

Ice

Characters walking on ice must make Acrobatics checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Lack of Air/High Altitude

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude saving throw each hour (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage each time they fail the check. A character who sustains any nonlethal damage from lack of oxygen is automatically fatigued. These penalties end immediately when the character recovers all of the nonlethal damage he took from low oxygen.

- ♦ **Altitude Sickness:** Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6 hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.



Lava

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). An immunity or resistance to heat or fire serves as an immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava.

Smoke

A character who breathes heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment to characters within it.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped but they must fall farther to deal the same damage. Use the Damage from Falling Objects table to see how far an object of a given weight must drop to deal 1d6 points of damage.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

Damage from Falling Objects

Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.

Dungeon Design

The places heroes go can be very labyrinthine but they all incorporate the same basic elements; walls, doors and hazards. The latter category is usually made up of monsters and deadly traps; these are covered elsewhere. Walls and doors are usually just setting material and rarely need any statistics but when a group of hardy adventurers need to get past a locked door and they do not have a key, you as the Games Masters can bet that dice will get involved.

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he succeeds. The DC depends more on the construction of the item than on the material. If an item has lost half or more of its Endurance, the DC to break it drops

by 5. A crowbar or portable ram improves a character's chance of breaking open a door.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

The DC to pick a lock with a Disable Device check often falls into the range of DC 20 to DC 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks often are trapped, usually with poison needles that extend out to slay a would-be intruder.

Traps

The following are common mechanical traps, found in dungeons and ruins the world of Magnamund over. Provided for each trap is its Challenge Rating (CR), its attack bonus (when applicable), the amount of damage it inflicts (in parentheses) and the DCs for saving throws or skill checks to find, avoid or disable the trap.

Sample Mechanical Traps

Ranged Attack Traps

Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Perception (DC 20); Disable Device (DC 20). Note: 200 ft. max range, target determined randomly from those in its path.

Spear Trap: CR 2; +12 ranged (1d8/x3 crit); Perception (DC 20); Disable Device (DC 20). Note: 200 ft. max range, target determined randomly from those in its path.

Pit Traps

Pit Trap (20 ft. deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Perception (DC 20); Disable Device (DC 20).

Spiked Pit Trap (20 ft. deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Perception (DC 20); Disable Device (DC 20).

Pit Trap (40 ft. deep): CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Perception (DC 20); Disable Device (DC 20).

Spiked Pit Trap (40 ft. deep): CR 3; no attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Perception (DC 20); Disable Device (DC 20).

Pit Trap (60 ft. deep): CR 3; no attack roll necessary (6d6); Reflex save (DC 20) avoids; Perception (DC 20); Disable Device (DC 20).

Spiked Pit Trap (60 ft. deep): CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Perception (DC 20); Disable Device (DC 20).

Deeper Pits: Deeper pits (spiked or not) are considered grievous effects and can slay a character outright. See the rules for dealing with these in the Combat Chapter (page 145).

Needle Traps (usually poisoned)

Poison Needle Trap: CR 2; +8 ranged (1, plus any Injury type poison); Perception (DC 22); Disable Device (DC 20).

Hail of Needles: CR 4; +20 ranged (2d4 plus any Injury type poison); Perception (DC 22); Disable Device (DC 22).

Grievous Wound Traps

Crushing Wall Trap: CR 10; no attack roll required (DC 25 to resist the grievous effect); Perception (DC 20); Disable Device (DC 25).

Scything Blade Trap: CR 4; +5 melee (DC 20 to resist the grievous effect); Perception (DC 21); Disable Device (DC 20).

Falling Block Trap: CR 5; +15 melee (DC 30 to resist the grievous effect); Perception (DC 20); Disable Device (DC 25). Note: Can strike all characters in two adjacent specified squares.

Other Possible Trap Types

Large Net Trap: CR 1; +5 melee (see note); Perception (DC 20); Disable Device (DC 25). Note: Characters in 10 ft. square are entangled by the net if they fail a Reflex save (DC 14). An entangled creature can escape with a DC 20 Escape Artist check (a full-round action).

Poison Gas Trap: CR 10; no attack roll necessary (see note); Perception (DC 21); Disable Device (DC 25). Note: Trap releases burnt elder fumes.

Flooding Room Trap: CR 5; no attack roll necessary (see note); Perception (DC 20); Disable Device (DC 25). Note: Room floods in 4 rounds.

Portcullis Trap: CR 2; +10 melee (3d6 crit); Perception (DC 20); Disable Device (DC 20). Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

Magic Traps

A successful Perception check (DC 25 or more) made by a character detects a magic trap before it goes off. Magic traps permit a saving throw in order to avoid the effect (DC 12 or more). Magic traps may be disarmed by a character with a successful Disable Device check (DC 25 or more) *only* if he is a spellcaster or can generate a Counterspell effect in some other way.

Sample Magic Traps

Provided for each trap is its Challenge Rating (CR), the area the trap affects or its attack bonus (whichever applies), the amount of damage it inflicts (in parentheses) and the DCs for saving throws or skill checks to find, avoid or disable the trap.

Flame Jet: CR 2; 1 ft. wide, 50 ft. long stream of flame (3d6); Reflex save (DC 13) avoids; Perception (DC 25); Disable Device (DC 26).

Lightning Blast: CR 3; 5 ft. wide, 50 ft. long blast (3d6); Reflex save (DC 13) avoids; Perception (DC 26); Disable Device (DC 25).

Globe of Cold: CR 4; 20 ft. radius sphere or hemisphere (5d6); Reflex save (DC 15) avoids; Perception (DC 27); Disable Device (DC 25).





Electrified Floor: CR 4; section of floor (3d10); Reflex save (DC 14) for half damage; Perception (DC 25); Disable Device (DC 25).

Floor Transforms into Acid: CR 6; section of floor (DC 27 to avoid grievous effect); Reflex save (DC 16) avoids; Perception (DC 28); Disable Device (DC 30). Note: Successful save means character dives to safety in time.

Illusion over Spiked Pit (20 Ft. deep): CR 3; no attack roll required (2d6), +10 melee (1d4 spike attacks for 1d4+2 points of damage per successful hit); Reflex save (DC 15) avoids; Perception (DC 20); Disable Device (DC 20).

Air Sucked out of Room: CR 5; one room (see note); Perception (DC 28); Disable Device (DC 30). Note: Deals suffocation damage – see the Drowning section.

Object Statistics

Object	Hardness	Endurance	Break DC
Rope (1 inch diameter)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Chain	10	5	26
Manacles	10	10	26
Mastercrafted manacles	10	10	28
Superior manacles	10	10	30

Wall Statistics

Wall Type	Thickness	Hardness	Endurance ¹	Climb DC	Break DC
Masonry	1 ft.	8	90	15	35
Superior masonry	1 ft.	8	90	20	35
Reinforced masonry	1 ft.	8	180	15	45
Hewn stone	3 ft.	8	540	22	50
Unworked stone	5 ft.	8	900	20	65
Iron	3 inches	10	90	25	30
Paper	Paper-thin	1	1	30	—
Wood	6 inches	5	60	21	20
Magically treated ²	—	x2	x2 ³		+20

¹ Per 10 ft. by 10 ft. section.

² These modifiers can be applied to any of the other categories and types. The palaces of the major cities in the land and any ancient site of great magical import or legendary status (such as the ruins of Naaros) should be considered magically treated. All Darklords have the power to magically treat their fastnesses.

³ Or 50, whichever is greater.

Door Statistics

Door Type	Thickness	Hardness	Endurance	Break DC
Simple wooden	1 inch	5	10	15
Good wooden	1 1/2 inches	5	15	18
Strong wooden	2 inches	5	20	25
Stone	4 inches	8	60	28
Iron	2 inches	10	60	28
Portcullis, wooden	3 inches	5	30	25 ¹
Portcullis, iron	2 inches	10	60	25 ¹
Lock	—	15	30	—
Hinge	—	15	30	—

¹ DC to lift. DC 10 or lower: a door just about anyone can break open. DC 11–15: a door that a strong person could break with one try and an average person might be able to break with one try. DC 16–20: a door that almost anyone could break, given time. DC 21–25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try. DC 26+: a door that only an exceptionally strong person has a hope of breaking.



The Lone Wolf Games Master

The townsfolk have gathered around the fire and all is quiet. Even the children have ceased their endless bickering and sit placidly at their parents feet. All eyes are upon you, Story Spinner, and everyone in the village wants to know what tale you will tell them next. It might be a legend from before time, when only the Gods existed and Magnamund was just a foretelling in the heart of Kai. It might be an action story about the Battle of Moytura Pass or the destruction of Agarash. Perhaps a romantic ballad instead, one about King Kian and the Princess of Durenor? The choice is yours, but everyone is waiting breathlessly for you to make it.

As the text above shows, you have all the power when you are the Games Master. Players tell the story of their character, but you tell the story of everything else in the world. When a Giak lunges at them with a lance, it does so because you created it and placed it in the Players' path. When a log trap falls and threatens to end the quest before it can really begin, it happens because you decide a log trap existed in the first place. You have to weave the adventure –but you do not have to do so alone.

This chapter is here to help. In these pages, we will discuss what makes a good Lone Wolf adventure and what kinds of challenges can make the game more exciting. We will learn about Player motivations and how what they want can help shape the story you choose to tell. We will also look into the elements of storytelling itself and how they apply to Games Mastering in Magnamund. By the time this chapter ends, you should have a firm idea how to proceed in creating your own epic adventure through the world of Lone Wolf.

These pages also hold information about how *Lone Wolf, The Roleplaying Game* can be used as a sourcebook for ideas and creatures for use in other game worlds. Not every style of play is well suited by the simpler rules given in Lone Wolf, so some conversion advice is given and suggestions made for moving the many wonderful creations of Magnamund into more complex rule settings.

Epic Adventure: What Makes It Magnamund?

The key to a Magnamund-scale adventure is making sure you remember the cardinal rule of the Lone Wolf books – the Players are the centre of the universe. Certainly, some things happen 'off camera' so to speak, but the Players and the characters they portray are the reason for the game and the most important motivation behind all the plots in it. If you follow this advice, there is very little that can go wrong with your adventure. If you do not, there will be very little you can do to keep the game together and keep your Players interested in it.

To continue the Lone Wolf analogy a bit longer, it is obvious from the many times Lone Wolf meets Banedon during the

series that Banedon has been adventuring and gotten into some very epic action of his own, but none of it interferes with the story being told to the Player (you, as Lone Wolf). Even when your path and Banedon's intersect, it is only to continue your quests and to support your decisions. You never have to defer to Banedon (in this case, a Games Master controlled character) or take orders from him. You are in charge and can make your own choices every step of the way.

Players need that level of control as well. They need to be able to see that their decisions are the important ones and their actions form the heart of the story they live in. Even at lower levels when people are playing squires and apprentices, there needs to be gravitas to the things they do. If a low level game involves a small group of skeletons appearing in the city and the heroes dispatching them handily, let them learn afterward that the inn they stopped the skeletons from entering housed the princess of the realm, who would certainly have been slain if they had not saved her.

Let Things Grow

This kind of low level adventure also allows you as a Games Master to let one adventure nurture and form the next. Just like many of the Lone Wolf books were continuations of the same overall plot but branched into completely different places and quests in the process, be sure everything in your game flows from one session to the next. This is called a 'campaign' and it is like telling a massive story one chapter (or in Lone Wolf's case, one book) at a time.

Using the skeletons and the princess example from above, perhaps the next game session, the King of the realm wishes to meet the rescuers of his daughter and see what kind of people they are. While visiting the court, an attempt is made on the King's life using more skeletons. They are dispatched but the fact that the heroes have been involved in both incidents looks suspicious to the court. The royal advisors wish to arrest the heroes but the princess intervenes on their behalf and convinces her father to let them prove their innocence by investigating the source of the undead.

This provides a new quest, one that will now take them out of the city and into the wilds of the kingdom itself. Here, they can face new challenges, sharpen their skills and eventually

learn the truth about the skeletal assassins by finding a hidden shack in the forest with old Cenerese texts and an undead-making cauldron in it.

When they discover all of this, they are also set upon by a band of rogues with every intention of killing the heroes and leaving their bodies for the master of the grassy hut to do with as he wishes. Once these villains are dispatched, freshly minted coins of the realm are found on them, ten in each of their pouches. This is a vital clue, as is the letter to slay the heroes found on the leader of the brigands, written with perfect, courtly penmanship.

Now armed with some strong evidence that the person behind the attacks is a member of the royal court itself, the heroes now have to figure out a way to live long enough to get back and inform the King. That just might be their greatest test yet, given that the man behind the plot will learn of his hireling's failure and send something even deadlier after them now.

Several different adventures have been introduced through this line of play, all with a common thread by a different feel. It started with a battle outside an inn, moved to a court dinner with dancing and festivities, then became a forest exploration and turned into a desperate fight in a ramshackle old forest house, surrounded by the accoutrements of necromancy and disease magic all around. Each transition moved into the next, always keeping the central theme, or 'story arc', in mind.

Keep Things Fresh

No two books in the Lone Wolf series had him adventuring in the same country twice in a row. A good roleplaying adventure in Magnamund should have the same world-spanning feel to it at some level. A case could be made for a good game being set in a single city with the heroes exploring new wards of it and getting to know its intrigues inside and out, but that does not have the same flavour of the books themselves.

By all means, play that way if it is what you and your Players want to do, but this advice section is about running games the Lone Wolf way. Once the Players are capable of handling themselves outside of the relative comfort and safety of their normal setting, move the campaign to new countries and let them experience new kinds of danger and intrigue. Helghast infiltrators, Giak warriors hidden along trade routes and the many normal animals that can leap out of the bushes and assault them at any time should keep things interesting along the way.

Never linger too long on the travel times. In the Lone Wolf books, days at a time would skip past if there was nothing of note that happened during them. If there is not going to be a battle the heroes would have a chance of losing, why bother to run the time they spend? Unless the Players want to take some time to roleplay during the trip, it is best to say, 'a few days pass uneventfully' and get back to the important parts of the story.

Keeping things fresh also means changing the kinds of threats Players face. There is a very good reason why many of the monsters chosen for the Gazetteer section are in the 5 – 8 Challenge Rating range. They can be easily combined for great challenges, slightly weakened for a lesser threat and there are enough of them that your Players should not get bored quickly. By the time you exhaust the monster potential in the Gazetteer, you should have all the experience you need at running Lone Wolf to invent your own monsters.

Remember the Key Word

The key word you need to remember is 'hero'. Lone Wolf is a story about a hero that sacrifices his entire life to pursue a greater dream and shoulders an enormous responsibility just because it was the right thing to do. Lone Wolf, a very young man when the books begin, takes it upon himself to travel to the King, warn him of the coming war, embark on a quest, slay a Darklord and hunt down a traitor all in the first three stories. These are not the deeds of a normal man; they are the hallmarks of a hero.

For a Lone Wolf game to really have the feel of a Magnamund epic, it needs to be about heroic actions, terrible dangers, villains darker than the darkest night and grand battles where life and death hang in the very balance. Nothing happens in a small way in Magnamund and when it does, you can be sure that there is something massive causing it to occur. You can be sure, because you are the one that must decide what that something massive is and how it will affect your story. Your Players will be looking to roleplay their characters during epic, sweeping events. Do not disappoint them.

The word 'hero' cuts both ways, just like the gleaming edge of the Sommerswerd. Players that do not act like heroes should not be treated like heroes. If a Player wants to be a drunken Dwarven Gunner of Bor that complains all the time, demands Gold Crowns for every service he performs and insults everyone he meets, that is certainly his prerogative. Your prerogative is to then have everyone the Dwarven Gunner meets treat him like a drunken, greedy lout with the manners of an aged donkey.

Not only does this ensure your campaign world is vibrant and reactive to the way the Players behave, it also offers a reason for them to act like heroes in the first place. Parades, accolades and grateful villagers are a wonderful way to show the Players that their heroic actions are having a positive effect on the world and that it reacts to them positively in return.

Passing the Torch

The last piece of advice is the most important one, but with luck you will only have to use it a few times during your gaming career with Lone Wolf. Eventually, the heroes of Magnamund grow so powerful, they need to fade into the background and let others bear the burdens of the world. This happens with Lone Wolf after Book 20; he is too busy running

the Second Kai Order to embark on adventures any longer. It is time for a younger, less established hero to take the reins.

In *Lone Wolf, The Roleplaying Game*, 20th character level is a good mark for when a hero has 'done all there is to do'. Of course, as Games Master you are free to say that there are adventures to be had beyond this point and certainly the books suggest you would be right, but starting the campaign anew with fresh ideas and interesting characters that are different from the ones the Players have been portraying for so many adventures can be a rewarding experience as well. Ultimately, you will find your own balance in this area but keep in mind that many of the great stories of our time are generational in nature and follow the adventures of heroes of different ages. They all weave together to make a grand tale of intrigue, battle, loss and joy over more years than any one human can remember.

The same is true with *Lone Wolf* and *Magnamund*. Nothing happens quickly in *Magnamund*, it seems. Wars take generations, Ages last for millennia and virtually every country on the planet is more than a thousand years old. Even the nigh-immortal descendents of Dessi are not long-lived enough to have seen or been part of more than a single panel in the tapestry that is the history of *Magnamund*. No Darklord, dragon or Shianti can claim to have witnessed it all from beginning to end and even the Gods have not always been, nor will always be.

That is where new characters come in. At the end of one campaign, years can pass before the next one begins. The world changes – not a lot but a little – and the Players get to discover those differences through the eyes of someone new. In a way, since this game takes place by default 50 years before the events of the game books, everyone will be able to experience that sense of discovery the first time they play. Try it; we think you will like it.

Awarding Experience

One of the key elements of the *Lone Wolf* game books was the steady improvement of the lead character's abilities from book to book. In *Lone Wolf, The Roleplaying Game*, the idea is much the same; heroes grow better and stronger as they face challenges and defeat the evils that plague *Magnamund*. This is expressed in levels of experience and represents a gradual ramping of power from apprentice to true mastery over class features and the combat arts.

In many roleplaying games, experience is awarded for slaying monsters and overcoming obstacles on a case-by-case basis, with a sum total awarded either at the end of every gaming session or at the end of each important section of the story being told. For instance, if the current plot line for the game involves an invasion of Vassagonian troops into Durenor, experience might be awarded after each battle between the heroes and Vassa skirmishers, after they successfully infiltrate the field commander's camp and after they do battle with the commander and his massive bodyguards.



This is perfectly acceptable and if a Games Master wishes to use this method, there is a simple formula for generating the experience a group of characters should receive for each combat encounter. Take the Challenge Rating of the monster or trap and multiply it by 100; this is the amount of experience each member of a party of four should receive for slaying it or defeating it in some significant way (either by good roleplaying and convincing it not to attack them or otherwise successfully dealing with the encounter in which the monster features). A monster, trap or combat encounter should only award experience once, even if the heroes come back and fight it again later.

Challenges of a non-creature nature are a little more difficult, as are calculations involving groups of more or less than four Players. As a rule of thumb for different sized groups, just multiply the final experience point value for a monster (Challenge Rating x 100) by 4 and then divide by the number of people in the group. This gives you the value that each Player should receive. As for other non-combat challenges, consider offering a story-based award of 25 points (or 100 points if the challenge incorporated a grievous effect). As with combat, a challenge should only award experience points once.

Story Variation

The recommended method of awarding experience points for *Lone Wolf, The Roleplaying Game* is even easier and closely follows the process in the books. It involves a bit of planning from the Games Master but if the game involves a carefully thought-out campaign in the first place, the majority of the work required is already done.

Just as Lone Wolf 'went up a level' at the end of each of the game books, the characters in the roleplaying game can go up a level each time they complete a significant story arc in the campaign. In the above example, the characters would increase one level of experience once they have dealt with the skirmishers, the field commander and travelled into Vassagonia to deal with the rogue warlord in charge of the invasion itself.

This is a very loosely defined mechanic but it should work for any campaign with the right kind of novel-action movie feel that the books portrayed. A good mark for when a new experience level should be given out would be whenever the heroes have finished all the main tasks involved in the current plot line and either have a few days to rest and camp or get to return home to 'wait for the next great adventure to unfold'.

Lone Wolf as a Sourcebook

The simplified rules given in this book may not be to everyone's tastes. The characters are balanced for the world, but they may not be for any other sort of fantasy setting. The skills are trimmed down, combat does not have as many options and a large part of the book is dedicated to a world

setting that has no rules at all in it. For someone looking to bring the flavour of Lone Wolf and Magnamund to their own campaign, a little work is required.

Never fear. This passage will make things a little easier for you. The primary aspect to conversion is knowing what you want and what will work for your campaign. In that respect, this section will not be of any help. Only you know what is right or wrong for your game. What this part of the book can do is offer you some advice on how to make things fit with a 'normal' fantasy campaign using the basic OGL rules set forth elsewhere. Read the conversions suggestions below and they should get you off on the right track.

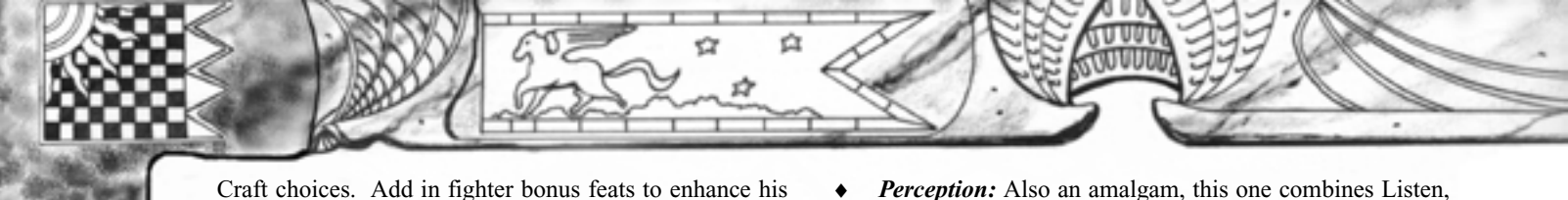
Characters

One of the biggest places for conversion in the book is the characters class chapters. Keep in mind when looking at the characters presented for the Lone Wolf game that a few principles of the setting were used while creating them. There are no 'character races', only iconic characters for the different countries and regions in Magnamund. To use these classes with another campaign, you will have to figure out how your fantasy races fit into the concepts and what will be needed to balance out the various options you create.

Character Terms: Characters are created much like they are in standard campaigns but a few of the terms are different. Endurance is another word for hit points, but you probably figured that out by now. Likewise, Base Combat Skill is the same as Base Attack Bonus. These convert straight over and do not require anything fancy. Also keep in mind that the Kai Lord has an 'average' category of saving throw that starts at +0 and rises as high as +9. If your campaign will not support this, increase average saving throw values to good (+2 to +12) but make sure that the increases to saving throws granted by some Disciplines (Healing for Fortitude, Hunting for Reflex and Mindshield for Will) are also removed.

The Classes Themselves: You may simply wish to ditch the classes altogether if converting them will be too time-consuming. After all, you have to keep in mind that feats are effectively built into the classes and do not exist as such in Lone Wolf at all. This makes it tricky to balance the Lone Wolf classes if they can also gain feats as they would in a standard fantasy game. If you would rather use normal classes to simulate the Lone Wolf ones, try these suggestions.

- ♦ **Brotherhood of the Crystal Star:** These are wizards or sorcerers, depending on how you want to think about them. They should not have any limitation on how often they can cast the spells they know, but they know more spells (once you count in levels of effect) than a sorcerer would. Ultimately, this is your call.
- ♦ **Dwarven Gunner of Bor:** The Dwarven Gunner is a Dwarven fighter plain and simple, with a feat or two spent in Skill Focus and a lot of skill points dedicated to his



Craft choices. Add in fighter bonus feats to enhance his ability with firearms and you can approximate this class fairly well.

- ◆ **Kai Lord:** This one is the trickiest of the bunch. The best way to do it is be very eclectic with the Kai's character levels and take at least one in psion, ranger and paladin, with your focus then dependent on where you want that particular character to progress. If you insist on at least one level of psion every three, you will have a good approximation of the mystic side of the Kai Lords.
- ◆ **Magician of Dessi:** These are effectively sorcerers with a different selection of spells than the Crystal Star Brothers possess. One of the best ways to balance these two out is to create a special list of spells for each class and make them both sorcerers. You should draw the spells from whatever exist in your campaign world since you may have other variations to consider.
- ◆ **Shadaki Buccaneer:** These are rogues with a level of bard taken every three or four character levels to simulate their lore and eventual pseudo-magical capability. They should take the Two-Weapon Fighting feats as soon as they can to simulate the cutlass fighting techniques they learn.
- ◆ **Sommerlund Knight of the Realm:** Also a straight fighter (though one might argue for Paladin levels to get the special mount), just concentrate on the Mounted Combat and Power Attack trees of bonus feats and you are almost at a perfect match. Abilities will not be gained in quite the same order or to the same degree but you will get very close indeed.
- ◆ **Telchos Warrior:** Another wildcard, this class is an effective combination of barbarian and druid, with more of the former at early levels and ramping up to the latter's bigger spells at higher levels. Without making a few concessions, like dropping the wild shape class feature and granting some of the Battle Cry or Primal Scream abilities of the Telchos, you cannot simulate it too closely but you can do a passable job with just alternating levels.

Skills

For the most part, skills stay the same between the two games. A little bit of complication has been dropped out of them, such as Concentration not needing as many applications and Use Magic(al) Device (which we rename Item) not having any mention of scrolls. The big skill changes are listed below.

- ◆ **Athletics, Acrobatics, Disable Device and Stealth:** These are amalgams of two skills each. This was done to simplify game play and character choices a bit without really hamstringing the skill system. Just uncoupling them will fix any conversion concerns; skill points spent remain effectively the same.

- ◆ **Perception:** Also an amalgam, this one combines Listen, Spot and Search into one skill. It was also done to make things easier during play, but it pools too many skills together to make an even conversion fair or balanced. When converting points in Perception over to a normal setting, multiply the ranks by two and then divide that many ranks into the three resultant skills as you see fit.

Feats

There are no feats in *Lone Wolf, The Roleplaying Game*. The classes are generally slightly more powerful than those found in other games and often have feats built in to their class features. Returning feats to the game will not prove a massive problem, but it is recommended that all of the Lone Wolf character classes be downgraded slightly in order to accommodate the extra power inherent in feats.

Equipment

This section should be fairly self-explanatory. Weapons need to be filtered back into the usual simple, martial and exotic categories, with all racial weapons becoming exotic. For the new weapon types, use the closest match for that kind of protection in your campaign world.

Combat

The most changed chapter in the book from 'standard', there are still few complicated conversions needed. In Lone Wolf, combat is fast-paced and easy to run through, so the rules for grapples, tripping, bull rush and other special manoeuvres were all left out. Simply use the full rules for combat with your campaign and the Lone Wolf approximations will fit in as you need them.

Grapples: Keep in mind that because grappling can be a big part of normal fantasy combat, its inclusion will make a number of Lone Wolf creatures even more deadly than they already are.

The Bestiary

This section can be used almost verbatim but a few quirks of the Lone Wolf game need to be looked at. Special qualities like Trip, Improved Grab and Constrict are either gone or changed to reflect the nature of Lone Wolf combat. Putting these back in should always raise the Challenge Rating of the altered monster by at least +1.

And that is it! Converting Lone Wolf to a standard fantasy game is not difficult but there are many hidden little changes that you may run afoul of while doing so. Take a few minutes and read each section thoroughly to ensure that you know the way Lone Wolf does things as opposed to how you handle them in your campaign. The easiest pitfall during conversion is assuming something works a certain way because that is how you have 'always done things'. Lone Wolf is its own game, with its own set of rules. Learn them before you try to change them.

Supporting Roles

In the world of Lone Wolf, heroes do all the major work of keeping Magnamund safe from the threats of the Darklords and the vicious beasts that prowl the outlying wilderness of the land. They do battle with ferocious monsters, recover ancient artefacts from dusty tombs and the crypts of eldritch horrors. Heroes handle everything too vast and dangerous for common folk to deal with, but they cannot do so in a complete vacuum.

In Magnamund, someone has to bake the bread a Kai Lord puts in his pack. Some has to brew the Laumspur potions that restore a wounded Sommerlund Knight. Someone has to make the candles and quills that grace a Brotherhood guild's scribing hall. These are the roles of those who may not be heroes themselves but who have an integral role to play in the success of any mission. Bakers, chandlers and stable hands ensure that a hero can complete his grand quest and not die of starvation or an inconveniently thrown horse shoe.

The character classes presented in this chapter are primarily for the use of the Games Master. Players could adopt these classes for themselves, but they would be greatly overshadowed by others with levels in the heroic classes given elsewhere. The grand tale of Rodolph, Innkeeper of Holmgard, is not likely to be as thrilling or adventurous as that of Sir Rodolph, Paragon of Sommerlund and Knight of the Realm, after all. Also note that any denizen of a particular nation will probably have the racial benefits of being a member of that nation. The individual benefits – and penalties – inherent to each culture can be found in the Gazetteer Chapter.

Adepts

While the Brotherhood of the Crystal Star and the Magicians of Dessi are the dominant wielders of magic in the land, there are many lesser orders and brotherhoods that seek knowledge of the arcane and occult for their own use. These small factions have many different goals and can be of any allegiance. Some are benevolent and seek to protect their communities while others are vile cults with no desire other than the destruction of any that might stand in the way of their unholy ends.

This class can be used for magical enemies faced by heroes as well as allies and background characters with a need for some magic but not allied with the two major sources of the arcane in Magnamund. The Adept is not a very powerful class but they can accumulate a great deal of temporal power among their mundane peers through fear or friendship. A village's Adepts are likely well-respected or held in awe and anyone seeking to harm them may have to hack their way through a legion of townsfolk first.

Used For: Druids, magical village elders, dark cultists and shamans.

Endurance Die: d6.

Speed: 30 feet.

Class Skills

The adept's class skills (and the key ability for each skill) are Concentration (Con), Craft (any, taken as individual skills) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (any, taken as individual skills) (Int), Occult (Int), Profession (Wis) and Survival (Wis).

Skill Points at 1st Level: (5 + Int modifier) x 4

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

All of the following are class features of the Adept.

Weapon and Armour Proficiency: Adepts are skilled with all one-handed weapons. They are not proficient with any armour or shield.

Partial Magical Combat (Su): An Adept uses three-quarters of his class level as his Base Combat Skill when attacking with his Elder Arts or Brotherhood spells (as shown in the Base Magical Combat Skill column). This represents his focused yet sporadic training in wielding magical energies during combat.

Talents (Sp): Adepts have a sporadic and eclectic approach to magical lore. Each time they gain the Talent feature, they may add a Brotherhood spell or a Magician of Dessi Elder Art to their repertoire, though the choice at 1st level must be a Brotherhood spell. This ability is treated exactly as the spell or art in question, including Endurance costs and spell rolls required, if any. Because an adept does not have the benefit of full training, any saving throw DC involved in their spells or Elder Arts is reduced by 2. If a Brotherhood Spell is chosen, all Tiers of that spell are learned.

Willpower: All Adepts gain the additional statistic called Willpower at 3rd level. This is a measure of their mystical strength and the force of their inner magic. Willpower is used to fuel their Elder Arts (if any) and their psychic abilities as they are later developed – even at its basic level it acts as a 'buffer' against psychic effects that would otherwise cause serious damage to the character. Willpower is accumulated as an Adept rises in levels. At 3rd level, an Adept's Willpower is directly equal to his Wisdom ability score. Each class level

after 3rd, the Adept increases his Willpower total by 1 + his Wisdom modifier (minimum of +2 Willpower per level). The Willpower statistic is refreshed by the Adept's Charisma score each day at midnight. No meditation is needed; this happens automatically every 24 hours.

If an Adept runs out of Willpower, he is left unable to use any Elder Art (even Alchemy) and cannot move more than his base rate each round. He can still take physical actions but they suffer a -4 penalty because of his depleted will and near-stupor.

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

Aristocrat

Aristocrats are the nobles and upper classes of any culture, born or elevated into a higher rank of social status than other

citizens. Even in cultures that do not have separate commoner and noble castes, this class represents political leaders with no greater or lesser power than the right to pass judgement on others because of his station alone. If members of a culture would have cause to listen to the words of a person simply based on his birth or granted social class, that is the very definition of an Aristocrat.

Aristocrats are common in feudal lands like Sommerlund or Vassagonia – less so in countries like Telchos or Bhanar. They are everywhere in Magnamund to some degree however, plying their trade in diplomacy and privilege wherever there are halls of power and those who walk them merely by accident of birth. An Aristocrat should not be mistaken for being automatically effete and worthless; many powerful men and women in Magnamund are Aristocrats and wield their granted powers of law and civil authority very effectively.

Used For: Court nobles, council elders, tribal leaders and high-born families.

Endurance Die: d8.

Speed: 30 feet.

The Adept

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Base Magical Combat Skill	Base Magical Damage	Special
1 st	+0	+0	+0	+2	+0	1d6	Partial Magical Combat, Talent (Brotherhood Spell)
2 nd	+1	+0	+0	+3	+1	1d6	
3 rd	+1	+1	+1	+3	+2	1d6	Willpower
4 th	+2	+1	+1	+4	+3	1d8	
5 th	+2	+1	+1	+4	+3	1d8	
6 th	+3	+2	+2	+5	+4	1d8	Talent
7 th	+3	+2	+2	+5	+5	1d8	
8 th	+4	+2	+2	+6	+6/+1	1d10	Psychic Awareness (Erect a Shield)
9 th	+4	+3	+3	+6	+6/+1	1d10	
10 th	+5	+3	+3	+7	+7/+2	1d10	
11 th	+5	+3	+3	+7	+8/+3	1d10	Psychic Awareness (Focus 1/day), Talent
12 th	+6/+1	+4	+4	+8	+9/+4	2d6	
13 th	+6/+1	+4	+4	+8	+9/+4	2d6	
14 th	+7/+2	+4	+4	+9	+10/+5	2d6	Psychic Awareness (Attack)
15 th	+7/+2	+5	+5	+9	+11/+6/+1	2d6	
16 th	+8/+3	+5	+5	+10	+12/+7/+2	2d8	Talent
17 th	+8/+3	+5	+5	+10	+12/+7/+2	2d8	Psychic Awareness (Focus 2/day)
18 th	+9/+4	+6	+6	+11	+13/+8/+3	2d8	
19 th	+9/+4	+6	+6	+11	+14/+9/+4	2d8	
20 th	+10/+5	+6	+6	+12	+15/+10/+5	2d10	Psychic Awareness (Instinctive Shield), Talent

Class Skills

The Aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (any, taken as individual skills) (Int), Perception (Wis), Perform (any, taken as individual skills) (Cha), Ride (Dex), Sense Motive (Wis) and Speak Language (none). Tribal leaders or their equivalent replace Disguise and Speak Language with Athletics (Str) and Survival (Wis).

Skill Points at 1st Level: (5 + Int modifier) x 4

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

All of the following are class features of the Aristocrat.

Weapon and Armour Proficiency: The Aristocrat is proficient in the use of all melee and ranged weapons and with all types of armour and shields, though few actually use them in anything but parade dress, staged combats or honourable duels.

Rank and Privilege: An Aristocrat's word is law for anyone of his culture born to a lower station. He is also taken more seriously by those of a higher social class because of his rank. This equates to a +2 bonus on all Charisma-based skill and ability checks with people from the Aristocrat's culture of a

lower social rank and +1 bonus with anyone of his culture with a higher rank. Aristocrats are also given preferential treatment in their cultures and with any other country allied with their own. This aspect of Rank and Privilege is entire under the control of the Games Master but it should generally work out to the Aristocrat's benefit whenever dealing with bureaucracies or common folk in any land.

Wealth: Each time an Aristocrat gains the Wealth feature, his personal fortune increases in some significant way. This may be the inheritance of 2d4 x 500 Gold Crowns (or whatever currency their country uses) or the acquisition of some kind of important or valuable property. This kind of property could include but is not limited to a small home, a parcel of land, or a family heirloom – possibly something magical or cursed.

Highest in the Land: At 20th level, an Aristocrat wields so much temporal and political power that many of their idle whims can become reality as long as they have the resources and contacts to see them carried out. Each game month, a 20th level Aristocrat can purchase goods and services equal to 200 Gold Crowns x his Charisma bonus (minimum of 200 Gold Crowns) without actually spending any coin to do so. This represents favours, personal connections and the actions of others on the Aristocrat's behalf. Being Highest In the Land usually confers some title of high nobility as well but this may not be suitable for all campaign settings; the Games Master is the final arbiter on such matters.

The Aristocrat

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Rank and Privilege
2 nd	+1	+0	+3	+3	
3 rd	+2	+1	+3	+3	
4 th	+3	+1	+4	+4	
5 th	+3	+1	+4	+4	Wealth
6 th	+4	+2	+5	+5	
7 th	+5	+2	+5	+5	
8 th	+6/+1	+2	+6	+6	
9 th	+6/+1	+3	+6	+6	Wealth
10 th	+7/+2	+3	+7	+7	
11 th	+8/+3	+3	+7	+7	
12 th	+9/+4	+4	+8	+8	
13 th	+9/+4	+4	+8	+8	Wealth
14 th	+10/+5	+4	+9	+9	
15 th	+11/+6/+1	+5	+9	+9	
16 th	+12/+7/+2	+5	+10	+10	
17 th	+12/+7/+2	+5	+10	+10	Wealth
18 th	+13/+8/+3	+6	+11	+11	
19 th	+14/+9/+4	+6	+11	+11	
20 th	+15/+10/+5	+6	+12	+12	Highest in the Land

Commoner

Commoners are what this section of *Lone Wolf, The Roleplaying Game* is really about; the normal people that fill the world of Magnamund around the heroes that save it time and again. These are the farmers, the shepherds and the innocent villagers that need protecting from vicious bands of Giaks and feral beasts called forth by the powers of Darkness. Without the common people of the world, most heroes would have no reason to arise in the first place.

Commoners are not entirely helpless on their own. All Commoners have at least some ability to defend themselves, though their skill at arms is usually insufficient to the task when dealing with a true monster of any kind. What Commoners have is strength in numbers. Large villages and towns fend for themselves, usually acting as one against any perceived threat. Even a deadly minion of evil has cause to

fear a thousand pitchforks and torches raised in anger. Long before a hero came along to rescue a town from disaster, it was built and cared for by the hands of the Commoners themselves.

Used For: Farmers, villagers, ship crews, castle staff and normal folk in the world of Magnamund.

Endurance Die: d4.

Speed: 30 feet.

Class Skills

The Commoner's class skills (and the key ability for each skill) are Athletics (Str), Climb (Str), Craft (any, taken as individual skills) (Int), Handle Animal (Cha), Knowledge (geography, history, nature) (Int), Perception (Wis), Profession (any, taken as individual skills) (Wis) and Survival (Wis). Commoners are illiterate and must spend two skill points to be able to read and write in their own language.

Skill Points at 1st Level: (3 + Int modifier) x 4

Skill Points at Each Additional Level: 3 + Int modifier

Class Features

All of the following are class features of the Commoner.

Weapon and Armour Proficiency: Commoners are proficient with one weapon of their choice (which cannot be a racial weapon). They are not proficient with any other weapons, or any type of armour or shield.

Common Role (Ex): A Commoner has a place in society, even if it is a menial one. This role has been practiced his entire life, starting with childhood and likely proceeding through the rest of his life. This role is typically based around a Craft or Profession skill; by the time he comes of adult age, he is an expert at fulfilling his societal role with that skill. A Commoner chooses one Craft or Profession skill and may take 10 with that skill no matter what conditions or distractions might normally keep him from doing so.

Excellence (Ex): As a Commoner grows in levels of experience, his ability to fulfil his central function in society grows even greater. He may add his Excellence bonus to Craft and Profession checks he has 5 or more ranks in, representing the fact that he performs these tasks day in and day out for years. If the skill in question is his 'chosen



skill' from the Common Role class feature, the Commoner gets an additional +1 bonus to the check.

Community Leader (Ex): Commoners of 8th level or greater are well-known in their communities and get a great deal of respect for their abilities. A Commoner with the Community Leader feature gains its listed bonus to all Charisma-based ability and skill checks when dealing with people in his community, in deference to his reputation.

Elevation: When a Commoner reaches 11th level, his contributions to the community and his growing acclaim among his peers comes to attention of the rulers of his nation. As an act of generosity and magnanimous good will (or because the nobility do not like the thought of people with more influence than themselves), the Commoner is offered a low rank among the ruling class. This entitles the Commoner to begin taking Aristocrat levels starting at 12th level. If this is accepted, the Commoner may *only* advance as an Aristocrat from that point on unless he somehow loses his title. Elevation must be accepted or declined before the Commoner reaches the 12th level of advancement.

Expert

Experts are the common people heroes are most likely to deal with and least likely to remember. They are the potion makers and weapon crafters with enough skill to make memorable or even magical items without really excelling in their craft enough to be considered true spellcasters. They are the sages

with decades of study in their fields and know things no other living soul remembers. Experts are an important part of Magnamund; they are its historians and apothecaries. They keep heroes going long after they would have succumbed to ignorance or injury.

Experts are almost suitable for Players to use as heroes, but what they have in skills, they woefully lack in survivability. A wily Player might keep an Expert alive during adventures with his heroic allies, but he would rarely if ever excel and his accomplishments would always be made in the shadow of greater abilities. Experts are best used by the Games Master to provide incidental allies and important information while remaining safe in their stores, forges and libraries.

Used For: Master smiths, sages, alchemists, inventors, herbwardens and royal advisors.

Endurance Die: d6.

Speed: 30 feet.

Class Skills

The Expert can choose any 10 skills to be class skills. These skills can be any desired by the Expert but at least two must be Craft, Knowledge, Perform or Profession skills. In the place of three skills, an Expert can choose one Brotherhood Spell (of which he learns all Tiers). If an Expert needs to calculate his base magical damage, he has the equivalent of an Adept of

The Commoner

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+0	Common Role
2 nd	+1	+0	+0	+0	
3 rd	+1	+1	+1	+1	
4 th	+2	+1	+1	+1	
5 th	+2	+1	+1	+1	Excellence +2
6 th	+3	+2	+2	+2	
7 th	+3	+2	+2	+2	
8 th	+4	+2	+2	+2	Community Leader +1
9 th	+4	+3	+3	+3	Excellence +3
10 th	+5	+3	+3	+3	
11 th	+5	+3	+3	+3	Elevation
12 th	+6/+1	+4	+4	+4	
13 th	+6/+1	+4	+4	+4	Excellence +4
14 th	+7/+2	+4	+4	+4	Community Leader +2
15 th	+7/+2	+5	+5	+5	
16 th	+8/+3	+5	+5	+5	
17 th	+8/+3	+5	+5	+5	Excellence +5
18 th	+9/+4	+6	+6	+6	
19 th	+9/+4	+6	+6	+6	
20 th	+10/+5	+6	+6	+6	Community Leader +3

half his level (rounded up). In place of four skills, the Expert can choose the Dessi Elder Art of Alchemy.

Skill Points at 1st Level: (7 + Int modifier) x 4

Skill Points at Each Additional Level: 7 + Int modifier

Class Features

All of the following are class features of the Expert.

Weapon and Armour Proficiency: Experts are proficient in the use of the dagger and quarterstaff. Experts are skilled with ranged weapons and one-handed weapons if they have the relevant class skills to make them – (Craft (bowmaking) for proficiency in long and shortbows, for instance. The Expert is proficient with armour and shields only if he has the Craft (armoursmithing) class skill.

Speciality (Ex): At 1st level, an Expert can choose one of his class skills. This skill gains a +1 bonus when the Expert makes checks with it; this emulates his special interest and continual studies. Every class level an Expert advances, he may choose another class skill to gain a similar bonus. This ability can only be chosen for the same skill twice if all of the Expert's class skills have been previously chosen and no class skill can benefit from more than a +2 bonus from Speciality.

Skill Advancement (Ex): The Expert has increased his knowledge base, allowing him to choose more areas of interest. Every time the Expert gains Skill Advancement as a class feature, he may choose an additional skill to become a class skill. New class skills begin with no ranks but the Expert may spend skill points to increase the new skill as normal.

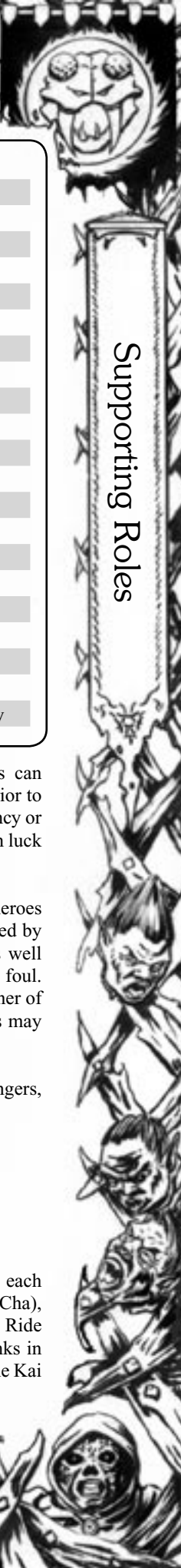
Alternately, an Expert may select one Craft skill – usually Craft (armoursmithing) or Craft (weaponsmithing) – whenever he gains the Skill Advancement class feature. It may only be applied to one of these skills if it is a class skill for the Expert. This allows him to make mastercrafted versions using this skill, disregarding the normal requirements (see page 89). If two Skill Advancements are devoted to the same Craft skill, superior versions may be made, disregarding the normal requirements.

Skill Mastery (Ex or Su): An Expert truly begins to master his skills beginning at 10th level. An Expert can choose one class skill each time he gains Skill Mastery as a feature. This allows him to take 10 or 20 with that skill even when he is distracted or otherwise suffering from conditions that would normally deny him the ability to do so. This is an extraordinary ability.

Alternately, an Expert may select one Craft skill – usually Craft (armoursmithing) or Craft (weaponsmithing) – whenever he gains the Skill Mastery class feature and gain the ability to produce magical versions of these items.

This is a supernatural ability. An Expert can either choose the same skill twice (by selecting it once at 10th level and again at 20th level) or choose both skills once. Each selection of Skill Mastery devoted to this option allows the Expert to make weapons or armour with a +1 magical bonus. This bonus is usually to hit and damage rolls for weapons or Armour Class bonus for armour or shields. These magical bonuses are added to the bonuses already applied for mastercrafted or superior goods, making each item potentially gain +3 or +4 bonus, depending on skill and level. When Experts make magical items, increase the TTC multiplier by one (for +1 magical bonus) or two (for +2 bonus) – see page 88 for details of the Craft skill and TTCs. Note that magical items *must* be either mastercrafted or superior in workmanship. Thus, a mastercrafted heavy shield with a +1 magical bonus would triple the TTC to create it and provide a +4 bonus to Armour Class (+2 heavy shield, +1 mastercrafted, +1 magical). A superior heavy shield with a +2 magical bonus would quintuple the TTC to create it and provide a +6 bonus to Armour Class (+2 heavy shield, +2 superior, +2 magical).





The Expert

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Speciality
2 nd	+1	+0	+0	+3	
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	Skill Advancement
5 th	+2	+1	+1	+4	
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	Skill Advancement
8 th	+4	+2	+2	+6	
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Skill Mastery
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	Skill Advancement
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	Skill Advancement
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20 th	+10/+5	+6	+6	+12	Best in All the Land, Skill Mastery

Best in All the Land (Ex): The highest honour in any country for a craftsman is to be seen as the best in his craft by his peers. This feature does just that, allowing the Expert to be considered the greatest smith, sage, alchemist or whatever role his skills define him as, for miles around. This gives the Expert a +4 bonus to all Charisma-related skill and ability checks when dealing with anyone who respects his craft or has reason to do business with him.

Best in All the Land also has a synergistic effect with armourers and weaponsmiths that have gained the ability to produce superior items. Once (and only once) in his lifetime, the character may create an exceptional item that is eclipsed by none other – this is known as a sublime item that provides a +3 sublime bonus to either attack and damage rolls or Armour Class, rather than the +2 bonus afforded by superior items. The TTC for this item is 10 times its usual TTC – if the Expert is also attempting to make it magical, the TTC is multiplied by 12 for a +1 magical bonus or 15 for a +2 magical bonus. A sublime sword crafted by a 20th level Expert would be regarded as one of the finest blades ever produced and would rightly be considered a treasure beyond price by any fortunate enough to wield one.

Warrior

Every town has its guards and soldiers. Every army has its rank and file infantrymen and archers. These fighting men and women are Warriors, trained with weapons and armour well enough to wield them in battle without fear of injuring

themselves but often little better than that. Warriors can become quite skilled but they are always generally inferior to a hero of equal level in combat. Warriors do not have fancy or complex skills. They know how to kill and how to – with luck – keep from being killed in the process.

This class is best used for thugs and other brigands the heroes may encounter. Warriors are enforcers and ‘muscle’ used by those with no inclination to make an honest living, as well as the low-ranking soldiers of armies both noble and foul. Warriors are fighting folk and can be found in every corner of Magnamund. Though their armour, weapons and faces may differ, Warriors are the same wherever a hero may go.

Used For: Town guards, highwaymen, soldiers, rangers, thugs and armed bullies in any nation.

Endurance Die: d8.

Speed: 30 feet.

Class Skills

The Warrior’s class skills (and the key ability for each skill) are Athletics (Str), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature, warfare) (Int) Ride (Dex) and Survival (Wis). Warriors with 5 or more ranks in both Knowledge (nature) and Survival count as having the Kai

Lord ability of Follow the Trail (see page 39) for the purposes of using Survival to follow trails.

Skill Points at 1st Level: (3+ Int modifier) x 4

Skill Points at Each Additional Level: 3 + Int modifier

Class Features

All of the following are class features of the Warrior.

Weapon and Armour Proficiency: The Warrior is proficient in the use of all types of melee and ranged weapons, armour and shields. Warriors from a given nation are not automatically trained in the special weapons, armour or shields of that country (if any exist).

Weapon of Choice (Ex): A Warrior is trained to use many weapons but he is usually given focused training in one type of lethal instrument as part of his education in warfare. This equates to a +1 bonus to attack and damage rolls when wielding his Weapon of Choice – which must be one he is proficient in wielding. As an alternative, Weapon of Choice may provide a Warrior with proficiency in all the special racial weapons of his culture.

Toughness (Ex): Warriors are trained to endure a great deal of punishment, more than any other common person of his culture. Every time the Toughness feature is gained, the Warrior gains 1 Endurance for every class level he possesses, including the level he gained the feature at. This ability is only

retroactive; it does not continue to grant a bonus Endurance point for future class levels in Warrior.

Elite Warrior (Ex): An Elite Warrior has learned one of the battle techniques of his culture or from an allied nation. An Elite Warrior can immediately gain one of the 1st level class features of a Dwarven Gunner of Bor, A Shadaki Buccaneer, a Sommerlund Knight of the Realm or a Telchos Warrior. The exact feature chosen may be denied by the Games Master as being infeasible but if there is any logical way for the Warrior to gain it, it should be allowed. If the feature chosen requires a weapon proficiency to use without penalties, the Warrior only suffers a –2 penalty to his attack rolls if he does not have that proficiency.

Weapon Master (Ex): A Warrior that survives the endless battles that checker his military career becomes very skilled in his Weapon of Choice. This feature increases the +1 bonus he received due to Weapon of Choice to +2. Alternately, he can now gain a +1 bonus to attack and damage rolls with one racial weapon, as long as he is proficient in its use.

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

The Warrior

Level	Base Combat Skill	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Weapon of Choice
2 nd	+2	+3	+0	+0	
3 rd	+3	+3	+1	+1	
4 th	+4	+4	+1	+1	Toughness
5 th	+5	+4	+1	+1	
6 th	+6/+1	+5	+2	+2	Elite Warrior
7 th	+7/+2	+5	+2	+2	
8 th	+8/+3	+6	+2	+2	Toughness
9 th	+9/+4	+6	+3	+3	
10 th	+10/+5	+7	+3	+3	
11 th	+11/+6/+1	+7	+3	+3	Weapon Master
12 th	+12/+7/+2	+8	+4	+4	Toughness
13 th	+13/+8/+3	+8	+4	+4	
14 th	+14/+9/+4	+9	+4	+4	
15 th	+15/+10/+5	+9	+5	+5	
16 th	+16/+11/+6/+1	+10	+5	+5	Toughness
17 th	+17/+12/+7/+2	+10	+5	+5	
18 th	+18/+13/+8/+3	+11	+6	+6	
19 th	+19/+14/+9/+4	+11	+6	+6	
20 th	+20/+15/+10/+5	+12	+6	+6	True Warrior

The Magnamund Gazetteer

You have reached a crossroads in your quest. While the need for haste is great, you do not know exactly where the road ahead will lead. Since you have no time to wander Magnamund looking for your quarry, you have decided to visit a learned mapmaker in the hope that what few clues you have to your destination will lead you down the right trail.

The old man looks up at you from behind his counter as you walk in. 'Always a pleasure to welcome a new customer,' he tells you in a voice thick with wisdom and age. 'How may I be of aid to you?'

You tell him your troubles quickly and he responds with a sage nod. 'Yes, I can see the importance of your task. It is a good thing you decided to come see me. Someone could wander these lands for years and accomplish nothing but becoming lost.'

As he speaks, the old loremaster searches through the tall bookcases behind him and comes back with two thick tomes. 'All of Magnamund exists in these pages, or at least all of Magnamund that is known to the minds of men.' He taps both books fondly. 'You may read all you wish from them, but they must remain here. You are not the first hero to need their wisdom, nor dare I say you will be the last.'

You are shown to a comfortable table in the back of the store and given both volumes to read. A third dusty tome lies open on the table already. The old man pours you a cup of sweet-smelling tea and leaves you to find the lore you seek.

If you wish to begin with the book titled 'Northern Magnamund', turn to page 192.

If you would rather start your investigation in the pages of 'Southern Magnamund', turn to page 224.

If you would like to first read the open book on the table labelled 'Aon – History and Mythology', read on...

Aon – History and Mythology

Before any discussion of the history of Aon, the universe in which Magnamund is found, can begin, it is necessary to provide readers with some sense of the magnitude of that undertaking. There have been many important moments in the world's collective past but those which have echoed through all lives and may be seen as pivotal to Magnamund as it is today can be summed up in a relatively short list. To that end, the Timeline of Aon is a beginning to a more detailed exploration of the ages.

The Timeline Described

Each event noted above is a capsule version of a much greater occurrence – one that deserves explanation and analysis. The earliest Ages of Aon and the events predating the Age of Eternal Night are difficult to explore because of the loss of records and manuscripts to the fires of war that surrounded the rise of Agarash and his legions of darkness. It should also be noted that many historians differ in their opinions of how some early events took place. It is quite possible to read two accounts of the world's history and find conflicting information. As with all lore, the reader is cautioned to decide what is right and what may well be spurious detail.

Prehistory – The Beginning of Time

The Gods are born in a moment of divine genesis. How they come about is unknown, perhaps even to them. They are born polarised, with some forming the Lords of Light and others cast in the shadows as the Lords of Darkness. Of all the Gods, three take precedence. The Sun God Kai and the 'Priestess of the Moon' Ishir join their powers to rule the Light, while Naar tolerates no opposition in his role as the ruler of all that is Darkness.

The Gods war between the Light and Dark for a timeless age. It becomes clear that while lesser gods can and are destroyed in this conflict, greater deities are invulnerable even to the direct assault of other great powers. To end the conflict and save those remaining on either side, Ishir proposes peace. Her voice is left unheard for millennia but even Naar tires of the destruction eventually. He accepts the proposal and Ishir's Peace begins. It is a time of armistice, with both sides retreating and refraining from any further conflict.

Ishir's Peace has a physical form as well. To promote harmony, she suggests that all the gods work together and bend their will to creation as a monument to their cooperation. This is accepted and in the blink of an immortal eye, the universe is born. The stars begin to shine around the gods and all see that their work is beautiful. The physical universe is born in the shape of Aon, a vast realm of infinite possibilities.

Timeline of Aon

13000 – The Age of the Dragons begins
12209 – Nyxator creates the Lorestones
11890 – The War of the Wyrms
10869 – Cynx destroyed
10148 – Nyxator escapes to the core of Magnamund
10000 – The Age of Entropy begins
9000 – The Age of Chaos begins
8560 – Tentarias splits Magnamund
8011 to 6750 – Volcanic activity reshapes most of Magnamund
7000 – The Age of Eternal Night begins
6700 – Agarash the Damned rises in Naaros
5000 – The Age of War begins
4906 – The Great Dragon Nyxator is slain by Agarash / Lorestones captured
4608 – Elder Magi appear (Central Magnamund)
3572 – The defeat of Agarash and destruction of Naaros / Doomstones hidden
3000 – The Age of Old Kingdoms begins
2514 – Great Plague decimates Drodarin and Elder Magi
2000 – The Age of Awakening begins
1600 – The Shianti appear
0 – Golden Age of the Shianti begins / Moonstone created by the Shianti
2591 – Drakkarim invade Northern Magnamund
3000 – The Age of the Black Moon begins
3004 – Ishir appears to Shianti. They return the Moonstone to the Daziarn plane and begin the Exodus
3072 – Darklords appear in Magnamund. The Giaks are bred as slaves
3150 – Drakkarim nations ally to the Darklords
3192 – The Rise of Vashna
3400 – Doomwolves, Kraan and Zlanbeasts bred in Helgedad
3434 – Sommlending arrive in Northern Magnamund. Darklords move back beyond Durncrag Mountains
3450 – Holmgard built
3520 – Helghast Wars begin
3550 – Helghast Wars end
3785 – Vashna prepares the Black Muster in preparation for war with Sommerlund
3799 – Battle of Moytura Pass / Defeat of Darklord Vashna at Battle of Maakengorge / Death of Unlar I
3800 – The Age of the Sun-Star begins
3810 – Kai Monastery built
3952 – Ljuk built
4219 – Siege of Kai Monastery
4401 – War of the Lorestone begins (Stornlands)
4418 – War of the Lorestone ends
4434 – Book of the Magnakai lost
4451 – Rise of the Vassagonian Empire
4702 – Great Khordaim War
4771 – The Age of Magnamund begins with the Death of the Black Zakhan
5000 – The Present Day

It comes into being as molten balls of rock in a starry void, having no set form at first.

The gods require a place to reside now that the universe exists around them and in a second act of creation almost immediately after the first, the Daziarn Plane is formed. Also known as the Astral Plane, Daziarn becomes the realm of the powers that be. New worlds form there, one for each deity and several others manifest simply as after-thoughts – the planetary children of divine imagination.

Planets begin to burgeon with new life of their own, each one charged with the progenitory power of the gods that made them. Many worlds come into existence this way, including planets like Primus (the first to gain lifeforms of a sentient nature) and Halcyon, a peaceful world with verdant forests and oceans teeming with life. None of the gods see the treachery that is born there eventually in the guise of a small child. This birth is the physical incarnation of Naar, who uses this ‘mortal’ form to begin his quest for domination of the new universe.

Ishir’s Peace is broken by this act but the other gods do not immediately know of the deed. Life continues to form on other worlds, with various deities choosing planets for their patronage and guiding their populations for good or ill. Though Kai and Ishir refrain from doing this for a long while, they eventually choose the newly-formed world of Magnamund for themselves. Kai forms the Sun and gives this world the gift of light and heat. Ishir gives Magnamund a silver moon to guide it and keep it safe during the darkest of nights.

These gifts become important when Naar turns his attention to Magnamund. With Halcyon firmly under his control, Naar seeks his next conquest and finds a worthy challenge in the world fostered by his strongest enemies. After seeing that Kai has sent his son to Magnamund to craft it into a paradise for the sentient races that would eventually cover that molten world, Naar adopts the false guise of the Scarling and attempts to corrupt the god-child. When Ailendar will not turn against his father, Naar (as the Scarling) slays him and leaves his broken body in the magma seas of Magnamund.

Life springs forth from the shed blood of the First Son, Ailendar. This life begins in the seas of Magnamund and eventually finds its way to the cooling shores. Plants and animals, all nourished by the life of slain Ailendar, grow and flourish in the light of Kai’s radiance. Without his son to guide and craft the world in his image, Kai and Ishir require a servitor to do so. They combine their powers again and give birth to the majestic race of the dragons.

13000 – The Age of the Dragons begins

Or rather, the first dragon – Nyxator. Nyxator, the greatest of all the dragons, is given form and breath and immortality by Kai, the grand power of Good and the Eye of the Sun.

Nyxator learns powerful magic and the lore of creation from his maker and is set upon the primal world of Magnamund by Kai's will to form it into something more than a barren rock among the void of the Heavens. This is a great and daring task, one that Nyxator sets to gladly but quickly becomes overwhelmed by the scope of what he has been asked to do. Life from lifelessness is the province of the true Gods alone and not within the scope of their immortal children.

To ensure that Nyxator can fulfil his obligation, Kai schools him again in the creative arts. This time, he empowers Nyxator in the crafting of seven repositories of divine power and knowledge. These vessels would become the Lorestones of Nyxator, his prized possessions and the true source of his boundless power. With these great artefacts, the father of all Dragons could begin shaping the world as his father wished him to do.

Even with the power of the Lorestones, Nyxator would need aid. He is joined in his task by many other dragons. Some of these are born of his own power, while others nearly as powerful as Nyxator are sent down from the Heavens by Kai and Ishir. Nyxator, his children and his siblings begin to move through the world on their appointed tasks. The Age of Dragons has begun.

12209 – Nyxator creates the Lorestones

The sheer effort of channelling Kai's wisdom and power nearly destroys Nyxator, but he survives after a long period of hibernation. He awakens to find much of Magnamund already created – the other dragons have not been idle while he slept. With the power of the Lorestones, Nyxator breathes new life into many corners of the planet, cooling the magma that remains and freezing the top and bottom of the world forever.

This display of power does not go unnoticed. The other dragons see Nyxator's might and have mixed reactions. Some hail him as the true descendant of the Sun and worship him while others are true to their draconic nature and covet his abilities. Naar also sees the great power of Nyxator and plans its theft. To this end, he seeds the oceans with his dark blood. From each droplet comes the False Dragons, beginning with the birth of Maligna. Other dark ones follow, like Sinnigar the Black and when their forces are great enough, they turn like a dark tide against the Dragon Father and his brood.

11890 – The War of the Wyrms

Battle is joined in 11890 and Magnamund knows murder for the first time since the death of Ailendar. Dragon slays dragon in a terrible war that covers the globe in destruction. Nyxator is nearly unbeatable and repels every assault launched against

him but his children are not so indestructible and die by the flight. They take their toll on the enemy forces of the False Dragons as well; both sides are decimated by the time the War of the Wyrms comes to a violent and shattering end through the treachery of Maligna and Sinnigar.

10869 – Cynx destroyed

The two False Dragons burrow deep in to the earth and manipulate the planet itself for their revenge against almighty Nyxator. The Dragon Father's city of Cynx is swallowed up and utterly destroyed by the fissure they open with their dark magic. The devastation goes on for miles in all directions, driving the True Dragons into a rout. Broken and confused, their forces scatter across the face of Magnamund. Too weak to hunt them down immediately, the False Dragons retire the field to nurse their own wounds and plot the destruction of their adversaries.

10148 – Nyxator escapes to the core of Magnamund

This destruction comes in the form of the Draconic Holocaust, a terrible storm of death and power created by Maligna and sent after the True Dragons. No matter how fast they fly or where they hide, the killing storm seeks them out and they die in flames and agony. The Holocaust rips through much of the world's surface, scouring the True Dragons from the planet until they are all destroyed. Only one dragon survives the genocide of his race – Nyxator himself.

Knowing that Maligna will just keep summoning power and drawing on darker sources of energy until she destroys everything he and his brood created on Magnamund in her efforts to destroy him, Nyxator goes into voluntary exile within the planet itself. Carving out a crypt to spend the rest of his immortal life within, Nyxator takes the Lorestones with him to protect them from Maligna and to defend all of Magnamund from their power if they were to fall into her terrible talons.





10000 – The Age of Entropy begins

With the passing of Nyxator into exile and the chaos wreaked by the Holocaust, the Age of Entropy begins. This marks a thousand years of movement, migration and desperation on the part of the lesser races of Magnamund. Humans and the Old Races, both of which had begun to thrive under the peace promised by Nyxator, seek shelter in the verdant valleys and lush forests of Northern Magnamund.

Under the protection of the many powerful Old Races, humans divide into tribes and begin settling any place on Northern Magnamund sheltered enough from the predations of Maligna and her False Dragons. Humans become hunter-gatherers and create many small cities as their protectors keep them safe from discovery by the great Dragons that would consume them effortlessly.

This is aided by events among the False Dragons themselves. Maligna and Sinnigar war with each other over who should rule Magnamund. Maligna claims the throne because her power drew forth the Holocaust and defeated the True Dragons. Sinnigar holds that it was his might that weakened the True Dragons enough for Maligna's spell to work in the first place. They clash many times, their minion dragons dying in the process until Maligna finally bests Sinnigar over Tovanshyll. Defeated but not slain, the mighty black dragon goes into hiding. His efforts to heal and reassert control over his race do more harm to them than good and only allow humanity to thrive even more.

9000 – The Age of Chaos begins

Maligna, now deranged from the many dark spells she has cast to gain and keep her power, is the victim of the First Rebellion – an uprising of False Dragons against her. This death sends a shockwave through the skies around her falling form, slaying any dragon it passes through. Dozens of massive shapes plummet to the ground, killed by Maligna's last act of petty vengeance. Though these events terrify the humans of Magnamund, their fear quickly fades.

With most of the powerful dragons slain during the battle with Maligna, the rest of the False Dragons are hunted down and killed through the combined efforts of the Old Races and the human tribes. This, along with the power struggles within the False Dragon race itself, marks their passing and by the time the Age of Chaos ends, a bloody swath of draconic violence ends with their genocide. Humanity and the Old Races are now the masters of their own destiny. Human tribes spread out and pass their previous boundaries, settling more and more of Magnamund.

8560 – Tentarias splits Magnamund

In 8560, this expansion comes to a sudden end. Maligna's ancient magics have one legacy of destruction to present to the world; her manipulation of fault lines in 10869 finally culminates in a massive earthquake that splits the entire continent of Magnamund from east to west. Aftershocks and smaller quakes disrupt both halves of the shorn landmass,

creating islands and sundering cities with their tremendous force.

The earthquakes also activate hundreds of dormant volcanoes. For the first time since the Breath of Nyxator, lava flows freely across Magnamund. The fires that stem from these magma displacements raze forests, start brushfires and choke the skies with clouds of dense black smoke. They settle after a few years but the devastation has utterly reshaped the world in its wake.

8011 to 6750 – Volcanic activity reshapes most of Magnamund

This process takes more than a millennia to finally end. In 6750, when the last of the great fire mountains returns to its rest, the world of Magnamund is a much changed place than it had been under the watchful eye of Nyxator. Many of the world's new features echo this creation by destruction. The Rymerift is formed near what will one day become Durenor and hundreds of islands now lie surrounded by ocean where once their cities were landlocked.

The Southern half of Magnamund is less shaken and ravaged by the Age of Chaos than Northern Magnamund, leaving the peoples there to surpass their northern cousins in the arts of animal tending, agriculture and the arts. Many of the greatest cities of this era are located south of the Tentarias, now an incredibly wide channel of turbulent water between the two halves of the continent.

7000 – The Age of Eternal Night begins

The clouds of ash and smoke return with a vengeance when the last aftershocks of Tentarias rips open more ground 400 years after the original earthquake. While this does not have as devastating an effect as the previous cataclysm, it does force millions of tons of burning debris into the air. The clouds hang high in the atmosphere and cause a terrible darkness to blanket Magnamund. Only the direct intervention of Kai and Ishir keep life from dying out under the pall of shadows, but the power of Naar keeps them from dispelling the ash itself.

This marks the beginning of the Age of Eternal Night, a darkness that lasts for more than a millennia. Magical warmth suffuses the world and keeps plant life from dying out but even the grace of Kai and Ishir cannot prevent the deadly influence of Naar from taking hold in Magnamund. Evil begins to flourish under his baleful watch, insidiously corrupting the hearts of distant tribes on both halves of shattered Magnamund.

After 200 years of subtle influence, Naar is ready to make his move for dominion over all of Magnamund. Directly flaunting the Peace of Ishir, he summons minions from his conquered worlds beyond the Daziarn Plane called the Mindless Ones and dispatches them to Magnamund. There, he directs them to build a great city in his name. It takes more than a thousand years to complete, but the black fortress Naaros rises from the scrabbling hands of these insane labourers. Their usefulness

at an end, the Mindless Ones and their bestial overseer Kekataag are recalled to the Plane of Darkness.

During this dark age, the human tribes are very active, mostly due to the dwindling resources of their enshrouded homelands and the growing threat of violence from the area surrounding Naaros. Many tribes travel the face of Magnamund, settling in small groups over vast distances. From these settlements of opportunity, many great kingdoms will one day emerge.

6700 – Agarash the Damned rises in Naaros

Thirteen hundred years after the second eruption of Tentarias, all the ashen clouds that have doomed generations of men to a life of shadow disappear almost overnight. For the first time in their recorded history, human tribes awaken to see the Eye of benevolent Kai looking down on them from a sky as blue as the waters of Magnamund's oceans suddenly appear to be. It is a time of joyful celebration, as the evil of the past seems to have vanished.

In truth, Naar simply required his darkness to be elsewhere. Instead of covering Magnamund in a black curtain, he has pulled in all of that corruption and granted it sentience, form and purpose. On the empty throne of Naaros, his dark progeny emerges. Agarash the Damned, true son of Naar, is 'born' in 6700 from the misery, suffering and bitter hatred in his unholy father's obsidian heart.

Over the course of the next millennia, Agarash obeys his father's only commandment; 'conquer and destroy all that lies before you'. He spawns the Agarashi and sets them loose from the crypts below Naaros onto an unsuspecting countryside. The brood of Agarash teem forth, destroying villages like Ra-quar and others in a tide of seemingly invincible darkness. As the death toll mounts around him, Agarash commits the further atrocity of creating the Doomstones, a foul mockery of the Lorestones of Nyxator. The powers of utter destruction and oblivion charge the Doomstones with terrible power.

Because of the wide gulf that is the Tentarias, Northern Magnamund is effectively spared this blight. North of the massive river, agriculture and civilisation continue to prosper. The first pottery and true architecture appear, as does advanced methods of food preparation and storage. Basic medicine is invented and materials like glass and mortared brick become popular in construction. In yet another example of the Duality of Magnamund, the South is ravaged while the North grows strong.

5000 – The Age of War begins

Agarash, flush with power and conquest, culminates his arrogance by declaring himself ruler of Magnamund. The lords of four nations, Xiin, Raan, Sawathat and Carsas, travel to Naaros to negotiate terms with Agarash and are put to painful, tortuous death. These empires are swiftly put to ruin and added to the blackened empire of the Doomlord. Agarash's demand to the Old Races that his right to rule be acknowledged is rebuffed.

In response, Agarash devastates miles of land in a single burst of raw, evil power and from the heart of this sudden wasteland, he declares eternal war against the entire world. With legions of foul creatures, nations of humans pressed into his service through fear, greed or desperation, and the powers of his divine parentage backing his every action, this is no empty boast. With Agarash's vile proclamation, the Age of War begins.

The next hundred years see armies fall, empires split asunder and the extermination of several Old Races. The Agarashi, inheritors of their master's rage and destructive power, are a nearly unstoppable force. On the few occasions when they are driven back, the Agarashi exact such a toll from the defenders doing so that their next advance always succeeds. It is a century of great heroism tragically doomed to eventual failure. Agarash is seemingly invincible.

4906 – The Great Dragon Nyxator is slain by Agarash / Lorestones captured

Nothing proves this to the battered world of Magnamund more than the loss of Nyxator in his exile at the hand of Agarash. Descending into the bowels of Magnamund to do battle with the ancient power, Agarash wars with the dragon for what seems like an eternity before his darkness consumes the light of the Dragon Father and defeats him. It is a sorrowful day for the world, all the more so because of the prize Agarash claims – the Lorestones. Unable to use them himself because of the power of Kai imbuing them, Agarash scatters them and places guards to ensure they can never be united against him.

4608 – Elder Magi appear (Central Magnamund)

Because nothing remains on Magnamund with the power to defeat the Doomlord Agarash, Kai and Ishir send the Elder Magi to do battle with him. They appear on the banks of the Tentarias and annihilate an assembled host of Agarashi camped there in preparation for an assault on Southern Magnamund. The battle is over in seconds; the power of the Elder Magi is more than the forces of Agarash can endure.

What follows this initial victory is a bitter war with the Elder Magi and the remaining powers of the Old Races uniting the human tribes beneath them and leading this combined host against the son of Naar. More than a hundred years of warfare erupt over Northern and Southern Magnamund. The powers of the Elder Magi are a check against the force of darkness that is the Doomlord; this leaves the real war to be fought between the mortal allies of both sides. The human tribes take terrible losses but they eventually overwhelm and push back the Agarashi to the summit of Naaros itself.

It is during this period of time that Agarash makes alliances with countries in Southern Magnamund to swell his power. With no exceptions, these alliances are treacherous bargains that gain Agarash new resources and leave the countries making the bargain desolate and barren. The worst example of this vile betrayal is the ruination of Telchos during the rule of its Elder Lord Brannos.

3572 – The defeat of Agarash and destruction of Naaros. The Doomstones are hidden

With the retreat of his forces all around him, the lord of Naaros summons the full extent of his power and blasts the armies of Light. This onslaught is turned mostly aside by the combined will of the Elder Magi, but many of them and thousands of humans die beneath the black, ravaging energies of Naar's Wrath. His power spent, Agarash is helpless to prevent the Elder Magi from striking him down and destroying Naaros. The full extent of the destruction their retaliatory attack unleashes is enough to blacken and ruin the land for leagues in all directions.

The Agarashi are exterminated and the human tribes allied to the fallen Doomlord rout rather than face the righteous anger of the Elder Magi. With his dying breath, Agarash curses the Elder Magi but that curse seems to have no effect. His power truly spent, or so the Elder Magi believed, Agarash dies on the Throne of Naaros. With his defeat, the Age of War comes to an end.

All that is left in its shadow are centuries of rebuilding. Agarash came close in his threat to devastate the world if he could not conquer it. The strength of the human spirit proves itself to Kai and Ishir, who bless the tribes of Magnamund and give them the strength and skill to reclaim that which Agarash had tried to destroy. New cities appear to replace the old; each is grander and prouder than the one that lies in ruins below it.

Into this time of prosperity come the first scouts of an ancient race looking for a new home. These travellers are quiet at first, watching only in secret and taking no part in anything they see. They are the first of the Shianti, a magically powerful race with the energies of the Daziarn Plane and the strength of divine blood in their veins. These demigods hail from Caliandra, a doomed world. They need a place to resettle but they are not certain if Magnamund is stable enough due to its history of war and the ever-present attentions of Naar.

3000 – The Age of Old Kingdoms begins

In the peace of life without the constant threat of war, the human tribes and the remaining Old Races build large kingdoms in the shadows of past destruction. Ruins become thriving communities again, though no tribes move into the area ruined by the final battle with Agarash. Naaros' shattered remains and the scorched land around it is considered cursed and forbidden; expansion halts at its border on every side. Mighty empires begin to form and build up their resources to withstand another war, should one ever befall the land again. Prepared for tragedy, Southern Magnamund rebuilds until it surpasses its old glory and believes itself ready for anything the darkness might throw at them.

2514- Great Plague decimates Drodarin and Elder Magi

Tragically, death comes for the heroes of the Age of War in a form no army can defeat. The Cenerese, a race of people practicing a very dark form of druidic magic, use black

sorcery 'given to them in dreams' to release a terrible plague upon Central Magnamund. The virulent disease works its way almost as if it was a living thing through the lands of men, not stopping until it has sought out the Elder Magi and killed them almost to the last.

Along its dark path, the Great Plague left thousands upon thousands dead or weakened. The Drodarin, a collective of Old Races including Giants and Dwarves, were decimated by the plague. Only a few hundred of each race survived the plague before it was finally cured in the Drodarin lands. The Great Plague was broken by the efforts of the Herbalish, an order dedicated to healing and life. Bitter enemies of the vile Cener Druids, the Herbalish opposed and defeated them, brewing the cure for the Plague out of the hearts and brains of the Elder Cenerese that had called it down in the first place.

2000 – The Age of Awakening begins

This great ritual cured the Plague but it also marked a more momentous occasion. The Herbalish had been human and their rite was an act of pure magic. For the first time, human-born men had worked magic without the aid or power of the Old Races. The gifts of Kai and Ishir, the force of magical spellcrafting, had finally been learned by humanity. No longer would humans have to serve as the pawns of greater powers. They could work their own magic now, making them a force to be reckoned with at last. Humanity had awakened.

400 years pass with humanity experimenting with this newfound power. The remaining Elder Magi offer advice and council for a short time but their devastated numbers are too few to be a force for any change in the world. Knowing that their time had passed, these great wizards retire to the mountains of Dessi and remain there. In their absence, numerous humans seek the advice of members of the Old Races. In many cases, this spawns a new school of magic based on the lore of that race; this forever changes how those humans see and wield magic themselves.

1600 – The Shianti appear

Just as humanity is learning to stand on its own power, an event occurs that forever changes the destiny of Magnamund. An advance party of Shianti step through a magical portal called the Shadow Gate from their world. They are only the first. The Shianti begin colonising Magnamund, spreading out slowly. This force is small at first but it quickly grows more prodigious in size. The Shianti want only to escape the doom of their world and live peacefully on Magnamund. They mean no harm to the world or its indigenous people.

Unfortunately, this peace is not to be. After the Shianti world of Caliandra is destroyed by the explosion of its sun, the magical powers released in that devastation point out the path of the Shadow Gate for all those in the Daziarn Plane with the ability to perceive it. The first race to do so are the Suulash, the Ice Demons of Sharr. Also from a dying world, they see the Shadow Gate as their own path to salvation and

try to move through it en masse. When this does not work, they resort to manipulating it so that they can come through one at a time.

Not a peaceful race, the Suulash come into immediate conflict with the Shianti. The first Ice Demon through the gate is captured and interrogated. From this captive, the Shianti learn of the huge number of violent creatures about to enter Magnamund through their portal. While they have the power to keep the Shadow Gate closed, the Shianti know it is only a matter of time before the clever Suulash discover a method of opening it permanently on their end.

With no choice, the Shianti prepare for war. It comes at the manipulated opening of the Shadow Gate at Vagadyn in the Northern Void. The Suulash are desperate; Sharr is hours from destruction. As their world dies, they use its death throes to power their forced opening of the gate and the entire surviving Ice Demon race enters Magnamund. There they meet the Shianti host and a deadly battle ensues between the Demons and the Demigods. The conflict ends with the unhappy enslavement of the Ice Demons, as the Shianti have no desire to slaughter them but they cannot remain free.

The Shianti undergo great strife from within and without, some of which is caused by the unexpected resurgence of Agarashi in Kalte. Driven north when the rest of their fellows were slain by the Elder Magi, the Agarashi had bred and grown in secret. Longing for the day when they would put the lands of men to the torch, the Agarashi discover the Shianti in Kalte and declare war on them. This war ends as it did with the Ice Demons, but a curse uttered by the Demonlord of the Agarashi echoes the words of Agarash himself and spells out the doom of the Shianti of the North.

The Shianti abandon their northern colony and move south to the Island of Lorn. There, a great city and temple to the Powers of Magnamund are built through the use of human and demon servitors. To seal their power and boost their flagging numbers (due in no small part to the lingering effects of the Demonlord's curse), the Shianti leader Acaraya decides to pool the strength of his people's will and create a great artefact containing the lore, wisdom and might of the Shianti.

0 – Golden Age of the Shianti begins / Moonstone created by the Shianti

This relic, dubbed the Moonstone in honour of the goddess Ishir, is placed in the heart of the Temple of Lorn and sheds its life-giving light on the entire Shianti Empire. The power and knowledge of the Shianti are life's beacon to the tribes of men and all around the Isle, humanity gathers to worship and be ruled by these majestic beings.

Two and a half millennia pass with many nations rising and falling under the watchful and often heavy-handed rulership of the Shianti. Though they intended peace and prosperity when they came to Magnamund, their inexperience at ruling

themselves proved to be their downfall where ruling this new world was concerned. As increasing numbers of human tribes move away from the lands of Lorn to found their own nations, the Shianti came to see the Moonstone not as the light of wisdom but more as a tribute to their own folly.

Many notable orders and kingdoms were founded during the Golden Age of the Shianti, though some of the most enduring were founded more in spite of them than because of their guidance. The League of the Sword and the Knights of the Owl came into existence, settling their own lands and thriving in the shadows of the Moonstone's imperial light. The Agarashi were also not entirely defeated and another insurgence of them is put down by King Varnos II; they are driven into Danarg and kept there with a row of powerful border forts.

2591 – Drakkarim invade Northern Magnamund

In the dark year of 2591, the Drakkarim appeared in Northern Magnamund. Seemingly arriving from nowhere and armed with intensive knowledge of the geography, tactics and history of the people they fought, the sadistic Drakkarim sliced their way through village after village in a wave of bloody conquest. Their victories gave them the land and resources needed to fight the enduring and dire 300 year conflict known as the Darkdawn War.

In the aftermath of this savage struggle, which ends with the Drakkarim pressed back to their original territories but far from defeated, the Sommer Isles were united under the bright banner of seasoned war veteran Hetman Skarn. Bringing his people together and proclaiming himself their rightful king, Skarn rallied dozens of small tribes and created a force of arms too potent for any of the surrounding kingdoms to challenge. After repulsing a huge armada of warships sent by Nordenheim to crush his 'rebellion', King Skarn takes as his war banner the crest of the Sommlending tribesfolk that fought and bled to overthrow Nordenheim rule.

3000 – The Age of the Black Moon begins

In the wake of all these wars and destruction, the Shianti come to the sobering conclusion that the very reasons they had considered not settling Magnamund originally were the kinds of conflict they had inadvertently caused. Their rule has been mostly a just one, but it has also taught slavery, tyranny and force of arms over force of wisdom and law to the rightful heirs of this green and fertile planet. Because they love Magnamund as much as they had cherished Calindra, the Shianti are trapped in indecision. They have nowhere else to go and they do not wish to leave their new home.

3004 – Ishir appears to Shianti. They return the Moonstone to the Daziarn plane and begin the Exodus

The goddess Ishir appears to the Shianti in her temple on the Isle of Lorn and explains that their presence can no longer be accepted on Magnamund. Her first proclamation is that the entire race of the Shianti will be exiled to another world



in the Daziarn Plane. The Shianti, truly desiring to stay on Magnamund, beg her to reconsider. They vow that they will retreat from the world of men and rule them no longer.

Ishir, goddess of compassion and love, understands their wish to stay and relents on the terms of the Shianti's exile. She rules that they may remain, but they will have to separate themselves from humanity and never again interfere in their lives. As proof of their devotion to this decree, Ishir demands the surrender of the Moonstone, the Shianti's greatest treasure. Though the Shianti are deeply troubled by this, they accept her terms and release the Moonstone back into the Daziarn Plane where it disappears amid the shifting astral winds.

The Shianti comply with the terms of Ishir's demands and cloak the Isle of Lorn with bands of illusion and storms to keep all traffic away from their place of exile. The Shianti are allowed to remain on Magnamund, but they must forever stay apart from the people they once ruled and may only watch passively as history unfolds outside their immortal influence.

3072 – Darklords appear in Magnamund. The Giaks are bred as slaves

With the Shianti gone, humanity was free to rule itself once again. Most of the Old Races were gone and the Elder Magi had effectively isolated themselves in the impenetrable peaks of their fortress-kingdom of Dessi. This should have ushered in an age of humanity and prosperity for Magnamund but such was not meant to be. While the Shianti had indeed interfered with mankind's development, their presence had been the only thing protecting humanity from a far worse danger – Naar.

When the light of the Moonstone no longer blazed over Magnamund from the temple of Lorn, Naar's passage to the world was open again. He had learned from the mistake of Agarash and knew that if he created a massive figure of all his evil power, Kai and Ishir would simply respond the same way they had with the Elder Magi. He would need to work more subtly this time. Instead of confronting the world with a terrible single power, Naar chooses to disperse his influence in the form of several powerful semi-divine creatures known as Darklords.

To these creatures Naar gives the power to further corrupt the living things of Magnamund through a mystical process called Darkbringing. Through the black rite of Darkbringing, the Darkspawn are born. The first of these creatures are the Giaks, bred as slaves and warriors by several different Darklords working independently of each other. The races of Giak each serve diverse purposes, but one thing unites them; they are all fiendishly loyal to their creators and they all belong to Naar.

In the heart of the destruction wrought in previous millennia in the lands claimed by Agarash, the twenty Darklords and their new minions rebuild a great ebon city to their god. This citadel, Helgedad, becomes the base of operations for the foul

forces of the Darklords and the focus of Naar's corruptive power on Magnamund.

3150 – Drakkarim nations ally to the Darklords

Giaks alone are not enough to hold Helgedad against the powers of the human nations of Northern Magnamund. Though the Darklords are also experimenting with their powers in new and terrible ways, they need living allies they do not have to spend time and energy breeding. The Drakkarim are a logical source of recruits, but initial attempts to join forces with them are rebuffed until the Darklords exercise their personal might in battle against them.

After a brief and costly war against the Drakkarim, the sadistic warriors rally behind the banner of Helgedad and sign the Treaty of Darke. It is said that on this day, the Warlords of the Drakkarim drove thin knives into their own hearts and signed the contract-treaty in their own blood before dying. The Warlords were then resurrected through the hellish power of Naar and became the immortal Dread Warriors, the undying rulers of the Drakkarim and direct thanes to the Darklords themselves. It is also said that elsewhere on Magnamund, it rained for three days and nights – the Tears of Ishir, shed for the world she loved so dearly and the great peril that would soon befall it.

3192 – The Rise of Vashna

The union of Darklords and Drakkarim made both terrible forces nigh-unstoppable. They raze village after village and lay siege to one kingdom after another, their might checked only by the bickering within their ranks. No force of arms could hold against them for long; no castle wall mighty enough to repel their fearsome attacks. The Darklords wield the direct power of Naar in battle for the first time against the kingdoms of Zaldir and Nyvoz. Both fall in a matter of hours.

The truest strength of the Darklords is not found in their magical power or the military force of their allies. What makes the Darklords unstoppable at this time is their new Archlord, Vashna. The greatest and most fearsome of the Darklords, Vashna rules Helgedad and the vast army of the Darklands with a black iron fist, crushing any that dare oppose him. During his first year as Archlord, the Darklords drop from 20 to 17 in number; two die at his hand. One is torn apart for the capital crime of questioning his decisions in battle and the other is detonated after he has the temerity to seek the Ebon throne for himself.

3400 – Doomwolves, Kraan and Zlanbeasts bred in Helgedad

Helgedad's crypts are the site for horrible experiments that create Doomwolves, Kraan and Zlanbeasts- creatures so vile that only the darkest of Vashna's servants can tolerate their presence. Doomwolves are released into the wilds surrounding Helgedad to guard the forests and hunt down anyone foolish enough to cross the black border. Kraan are given to the Darklord's lieutenants and generals to serve as

mounts and Zlanbeasts, mighty winged creatures that Dwarf even Kraan, are reserved for the evil masters of Helgedad themselves.

The corruption of the natural order of Magnamund is too much for many of the Northern Magnamund nations to accept and they begin to take up arms against the Darklords. Vashna, hearing of this from his spies in the courts of men, decides to launch an attack before the human kingdoms can prepare. The War of Desecration is launched and in its deathly wake, many cities and towns fall to the pitted iron swords of Helgedad's troops. The Free Peoples of Magnamund are sorely tested and though they hold the darkness back for decades, the War exacts a terrible toll on their populations.

3434 – Sommlending arrive in North Magnamund. Darklords move back beyond Durncrag Mountains

The folk of Northern Magnamund begin to falter, desperate for relief from the constant onslaught of Vashna's forces. As if in answer to their prayers, the Sommlending arrive on the north shore of Magnamund and begin to establish bases along the coast. These are a hardy breed of men, skilled in steelcraft and the arts of war. The first few assaults by the Drakkarim against them are tentative and end in failure for the dark warriors.

Several campaigns are launched by the Drakkarim, but each one is rebuffed by the constantly bolstered forces of the Sommlending. As new ships arrive to relieve them, the Sommlending troops venture further from the coast, pressing the Drakkarim and their Darkspawn soldiers back with each failed assault. When the last of these attacks, a massive military drive to break the front lines of the Sommlending, fails to even achieve a significant number of casualties, a dangerously disappointed Vashna gives the order for the Drakkarim to pull back to the Durncrag Mountains and fortify them against counter-assault.

3450 – Holmgard built

The Drakkarim are not the only ones who labour to build up their defences. The mighty fortress-city of Holmgard is built as a primary base of operations for the Sommlending and as the capital of the new nation of Sommerlund. Stone is quarried from the mountains for the foundation and tower-walls of the new city, providing an enduring legacy of strength and defence against the darkness. The natural white colour of this stone leads to Holmgard being nicknamed the Shining City by its residents, a name that carries to distant countries as Sommerlund begins opening vital trade routes with other nations.

3520 – Helghast Wars begin

Entrenched and strengthened by many new generations of Darkspawn, the Drakkarim are ready once again to bring death and conquest to the lands of Northern Magnamund. This time, Vashna has a new weapon to unleash on the human nations daring to oppose his dark rule – the Helghasts.

Charged with a considerable amount of dark power by Naar himself, the Helghasts have two potent abilities that make them a force more dangerous than any the people of Northern Magnamund have faced before. The first of these is a virtual immunity to any normal weapon. Only magic and enchanted weapons can do them significant harm.

The other and more deadly power possessed by the Helghasts is the ability to shapechange into any humanoid form. By impersonating humans of any kind, the Helghasts become the perfect tool for infiltration and sowing discord both on the battlefield and in the courts of men. Thousands are slain by these apparently invulnerable foes during military actions and assassinations across Northern Magnamund. Vashna's new minions strike terror into humanity, making them all the more useful to the dark lord of Helgedad.

3550 – Helghast Wars end

For the bloody balance of thirty years, the Helghasts are all but unstoppable. While the countries of Northern Magnamund have magical capability, the shapechanging powers of the Helghasts make them hard to target clearly. At the pinnacle of their power and dominance over humanity, the Helghast's war against Magnamund has a sudden turn for the worst against them.

Actually, two things turn the war against them. The first is the discovery by the Brotherhood of the Crystal Star of a spell that will detect the Helghasts and allow those enchanted by it to see the fiends for what they really are. Laid over the eyes of watchtower soldiers, the Helghasts have a much harder time infiltrating Magnamund cities and cannot rely on their shapeshifting powers to keep them protected any longer.

The second boon for Magnamund against the machinations of Vashna is also the single most important event in the war between the Light and the Darkness since the birth of Agarash. Kai, seeing the suffering loosed upon Magnamund by Naar and hearing the desperate prayers of his faithful, gifts King Ulnar of Sommerlund with the Sommerswerd, a blade of great power and the only weapon ever forged with the ability to strike down a Darklord. With the Sommerswerd, King Ulnar leads his people against the Helghasts and their Drakkarim hordes, driving them back out of the lands of men.

3785 – Vashna forms the Black Muster in preparation for war with Sommerlund

Vashna, fearing the power of the Sommerswerd, prays to Naar for the power to defeat the upstart nations of humanity and receives enough power to elevate him to the same strength as Agarash in his prime. Knowing that even this power would not avail him against the now rallying troops of both Sommerlund and Durenor, Vashna gathers all the mighty armies of the Drakkarim and begins a forced expansion of the breeding programs beneath his dark city.



This is called the Black Muster and for a time, it made the world of Magnamund safer for all. No foul beast or monster roamed the wilds or preyed on caravans anywhere in the North. Vashna called all evil to him with the force of Naar's name behind his summons and all evil heeded his word. All manner of vile things entered the Darklands and joined the growing army of Vashna. Strengthened with black magic and foul rituals, the Drakkarim horde formed the vanguard for this force of the Damned and lead by Vashna himself, they crashed down out of the Darklands and began their fateful march northward.

3799 – Battle of Moytura Pass / Defeat of Darklord Vashna at Battle of Maakengorge

The first few battles against this terrible force went overwhelmingly in Vashna's favour. He swept over his foes like a storm of death, leaving ruin behind his ravaging hordes of evil. Cities broke against his inexorable tide; many brave men and women died trying to hold back his advance while the defenders of the North prepared to stop Vashna once and for all. King Ulnar saw the destruction and wept, knowing how many were sacrificing their lives so that his army could have the time to gather and arm themselves against the coming darkness.

This clash of titans took place at Moytura Pass, the mountainous path leading into Sommerlund from the south. If Vashna could push through it, his troops could scatter into Sommerlund and destroy it like a plague of locusts. Stopping his evil ambitions here was the North's only hope for survival since if Sommerlund fell, Durenor would be next and then Vashna would be unstoppable. Armed with the Sommerswerd and a combined army of Sommlending Knights and Durenese warriors, King Ulnar met his hellish foe at the edge of the Maakengorge.

The battle raged for hours before the two warlords came face to face. The Darklord's great axe, Gajikago, was split in twain by Ulnar's first sweep of the Sommerswerd, but Vashna also carried a dagger of terrible power. With its lethal edge and with the dark sorcery at his command, Vashna mortally wounded Ulnar. Try as he might, however, Vashna could not avoid Ulnar's skilled blows and even as he fell dying, the King of Sommerlund drove his god-gifted blade into the Darklord's chest and slew him instantly.

Vashna's body fell into the Maakengorge and disappeared, joined by the plummeting bodies of his followers – many of whom died when Vashna's life essence was destroyed by the Sommerswerd. Ulnar is carried off the field and hailed as a fallen hero of the people. A monument is raised in his image and the Sommerswerd is gifted to the Kings of Durenor to hold in trust against the dark time when the forces of Naar might someday rise again. All of Northern Magnamund prays this day will never come.

3800 – The Age of Sun-Star begins

One of the men to bear the slain King Ulnar off the battlefield at Moytura Pass, the Baron of Toran, receives a vision from Kai. The God of the Sun comes to Toran and charges him with a holy quest to retrieve the Lorestones of Nyxator from the foul places they now rest. The Baron of Toran accepts the mission and takes with him King Ulnar's cracked and battered shield as a token of good fortune. The journey is long and arduous, but with the blessing of Kai and his own great skill, the Baron of Toran braves the perils of Agarash's deadly holding towers and obtains the mighty gemstones.

3810 – Kai Monastery built

The journey takes the Baron ten years to complete and when he returns, he is much changed for it. His body is honed to the ultimate in physical perfection as a result of his great trials and exposure to the energies of the Lorestones. His psychic abilities have been awakened and he possesses great knowledge of the healing and natural arts. The shield he bears, once adorned with the sunburst crest of Old Sommerlund, is now completely restored through Kai's power and bears a superimposed eagle. This crest belongs to the Baron now, who has taken the new name Sun Eagle in honour of Kai, his journey and his great transformation.

Knowing that the knowledge stored in the Lorestones can be of aid to all Magnamund, Sun Eagle sets himself to the second half of Kai's command. He builds a retreat in



the eastern hills of Sommerlund and makes its halls open to children of the Sommerlund noble families. Here, in the monastery named after the God of the Sun, Sun Eagle begins teaching Kai wisdom and skills to the next generation of Sommlending leaders. Sun Eagle bestows the first title of Kai Lord on one of his students, Strong Bear, ten years later and many more follow in the thousand years to follow.

3952 – Ljuk built

As a tribute to humanity's ability to expand to every corner of Magnamund, the trading post of Ljuk is founded in the Northern Void. This small town makes it possible for travellers to move farther north than ever before, widening the scope of human trade and exploration. Kalte is now open to settlers and traders, both of whom begin moving in the area in increased numbers. Through Ljuk is not without it troubles, including massive worms that try to destroy the city and eat its inhabitants, perseverance and the bravery of several heroes determined to defend their home keep it safe.

4219 – Siege of Kai Monastery

Following the death of Vashna, a civil war has kept the Darklords divided and occupied. This has left the rest of Magnamund in peace for more than 400 years, but such a respite can never last. One Darklord, Zagarna, rises to the position of Archlord only after destroying three of his rivals. Now uncontested ruler of the Darklands, Zagarna is bent on a quest for revenge and destruction. His first target is the Kai Monastery, as their line has been foretold by the prophets of Kai as being the only ones with the strength and art to wield the Sommersword – the blade that slew Vashna.

After gathering a mighty army in secret, he sets the greater half of it against the Monastery and also besieges every border city and town his forces can reach. Though many smaller settlements fall, the Kai Lords prove stronger than Zagarna's troops and they drive the Darklord's army out of Sommerlund. The many casualties suffered by the dark army ensure that Zagarna will have to wait more than a hundred years to threaten Magnamund again.

4401 – War of the Lorestone begins (Stornlands)

In the lands of men, humans prove that they do not need the Darklords to visit evil upon themselves. In a terrible inner conflict called the War of the Lorestone, the Stornlands are torn asunder with infighting and civil war. Many knighthoods are dissolved and rightful kings deposed as rebellion, execution and sheer anarchy become the only laws heeded by the maddened populace. While noble abuses and strict taxes can be found at the root of this bloody insurrection, many suspect the forces of Helgedad have their black hands in the turmoil.

4418 – War of the Lorestone ends

The War ends as suddenly as it begins with the throne occupied by the strongest of the usurpers. Though many in the Stornlands are unhappy with the change in rulership, their will to fight has been drained by seventeen long years of civil

war. The aid of other nations in dealing with their problems is kindly refused and the citizens of the new monarchy return to what remains of their normal lives. Nearby countries fortify their borders around the Stornlands for fear of the possibility of violence spilling out of the region again. The damage to trade and alliances between the Stornlands and other lands will take more than a century to heal.

4434 – Book of the Magnakai lost

When Sun Eagle founded the Kai Monastery, he also began work on a great tome of wisdom and Kai lore, the Book of the Magnakai. This project took most of Sun Eagle's unnaturally long life to transcribe, but when it was finished all of the higher lore of the Kai Lords was imbued into its hallowed pages. Given the grace of indestructibility by Ishir, the text became the basis for all learning in the Monastery and a symbol of Sun Eagle's dedication to the Kai.

In 4434, the Book of the Magnakai is stolen from the Grand Hall of the Monastery by forces unknown. The legend tells of a special Helghast created for the sole purpose of evading the usual means of detecting their kind. Impersonating a student at the Monastery, the Helghast slipped into the Great Hall and used powerful magic to undo the bindings on the book. Absconding into the night before it was discovered, the Helghast was overcome by the power of the book and disintegrated before it could reach the Darklands with its prize.

The Kai Lords searched for decades but no trace of the book could be found. Though the lore contained in the Book of the Magnakai also existed in the minds and hearts of the Monastery's teachers, it was a work of such magnitude that it could never be recovered. The lore of the Kai became an oral tradition, passed from master to pupil from that day on.

4451 – Rise of the Vassagonian Empire

The powers of magic made humanity a potent force in their own right, but nothing about magic made it aligned towards good or evil. Most of the wizards of Northern Magnamund were of a good disposition because of their united cause against the Darklands but this was not the case everywhere. On the eastern coast of the continent, powerful mage-warlords used destructive magic of wind and fire to lay claim to a vast empire in the name of the Vassagonia throne.

Because this expansion effort never attempted to breach the borders of Sommerlund or Durenor, the empire was not moved against and within a few decades, it becomes the largest single nation on Northern Magnamund. The source of the great power possessed by the Majhan, the sorcerer-lords of the Empire and how they suddenly gained such skill in battle remains a mystery.

4702 – Great Khordaim War

The legacy of war and violence remains strong in Magnamund with the emergence of new conflict over the Khordaim



territory. These battles are secretly, then openly, supported by the Zakhan of Vassagonia, the supreme ruler of its Empire. In an effort to destabilise the lands around Vassagonia and make them ripe for conquest, Vassagonia supplies weapons and magic to other nations and encourages them to overthrow their leaders. In many areas, this works flawlessly and noble blood is spilled in dozens of throne rooms at the hands of greedy or desperate revolutionaries.

4771 – The Age of Magnamund begins with the Death of the Black Zakhan.

The violence of the Great Khordaim War is only the first in a long history of death, deceit and treachery for the long-lived ruler of Vassagonia – the Black Zakhan. A warlord-magician of tremendous power and evil disposition, the Black Zakhan rules his Empire with a tyrannical and absolute authority and the threat of swift, certain destruction to any that oppose him.

The death of the Black Zakhan, rumoured but never proven to have been by assassinated by his only surviving son, upsets the balance of power in Vassagonia and the Empire plunges for a time into chaos. From this turbulent political and military situation, the Zakhan's son emerges victorious, rallying the Ride-Lords of the original Vassa nomad tribes to aid him against his rivals. This help comes with the cost of territories set aside in the empire for the tribes to live free once more, a price the new Zakhan gladly pays. When the last pretender to the throne has his head paraded around the streets of Barrakeesh on a horseman's lance, the war ends and the Empire returns to Imperial rule.

This last outburst of violence marks the end of open warfare in Northern Magnamund for more than two hundred years. The nations of Magnamund are not entirely peaceful and border wars continue at an abated pace, but no open hostilities occur during this time. The apparent peace leads the historians at Holmgard to declare 4771 the beginning of the Age of Magnamund, the new golden era of peace promised by Kai and Ishir at the end of the Battle of Maakengorge.

5000 – The Present Day

Using the Gazetteer

The following pages will reveal the world of Magnamund in detail, giving readers all of the information they need to chart their own course through the many countries and dangers that lie in the Lone Wolf campaign setting. Each entry is formatted the same way, with facts and numbers about the country or region being discussed and passages describing the land, history, notable sights, attractions and threats a visitor to this area might expect to encounter.

Each entry contains a table with a small list of facts, including the region's most common name followed by any aliases or alternate names and the people they are used by. Population is estimated, followed by pertinent details such as type of

government, basic currency and known political and military alliances. If these have changed in recent years or are notably unstable, such will also be listed.

As well as the basic descriptive table, there is an Overview. This is the traveller's version of the country or region, providing what a newcomer might see or learn very quickly when entering the described area. If there is known, common history or cultural facts, the Overview will contain this information. If the descriptive table is the summary of a nation, the Overview can best be seen as the expanded summary and core details of an area. With just the descriptive table and the Overview, a Games Master could do a credible job running encounters in a given area.

History follows the Overview. This section goes into detail about the region and offers information that heroes would have to have some knowledge or source of lore to discover, unless they were a native of that land. The History section offers insight into how a region became what it was and what important events have taken place there.

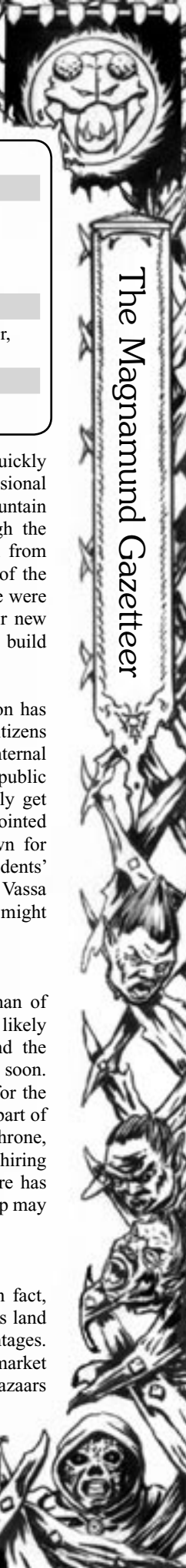
Following the History section is the Future Events section. If there are indications from history about what might happen in a region in the near (five years or less) future, this is offered as suggestion and speculation. There may also be ideas for Games Masters to base adventures or encounters set in or involving the area discussed here. Entire campaigns could be based on heroes moving from one region to another, just playing through scenarios based on these ideas.

The penultimate section, Roleplaying Notes, offers game information relevant to the location. Important monsters, adventuring locales and other statistics are given here for Games Masters to use during games. Each Roleplaying Notes section will vary but generally describe the dominant attitudes of characters from that region and how strangers to the area will most likely be received.

The final section, Characters, provides game information that natives should abide by (and may benefit from) if the region is his homeland. These are not mandatory but most characters and Non-Player Characters will possess the benefits and penalties described in this section.

Northern Magnamund

A casual reader of history could well conclude that the lands of Northern Magnamund have been the sole focus of major events since the world was formed. This is certainly not the case, though the Darklords have logically concentrated their efforts on Northern Magnamund because of the location of the Darklands and Naar's dedicated city of Helgedad. Though this has led to the most notable wars and historical activity of the last few millennia taking place north of the Tentarias, the southern marches have not been without their turmoil and strife.



Even so, an educated tour of Magnamund must at some level centre on Northern Magnamund due to its major empires and significance. Northern Magnamund holds such treasures as the Monastery of the Kai, the great kingdoms of Sommerlund, Durenor and Vassagonia, and the seat of power for the foulest pontiffs of Evil in all of Magnamund, the Darklords. With the vile machinations of Darklord Zagarna still threatening death and destruction, the North is arguably the more important half of the continent to study.

What follows is a listing of kingdoms and empires in Northern Magnamund. They are listed in alphabetical order using the Sommerlund tongue for its base language. Sommerlending is the common language of trade and diplomacy in Northern Magnamund, though it is used with decreasing frequency the closer to the Tentarias River one travels. A common trade-tongue should not be mistaken for a common cause among the countries of Northern Magnamund; most are quite disparate in their history.

In fact, only Sommerlund and Durenor have a standing, constant alliance with each other. No other nation in Northern Magnamund has the same level of union between them as these two great countries. Some of the kingdoms of Northern Magnamund are allied together financially or even militarily, but only Sommerlund and Durenor share so close a union of their leadership and peoples. In most cases, citizens of both nations may travel freely between their borders save during times of war. The presence of the Wildlands between them keeps this policy from being abused; travel between the countries can be extremely dangerous and is usually only accomplished by guarded carriage or through seafaring.

Anari, The Republic of

Overview

A once-larger nation settled by Vassa horsemen seeking escape from the growing violence of Vassagonia, the Republic of Anari is a collective of former nomads living in the sheltering shadow of the Chah Mountains. Though the Republic has a nominal President, most decisions on a citizen level are still handled by family elders and only token obedience is given to any central authority. This dates back to the formation of Anari and the fact that fewer than 50% of the elder males of the Vassa tribes even voted to elect a leader at all.

History

When the original tribes of the Vassa settled Vassagonia's Seven Cities, there were two horse families that sought refuge from their 'join or be put to the blade' campaign of unification. One of these tribes passed the Chah Mountains through a previously undiscovered gap and settled the fertile lands they found there. This lush region took care of all the tribe's needs and kept them from needing to return to their previous nomadic existence.

Anari

Ruler:	MS 5000 President Kubudei
Cities:	Tahou 40,000 (Capital) Navasari 8,000 Zila 4,000 Resa 4,000
Population:	61,000 (Vassa heritage)
Resources:	Agriculture, minerals, gold, silver, timber, iron ore
Currency:	Lune
Allies:	Kakush, Lourden, Firalond and Slovia

With resources and nourishment, the lone tribe quickly prospered. While they did have to contend with occasional incursions from their angry countrymen across the mountain range, the difficulty of fielding a large army through the Chah Gap kept any serious Vassagonian-led invasion from occurring. This left the Children of Anar (the name of the settling tribe) to live and thrive in relative peace. There were few natural predators and the hills and forests of their new home provided them all the materials they needed to build fortifications and arm themselves effectively.

In the centuries since the founding of Anari, the region has undergone relatively limited strife. The most turmoil citizens of Anari have had to endure has been the occasional internal struggles that arise each time a president of the Republic is elected. Since only the eldest males of each family get a vote and only voters have the chance to be appointed to governmental positions in Anari, it is not unknown for ambitious younger family members to arrange for 'accidents' among their older siblings. It would seem the blood of Vassa is not as diluted across the Chah Mountains as some might think.

Future Events

With the consolidation of power under the new Zakhan of Vassagonia, Moudalla of the family Vakeesh, it is likely that another grab for control of the Chah range and the countries that border it – including Anari – will occur soon. What makes this potential attempt a serious concern for the Republic is the sheer wealth Moudalla has amassed as part of his bid to become Zakhan. Now that he possesses the throne, there is little beside personal greed to keep him from hiring a mercenary army the likes of which the Black Empire has never seen. If this occurs, the protection of the Chah Gap may not be enough to save Anari from 'annexation'.

Roleplaying Notes

Anari has no special creatures or encounter types. In fact, it is rare for serious threats to occur to travellers in this land because of its constant patrols and natural terrain advantages. As such, visitors to Anari can get excellent prices at market and be assured of fine quality goods brought to its bazaars along its many safe trade routes.

Characters From Anari

All Anari benefit from the fine trade of their nation, starting play with a mastercrafted weapon or shield of their choice. The base weapon or shield must be paid for but the extra cost of mastercrafting is free.

Bautar, The Plenary of

Overview

The home of the Herbalish and the sworn enemy of the Cener Druids, the Plenary of Bautar is a lush, fertile country with some of the rarest herbs and medicines on the face of Magnamund. Famous as the country that created the cure for the Great Plague, Bautar's only enemies are those forces that stood to profit by the Plague's uncontrolled spread across the continent. Visitors to Bautar are welcome so long as they have no ties to the Cenerese or any touch of Darkspawn taint. Both are known to be shot on sight by the Bautaran Border Rangers.

History

Prior to curing the Great Plague and saving what few Drodarin and Elder Magi remained in the world, the land of Bautar was an unknown province settled by herb-wise tribesmen and kept essentially to itself through the harsh politics and wars of the previous centuries. After the Herbalish revealed themselves, their country become extremely important to the growing alliances of Northern Magnamund and figured prominently in the formation of the Free Nations League.

Despite the prevailing opinion of others in Magnamund, the Herbalish do not exercise a great deal of governmental power in their home country, nor do they wish to do so. The Herbalish have been content to let their countrymen rule while they explore the deeper mysteries of life and herbal magic. Their druidic ways are not conducive to wielding authority over others, even if many in Bautar would gladly serve them loyally. Instead, the Herbalish have a history of forming advisory circles of five to seven wise men and instructing the nation's leaders on topics of interest to them.

Bautar is a traditionally peaceful place, though they have organised for war exactly twice in their known history. The first was the Green Purge, when warriors trained in both swordsmanship and the druidic arts marched against centres of power belonging to the Cener Druids. The second and more recent time the Bautaran have gone to war was the

Greenride, a cavalry campaign that combined their forces with soldiers of Sommerlund against the rise of the Plague Lords of Ruel. Though this offensive officially ended with the death of all the Plague Lords involved, it is suspected that the foul black druids of Ruel will rise again in the future.

Future Events

The people of Bautar are a peaceful sort and will not normally involve themselves in the wars of others. That said, they will certainly organise a force to send against the Cener Druids or anyone practicing the plague magics of Ruel if either show themselves again. It is likely that Ruel sorcerers will return to their dark places of power again within a decade or two, meaning that the forest-learned rangers of Bautar may once again be seen riding across Magnamund with their green pennants flying proudly.

Roleplaying Notes

The Herbalish of Bautar can be run using the Adept character class from the Supporting Roles Chapter and allowing them access to the Healing and Curing Disciplines for some of their powers. The Herbalish are a powerful group within Bautar but the land also has strong rangers and hardy citizens used to the toil and effort of life in the wild to recommend them. Visitors to Bautar will find a rustic, enduring land with all the comforts of woodland life waiting for them, as long as they have no trace of Darklands taint or plague magic about them.

Characters from Bautar

All characters from Bautar are schooled in the natural arts and gain Knowledge (nature) and Survival as class skills. Bautar Warriors and Adepts may use Survival to track as if they possessed the Follow the Trail ability of the Kai Lord (see page 39).

Bor, The Kingdom of

Overview

An isolated kingdom kept both apart and safe from the rest of Magnamund by a ring of high mountains and numerous well-built stone fortresses, Bor is famed for its Dwarven inhabitants and the many explosive inventions that its people use to keep themselves safe and ensure a lucrative, if dangerous, place in the mercenary forces of the world. Borese Gunners are some of the most widely sought after soldiers in all of Magnamund, though many would-be employers are unprepared for the high upkeep their specialised weapons require.

History

The Kingdom of Bor has suffered greatly during its history. The worst incident to befall Bor was the terrible Great Plague of the Cenerese Druids. Within a few years, the humans of Bor were all but extinct and many of its Giant defenders were either in hiding from the dreaded disease or slain from it and entombed in Bor's deep crypt-caverns. The only population left of any substantial size were the Drodarin Dwarves; they were the inheritors of Bor through no choice of their own.

Bautar

Ruler:	MS 5000 Magnalord Fennic
Cities:	Talon 7,000 (Capital)
Population:	20,000 (8,000 of which are Herbalish)
Resources:	Rare herbs, timber, fish, copper, bronin
Currency:	Gold Crown
Allies:	All Free Nations of Northern Magnamund

The Dwarves continued the sciences begun by their human counterparts, perfecting the secrets of boom powder and firearms as a legacy to those who had died to Cener treachery before they could finish their own work. The weapons the Dwarves crafted in the name of others became their own signature invention and now, millennia later, the ideas of firearms and 'magic explosive dust' are synonymous with the Drodarin Dwarves of Bor. This is only perpetuated by the tendency of Borese Dwarves to wander Magnamund with their firearms, hiring on with any army that will pay them for the experience of service in other militaries.

The lands of Bor are not an inviting place, mostly because the Dwarves are quite aware of the value of their secrets. The Darklords have tried and failed for centuries untold to invade Bor for its secrets and its resources; firearms alone might make the Drakkarim an even greater and more fearsome force than they are now. It is to the mutual benefit of every nation on the face of Magnamund that Bor remain a free state and not fall under the sway of Helgedad.

Future Events

Borese science is a closely guarded secret and not likely to fall out of Drodarin hands any time in the near future, but individual examples of their work might get captured by



Bor

Ruler:	MS 5000 King Ryvin
	Boradon 50,000 (Capital)
	Port Daw 10,000
Cities:	Arklan 10,000
	Lon Kris 10,000
	Stonefast 10,000
	Tsor 10,000
Population:	130,000 (Drodarin Dwarf)
Resources:	Iron ore, copper, silver, platinum, rare minerals, rare metals, gems, gold
Currency:	Ain
Allies:	Sommerlund, Durenor, Dessi, Talestria

any enemy of the Light determined enough to clash with the implacable Dwarves for a chance to do so. Even an inexperienced group of bandits could become a deadly threat if armed with Bor rifles and boom powder.

Roleplaying Notes

The Bor have hunted their own lands to the point of near-extinction of anything non-Drodarin. Only a handful of humans remain native to Drodarin; virtually every Borese citizen is a Dwarf. The wide, stoutly built fortresses of Bor are the only way in or out of the nation that does not involve arduous mountain-climbing. Open passage on Borese roads without royal permission is illegal.

Characters from Bor

All natives of Bor have the ability to craft metal and alchemical items. Craft (alchemy, armoursmithing, blacksmithing and weaponsmithing) are all class skills for Borese characters, regardless of their actual class.

Caron, The Freestate of

Overview

A small nation with a lot of natural resources and ideal location in its favour, the Freestate of Caron is the last refuge for a Drodarin race that suffered near extinction when the Great Plague ravaged Northern Magnamund – the Ogron. Blue-skinned Giants nearly ten feet tall and extremely strong, the last 6,000 of their race all live in Caron, where they practise the same lifestyle their ancestors did in the same setting. The humans living in Caron do so side-by-side with the Ogron, peacefully coexisting and harvesting the bounty of their fertile country.

History

The Freestate of Caron was formed as a partnership between the Ogron who dominated its green countryside and Drodarin humans, Giants and Dwarves. The nation was a thriving one with more than 90,000 citizens within its small borders by the time the Great Plague descended on Magnamund. Seeking out those with magic in their blood as was its designed intent,

Caron

Ruler:	MS 5000 Svedchek Durmo
	Orello 4,000 (Capital)
Cities:	Mobdor 1,000 Nornor 1,000
Population:	20,000 (6,000 of which are Drodarin Ogron)
Resources:	Iron ore, copper, timber, fishing, shipbuilding, agriculture, silver
Currency:	Lune
Allies:	Bor

the Great Plague decimated the Drodarin of Caron and while the humans there also fell ill, not a single Giant or Dwarf lived to see the Herbalish arrive in their country with the cure.

The Ogron are an extremely healthy species of Drodarin, more enduring than the Dwarves and even stronger for their size than Giants. Their decision to remain in Caron and not retreat to the fortress protected lands of Bor is one of respect for their ancestors and their beliefs. The Ogron feel connected to the land and Caron is where their generations have lived and died. Their spirits are tied to Caron and if their race is to become extinct, the last of their kind will be buried there with honour.

The humans of Caron have been charged to see that this sacred duty is fulfilled should it ever occur – an honour they accept gladly. The humans of Caron are also a healthy people, with a touch of Drodarin ancestry from millennia past. They have lived in Caron as long as the Ogron have and will also likely die there without trying to move to safer ground, regardless of any threat against their lives. Historically, the people of Caron have been a difficult people to rouse to action in any form, though they are completely unstoppable once their minds are made up.

Future Events

Caron is not a land that changes much with the times. While it is possible that events around Caron could cause the people there to take up arms, even the insurgency of Vashna did not convince them to become militant. Only a direct action against Caron would rouse these peaceful people to action and then only if the land itself was somehow threatened.

Roleplaying Notes

Caron is not a violent nation and the people there are friendly but distrustful of outsiders. Visitors to Caron will have to prove their good intentions but they are likely to be given every opportunity to do so before the people of this nation decide they are a threat. Only blatant disregard for the countryside of Caron will make these people hostile and that hostility is as likely to be a forced ejection past their borders, rather than a lethal response.

Characters from Caron

Caron natives are very unlikely to leave their borders for any reason but those few who do are blessed with the endurance of the Drodarin. They gain +1 Endurance for every level they advance (whatever character class they pursue) and gain a +1 bonus to all Fortitude saves. Games Masters must approve any Player Caronites, as they must have a special background to be outside their beloved homeland.

Casiorn, The Freestate of

Overview

Casiorn is a classic example of not judging a book by its cover. On the outside, from a visitor's point of view, Casiorn seems to be a paradise of wealth and opulence. The richest city-state on Magnamund, luxury is a way of life for all the visible citizens of Casiorn. Unfortunately, this veneer hides an enslaved secondary class of citizens, secret deals with dark powers and a network of assassin guilds, thieves and practitioners of the black arts second only to Casiorn's officially divorced parent state, the Empire of Vassagonia.

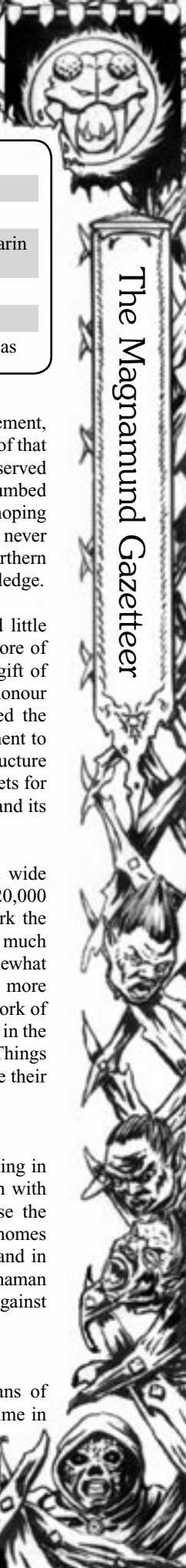
Casiorn

Ruler:	MS 5000 High Mayor Kordas
Cities:	Casiorn 30,000 (Capital)
Population:	30,000
Resources:	Agriculture, trade
Currency:	Gold Crowns
Allies:	None (secretly the Darklands)

History

Casiorn, the City of Merchants, was founded in 3074 on the crossroads of the richest set of trade routes between the scattered Vassa tribes. As a fortified city-state, Casiorn quickly grew in wealth and prosperity because of the many trade goods filtering in and the protection fees the city's armed guards could milk out of travelling merchants in exchange for escort services. Though most merchants in the area knew that Casiorn guards were really only guarding their wagons from their own bandits, it was still safer than braving the routes without paying the extortion fees.

With the rise of Vassagonia under the Black Zakhan, there was a period of time in which Casiorn was threatened with annexation by the Empire. What little is known of the time tells that a set of seven wagons, each laden more heavily than the last, rode from Casiorn and travelled straight to the palace of the Zakhan himself. Whatever was in these trade carriages must have pleased the Black Zakhan, because his troops diverted away from Casiorn and expanded the Empire in a different direction. Since that time, every year at the same time, another wagon leaves Casiorn and rides to the palace, never to be seen again. The High Mayors of Casiorn call



this mysterious trade 'The Black Tax' and do not speak of it further.

Slavery is commonplace in Casiorn but as a tribute to the sensibilities of its wealthy citizens, the working class of the city are given a proximal citizenship and hidden from sight under black clothing and veils at all times. This practice allows the city-state to officially claim to have no practice of slavery while still essentially keeping a captive work force. Casiorn's slaves are called Gouras and are paid a subsistence wage, much of which is taxed back to the High Mayor before the Gouras ever see it.

Future Events

The only thing of any immediate interest in the future for Casiorn is the upcoming Black Tax, which must be paid promptly at the end of each year or Vassagonia will march on and reclaim Casiorn. There are also the hidden dealings with the Darklands, some of which may bear treacherous fruit in the shape of Drakkarim troops being stationed in Casiorn barracks. If this occurs on a grand enough scale without being thwarted, Casiorn may feel content enough with its Darklord allies to refuse the Black Tax and take its chances with an Imperial invasion.

Roleplaying Notes

The people of Casiorn are a very dichotomous group. The true citizens are rich, often idle, and have more money than they comfortably know what to do with. They are typically experts with trade skills and a Craft or Perform skill as a hobby. Slaves on the other hand are almost always commoners with skills that define their role in the Casiorn work force. Most slaves would gladly kill their masters and escape Casiorn if they could, but the surrounding countryside offers them nowhere to safely find refuge.

Characters from Casiorn

Casiorn citizens of any class get Appraise as a class skill and a +2 bonus to that skill's checks. Slaves from Casiorn begin play with no money but get 4 ranks in any Craft or Profession skill for free.

Chaman, The Freestate of

Overview

Chaman is the only nation besides Bor to have more than 10,000 of any surviving Drodarin race. The Kloon, a learned and hard-working strain of the Drodarin Dwarven bloodline, live all along the Tentarias and the Stornlands, but they all consider the Freestate of Chaman to be their homeland. Many visitors to Chaman come there for the sage advice of the Kloon because of the Great Library at Gleesh, a seven-story tower filled with texts both old and new on a variety of different subjects. The precious metals trade is also thriving there, due in no small part to massive bronin and copper deposits beneath the city of Gleesh itself.

Chaman

Ruler:	MS 5000 Archchief Borghanaphon
Cities:	Gleesh 10,000 (Capital)
Population:	30,000 (11,000 of which are Drodarin Kloons)
Resources:	Fishing, timber, copper, bronin
Currency:	Lune
Allies:	Bor, other nations along the Tentarias

History

Protected from the worst of the Great Plague by its placement, the Freestate of Chaman was mostly spared the ravages of that magical disease. This kept the Kloon population preserved while most of their Northern Magnamund cousins succumbed to its deadly power. Those Kloon who ventured north hoping to cure the Plague with their wisdom and healing arts never returned, both convincing the Kloon to avoid Northern Magnamund and severely crippling their medical knowledge.

When the Herbalish cured the Great Plague, they had little to do in Chaman but they did return some of the lost lore of curative magic to the Kloon before moving on. This gift of knowledge was an inspiration to the Kloon. In its honour and as a tribute to their fallen comrades, they erected the Library at Gleesh, also called the Lycarus, as a monument to the enduring nature of wisdom and learning. This structure has been sieged twice by those wishing to seize its secrets for themselves, but both times the Library has been saved and its lore kept intact.

Chaman is also a mining nation and there is quite a wide gulf between its Kloon academic community and the 20,000 humans who also live there. Most of the humans work the mines and lumber yards of Chaman. This toil provides much of the nation's wealth, but the Kloon tend to live somewhat apart from their country's human population. This is more out of courtesy, since a single Kloon can often do the work of any four human labourers and there have been incidents in the past sparked by feelings of inadequacy and jealousy. Things are peaceful now but the Kloon have no desire to irritate their neighbours again.

Future Events

All the signs suggest that another inner conflict is coming in Chaman. The human population is getting upset again with the separate living conditions they 'endure'. Because the Kloon are also perfectionists of the first order, their homes and working environments tend to be more elaborate and in better condition than those of others. The humans of Chaman wrongly see this difference as an intentional slight against them and may rebel soon in a vain effort for equality.

Roleplaying Notes

The widening gap between the Kloon and the humans of this nation is very apparent to any traveller spending time in

Chaman. While both races are very cordial to outsiders and appreciate trade, they are more likely to be open with those of their own kind. The Kloons are very friendly with Dwarves but they have seen the coming troubles for some time and are very wary around humans of any sort. Sadly, this hesitation is seen as elitism by the Chaman humans and is only hastening potential hostilities.

Characters from Chaman

Mining and trade skills are very common and well-taught among the Chaman, as are weapon skills as the human population prepare for what they believe to be their war of emancipation. All characters from Chaman gain a +1 bonus to checks in any one Profession skill and may wield a miner's pick without the usual improvised weapon penalty.

Cloeasia, the Zultanate of

Overview

Cloeasia is a country under siege. A nation created by former Vassagonian exiles and trading cartels, Cloeasia only remains free as long as its wealth can continue to fund mercenaries and arm its own hastily trained troops. Geographic isolation helps them stay out of the reach of the Empire to some degree, but they are easier to attack than other thorns in the side of Vassagonia, making them more likely to be conquered than their equally embattled counterparts. A complete lack of alliances does not help their cause; if Cloeasia does not gain allies soon, they will fall within a century.

History

Founded by Haffan the Black Cowl and his band of exiled Vassa nationals, Cloeasia attracted a swell of early citizens with its promise of free trade and political power for any merchant house willing to move their headquarters to its capital city of Kadan. This worked surprisingly well, coming as it did in the same year as Zakhan Noluf's proclamation of doubled taxes for a decade to build his new palace and his intent to plate its walls with gold.

For more than two hundred years, Cloeasia grew in the shadow of the Vassagonian Empire, safe from attack because its Zakhans were too busy dealing with public insurrections over the Empire's greed and military abuse of its own citizens. Cloeasia might have remained free from the threat of conquest had the revolt of 4390 been successful but when it was crushed the Zakhans were reassorted and open rebellion ceased. The Empire was free to consider external matters again and Cloeasia became a viable target for Imperial expansion.

What has followed has been hundreds of raids and border wars with only Cloeasia's extremely effective but brutally expensive mercenary forces turning aside Vassagonia's advance troops again and again. The mercenaries Cloeasia relies on, the Talons of Rashuur, are a loyal group with a code of honour and a 600 year long contract. Until it expires, the

Cloeasia

Ruler:	MS 5000 Zultan Kularra
	Kadan 15,000 (Capital)
	Kuchek 10,000
Cities:	Lujar 3,000
	Temel 8,000
	Vakar 1,000
Population:	38,000
Resources:	Iron ore, copper, agriculture, shipbuilding, fish, rare cloths, gems
Currency:	Gold Crown
Allies:	None

mercenaries will not even consider betraying their word to the Zultan and his heirs.

Future Events

Unfortunately, two things complicate Cloeasia's future. The 600 year contract ends at the beginning of 5001 and the current Zultan is the last of his line. While the Talons might consider staying on, only Kularra's ancestor was able to get them to sign a generational contract. The best Cloeasia might be able to acquire this time is a year's extension. After that, the nation's own militia will not be enough to keep Vassagonia out, especially if the Talons of Rashuur accept the Zakhan of Vassagonia's generous offer to work for the Black Army.

Roleplaying Notes

Panic and concern are the watchwords for every citizen's attitude in Cloeasia. They are all concerned with their future. The ancient contract with the Talons kept them safe but it has nearly expired and no one knows if the mercenaries will remain when it does. Until then, any visitor with obvious military ability will be courted anywhere he goes in Cloeasia, in the hopes that they will stay and fight for the nation.

Characters from Cloeasia

Cloeasia may not have security but they do have funding. All characters from this nation begin with 50 Gold Crowns in addition to their usual starting funds and may stay in any inn in Cloeasia for free while they are there.

Danarg

Overview

This vast swamp lays in the ruined and treacherous cauldron of a volcanic crater, filled with brackish water, dense overgrowth and terrible monsters twisted and changed by their exposure to the foul poisons leaked into the mire by the rotting carcasses of Darkspawn for more than two thousand years. The stench of Danarg is enough to keep most from ever coming here and those who do brave its befouled terrain are well-advised to bring their own food. Hunting and surviving off the land are impossible for any mortal creature without the taint of evil in their blood.

Danarg

Ruler:	None
Cities:	No towns or cities
Population:	50,000 (Ghagrim and Agarashi)
Resources:	Undeveloped
Currency:	None
Allies:	None

History

Once, Danarg was a bastion of Light and the seat of power for the Elder Magi. After their defeat of Agarash, they returned here to regroup, heal and amass their forces again for a second offensive to wipe out the Agarashi that had escaped the destruction of Naaros. Unfortunately, the Great Plague occurred while they were doing so and their numbers were decimated by its dark power. The Cener Druids vile creation drove them from Danarg to the land of Dessi where those few that survived could better defend themselves from retaliation.

The land of Danarg was devastated when that attack came. The Agarashi that assaulted Danarg were enraged to find the Elder Magi gone and took out their wrath on every other living creature in the verdant crater. By the time their black magic and violence abated, nothing grew in the valley that was not dark and twisted, just like them. The Danarg Lake, once a crystal pool of pure water, was so fouled by blood and bile that its waves turned forever black and the creatures swimming in its depths became horribly mutated and evil. The Swamp of Danarg had come to be, just as the Cabal of the Cener Druids had predicted.

The crater that Danarg rests in also forms something of a prison for the beasts that roam its deep shadows. While sentient creatures can find their way in and out of the area, the high cliff walls are an effective barrier against the passage of others. The evil brewing in Danarg has thus been trapped there for a long time, brewing and breeding until what lurks there now is almost too terrible to imagine.

Future Events

The crater of Danarg would seem like a place to be avoided at all costs but its past is also the reason why many adventuring expeditions enter its grey and black foliage, never to return. Temples of the Elder Magi still exist undisturbed in Danarg, their crypts and vaults still intact and filled with lore and powerful artefacts. The council of Dessi sometimes pays heroes to venture into the swamp after these priceless treasures, promising their pick of anything found if they can survive the journey. None have returned from Danarg with any ancient treasures to show for their horrific injuries, but it is only a matter of time before a band of true heroes emerges with the lost riches of the Elder Magi.

Roleplaying Notes

As nightmarish as a trip to the Darklands might be, a voyage through the mire of Danarg might even be worse. Instead

of powerful evil minions of the Darklords, travellers in Danarg must contend with disease, poison, famine, ferocious predators and insane Agarashi lairing in the lost temples of the Elder Magi. A journey into Danarg is a constant battle against the elements and the monsters of the mire, not the sort of adventure to be entered into lightly.

Characters from Danarg

There are no indigenous humans in Danarg, though there might be a few small feral tribes of humanity dating back to the time of Agarash that survived the Great Plague and have fought for their existence ever since. Such characters would have an immunity to all diseases and a +2 bonus to all Fortitude saves against poison.

The Darklands

Overview

A foetid land where only vicious and poisonous things grow, the creatures of the Darklands are all tainted and twisted in some way by the power of Naar. The heart of the Darklands is dominated by the Iron City of Helgedad, the domain and fortress of the Darklords. Its foul shadow falls over the tallest point in the Darklands, a terrible mountain riddled with shadowy passages and caverns filled with unspeakable evil.

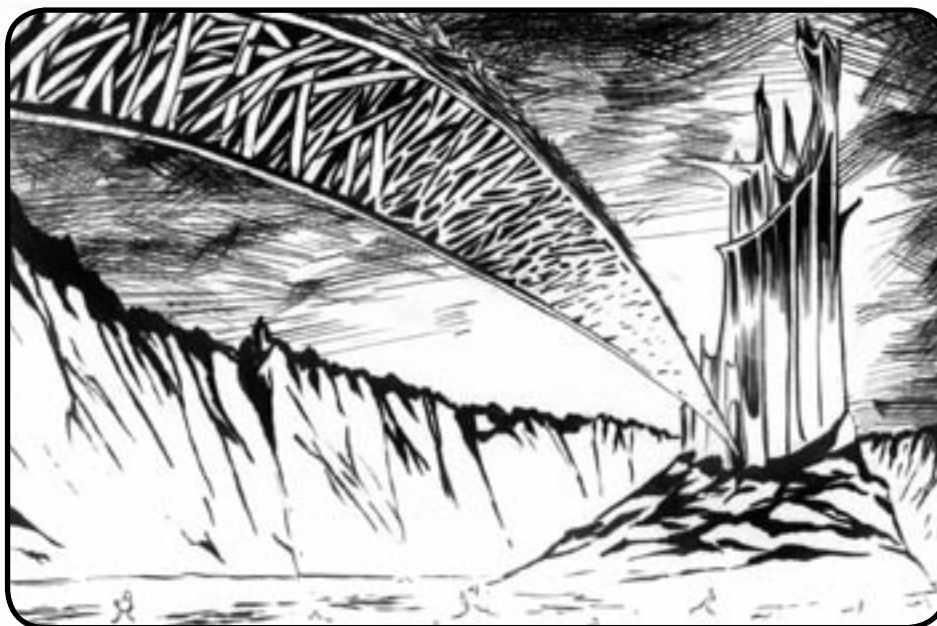
History

The Darklands are blackened and befouled by the remnants of the powerful magic used by Naar when he sent the Darklords to subjugate Magnamund. The excessive power of this summoning aided the foundation of Helgedad, lending its ancient evil to the newer spires of the black and twisted citadel. For millennia, Helgedad has been the centre of all activity in the Darklands; its hell-pits churn out horror after horror while the city itself garrisons the commanders of the Darklord's powerful armies of the damned.

The Darklands have a long legacy of invasion and destruction, though every time it swells past its borders it is turned back by the valour and might of Northern Magnamund's allied nations.

Darklands

Ruler:	MS 5000 Darklord Zagarna
	Helgedad 1,000,000 (Capital)
	Kaag 500,000
	Akagazad 200,000
Cities:	Gournen 200,000
	Mozgoar 100,000
	Gazad-Hellkona 100,000
	Aarnak 100,000
	Nadgazad 100,000
Population:	3,000,000
Resources:	Black iron ore, minerals, spawned horrors
Currency:	Kika
Allies:	None



During the thousands of years since its founding through the power of the evil God Naar himself, the Darklands have been the source of terrible calamity throughout Magnamund. Even the destructive force of the Tentarias Rift did little to disrupt the foul machinations of this land of darkness.

The greatest setback the Darklands and its Darklords has suffered in its history has been the slaying of Vashna at the Maakengorge. Even the death of Agarash was not as telling a defeat of the forces of Naar, as his destruction only cost the Darklands its leader and the greater sum of its forces for a short time. The death of Vashna was a more serious loss because with his death, the greatest tactician of the Darklords was lost to them and they were thrown into turmoil through infighting for generations. Even now, as the Darklands are once again reaching out with their agents, the Darklords are being cautious because they have not been able to regain the sheer power they possessed under Vashna's rule.

Future Events

Northern Magnamund has become somewhat lax in its vigilance against the Darklands, a lapse the Darklords are keen to take advantage of in any way they can. The new Archlord, Zagarna, will make his move to conquer his hated foes, the Kai Lords and the forces of Sommerlund, slowly and subtly. It may take decades but he will strike at them with terrible power and wrath when the time is right.

Roleplaying Notes

Travel through the Darklands is a nightmare from the moment one crosses the border until the second one leaves its darkness behind and escapes to another kingdom. Most of the roads in the Darklands lead nowhere or are traps to mislead the unwary and creatures of unimaginable horror dwell in every shadow, waiting to leap out and tear apart anything that disturbs them.

Characters from the Darklands

The only humanoids allowed to live and breed in any numbers in the Darklands are the Drakkarim, which may not be chosen as a Player's character race. Drakkarim are proficient in all one-handed and two-handed weapons.

Delden, The Kingdom of

Overview

The kingdom of Delden has been at war with its neighbours for centuries, ever since the construction of Luyen. The city, built on contested ground in the middle of occupied land between several nations, has been the source of contention

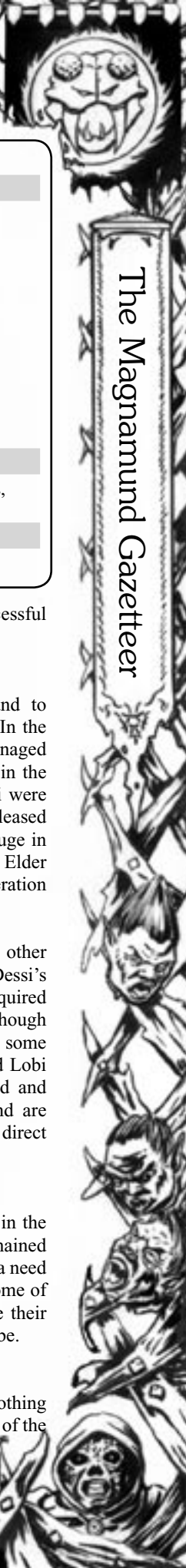
between Delden and its neighbours ever since. Entering Delden is not difficult, especially for anyone claiming to be a merchant but travellers must be prepared to endure martial law as soon as they cross the border, including armed searches and confiscation of whatever the crown currently considers 'contraband'. This definition tends to change, depending on what the military or nobility of Delden need most at the time.

History

Delden was once a peaceful nation living in harmony with its neighbours but this all changed when a series of accidents placed a third son named Vaamon on the throne. An ambitious youth with mysterious allies promising him power and wealth if he guided his nation towards war, he decreed the construction of Luyen as a tribute to Delden's 'destiny' and his own ascension. Though Vaamon was later deposed by his cousin Naumon and the right of succession changed to a new bloodline, the damage of Luyen was too great – Delden was at war.

Delden

Ruler:	MS 5000 King Naumon II
	Luyen 40,000 (Capital)
	Kron 5,000
Cities:	Bais 5,000
	Sold 5,000
	Kaon 5,000
Population:	65,000
Resources:	Agriculture, timber, shipbuilding, ore
Currency:	Gold Crown
Allies:	None



Naumon was a genius tactician and his forces won the first conflict but another followed within the year. This was also put down after four years of desperate fighting, but a third attack followed a few months later. This cycle has repeated itself, with the wars coming slower each time but inevitably rising to shatter Delden's fragile peace time and time again. The line of Delden's kings, who by right and tradition must lead its armed forces in battle, has been a long one since Vaamon, with few monarchs lasting more than ten years on the Granite Throne.

In the last sixty years, there have been seven kings, with Naumon II being the last of his line. Knowing that his death would mean the end of his family's right to the crown, Naumon II has been making inquiries and advances towards the heads of state of the countries claiming the right to rule Luyen. His diplomacy has so far succeeded in keeping things peaceful in Delden for four years but there is no guarantee that he can maintain this truce much longer.

Future Events

Naumon II is going to need help if he is to promote a lasting peace. This may well mean that he will have to give up his nation's claim to Luyen but his citizens have been fighting for it so long that this is not likely to sit well with them or with the noble families that live there. Before the year is out, Naumon II will have to find some solution to his dilemma or there will be war again. A capable warrior, Naumon II is not a coward and will fight bravely if that occurs but he would prefer an end to all the bloodshed – especially his own.

Roleplaying Notes

Delden is a nation on the verge of going to war again. There is an air of inevitable violence and preparation for battle that pervades everything in the country. Merchants have very few weapons or suits of armour to sell and healing supplies are in short demand. The marketplaces in Delden are a seller's dream but merchants rarely bring anything too valuable or risk 'confiscation'.

Characters from Delden

Delden characters are battle-savvy. They all have proficiency in all one-handed weapons and shields.

Dessi, The Magiocracy of

Overview

The Magiocracy of Dessi is all that remains of the Elder Magi, the race from which all magic on Magnamund originally comes from. Dessi is not an easy nation to enter, though anyone with a legitimate reason to do so is typically granted acceptance and pass through the huge Mage Gates that bar invasion through the few gaps in the mountains that surround Dessi. Those without a good reason to enter Dessi are turned aside without violence unless they leave the Gate Guardians no choice. Since taking up residence in Dessi after the Great

Dessi

Ruler:	MS 5000 High Council of Elder Magi
	Elzian 200 (Capital)
	Hikas 1,500
	Anasundi 1,000
	Lamoas 200
	Iknmini 200
Cities:	Lobi 200
	Lon 200
	Dalobu 200
	Herdos 200
	Gologo 200
	Kazan-Oud (no steady population)
Population:	20,000
Resources:	Iron ore, gold, silver, platinum, rare gems, minerals
Currency:	Gold Crowns
Allies:	Sommerlund, Durenor

Plague, the Elder Mages have never suffered a successful invasion of their new home.

History

They were sent to destroy Agarash the Damned and to liberate Magnamund from the Age of Eternal Night. In the One Thousand Year War (3275 MS) the Elder Magi managed to defeat Agarash and destroy most of the Darklands in the process. In 2514 MS the numbers of the Elder Magi were reduced to a couple of thousand by the Great Plague released by the Cenerese. The surviving Elder Magi sought refuge in Dessi and have lived here ever since. As of MS 5000, the Elder Magi number less than one hundred and their only generation of children are fewer than four hundred in total.

The Elder Magi live in peace with the humans and other creatures that share their country. The rest of Dessi's population handle all of the labour and heavy work required to sustain life in the barren mountainside kingdom, though occasional magical aid makes their tasks easier or, in some cases, even possible. The enchanted farms of Lon and Lobi are a breathtaking sight, for instance; they are tended and nurtured by summoned elementals of fertile earth and are sustained by the glow of a magical stone that creates direct sunlight at all times.

Future Events

Though the Elder Magi have no plans to get involved in the politics and wars of others and their military has remained unused for centuries, they are foresightful beings and if a need for them arises, the Magi will not hesitate to move. Some of them predict that a coming darkness will soon require their intervention but few can agree on just when that might be.

Roleplaying Notes

Life in Dessi is the same now as it was a millennia ago; nothing changes in Dessi from generation to generation because of the

immortal nature of its rulers. The people of Dessi have much the same attitude; things are built to last, relationships last for life and very little of a transitory nature is valued if something more eternal could be built instead.

Characters from Dessi

Special techniques developed by the Dessi allow any Dessi character with crafting skills to make things that are far longer lasting than the work of others. All Dessi-made items have a +1 bonus to its hardness and 50% more Endurance.

Durenor, the Kingdom of

Overview

The largest and most enduring nation settled by the Ulnarian when they came up through Northern Magnamund, Durenor is one of the richest and most widely self-sufficient nations on the continent. These riches are not measured in gold as much as they are in the balance and quality of life and safety enjoyed by its citizens. Durenor is a strong country, able to fend for itself against any threat and – with the aid of its ally Sommerlund – forms the backbone of the Free Kingdoms League.

History

Durenor was the first country colonised by the Ulnarian when they came to Northern Magnamund in MS 2829. Their first expansion met little resistance from the lawless people and pirates (refugees from Vassagonia), most of whom fled to Cloeasia and the Lakuri Isles when the Ulnarian armies arrived. During the second migration of the Ulnarian, they encountered the Sommlending. This led to Sommerlund becoming Durenor's greatest ally. It was during this time of expansion that the capital of Durenor, Hammedal, was founded.

After the death of Vashna and the apparent defeat of the Darklords, the Sommerswerd, Sommerlund's greatest

treasure, was entrusted to the Durenese as a sign of the trust and allegiance that existed between their two countries. In return the Sommlending received a magnificent gold ring called the Seal of Hammedal as a reciprocal sign of trust and good will. The pact sealed between them by this exchange of gifts stated that if Sommerlund ever returned the Seal, it meant the Darklords were on the move again and that the Sommerswerd was needed once more. Both sides have lived in the constant hope that this day would never come ever since.

Future Events

The greatest turmoil that could occur to life in Durenor would be the return of the Seal of Hammedal to King Alin. Barring something of this magnitude, Durenor is not likely to see a significant threat any time soon. There are possible conflicts with pirates and raiders given how much open coastline the nation has to defend and beastly activity from the Wildlands is a constant concern, but Durenor has the blessing of being relatively peaceful.

Roleplaying Notes

The Durenese are a hospitable people with a history of honouring their agreements and providing more than their side of any bargain. This makes them loyal allies and favoured trading partners. It also shows in every aspect of their daily lives. Most merchants from other lands will take the extra time to visit a port in Durenor simply to enjoy the simple honesty of a transaction made with the spirit of the bargain being lived up to as well as its wording.

Characters from Durenor

Durenor has gained a great deal from Sommerlund, including the ability to field strong cavalry and advanced steel forging techniques. Durenor characters can purchase Sommlending Warhorses and Greatshields as if they were Sommerlund citizens. They also gain a +1 bonus to all Diplomacy checks because of their reputation for honest dealings (deserved or not). They are also one of the few races that may become Sommlending Knights of the Realm without being of Sommlending descent.

Eldenora, The Unified Principalities of

Overview

The lovely nation of Eldenora is a classic example of a country being far more beautiful than its people. A land steeped in distrust and jealousy, most visitors to Eldenora come for its rich supply of lumber and silver and leave as soon as they have what they desire. The people of Eldenora are not pleasant and their company has been compared to the manners of a Giak. While this is not literally true, the Eldenan are a rude and spiteful folk that most tolerate only as long as they must.

History

Eldenora's history is a long series of internal wars and bloodletting between princes and nobility over the parcels

Durenor

Ruler:	MS 5000. King Alin II
	Hammedal 30,000 Port Bax 10,000 Ryme 10,000
Cities:	Blave 10,000 Lof 10,000 Verik 5,000 Trelesk 500 Durwood 500
Population:	96,000
Resources:	Iron ore, agriculture, shipbuilding, gold, silver, copper, fishing, gems, timber, stone quarrying
Currency:	Gold Crowns
Allies:	Sommerlund, Dessi

of land given to them by the nation's first King. Settled by people who were displaced from every other nation in Northern Magnamund at the time, they were a fractious lot that did not become any more civilised after finding a homeland of their own. The first King was killed in his sleep only two years after his coronation and since that time, few princes of Eldenora have managed the trick of gaining enough support to seize the crown again.

Following the defeat of Vashna, the country of Eldenora enjoyed a brief period of calm. The strain of the war and the spirit of unity that having to band together for mutual protection had fostered in the nation's citizens quickly broke down and within a decade, they were back to warring between themselves for land, title and wealth.

The tragedy of this unrest is that Eldenora has more than enough to go around. The princes of Eldenora are all extremely wealthy men but none of them can see this fact in the shadow of what their rivals possess. The current ruler of Eldenora, King Tellian, has attained the Silver Throne through his alliance with Talestria but his countrymen's unconscionable behaviour is straining that relationship. His skills at diplomacy are considerable and he has so far managed to balance his enemies against each other effectively enough to keep himself safe.

Eldenora

Ruler:	MS 5000 King Tellian
	Duadon 75,000 (Capital)
	Rioma 20,000
	Chod 8,000
	Chanz 4,000
Cities:	Nursha 4,000
	Abisko 4,000
	Fabri 4,000
	Gora 4,000
	Oredal, 4,000
Population:	137,000
Resources:	Timber, agriculture, silver, shipbuilding
Currency:	Gold Crown
Allies:	None

Future Events

The problem with a balancing act is that eventually, one must either step off the ledge or fall. Eldenora is a tragically unpleasant place and Tellian's Talestrian friends will surely tire of dealing with its nobles and merchants and their acerbic attitudes. When they do, Tellian's days are numbered unless he can find allies elsewhere.

Roleplaying Notes

The people of Eldenora are rude, plain and simple. The rules of common decency and polite society simply do not apply

here. This makes adventuring in Eldenora unpleasant at best and a blood bath waiting to happen at worst. All of this is a shame, since the land of Eldenora itself is one of the finest and most verdant on Magnamund

Characters from Eldenora

In exchange for a -2 penalty to their Charisma scores, Eldenan characters receive a +2 bonus to their Will saving throws because of their stubborn, unyielding mentalities.

Eru, The Principality of

Overview

Proof that humanity can thrive even in the most inhospitable of places on Magnamund, Eru is a collective of small mining and farming communities in the midst of a vast and dangerous swamp. Were it not for the richness of Eru's mines and harvests, the settlers that founded its towns would surely have moved on to a more pleasant part of the continent. The swamp itself is the least of Eru's troubles. Drakkarim and other Darkspawn are thick in the area, making travel and trade very costly in terms of lives and lost goods.

History

Eru was founded by Vaderish tribesmen searching for lands far away from the hateful kingdom of Aragash. Unfortunately, while they managed to flee hundreds of miles from the Darklands, they happened upon a dense swamp bordering a region of barrens called the Hardlands. While seemingly uninhabited, the Hardlands covered a series of tunnels in which deadly beasts had been lairing for centuries. The settlers were caught between the Hardlands and trying to retrace their steps through the hostile territory of Agarash.

This choice left them no option but to make the best of their location. The swamp turned out to be fairly rich in terms of both mineral and agricultural resources. While an existence in Eru, which they named after the trailblazer that led them to the most hospitable part of the mire, was a difficult one, it was preferable to braving the unknown wilds of the Hardlands

Eru

Ruler:	MS 5000 Prince Graygor
	Humbold 5,000 (Capital)
	Luomi 3,000
	Pirsi 1,500
Cities:	Sharwhan 1,000
	Testla 1,000
	Foamfork 1,000
	Blent 1,000
Population:	13,000
Resources:	Iron ore, copper, tin, gold, gems
Currency:	Lune
Allies:	None

Firalond

Ruler:	MS 5000 Groliar Beylian
	Firina 50,000 (Capital)
Cities:	Varl 5,000 Ferrar, 5,000
Population:	89,000
Resources:	Cloth, textiles, agriculture
Currency:	Lune
Allies:	Kakush, Anari

or the lethal reception they would find if they tried to return north.

Eru has not had a peaceful existence. It took a long time to clear the Hardland tunnels of its bestial infestation and soon after the settlers of Eru did so, Drakkarim warriors cut off from the Darklands inhabited them. These warriors have staged increasingly deadly raids on Eru, killing and looting with little chance of the non-militant settlers being able to stop them.

Future Events

Many of the people of Eru have taken to learning the combat arts to protect themselves from the raiders in the Hardlands. The Drakkarim have whittled away the weakest Erudians, but those that remain are a hardy and self-sufficient lot with the will to survive and the hard-won training of enduring wave after wave of brutal assault. The people of Eru will have to survive even greater challenges to come, as the increased activity in the Darklands will lend reinforcements to the Drakkarim threatening them.

Roleplaying Notes

Few come to Eru, save by desperation, poor luck or specific design. The mineral wealth of Eru is considerable and its swampy hills are the only known source of nineryl, a gemstone used by the Brotherhood of the Crystal Star to make their wands. This alone makes their mines valuable and ensures that no matter how dangerous traffic in Eru becomes, there will always be those brave enough to chance coming here.

Characters from Eru

The Erudians are survivors, with the scars to prove it. Their constant exposure to attack has honed their senses and reaction speed, lending a +1 bonus to Perception checks and Initiative.

Firalond, The Palinate of

Overview

The Palinate of Firalond is an interesting nation with the misfortune of being a thorn in the side of the Vassagonian Empire. It is best known for its incredible textiles, including some of the finest cloth woven in Magnamund. Even the weave of the green cloth used to make Kai cloaks is not as

fine or as warm a fabric as the highest quality linen sold in the marketplace of Firina. Many kings and princes in Northern Magnamund have their finest clothes made from the fabrics that come out of Firalond. As such, it is well protected by its trading partners, much to the irritation of the Black Empire.

History

Firalond began its history as little more than a trading outpost with a few weavers, a family of farmers and some horse breeders. Over time, the farmers and breeders raised enough livestock that sheep were imported and raised on the grassy hills of the outpost. This in turn led to wool production of such high quality that it quickly became the outpost's best selling commodity. The weaver of this wool fabric, Joraia Firalond, was given the honour of having the rapidly growing outpost town named after him.

Firalond's success drew a great deal of attention and in an effort to keep itself protected from bandits and raiders, the town hired mercenary soldiers and built a low defensive wall around the outpost. This wall had to be rebuilt several times to make room inside for the increasing number of buildings Firalond needed to house its swelling population. By the time the outpost had grown into the sizable city of Firina, two other satellite towns had already been started and were thriving quite well. Both of these towns also had walls and soldiers of their own, adding to the stability of the fledgling country.

Firalond has long banked on its success as a textiles nation, so much so that if something were to occur to its weavers and cloth skills, the country would rapidly find itself dwindling as its economy collapsed. This has not escaped the attention of the town's elder council but opinions differ on what can be done about it. Over the last century, the people of Firalond have experimented with different additional markets but none have achieved enough success to pose a viable alternative to textiles.

Future Events

Vassagonia has not forgotten Firalond or the fact that its close financial ties with and support of Kakush and Anari have aided both nations in remaining free of the Empire for so long. It is only a matter of time before the Zakhan tries something to destabilise or conquer Firalond. Given the current Zakhan's tendencies, this will more likely be through treachery rather than military action, though the possibility of a sizable invasion force is not out of the question.

Roleplaying Notes

The people of Firalond are a rural folk with great skill and interest in textiles, farming and weaving. The real reason alternate markets do so poorly in Firalond is that its citizens have no enthusiasm for the work. Visitors to Firalond often comment on the finely tailored, if simple, cloths and the intricate quilts for which many establishments in the country are rightly famous. Few nobles would ever turn down the gift of a mastercrafted or superior quality Firalondish blanket or

cloak, making this a popular stop for anyone courting the favour of the rich and powerful of Magnamund.

Characters from Firalond

The people of Firalond have something of an obsession; all characters from this nation gain Craft (weaving) and Profession (tailor) as class skills and a +2 bonus to all checks when using them. In addition, they make double the usual amount when using these skills to generate income.

Ghatan

Overview

The barren lands of Ghatan hold only two things of interest and then only to those who either work evil or must confront it. Ghatan's only city is the terrible tower-realm of Torgar, built for the single purpose of tormenting enemies of the Darklords. The other thing of 'interest' is the Hellswamp, a fen so evil and twisted that no other place on the surface of Magnamund is home to so many species of poisonous snakes, insects or foul plants.

Ghatan

Ruler:	MS 5000 Darklord Dakushna
Cities:	Torgar 25,000
Population:	25,000
Resources:	Sulphur, slaves, stone quarrying
Currency:	Kika
Allies:	The Darklands, The Hammerlands

History

If Ghatan was ever home to a civilisation before the Darklords and the Drakkarim invaded it and seized control of its wasteland terrain, no record or evidence exists of its inhabitants. No stones remain of any cities they might have had, nor graves of their people. It is interesting that the Darklords sent so many troops to conquer a land with no population, suggesting that there might have once been a populace native to Ghatan and the invasion wiped them out so thoroughly that no trace of them remains.

Regardless, the existence of a culture before the Drakkarim built Torgar in Ghatan is irrelevant. The Darklords rule Ghatan now without question or contest, though they only use the land for three purposes. First, its position is a link between the Darklands and nations like the Hammerlands and Skaror. Second, its wastes are the perfect place for Drakkarim and the other vile minions of the Darklords to train without revealing themselves to their enemies. Many garrisons of the Second Black Muster are stationed in the bleak hills of Ghatan.

The last purpose of Ghatan is also the most terrible – the Prison of Torgar. A black tower rising from the barren earth without windows or visible doors save a huge dark iron gate

guarded by monsters, the Prison is reputed to be escape-proof. Inside, all manner of tortures are rumoured to exist. Whether the latter is true, one thing is certain; those who enter Torgar never do so willingly and never leave again. Torgar is where the Darklords send people to be chained, broken and forgotten.

Future Events

People do not escape from Torgar, but there is a first time for everything. If a prisoner ever does escape the foul fastness of the Black Tower, every Drakkarim in Ghatan would be mobilised to find and retrieve him. Part of the power of the Prison of Torgar is its reputation of utter security. If a prisoner were to get out, it would damage the sheer terror the Prison is capable of filling within anyone threatened with incarceration inside its ebon walls. The Darklords cannot allow such a thing, so anyone escaping Torgar might actually find themselves in greater danger than they were in before.

Torgar is also of great use to the Darklords as a garrison kingdom, though not an apparent one. If any of the Free Nations of Northern Magnamund were to learn of the amassed troops in Ghatan, they would likely lead a pre-emptive force against them. The chance of this occurring grows every year as larger groups of Drakkarim assemble in the hidden barracks under Ghatan's grey hills.

Roleplaying Notes

Ghatan is not a safe place for anyone to travel, though the Darklords do not actively patrol its borders. Because the Darklands are still considered quiet and defeated, the forces of evil are content to let people believe such things and do not draw attention to themselves. The only structure of any note in Ghatan is the Prison of Torgar.

Characters from Ghatan

The residents of Ghatan are well trained in the arts of subterfuge and stealth. All natives of Ghatan gain a +1 bonus to their Stealth skill checks and gain it as a class skill regardless of character class.

The Hammerlands

Overview

The Hammerlands serve a vital role in the current Darklord plan of stealth and misdirection. While none of the Free Nations of Northern Magnamund believe the Darklands are anywhere near as recovered from the defeat of Vashna as they are, the Hammerlands remain a recognised threat and a source of Drakkarim raids and violent activity. This is exactly as the Darklords wish things to be. The Hammerlands are the visible threat that draws attention away from their other forces. While the Free Nations fight and contain the 'terror of the Hammerlands', the Second Black Muster occurs in secret and in the shadows, away from the distracted eyes of the world.

History

The Hammerlands have always been a foil for the Darklords, even when it was just a nation of tribesmen in league with Vashna through blood oaths and black magic. The tribal leaders of the Hammerdath clans believed that Vashna was the avatar of Destruction, a disembodied ancestral god they worshipped fervently. Vashna used this mistaken identity to control the elders and gain power over their mighty warrior bands for his own purposes.

When Vashna was slain, the faith of the elders was broken with it and the Hammerdath clans fell into chaos and internal warfare. The few survivors of this unrest were unable to stop the displaced Drakkarim and Krom berserkers from sweeping in and annihilating all that would not serve them. The name of the Darklord the natives of the Hammerlands worshipped changed, but their lifestyle remained effectively the same. The elders were all put to death for their insolence in breaking faith with Naar; this kept the rest of the tribes in line.

Over the centuries that followed, the tribes have been interbred with the Drakkarim until they essentially ceased to exist as a separate entity. Now only the foul minions of the Darklords exist, linked to their masters through the services of a Baron-Sorcerer with powers granted by Naar himself to commune with Helgedad and rain down destruction on all those daring to cross him. The current Baron, Shinzar the Ravager, is a quasi-immortal tyrant that has been ruling the country for more than four hundred years.

Future Events

The Hammerlands will continue to do what they always have, wreak havoc and threaten the stability of Northern Magnamund as much as they can. Only Baron Shinzar knows the truth of his country's purpose; all the other minions in the Hammerlands believe that they are the chosen of Naar and their strength will be the hammer and anvil used to reforge Magnamund in the Darklords' image. Shinzar knows the Darklords consider his nation little more than a noisemaker used by greater powers to draw the attention of the Free Nations League away from truer dangers. He simply does not care; in his warped mind, the Hammerlands are the dominant force of evil in the world and he is its rightful master.

Roleplaying Notes

Most of the obvious attacks by Giaks, Drakkarim and other minions of the Darklords come from the Hammerlands. Many of their attacks are seemingly at random, but other

nations write this off as the nature of evil and the madness of the bloodthirsty Drakkarim. While it is true that the forces of the Hammerlands would still lash out at anything they could reach, those with a mind for tactics might start to wonder if the seemingly random assaults of the Hammerlands might not be serving some greater purpose after all.

Characters from the Hammerlands

Like Ghatan, this land is filled with evil and Player characters should not come from here. Natives of the Hammerlands benefit from a +2 bonus to their Strength score from their constant exposure to battle.

The Hardlands (Tadatizaga)

Overview

For millennia, the Hardlands have been a terrible, forbidding place. Rumours persist that a death curse strikes down anyone who travels within its broken borders. It is certainly true that those who venture into the ruined Hardlands are never seen again, but this is far more likely the work of the ravenous monsters and savage warriors that dwell under the watchful eye of their immortal tyrant-master than the result of any killing magic.

Hardlands

Ruler:	MS 5000 The Shog'aash of the Ghargon Lake
Cities:	Zegkot 3,000 Konanen 3,000
Population:	260,000 (Drakkarim, Agarashi and Krom)
Resources:	Black iron ore, minerals
Currency:	None (Kika rarely)
Allies:	None

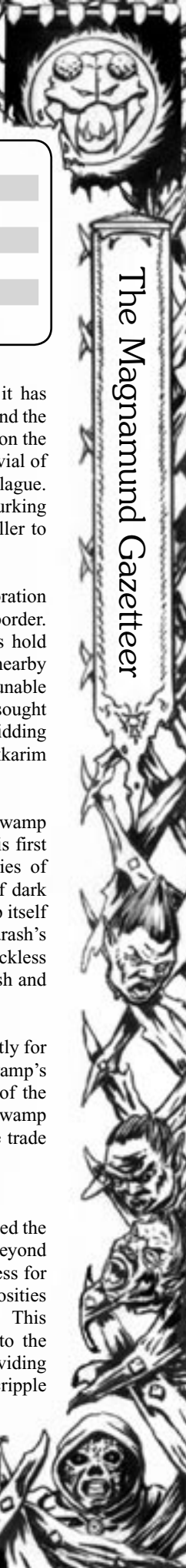
History

The Hardlands have been a place of death and damnation since it was settled by one of the False Dragons before the age of Eternal Night. The dragon, known only as the Shog'aash, came to the Hardlands seeking only an escape from the conflict between the other False Dragons and the brood of Nyxator. Both cowardly and insidious, the Shog'aash crept into the coves of the Hardland's eastern shore and slept under the protection of her own illusory powers.

This power kept her hidden for an age but its foul energies also crept into the land and poisoned it from within. The dark taint of the False Dragon's sleeping breath gave rise to terrible sea monsters and the touch of her sleeping body rotted the very stones of the nation. By the time the Shog'aash awoke, the world had changed and her choice of hiding places had become as brackish and befouled as any dark place on the planet. Though she was dismayed at the changes

Hammerlands

Ruler:	MS 5000 Baron Shinzar
Cities:	Blackshroud 30,000 (Capital)
Population:	62,000 (Drakkarim and Krom)
Resources:	Iron ore, rare minerals, gems, mercenaries
Currency:	Kika and Lune
Allies:	Darklands, Ghatan



in Magnamund, she was not at all displeased by what her proximity had done to the land itself.

The Shog'aash owes fealty to none and considers herself the only true power in the world. The Darklords do not even concern her, as she is older than them and in her own mind more powerful. An original child of Naar, she commands the Agarashi and Drakkarim that populate her realm more completely and more forcefully than even Agarash himself did. This has made those who dwell in the Hardlands completely beholden to her and fanatically loyal out of awe, fear, and respect for her incredible and frightening presence.

The Hardlands has been responsible for many attacks on its neighbours, with these assaults growing in number over the last hundred years. The Shog'aash is growing tired of her kingdom and wishes to expand it, regardless of the cost. If she has to expend all of her minions and subjects, so be it. Her power cannot be denied (or so she believes) and if all her slaves die, she can certainly just sleep for another millennia and collect more.

Future Events

Darklord Zagarna is not ignorant to what is occurring in the Hardlands, nor is he one to tolerate such an insult for long. Only the massive power of the Shog'aash has stayed his hand so far, but with the False Dragon's repeated attacks on his territory and her constant use of the Drakkarim – the race sworn to serve only the Darklords – he will have to move against her eventually. When he does, it will be swift, bloody and is not likely to end well for either side. Zagarna knows this and is plotting a way to use unwitting heroes to slay the Shog'aash for him, hopefully getting themselves killed in the process.

Roleplaying Notes

The minions of the Shog'aash are so devoted to her, they will willingly lay down their lives in her serve. This fervent loyalty can be very unsettling for anyone on the receiving end of a reckless charge by Drakkarim warriors as they come wave after wave against anyone entering the Hardlands without the dragon's permission. This kind of charge is even more powerful than a normal one, granting a +2 bonus to damage as well as to attack rolls but penalising the Drakkarim's Armour Class by -4 instead of -2.

Hellswamp, The Infernal

Overview

This shifting morass of quaking mires and fathomless pools is home to many giant reptilians and humanoid amphibians. It harbours myriad carnivorous insects and poisonous barbed plants that often ensnare any warm-blooded creature unfortunate or unwise enough to enter its murky channels. Its eastern border with Eru and the Hammerlands is markedly less hostile than the eastern and central regions and access to inland territories is often attempted by smaller boats.

Hellswamp

Ruler:	MS 5000 Swamplord Vag'kroag
Cities:	Unknown
Population:	Unknown (Ciquali)
Resources:	Rare herbs, rare minerals
Currency:	None
Allies:	None

History

The Infernal Hellswamp has no history to speak of; it has always been the rankest, deepest mire on Magnamund and the source of more diseases than any other natural location on the planet. It is rumoured that the Cenerese Druids used a vial of water from the Infernal Hellswamp to craft the Great Plague. If this is true, some strain of the Plague might still be lurking in the heart of the Hellswamp, waiting for some traveller to infect and spread it to the rest of the world.

The Infernal Hellswamp has been a barrier to exploration since the first tribes of humanity reached its eastern border. It may be the reason why the forces of the Darklords hold such unchecked sway over the western coast and its nearby territories of Northern Magnamund. Human tribes, unable to safely cross the Hellswamp, likely turned back and sought settlement farther east again, leaving the vast if forbidding lands of the west ripe for conquest by Agarashi, the Drakkarim and all the forces of Naar.

It is also known that the depths of the Infernal Hellswamp held the secret to undeath that Agarash used to raise his first zombie and skeletal servitors. The herbs and energies of the Hellswamp somehow combined through the use of dark magic, a secret the Son of Naar divined from the swamp itself and used to build his first undying army. Many of Agarash's first experiments with this dire power still roam the trackless wastes of the Hellswamp, viciously feasting on the flesh and blood of any traveller they come across.

Necromancers travel to the Infernal Hellswamp constantly for this reason. Traffic in the bilious slime of the Hellswamp's swamp waters is a popular trade among practitioners of the black arts. Most humans that come to the Infernal Hellswamp never leave, but a few manage to escape with valuable trade goods or knowledge man was never meant to possess.

Future Events

As the Darklords increase their power base, they will need the resources of the Hellswamp to increase their armies beyond the mortal creatures they already command. The process for making Vordaks, Helghasts and other undead monstrosities require the unlife-giving waters of the swamp to work. This means harvesters from Helgedad will be dispatched to the Infernal Hellswamp over the next several years, providing opportunities for the bravest heroes of Magnamund to cripple the efforts of evil at their vile source.

Roleplaying Notes

Games Masters should make certain that any trek into the realm of the Hellswamp be one filled with risk, danger and disease. Travellers without some special protection from illness are likely to catch any manner of wilting, withering or terminal disease from the filth and death-encrusted pools of this seemingly endless fen.

Characters from the Infernal Hellswamp

Humans do not live here – only the inhuman, amphibian Ciquali are inhabitants and they are not suitable for Players.

Ixia

Overview

A dark peninsula frozen in eternal ice and blanketed by constant electrical storms that occasionally shatter the glacial ranges north of Ixia and shower the land in an ever-increasing field of razor-sharp shards of frigid crystal, Ixia is as forbidding as it is damned. There is no life in Ixia, only the teeming masses of undead cursed by Ixiataaga, the realm's Deathlord, to serve him for all time. Bleak and barren, nothing lives in Ixia and nothing living that travels to Ixia remains alive for very long. Death is only a few frozen heartbeats away in this land of eternal unlife.

Ixia

Ruler:	MS 5000 The Deathlord, Ixiataaga
Cities:	Xaagon (no living population)
Population:	Unknown, thousands of undead
Resources:	Rare minerals, dark lore
Currency:	None
Allies:	None

History

A terrible place with a terrible past, the city-state of Ixia has been ruled by its unloving Deathlord for longer than recorded history. Once a thriving civilisation belonging to an unknown Old Race, the Deathlord called upon foul powers beyond the Veil in Daziarn and, to the detriment of all in his kingdom, was answered. The resulting wave of oblivion stole the life from everyone in the Deathlord's city of Xaagon and for a hundred miles around. When the wave passed, there was not a single heartbeat in the entire kingdom. Yet no one actually died.

Since that fateful day, the Deathlord has ruled over his eternal subjects, forcing them to burrow into the ice and erect endless tombs and monuments to his power. As trapped by the wave of unlife as his people, Ixiataaga has researched the lore of death and magic for ten millennia and has learned more about the arcane than any creature that has ever walked the face of Magnamund. Even the Elder Magi were no match for the extent of his knowledge.

As a group though, they were able to match his power. During the Age of Eternal Night, the Elder Magi worked a powerful spell and permanently sealed Ixia in his city-tomb of Xaagon. The spell was supposed to trap him in a block of solid ice, leaving him unable to move for all eternity but the protections of Ixiataaga allowed him to escape that part of his fate. Satisfied that he would at least never escape his prison, the Elder Magi left the Deathlord to rule in his crypt forever.

Unfortunately, Ixiataaga was more powerful than the Elder Magi gave him credit for and while he was unable to resist their curse completely, he was able to find a way to eventually overcome it. Since the time of his imprisonment, the Deathlord has been working to free himself and expand his domain. His first success was the luring of dozens of Drakkarim explorers to his city and their subsequent enslavement. Sooner or later, he might be able to extend his reach further or shatter his bonds completely.

Future Events

The Deathlord will continue his efforts, never resting and never relenting until his curse of imprisonment is lifted and he is free to walk the world of men as an unstoppable undead lord. Ironically, it is very possible that the Deathlord would never even have considered the world outside Ixia had he not been imprisoned by the Elder Magi in the first place. Their interference, prompted by his terrible power and the risk to Magnamund if he escaped, may be the reason why Ixiataaga has taken notice of the world outside his own realm.

Roleplaying Notes

Those who foolishly walk the halls of Ixia will find a world consumed by ice and frozen by a cold too intense to be natural. The citizens of Ixia are all undead but they are not actively hostile. This can lead to disturbing encounters such as skeletal commoners going about their daily lives, oblivious to the Players or the fact that they are even dead. A bone family sitting down to a meal served off barren plates frozen to a rotting table might be enough to unnerve even the most stalwart of heroes.

Kakush

Overview

Kakush is a sizable country with only partial independence from the Vassagonian Empire. Its close ties to Dessi keep Kakush from falling back under the sway of the Zakkan, mostly because Vassagonia does not want to risk stirring the wrath of the Elder Magi should they invade Kakush or push too hard in their 'diplomatic' efforts to convince the Emir to rejoin. Since Kakush would never willingly return to the crushing arms of the Empire, it is fairly safe for the time being.

History

A trading community fortunate enough to sit on lands rich with natural resources and uniquely located near several

Kakush

Ruler:	MS 5000 Emir Chotan
Cities:	Nikesa 40,000 (Capital) Bidah 4,000
Population:	76,000
Resources:	Agriculture, timber, iron ore, gold, rare minerals, brinin
Currency:	Gold Crown
Allies:	Dessi, Anari and Firalong

strong allies interested in keeping a free market port open and clear of Vassagonian influence, Kakush has remained free since its inception. This is not a feat many other small city-states around it have been able to accomplish; Kakush now directly borders the Vassagonian Empire, something it had sought to avoid for centuries.

Since the Empire encroached close enough to touch Kakush soil, there has been tension between the former free trade centre and Vassagonia. Before Kakush cemented its ties to Dessi, numerous lightning raids cost the nation a sizable portion of its land. Kakush's border was once fairly straight along its northeastern side, but land grabs and military action have allowed the Empire an in-road that divots the territory of Kakush rather drastically. While negotiations with the Empire have often included provisions to have this land returned to the Emir's control, this has never occurred and most in Kakush have simply written off the taken area as a loss.

Kakush's ties with Dessi run deep. In exchange for supplying the Elder Magi and their population with agricultural projects and rare minerals at extremely low prices, Dessi keeps a watchful eye over its territory and even schools its promising youths in its academy of magic. This brings the two nations closer together and poses a serious problem for the Empire's plans for expansion.

This state of affairs has led to an interesting conundrum. In MS 4780, the Vassagonian Empire was on the verge of annexing Kakush through overwhelming military might. The Dessi stood ready to defend the Kakush people but it was obvious that even with their magical aid, the country would likely suffer terribly from the battle to come. On the eve of the attack, the Vassagonian troops pulled back and set up garrisons along the Empire's current border. No one knows why the assault was called off, but rumours suggest the Zakhan saw the wisdom of having a nation between him and the Elder Magi.

Future Events

If the rumours of the 'lost' battle are true, they suggest a wiser Zakhan ruled at that time than the one currently on the Gilded Throne. All indications in Vassagonia lead to the inevitable conclusion that the Empire is amassing its troops for a strike against Kakush again. This force is as sizable as the one that

stood down in 4780 and shows no signs of relenting the way the previous army did.

Roleplaying Notes

The Kakuni are a simple people with a growing interest in both magic and world politics. They are eager for new alliances and want to preserve the ones they have at any cost. They are already offering many of their most valuable commodities to their allies at a loss just for the protection and benefits their close relationships bring.

Characters from Kakush

Kakuni characters have a basic magical training as part of their childhood education. This does not grant them true spellcasting ability but they do gain Knowledge (arcana) and Occult as class skills.

Kalte, The Icy Wastes of

Overview

Kalte is effectively two countries – the trading port of Ljuk and everything else in its icy, barren wilderness. Ljuk forms an important link for the people of Kalte, though most of them do not appreciate the alliance it represents with southern powers. The majority of Kalte's population is made up of Ice Barbarians, violent tundra-dwelling savages with little love for outsiders and a hostile disposition towards each other. Kalte is a violent place ruled by a violent chieftain (the Brumalmarc in their tongue) and visitors are advised to never travel farther north than Ljuk itself.

History

The first people in Kalte were the Shianti, who came when their home planet was threatened with extinction. After a terrible curse destroyed their civilisation and caused the survivors to flee south to other lands, their human servants spread out over the ice and became the nomadic Barbarians for which the country is infamous. The Ice Barbarians kept little of the magic and advancements of their Shianti masters, shunning both over a superstitious belief that such things were the cause of the Great Ones' downfall.

The only legacy of the Shianti to remain in use by the Ice Barbarians is the fortress of Ikaya, now used by the Brumalmarc's bloodline as the hereditary palace of their people. Many of the wondrous powers of the fortress of Ikaya

Kalte

Ruler:	MS 5000 Brumalmarc Kzu'tooa
Cities:	Ljuk 5000 (Capital) Ikaya 500
Population:	6000 (Ice Barbarians)
Resources:	Furs, minerals
Currency:	Gold Crown (Ljuk only)
Allies:	None (Sommerlund and Durenor, Ljuk only)



are dormant, unused and forgotten by the Ice Barbarians, but occasionally activating to the detriment of all. In the year 3990, one of the palace's defensive magics activated and swept the surrounding countryside with beams of red light. Everywhere the light passed, flesh ignited and the ice was cut in trenches hundreds of feet deep. Hundreds die before the magical beacon of death went dormant again and has not awakened since.

The Ice Barbarians recognise the need for some limited contact with the outside world and respect the treaty of peace that keeps Ljuk safe. From this port, they do a brisk trade in furs and gemstones mined from the icy mountains of their homeland. In exchange, they get steel and other materials they cannot make themselves. This policy is often considered a temporary truce at best, since there will be little to stop the Barbarians from razing Ljuk and its surrounds once they have everything they need.

To this end, the traders that visit Kalte are forbidden to traffic in agricultural materials or anything that would break the Barbarian's dependence on Ljuk as a free port. If the Brumalmarc were ever convinced that he no longer needed the outside world, there is little doubt that he would direct his warriors in a brutal attack against the outpost and lock Kalte in the icy grip of winter forever.

Future Events

Every three or four years, a merchant tries to negotiate the standing offer by the Brumalmarc for the items his tribes need to become truly self-sufficient in the ice. Each time, these deals are stopped before they can go through but it is only a matter of time before the Ice Barbarians get what they need and lose their dependency on Ljuk. When this happens, the North may lose its hold on Kalte.

Roleplaying Notes

Kalte and its barbaric inhabitants are simple, brutal and deadly. There are few amenities, even in Ljuk, and no one goes there for any reason other than business or a matter of life and death. No one in Ljuk wants outsiders to feel welcome, so no comforts are offered or even available.

Characters from Kalte

The harsh conditions grant Kalte natives a resistance to cold (equivalent to cold resistance 5). All Kalte characters are proficient in the axe and spear.

Lakuri Isles, The

Overview

The dangerous waters of the Lakuri Isles are home to some of the fiercest aquatic predators in the oceans of Magnamund, but they pale in comparison with the real threat plying the waves in that area – Lakuri pirates. Easily as fearsome and bloodthirsty as the Buccaneers of Shadaki, these savages make travel through the ocean around their islands very

Lakuri Isles

Ruler:	MS 5000 Captain Khadus
Cities:	Kita Cove, 500 (Capital)
Population:	1,500 (Pirates)
Resources:	Piracy
Currency:	Gold Crowns
Allies:	None

difficult. The Lakuri never show a sailing vessel mercy and no one on the losing end of an engagement with their pirate fleet is ever left alive.

History

The Lakuri Isles were settled by criminals and cut-throats exiled from their own homes and left to fend for themselves in the ocean. With no real skills and no inclination to learn a trade, these outcasts formed a brutal community of pirates and set up a string of shanty towns on the rocky islands of the Lakuri chain. With no arid soil to speak of and nothing substantial to hunt, piracy is the only way the Lakuri people have been able to survive since their inception.

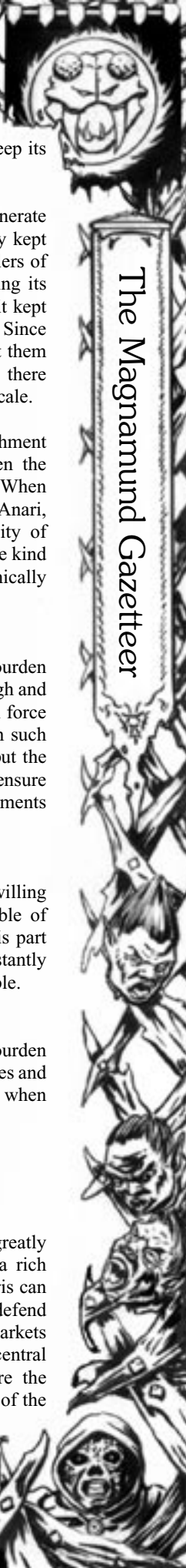
In 4190, the Lakuri Fleet was united under the banner of the most violent Captain in its history, Cutlass Vhar. Captain Cutlass Vhar led the fleet as a military power through the oceans surrounding the Lakuri Isles and took a heavy toll on the traffic and merchant caravels as far south at the Gulf of Tentarias. So bloody and savage was the Captain's campaign that by the time the fleet returned to the Isles with enough treasure to make every man and woman in Lakuri rich beyond their wildest dreams, the sails of their ships were stained completely red with the blood of their victims.

Since the death of Captain Cutlass Vhar at the end of one of his namesakes, wielded by a Shadaki freebooter named Shuval, the ships of the Lakuri Pirates have remained red in his honour. The sight of red sails on the horizon carries with it such a legacy of dread and violence that most merchant vessels without a heavy escort will turn around and try to make port at the nearest dock, no matter what the cost of their aborted voyage.

Future Events

There are rumours that darker powers than the Pirate Captains that lead the Lakuri have taken an interest in the Isles and its people. Strange winged shapes have been seen in the dead of night, dark shadows that circle the Crimson Fleet but never come down to land. The sharpest-eyed Lakuri scouts have claimed that these shapes have riders but none are ever seen come the light of day. What these shapes are and why they seem so intent on studying the Lakuri Isles remain mysteries.

The Durenese are also planning another naval invasion of the Lakuri Isles in retribution for centuries of losses and plunder. This fleet is quite sizable and the only thing holding it back from erasing the Lakuri Pirates off the face of Magnamund is



the heavy losses such a campaign would entail for them. With tensions mounting in Northern Magnamund and the Black Sails of Vassagonia also building up to larger numbers than ever before, Durenor has kept its fleet in dock just in case.

Roleplaying Notes

The Lakuri Isles are no vacation spot and those who travel there willingly must either have business to do with the pirate markets there or be strong enough to brave the inevitable attacks their ship will suffer for coming into Lakuri territory. Few ships sighted by the Crimson Fleet are fast enough to escape them or heavily armed enough to fight them off.

Characters from the Lakuri Isles

All Lakuri are either pirates or serve them in some capacity. Lakuri characters have Bluff and Profession (sailor) as class skills and may take levels of Shadaki Buccaneer as part of their advancement if they desire.

Lourden, The Senatocracy of

Overview

A strong and fiercely independent state, Lourden has managed to resist becoming involved in the conflicts that have caused the demise of her less-fortunate neighbours. The democratically elected Senate of Arlcor is considered by many to have attained an ideal; a wisely elected government and a fair system of justice in a region that has seen many wars and other unnatural disasters. Their careful leadership has guided Lourden through centuries of continuous peace.

History

Settled by Aluvian explorers looking for a rich, prosperous area away from the competing Vaderish tribes in the area and far enough distant from the Vassa horsemen for safety, Lourden has been a blessing to their efforts since its founding. With rich soil and plentiful mines of silver, iron and minerals,

the lands of Lourden have always yielded enough to keep its citizens alive and well.

It is this prosperity and the fact that Lourden does not generate enough to sustain any other nation that has historically kept Lourden out of international politics. The warrior-settlers of Lourden fortified every town of their new nation during its initial building. This delayed their early progress but it kept even their smallest villages protected from casual raids. Since attackers were made aware that any assault would cost them more than the meagre bounty each town represented, there was little threat of invasion on anything but a massive scale.

This invasion nearly came in MS 3900, but the establishment of Anari gave Lourden an inadvertent buffer between the covetous Vassagonian Empire and its own border. When Vassagonia's army broke against the defences of Anari, Lourden was kept safely shielded from any possibility of attack. Since no other nation surrounding Lourden is the kind to pose an invasion threat, the country is kept geographically and politically isolated from danger.

Future Events

Only the fall of Anari might pose a risk of attack to Lourden in the near future and then only if it occurs swiftly enough and bloodlessly enough to allow Vassagonia to occupy it in force and have an established territory from which to launch such an assault. This kind of situation is not at all likely, but the Senate of Lourden works very hard each year to subtly ensure that the Republic of Anari never signs any lasting agreements with the Black Empire.

Roleplaying Notes

The citizens of Lourden are very peaceful people, unwilling and unlikely to start any violence but perfectly capable of defending themselves when they must. This attitude is part of everything that happens in Lourden; visitors are constantly made to feel welcome but watched for any sign of trouble.

Characters from Lourden

As part of the defensive militia training the citizens of Lourden receive, all characters have proficiency in all armour types and gain an additional +1 bonus to their Armour Class bonus when wearing plate mail or full plate armour.

Lyris, the Kingdom of

Overview

A lovely, prosperous kingdom, Lyris has suffered greatly through its history and though it is still considered a rich nation, its population is not half what it once was. Lyris can be a violent place and those without the strength to defend themselves or pressing business in Lyris' large city markets are best advised to find an alternate route through central Northern Magnamund. The trade roads in Lyris are the only roads of any quality in any case; the rival princes of the

Lourden

Ruler:	MS 5000 The Senate of Arlcor
	Pforodon 50,000 (Capital)
	Adon 20,000
	Pitigos 4,000
	Cinqua 4,000
Cities:	Dylanti 4,000
	Cevira 4,000
	Madarina 4,000
	Brolta 4,000
	Anzi 4,000
	Leces 4,000
Population:	106,000 (Nael and Aluvian heritage)
Resources:	Cloth, textiles, agriculture, silver, minerals, iron ore
Currency:	Lune
Allies:	None (carefully neutral)

Lyris

Ruler:	MS 5000 King Konral X
	Varetta 50,000 (Capital)
	Quarlen 10,000
Cities:	Helin 10,000
	Karkaste 10,000
	Soren 10,000
Population:	120,000 total (of which 40,000 are Vaderish)
Resources:	Agriculture, iron ore, mercenaries
Currency:	Gold Crowns
Allies:	None

kingdom can never work together long enough to maintain anything else.

History

When it was first founded, Lyris was a collective of several Vaderish families, all of whom laid claim to sizable territories with a common central point for council meetings. This system of government worked well enough at first but as people flooded into the country in search of the wealth and safety offered by the competing families, the separate kingdoms grew too large for a simple council of elders to rule effectively, especially as they could not find common ground on many important issues.

In 3590, the council was dissolved voluntarily in favour of a monarchy, with the ruling lord chosen from the largest family. The original agreement of consolidation of the six families of the Vaderish was that with the passing of each King, his heir would only inherit the throne if his family's lands still held the largest population. A simple premise, it broke down quickly in practice as before the end of the first Lyrisian King's reign, the territories were too populous to count effectively. With the crown on the line, estimation was not a sufficient system of determining the next King and anarchy resulted.

The situation only grew worse when the War of the Lorestone swept through Lyris and its neighbours. The families made open war on each other, killing dozens of suitable leaders in a seemingly endless bloodbath of rebellion and resentment. Though the madness finally burned itself out of the citizens of Lyris and a new King was appointed, the position has never commanded the same respect as it once held and most of the family princes still squabble amongst each other for real political power.

Future Events

Each year, some new plot by one prince against his fellows takes shape and alters the landscape of government in Lyris. Some of these are slight changes, while others involve the death of a rival and a power vacuum exists just long enough for some aspiring noble to step in and fill the void. Lyris has no true allies and if the situation were to ever get so destabilised that the nation's ability to defend itself suffered,

countries like Salony or Magador might seize the opportunity to move in.

Roleplaying Notes

Nothing in Lyris is very stable, as the wielders of true authority in the nation change from year to year with no discernable pattern. This has led the citizenry of Lyris to become self-governing and internally sufficient. The entire noble class of Lyris could vanish and the country would continue to function – a truth that visitors to Lyris are likely to understand after meeting these self-assured people. Only the Lyrisian abhorrence of any further war keeps them from sparking their own rebellion.

Characters from Lyris

The nobles of Lyris gain Sense Motive and Bluff as class skills, while the commoners and merchants of Lyris gain a +1 bonus to all Will saving throws due to their fierce sense of independence and self motivation.

Maakenmire, The

Overview

The geography of the Lastlands underwent dramatic change during the formation of the Maakengorge in MS 3055. Formerly an expanse of rolling grassland, the Maakenmire Swamp was created when a vast bowl of land sank below sea level as the tremors of the shifting land spread eastwards. Fearsome semi-intelligent reptiles, notably Kwaraz and Gourgaz, emerged from the Maakengorge and inhabited the newly-formed marshes. The island stronghold of V'Ka is rumoured to contain many thousands of these hostile creatures.

Maakenmire

Ruler:	MS 5000 Unknown Darklord
Cities:	V'Ka
Population:	Unknown
Resources:	Undeveloped
Currency:	No system of currency
Allies:	None

History

The coming of the Darklords was not entirely without heralding, though none knew the signs for what they were. The attention of Naar in Magnamund was echoed by a number of natural disasters, but they were small and localised, occurring only in places where natural beauty could be corrupted or befouled by the sudden shifting of earth and sky. In the case of the Maakenmire, this area was a lush forest until a localised earthquake tore open the land, swallowed much of its bounty and buried the entire area in murky, contaminated water from deep underground.

The contaminants were not even natural diseases. They carried the attention of Naar as well, making their touch death or worse to the animals that remained. Within a few generations, horrible mutations began to emerge and by MS 3600 the first Gourgaz stalked the land, looking for something to kill. Other terrors emerged from the Maakenmire, each more twisted than the last, until the area drew the inevitable attention of an unnamed Darklord looking for territory of his own to rule.

The Darklord commissioned the building of V’Ka by Giak slaves. This fortress took more than a century to complete, by which time the Giak slaves were also showing signs of poison and mutation. Most died, but those that survived grew even stronger and more warped for their harrowing. These Maakengiaks patrol the mire constantly, blending into the dense overgrowth and destroying any creature foolish enough to venture past the julath vines of the swamp’s border.

Future Events

The Maakenmire is a pit of death and horror but the foul taint of its evil will not stay confined to the swamp itself for long. Within a few years, if it has not happened already, some of the minions of the Darklord of Maakenmire will leave the fens and hunt in the surrounding countries for fresh blood. Most of what remains in the Maakenmire are monstrosities; the creatures there will have to range outward just to support themselves.

The forces of Sommerlund will not tolerate these attacks once they occur and while a full purge of the Maakenmire would not be feasible without a full scale invasion force, twice the size of Sommerlund’s standing militia, creatures leaving the swamp will face serious adversity and will not likely make much progress to the west. This leaves the less prepared nation of Cloeasia to the east relatively open for their vile hunt.

Roleplaying Notes

While the Maakenmire is a swamp firmly in the clutches of a Darklord, its proximity to the enemies of the Darklands keeps its unnamed ruler from working overtly to increase his power. This means that travellers moving through the Maakenmire might get from one side to the other without ever encountering anything more terrifying than a nest of venomous snakes or a single wild Gourgaz. However, anyone who sees V’Ka is ruthlessly hunted down and slain.

Characters from the Maakenmire

Only monsters dwell and thrive in the Maakenmire. They all gain a +1 bonus to Survival skill checks.

Magador, The Kingdom of

Overview

Magador is a mountainous country with dozens of small mines throughout its territory and hundreds of small fortified

homes loosely assembled into large villages united only by a common name and fairly heavy taxation. The roads between these towns are excellent, laid by some of the best stonemasons in Magnamund. They show the constant wear of ore wagons bearing the nation’s primary exports from village to village on their way to be smelted, alloyed and cast into any number of useful items or military gear.

Magador

Ruler:	MS 5000 King Vanagrom V
	Helgor 60,000 (Capital)
	Briona 20,000
Cities:	Vakovar 5,000
	Telt 5,000
	Schaan 5,000
	Zaman 5,000
Population:	120,000 (of which 82,000 are Vaderish)
Resources:	Iron ore, copper, bronin, gold, silver, furs
Currency:	Gold Crowns
Allies:	None

History

The country of Magador was once a republic of family owned mines, which banded together for mutual protection against bandits and other threats. These threats proved too much for the consolidation of miners and less than 30 years after its formation, the republic became a Kingdom under the control of a pretender bandit prince with a blood relationship to one of the republic’s eldest members. With this ‘right’ to rule, the new King Vanagrom gathered a large force of raiders and robbers and established a violent order, with himself as the supreme dictator.

Surprisingly, this method of order worked for the mining families of Magador, given that their homes were so far away from the seat of power in their kingdom that the only time they needed to worry about their ‘leader’ was when tax wagons arrived each year. Though they lost considerable wages to this new monarchy, the King’s army took out their violent tendencies on threats from other bandit groups, actually keeping the citizens of the kingdom safe.

For generations, this kind of violent but effective monarchy has been the state of affairs in Magador. While the people of this country fully accept that their ruling family is a collection of brutal thugs and no more noble blooded than they are, there is a certain pride in that fact that ruling them makes the current King just as much a part of the system as they are. This pride keeps the peace in Magador and allows the current King to plan conquests elsewhere without worrying about an insurrection.

Future Events

In truth, Magador's populace is so disaffected that it would take some serious form of abuse before they would even consider interrupting their own lives long enough to overthrow their leadership. If this were to happen as the result of a massacre of citizens or if taxes were raised beyond the breaking point for many families, the throne of Magador would be vacant within days. The populace of Magador are so capable and so numerous that Magador's standing army of 3,000 troops could never hope to control them should open rebellion arise.

Roleplaying Notes

Visitors to Magador are immediately exposed to the prevailing attitude of 'help yourself' that forms the basis of the kingdom's culture. No one does anything for anyone else, but at the same time, none of the citizens would think to take advantage of anyone either. This makes Magador a safe but distant place to visit and a wholly unremarkable and uninspiring place to live.

Characters from Magador

The people of Magador are not impressed by much and rarely moved to emotional extremes. They cannot be affected by fear effects at all but they also cannot be inspired by speeches or class features such as Rally or Roar of Command.

Nyras and Nyvoz, The Helotries of

Overview

Considered the greatest current threats to the safety and security of Northern Magnamund since the greatly overestimated fall of the Darklords, Nyras and Nyvos are kingdoms of the Drakkarim and unrepentantly follow the ways and worship of Naar. A hellish country where only the strong survive, Nyan lumber is some of the strongest wood in existence but even this trade good is not enough incentive for any civilised nation to engage in commerce with them. No one ventures into Nyras or Nyvos without a heavy escort or no intention of ever leaving again.

History

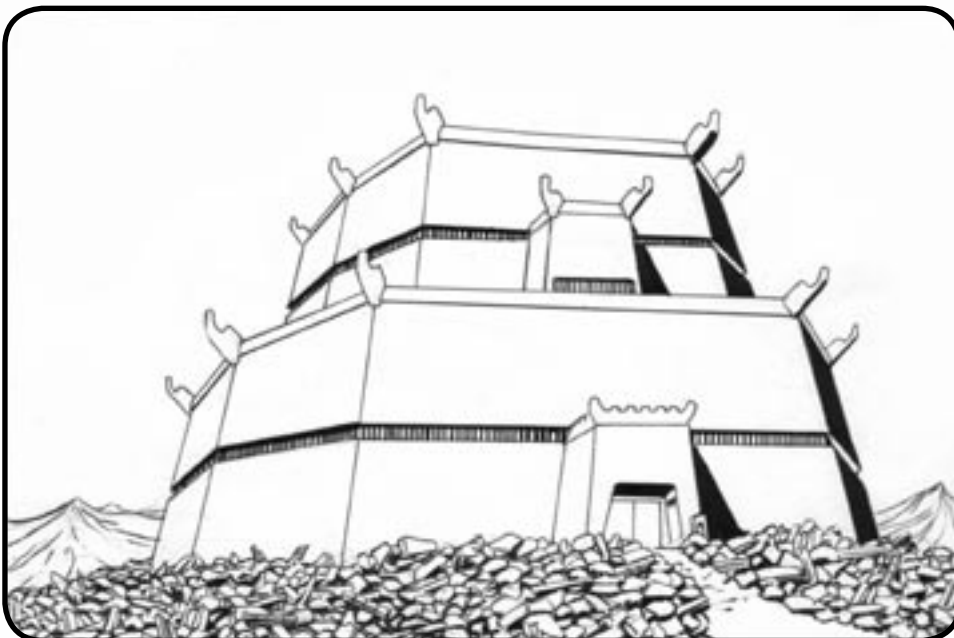
The timbered wastes and heaths of the Nyan lands were once Northern Lencia, until they were lost to the invading Drakkarim during the Darkdawn War (MS 2606–10). The Lencians mounted a series of campaigns and crusades to recapture their territory but they all proved costly and fruitless. The Drakkarim built a mighty fortress on the ruins of Gamir,

Nyras and Nyvoz

Rulers:	MS 5000 Warlord Ragaarn of Darke and Darklord Dakushna
	Darke (Gamir/Nagamir) 20,000 (Capital of Nyras) Kagorst 40,000 (Capital of Nyvoz) Shugkona (Ferndour) 8,000 Konozod 3,000
Cities:	Hokidat 2,000 Gagheza 2,000 Nazee 4,000 Dejeza 3,000 Zandzee 3,000 Lozonzee 1,000
Population:	55,000 (Drakkarim)
Resources:	Shipbuilding, timber, slaves, agriculture
Currency:	Kika
Allies:	The Darklands

the former Lencian capital, and named it Nagamir after their victory. In MS 3150, Nyras allied itself to the Darklords of Helgedad and Nagamir was renamed Darke in their honour. Nyvos, a land of bandits and raiders, followed suit thereafter.

The city of Darke hosted the agreement between the Darklords and the Drakkarim, lending its name to the contract signed between them that forever gave their allegiance to their dread masters. The city of Darke is infamous in Magnamund for the atrocities that occur there. It is rightly considered a citadel without hope, where the wills and spirits of countless slaves are broken under the cruel lashes of Drakkarim masters before they are sold to the fell allies of the Darklords.



No successful military campaign has ever been launched against the Nyan kingdoms, though talk of a crusade to bring down the Drakkarim once and for all constantly surfaces in the courts of Sommerlund and Durenor. The scale of such an operation and the cost it would take in lives to accomplish, assuming it could be accomplished, keep such plans from ever reaching fruition.

Future Events

The dark nations of Nyras and Nyvos are planning a crusade of their own, though it may take decades to gather all of the troops and supplies needed to launch. This force will march through the allied or neutral countries of Western Magnamund and strike at the lands of Light in unison with the troops of the Second Black Muster when the Darklords give their signal. Until then, they are hiding its numbers. Those in Magnamund that have experience with the Drakkarim know that such behaviour is out of character for them and worry that where there is no smoke, the deadliest of fires may be building.

Roleplaying Notes

Nyras and Nyvoz are nations completely in league with the Darklands. Only their distance from any of the countries powerful enough to assault them prevents wave after wave of retaliatory strikes for all the misery their troops have caused over the centuries.

Characters from Nyras and Nyvoz

No one with any honour or redeeming value comes out of the Nyan lands and no one with either should ever be foolish enough to enter. Players may not be characters from these harsh and utterly evil lands.

Ogia, The Slavestate of

Overview

A wasteland with little agricultural value or native livestock, Ogia is a blight on the face of Magnamund that exists only as a capital city and a few outlying settlements totally devoted to the capture of slaves and forcing them to work the many unsafe and paltry mines that riddle the Ogian countryside. Though it is well known among the Warlords of Ogia that their mines will one day collapse most of the country, they remain unconcerned. The only thing they will really lose is a generation of slaves.

History

Ogia is a violent city-state with one goal and one purpose in existence. It mines ore and ships it with slave labour into the Darklands for processing into weapons for the Second Black Muster. When it was founded in MS 3550, Ogia operated openly and launched hundreds of raids along the trade roads of Central Magnamund looking for new labourers. These raids became so common, and were disrupting trade so badly, that a combined force of Sommlending Knights and Borese mercenaries launched a joint assault against Ogia that left most of it in ruins.

The country was so cavernous because of centuries of mining that most of the leadership of Ogia escaped into the tunnels and avoided the worst of the retaliation. After a few years of clandestine operations, Ogia went back into business as usual. The raids were reduced and other clandestine ways of getting slaves were put into effect. Between kidnappings and trade abductions, Ogia's mines were operating to capacity again before the beginning of MS 4000.

Ogia metal has been very important to the war effort of the Darklands, so much so that without its steady supply the forces of the Darklords would not be able to equip themselves with enough blades and shields to make an effective military force. Slave labour and no operating costs make this possible and without Ogia's part in that plan, the Darklords would have to look elsewhere for its black steel. This led the evil powers of the Darklands to place a powerful warding magic over the capital of Ogia, shielding it from the incursions of another force like the one Sommerlund led in the past.

This warding spell is an insidious one. Instead of blocking attack, it makes the capital indistinct and difficult to see at a distance. The closer someone not allied to Evil gets to Ogia, the farther away and harder to make out it gets. Confusion fields circle the slave city of Xanar, casting anyone determined to reach its walls in random directions without the realisation that they have altered course. This makes organised resistance against Ogia's centre of power almost impossible.

Ogia

Ruler:	MS 5000 Warlord Zegron
Cities:	Xanar 30,000 (Capital)
Population:	42,000 (Drakkarim)
Resources:	Iron ore, silver, bronin, mercenaries, slaves
Currency:	Kika
Allies:	None

Future Events

Ogia is not likely to encounter trouble anytime in the near future. The ward over its capital is still as strong as it was the day it was cast, making it difficult for any army to get close enough to threaten its flow of ore to the Darklords. The only thing that might convince Sommerlund to try again would be verifiable proof that the Slavestate is back in the business of supplying the Darkland armies, as the realm currently believes Ogia is nothing but a ruined wasteland.

Roleplaying Notes

The slaves of Ogia are a people without hope. The outside world believes the threat of Ogia's slave raids is ended, so no one is coming to find them. Ogia's Drakkarim citizens have the power of life and death over any slave they see, making every day an uncertain struggle and each night a paranoid hell.

Characters from Ogia

Escaped slaves have no starting money, 4 free ranks in Profession (mining) and a +2 bonus to their Strength scores. This race may not be chosen as a starting character class unless the Player wishes to play a Commoner, Expert or Warrior.

Palmyrion, The Republic of

Overview

In a region of Magnamund plagued by civil strife and petty power struggles, the Republic of Palmyrion stands like a beacon to justice and sanity. Her strong, elected government and her massive regular army guarantees the defence of her borders and the continued support of her ally – Talestria. In many ways, Palmyrion is much like Sommerlund. It is a defiant nation with the strength to resist the dangers of the Darklands and the will to fight for what is right in the world. Self-sufficient and powerful, Palmyrion is a model nation and an inspiration to its neighbours.

History

The nation of Palmyrion was founded by an unprecedented union of Vaderish and Aluvian tribesmen looking to set aside their differences and find a place where both their peoples could thrive. The country they settled quickly became a joint venture with both tribes intermarrying so often that the bloodline differences between them vanished completely. After the first century of Palmyrion's existence, there were no tribal divisions left.

The first millennia of Palmyrion's history was one of struggle and conflict with the nations emerging around them. These border wars were decided swiftly but they recurred often enough that the country had to build hill fortresses to guard its territory. As resources and conditions allowed, these forts expanded into keeps and later became the grand border castles for which Palmyrion is famed. These massive stone edifices are marvels of engineering and are linked by an equally impressive continuous row of stone watch towers, spaced closely enough together that each one can be seen clearly by at least one other.

During the Helghast Wars and the rise of the Black Muster, Palmyrion's strength served its people in good stead. While other nations were burdened with losses and strife from the rampant minions of Helgedad running loose in the land, Palmyrion's castles and towers kept its people safe from harm. No invading force has ever successfully breached the defences of Palmyrion, a record of perfect service which the Knights of the Shield (as the standing army of Palmyrion is called) are justly proud of.

Future Events

The people of Palmyrion feel very safe, as well they should. If their own defence was the only priority for the Knights of the Shield, Palmyrion would never have to fear defeat in battle. Unfortunately, the defence pact with Talestria draws away

Palmyrion

Ruler:	MS 5000 Elector Candarius of Vanamor
	Vanamor 60,000 (Capital)
	Nahsor 30,000
	Scade 5,000
Cities:	Kalma 5,000
	Luna 5,000
	Stonewatch 5,000
	Vellino 5,000
	Ludrom 5,000
Population:	126,000 (Aluvian and Vaderish heritage)
Resources:	Agriculture, timber, fish, shipbuilding
Currency:	Lune
Allies:	Talestria

an increasing number of Knights and infantry every year to aid the nation's more tumultuous neighbour. If the situation in Talestria does not improve within a few years, Palmyrion may have to choose between keeping its treaties and keeping itself safe.

Roleplaying Notes

Palmyrion is the grandest nation south of Sommerlund and its people know it. While there is no true arrogance in the country's people, there is a sense of pride and grandeur that shows in the attitude of the people and everything they do.

Characters from Palmyrion

Palmyrion's passion for excellence grants its characters an extra skill point at each level after 1st.

Ruel, The Realm of

Overview

A tiny nation existing only as a prison/retreat for the descendants of the Cener Druids, Ruel is a twisted land with unnatural borders including a line of black trees to the west and a foul-smelling, sulphurous river to the east. These are all the result of the black druidic arts practiced by the Cener Druids when they called up and released the Great Plague on Magnamund. The magic worked as they wished but its terrible price came to haunt them afterwards as everything natural they touched warped and died from the killing arts they invoked.

Ruel

Ruler:	MS 5000 Grand Druid Cadak
Cities:	Mogaruith 7,000 (Capital)
Population:	8,000 (Cenerese)
Resources:	Rare herbs, timber, fish
Currency:	Lune
Allies:	None

History

Ruel is technically not the nation it once was but just the stronghold fastness the Cener Druids fortified with dark magic when they began the Plague ritual. This virulent disease wiped out hundreds of thousands and weakened the land sufficiently to let them rule an empire in Central Magnamund. The stronghold was a huge complex with underground tunnels, stone outbuildings and a grove of twisted trees filled with vile power to fuel the Druids black arts.

After the Great Plague devastated Central Magnamund, the Cener Druids ruled their empire until they were soundly defeated and their killing spell broken by the healing arts and white magic of the Herbalish. This period of time, the Druid Wars of MS 1968, also marked the rapid decline of Ruel's power elsewhere in Magnamund and the swift retreat of their forces back to their nearly impregnable stronghold. More concerned with saving as many victims of the Great Plague as they could rather than eradicating the Druids, the Herbalish did not pursue the Cenerese past the blasted boundaries of Ruel.

There the Cener Druids have stayed, cut off from aid and unlikely to receive it in any case. Magnamund has closed in around them, sealing off Ruel from any hope of making another move against them. The dark magic of the Cenerese is mostly gone, though the Plague Lords themselves still have the power to inflict terrible disease and harm on those they come into direct contact with as a side effect of the original spell cast millennia ago by their ancestors.

Another legacy of the past is the rumour that all Cenerese of Ruel contract a terminal disease during puberty and that none of them can live past the age of 40 without using black magic and signing pacts of dark power with the Gods of Evil. This may or may not be true, but it is certain that the Cenerese remaining in Ruel are a terrible force of death and disease and will never stop plotting the overthrow of Magnamund while there is breath in their plague-ridden bodies.

Future Events

Eventually, the Plague Lords are going to outreach themselves in their quest for ultimate power and enrage a force of arms sufficient enough to destroy them once and for all. Whether this is a nation like Palmyrion or a private individual brave enough to penetrate the foul forests of Ruel and do away with the Grand Druid, such a reckoning has been coming for a long time. When it arrives, no death can be painful enough or undeserved for the inhuman monstrosities the Cenerese have become.

Roleplaying Notes

Anyone entering the forest of Ruel will never emerge on the other side quite the same as they went in. The diseases that float on the waters and in the air of the foul nation are virulent and can kill a man within hours, but the real nightmares of

Ruel are the creatures and animals that have survived the plagues and mutated into things beyond description.

Characters from Ruel

Any native of Ruel that escapes its confines will lose 2 points of Charisma due to his diseased-ravaged features but will also gain a +2 bonus to all Fortitude saves and will be immune to normal (not magical) diseases.

Salony, The United Principalities of

Overview

The United Principalities of Salony is a fancy title for a group of loosely associated noble territories more or less governed by a single ruler elected by the landholders of each sub-kingdom. The five cities that mark each territory are arrayed radially around Rhem, the largest of the ruled areas. Traditionally, the eldest Prince of Rhem is the leader of Salony but the voting council can and has placed a different prince on the throne in the past. This style of government makes Salony a little unstable, though the kingdom is currently solid enough to allow dependable trade and travel.

History

The families that founded Salony were rival nobles of Aluvian blood who chose land in the same area and tried to rule themselves independently for decades. When it became clear that the settlers each family was drawing in to swell their numbers were less concerned about boundaries between their kingdoms than the nobles were, the five houses banded together for mutual protection and trade. This was not a smooth transition and a long-standing feud between Ellio and Woeld threatened to break the unity apart on more than one occasion.

The War of the Lorestone actually united the families together at the same time the conflict was ripping other kingdoms apart. Salony received aid from the Cener Druids, eager as they were to secure allies against the other lands of Magnamund, especially those supporting the Herbalish,

Salony

Ruler:	MS 5000 Prince Kevim of Rhem
	Rhem 30,000 (Capital) Eula 5,000
Cities:	Ellio 5,000 Woeld 5,000 Armory 5,000
Population:	60,000 (42,000 of which are Nael or Aluvian)
Resources:	Agriculture, timber shipbuilding, mercenaries, rare minerals
Currency:	Gold Crowns
Allies:	None (formerly Ruel, during the Lorestone War)

Ruel's hated enemy. In typical Salony fashion, the Druids' aid was accepted and then the Cener were abandoned as soon as the five families no longer needed them.

This betrayal has never been forgotten by the Cener Druids, but the push against them kept Ruel from exacting any kind of immediate revenge. The diseases that have killed more than a dozen Princes of Salony since that time are assumed to be the petty vengeance of the Druids, trapped as they are in Ruel and unable to wreak any greater havoc. The lords of Salony know that if Ruel ever rises to power again, there will be hell to pay for their abandonment of the Cenerese but they work behind the scenes to ensure this never happens. Ironically, this makes Salony an important ally against Ruel, through no good intentions of their own.

Future Events

A Plague Lord will eventually escape Ruel and move against Magnamund on his own. When he does, there is no more likely place for him to secretly infiltrate and use as a base of operations than one of the noble houses of Salony. Salony's stability will also be sorely tested or disrupted with the death of the current Prince. He has fallen ill and his most likely successor is a hot-headed young noble with dreams of conquest and a temper to match.

Roleplaying Notes

Salony is a borderline nation when it comes to its allegiance. The majority of Salony's rulers would technically be considered of the Balance, though some of them are certainly closer to Evil than Good. The common folk of Salony are all self-interested but few are outright malevolent. Visitors looking to trade or simply pass through Salony can usually do so without serious concern.

Characters from Salony

Inheritance plays a large part in the lives of Salony citizens. A Salony character begins play with a superior quality one-handed weapon of his choice, passed down from an honoured ancestor.

Skaror, The Dark Realm of

Overview

Another blasted realm allied to the Darklands, Skaror is worse than others in many respects. Skaror's wastelands are not the result of great magic used against the Darklands or foul poisons from under the earth. The reason for Skaror's barren landscape is the greed of its ruler and the great force of axe-wielding slaves put to task day in and day out, clearing the country's once lush forests to feed the smelting furnaces of the Darklands.

History

Once, Skaror was as lush and fertile as any other nation on Magnamund. When the Darklord Kraagenskul claimed the territory as his own and moved his Drakkarim warriors into

Skaror

Ruler:	MS 5000 Darklord Kraagenskul
Cities:	Cragmantle 35,000 (Capital)
Population:	38,000 (Drakkarim)
Resources:	Slave labour, timber, iron ore, copper
Currency:	Kika
Allies:	The Darklands, Ogia

the province, he immediately began despoiling its purity intentionally. Long before he put the plundered wood to use smelting iron for the Black Muster's weapons and armour, he would simply build huge bonfires and waste orchards worth of trees in massive pillars of flame in empty tribute to the evil joy of pure, unreasoning destruction.

Skaror was easy for the Darklords to claim because its history of evil actually predated them. Many of the Agarashi that fled the destruction of Naaros came to Skaror through cavernous tunnels that ran throughout the continent of Magnamund. The Agarashi and other dark minions of the fallen Naar-son lived and bred in the caves beneath Skaror for centuries, though reprisal attacks and encounters with things even more powerful and dangerous than them deep in the earth thinned their numbers.

By the time Kraagenskul took control of Skaror, the Agarashi were all but extinct – yet those few that remained beneath Skaror answered the call of his dark power and rose to serve him faithfully. Their power and the force of Drakkarim at his command ensured that he maintained control of Skaror even when other Darklords sought to displace him and take the land's resources for themselves. According to the black legends of the area, the Agarashi were even responsible for the death of another Darklord at the command of Kraagenskul; this shows the strength of their devotion to their one and only master.

The province of Skaror has never been attacked by any force other than rival Darklords but it has a powerful military presence in Drakkarim nonetheless. In keeping with the policies of the Second Black Muster, the Drakkarim keep a low profile and travellers moving west across Magnamund are not likely to encounter any life at all before reaching Ghatan.

Future Events

The Drakkarim of Skaror are some of the most idle troops of the Dark Army and eventually they may break cover long enough to do some raiding. While Kraagenskul will not be overly upset by this behaviour, Zagarna will be furious and the leadership of the Dark Realm of Skaror may very well change the hard way.

Roleplaying Notes

Anyone moving through the land of Skaror will likely be taken aback by the mute travesty of its obviously strip-lumbered forests. Rotting tree stumps can be seen by the

thousands everywhere in Skaror and the few forested areas left show heavy signs of predation. These signs of lumbering are actually a clue to the presence of inhabitants in Skaror but only a diligent search will turn up the Drakkarim. Once found, the minions of evil will immediately turn on their discoverers.

Characters from Skaror

Only the Drakkarim live in Skaror and no tribes ever settled the land before the incursion of the Darklords. The Drakkarim of the Dark Realm carry superior quality longbows made from Skaror trees.

Slovia, The Great Principalities of

Overview

The fertile plains of Slovia are divided into many principalities that are (weakly) united under Prince Ormir's throne. The Slovians are almost always threatened by wars because they have hostile neighbours to the north, east and west. A great standing army, mainly consisting of mercenaries and knights, defends the country and Slovia's close ally, Anari.

History

The past of Slovia was much the same as its present and is likely a precursor to its future – war. Slovia was founded in the midst of a great war that swept across the eastern plains of Magnamund and drove the families of many other nations to seek shelter in another land. This 'other land' became Slovia, a confederacy of many different tribes. Mostly Nael and Aluvian, these mixed families got along out of necessity and, when the war they were fleeing caught up with them, fought and died together to protect the fragile nation they had founded.

This common bond of blood sacrifice set the stage for centuries of unity through martial action and when the confederacy

became a union of principalities under the leadership of a single prince, the change in government occurred without any difficulties from the populace. Few countries are as united in a common cause as the people of Slovia. This solidarity has been a blessing for the nation, especially as its violent history would certainly have shattered any lesser country.

The people of Slovia are also fiercely opposed to the Vassagonian Empire and the influence of the Darklands, though they harbour a somewhat foolish belief that their placement and the benevolence of their leaders keep them safe from the attentions of the later. This is not the case; the only reason the Darklords have not worked harder to fracture the unity of Slovia's people is that their continued existence occupies the Vassagonian Empire – the closest thing the Darklords have to a rival.

Future Events

With the changes that have befallen Vassagonia in the last few years and the need to keep other nations occupied while the Second Black Muster continues, it is becoming important that every nation on Magnamund be afflicted with some kind of unrest. It is likely that Zagarna will allow some of his agents to infiltrate Slovia and try to disrupt its government from within. The most likely cause of this sabotage will be one or more Helghasts sent into Suentina disguised as diplomats.

Roleplaying Notes

The people of Slovia are very loyal to each other and almost obsessive about personal honour. A Slovia man's word is his bond and very few forces on Magnamund could get him to break it.

Characters from Slovia

Slovia characters have a +2 bonus to all Diplomacy checks and Charisma ability checks because of their personal code of honour but suffer a –2 penalty to all Bluff checks for the same reason.

Sommerlund, The Kingdom of

Overview

The brightest and most powerful nation on the face of Magnamund, Sommerlund is the leader of the Free Nations League and the first line of defence against the coming of the Darklands. As its brave and powerful warriors have done for centuries, Sommerlund's forces stand ready to turn aside the vile machinations of Naar's dark generals whenever they show themselves in the light. Sommerlund's steel, engineering and tactics of war are all the most advanced in the world, made possible by the support of its many allies.

History

The Sommlending arrived in Magnamund in MS 3434 led by their King, Kian. They came from the Northern Void and sailed in ships of yellowed oak. Their mission became clear – to prevent the forces of the Darklords from conquering

Slovia

Ruler:	MS 5000 Prince Ormir of Suentina
	Suentina 50,000 (Capital)
	Tekaro 25,000
	Litari 25,000
	Tabora 25,000
Cities:	Fort Zio 5,000
	Halok 5,000
	Choonova 5,000
	Lovka 5,000
	Pirazin 5,000
	Ostov 5,000
Population:	180,000 (Nael and Aluvian heritage)
Resources:	Cloth, textiles, agriculture, iron ore, silver, bronin
Currency:	Lune
Allies:	Anari

Sommerlund

Ruler:	MS 5050 King Ulnar IV
	Holmgard 100,000 (Capital)
	Toran 100,000
	Tyso 50,000
Cities:	Anskaven 25,000
	Ruanon 3,000
	Eshnar 3,000
	Other villages of less than 1,000
Population:	325,000 (Sommlending)
Resources:	Timber, fishing, agriculture, ores, metalcraft, gems
Currency:	Gold Crowns
Allies:	Durenor (primary ally), good relations with many other nations

Magnamund. The Sommlending arrival stopped the Darklords conquest in the east, drove them back through force of arms behind the Durncrag Mountains where they stayed until Vashna's disastrous campaign many years later.

Ever since then, the Sommlending has lived with the threat of the Darklords over them. King Kian ordered the construction of four great cities: Holmgard, Toran, Tyso and Anskaven. Command over these cities and the surrounding area was delegated to Barons who had served Sommerlund well in the war. Due to the constant threat of war, every child was trained in how to use a weapon. The education was organised by the Barons themselves and took place at their castles. Those who showed skill were taken into a Knight's household and later trained in the army of Sommerlund.

After the defeat of Vashna in MS 3799, the Baron of Toran started his search for the Lorestones of Nyxator, taking with him the wise council of the Elder Magi of Dessi. His search was successful and in MS 3810, he erected the first Kai Monastery, taking the name Sun Eagle to commemorate both the Sun God Kai and his former baronial crest. Sun Eagle wrote down the wisdom passed to him through the Lorestones in the great Book of the Magnakai, the Kai's greatest treasure until its theft and subsequent disappearance.

Future Events

Darklord Zagarna always has some plot involving the downfall of Sommerlund brewing, though his greatest goal – its total destruction – will take some time to come to fruition. Until then, agents and minions are subtly infiltrating positions of authority throughout the kingdom, quietly awaiting the day when the Darklords march through Moytura Pass in triumph.

Roleplaying Notes

Sommerlund is a kingdom of chivalry and high fantasy, with magicians and plate-clad warriors keeping the peace amid the splendour of perfect feudal order. Travel through Sommerlund is considered the safest and most profitable venture a merchant can make and people generally feel safe

year-round. Between the Knights of the Realm and the Kai Lords, there is little that can seriously threaten this land.

Characters from Sommerlund

All Sommlending may wield the longbow and one-handed melee weapons with proficiency. Characters from this nation also begin with a mastercrafted longbow or one-handed weapon for free.

Talestria, The Freeland of

Overview

Once a beautiful nation of river valleys and lush, green fields, war has scarred this great nation and left many of its northern provinces ashen ruins. The troubles have abated in recent years with the aid of Talestria's allies, but the wounds of battle run deep and it remains to be seen if this nation can rise again to the heights of its former glory.

History

The greatest of the Vaderish nations at one time, Talestria became prosperous because of its farming villages and plentiful fishing. Settlers flocked into Talestria and staked claims along its river banks, filling its useful land mass within a century of its founding. This caused some conflict but the area was so bountiful that few had to fight over its resources. Though the struggles of its early settlers were simple internal disagreements over land boundaries, Talestria had a far more serious threat appear in the form of slavers and bandits from Ogia.

For years, Ogia and the Drakkarim took their toll on Talestria. There were so many settlers in the nation that the slavemasters of Ogia could not resist sending raiding parties into the country to capture new workers for its mines. Though the people of Talestria fought valiantly, they were outmatched and outnumbered. Waves of Drakkarim soon sundered the northern villages, burning them to the ground after plundering

Talestria

Ruler:	MS 5000 Queen Evaine
	Garthen 30,000 (Capital)
	Phoena 15,000
	Takis 5,000
	Nohl 5,000
Cities:	Tharro 5,000
	Syada 5,000
	Ritchbloom 5,000
	Porila 5,000
	Luukos 1,000
Population:	90,000 (53,000 of which are Vaderish)
Resources:	Timber, fishing, agriculture
Currency:	Lune
Allies:	Palmyrion, Bor

everything of value. Hundreds of acres of farmland were ruined during these attacks.

Only after Talestria sought outside aid were the raids finally stopped. Palmyrion knights and Borese gunners met the next advance of Drakkarim head on at the Battle of Gornest Valley and defeated them soundly. The next few raids were more carefully staged yet each ended in failure for Ogia. The alliance between Talestria, Bor and Palmyrion was largely responsible for weakening Ogia to the point where Sommerlund's force could all but destroy that evil kingdom of the Darklands.

Future Events

The Freeland of Talestria is still reeling from the losses suffered to the Drakkarim but with Ogia presumed destroyed it has the breathing room to recover. There are still subtle raids launched by the Drakkarim in modern times but they are always careful to make them look like normal bandit activity. If any nation is poised to discover the truth about Ogia's continued existence, it will be Talestria.

Roleplaying Notes

This nation is on the mend, something that any visitor can see just by riding through any of its cities and noting the new construction and older ruins. The people of Talestria are friendly and open, though they have an innate distrust for outsiders that comes from years of barring their doors and praying that they live through the night.

Characters from Talestria

Because the people of Talestria have long experience with slavers and raiders, they have Escape Artist and Stealth as class skills. They also gain a +1 bonus to all checks when using these skills.

Valerion, The Theocracy of

Overview

A strongly religious nation with leanings toward fanaticism, Valerion is either a pleasant nation with a warm and open people or a hostile, unwelcoming land better avoided than entered. The difference between these attitudes is the religious preference of the visitor. Though the people of Valerion are not generally violent, even to 'heathens', they are not overly concerned with the affairs of those that do not acknowledge the Great Truth and the ascendancy of their leaders, the Fathers of the Truth.

History

Valerion is one of the youngest nations of Magnamund, founded after religious persecution of a minor sect in several different countries forced the followers of that faith out and into wilds west of Dessi. Long unsettled because of its apparent low value and hostile environs, Valerion became the promised land of the Keepers of Truth. Now a fairly safe territory with occasional recurring problems (monsters

remain an issue, even on 'cleared' trade routes), Valerion was a struggle to settle at first and many believers paid for their freedom with their lives.

The Keepers of Truth managed to carve out a niche for themselves, unknowingly with some help from the Elder Magi of Dessi. The Magi cleared out a massive tower near the centre of the country and subtly led the Keepers of Truth to its location. From its protected halls, the settlers of Valerion were able to build up their forces and tame the rest of their nation alone. Perseverance and dedication are watchwords of the Valeran, tempered by these early years of struggle.

The only real settlement in Valerion is this tower and the city of Kelis that was built around it and protected by a wall constructed by the Keepers over the course of three years of back-breaking labour. The Keepers are no strangers to hard work; every member of their society has learned to master at least one craft and practices its art for hours every day.

This self-sufficiency kept the Keepers alive during the difficult years of persecution by the growing Vassagonian Empire. The existence of Kakush kept the Keepers of Truth from the worst of the Vassa reprisals but many of the Warlords of the Empire took exception to the beliefs of the Keepers, seeing as some of the Truthseekers' holy texts appeared to be alterations of ancient Vassa prophecy. These Warlords led personal campaigns against Valerion but none survived the march with enough troops to successfully siege Kelis.

Valerion

Ruler:	MS 5000 Fathers of the Truth
Cities:	Kelis 40,000 (Capital)
Population:	66,000 (Nael and Aluvian heritage)
Resources:	Timber, rare metals, rare minerals, agriculture, silver, fish
Currency:	Lune
Allies:	None

Future Events

Another Vassa Purge is coming and the Fathers of the Truth know it. Warned by a secret member of their faith in the halls of the Zakhan, the Valeran are preparing for another siege. This time, there is great reason to be concerned, as rumours from Kakush seem to indicate that the government of that nation is not intending to stand against the Vassagonian attack force directly. This could mean an intact army at Kalis' gates before the end of the year.

Roleplaying Notes

The people of Valerion are believers, for all the good and bad that that implies. They are not very open-minded and most will try to convert any outsider they meet to the tenets of their faith. Unfortunately, the 'Truth' is not entirely well

defined and while the Valeran understand their religion perfectly (some would say blindly) they have a very hard time explaining it to others.

Characters from Valerion

The faith of the Valeran can work miracles for those who seek the Truth. Once per day, a Valerion character can re-roll a failed saving throw. This re-roll must be accepted, even if it is lower than the original roll.

Vassagonia, The Emirate of

Overview

The land of Vassagonia is a country with ever-changing borders, usually through conquest. The Vassagonian Empire is also called the Black Empire after the nation's most famous Zakhani- the Black Zakhani, a brutal Warlord and dictator under whose rule Vassagonia grew to its largest size. While few nations of Magnamund trust Vassagonia or appreciate its tyrannical government, the land has enough trade wealth and military power that none can simply ignore its existence. Rich beyond imagination and larger than any territory but the Darklands, Vassagonia is a major power in the world.

History

Vassagonia's legacy of conquest and dominion began early, with the many Vassa Horse Wars. These conflicts saw many tribes of Vassa nomads defeated in battle and absorbed into a growing collective. Intermarried and allied through the common cause of survival in the harsh conditions of eastern Magnamund, these tribes became the Vassa nation and set about creating a kingdom for themselves.

Vassagonia

Ruler: MS 5000 Zakhani Abdallah

Barrakeesh 400,000 (Capital)

Ferufezan 100,000

Bir Rabalou 100,000

Kara Kala 100,000

Bisutan 100,000

Cities: Teph 30,000

Chahdan 5,000

Cape Kabar 5,000

Chula 5,000

Chiras 5,000

Ikaresh 5,000

Tepa 5,000

Population: 1,000,000

Resources: Gold, jewels, rare minerals, spices, agriculture, silver, platinum, copper, bronin, iron ore, fishing, shipbuilding

Currency: Gold Crowns

Allies: None (and many enemies)

A harsh land for a harsh people, Vassagonia quickly swelled in size due in no small part to the nomadic bands of warriors under the control of the strongest tribal leader in the nation. This leader was called the Zakhani, a title claimed through the accumulation of wealth and power. In the early days of Vassagonia, new Zakhans were determined by the leader with the heaviest weight of gold and the largest stable of fine horses. As time passed and the military might of the Empire grew, the title of Zakhani started to pass to the most powerful Warlord. This tradition of might makes right became the norm for Vassagonia and it has not changed since.

Future Events

No one trusts the Vassa people, though typically only the highest nobles of their race are truly untrustworthy. This reputation has cost the Empire alliances they would otherwise have and limited the growth of the nation. New envoy positions are being created by the current Zakhani to try and overcome his people's poor reputation. These charismatic diplomats are charged with the daunting task of improving Vassagonia's foreign relations, though few have any hope that they can do so.

Roleplaying Notes

The Vassa are an opulent people, with riches and finery being entirely normal for many citizens. A Vassan without clean clothes, fresh food and fine accommodations tends to be very unhappy and few Vassans suffer in silence. Visitors to Vassagonia learn this soon enough, to the detriment of their ears.

Characters from Vassagonia

All Vassagonians begin with 150% of their normal starting wealth and possess a scimitar for free. Vassan characters are all proficient in the scimitar and have a +1 bonus to attack rolls with it. Unfortunately, their innate distrust of others and poor reputation cost the Vassans a -2 penalty to all Charisma-based skill checks.

The Wildlands

Overview

The Wildlands is a lawless realm with civilisation only existing in a thin crescent along the northern coast of the nation. The rest of the country is completely untamed and dangerous to enter, though an ancient road of wide, flat stones exists and bisects the territory in half from east to west. The road does not seem to lead anywhere but the creatures that prowl the Wildlands seem afraid of it for some reason and do not bother those who stay within its broad confines. The Grey Road, as it is called by the people of the North, is used heavily for mercantile traffic between Sommerlund and Durenor.

History

Once the northern half of Cloeasia, this area was lost and ruined when the Maakengorge opened and split off the land from its southern colonies. The foul creatures loosed upon

Wildlands

Ruler:	MS 5000 Overlord Torrost
	Ragadorn 19,000 (Capital)
Cities:	Gorn Cove 500
	Vanosa 100
	Duncrick 100
Population:	20,000
Resources:	Shipbuilding, fishing
Currency:	Gold Crowns
Allies:	None (Sommerlund and Durenor, coastal cities only)

Magnamund from the chasm gravitated toward the populous north half and devastated them, leaving the entire area in ruins within a generation. A mass exodus of Cloeasians managed to move north out of the killing zone, but most entered Sommerlund or sailed the channel to Durenor. Only a scant few remained.

The Wildlands, as it became known after this disaster, has been effectively written off by its neighbours except for the fishing villages and the large city of Ragadorn on its northern coast. These towns are fortified enough to keep the peace and have been doing so for centuries. Ragadorn is a heavily defended city because of its use as a port city between Sommerlund and Durenor. Its location allows ships to have a berth during the otherwise long voyage, making the journey more pleasant for all concerned. In MS 4040, a sea invasion of amphibians threatened to destroy Ragadorn but a combined fleet from the city's allies drove them away.

The most impressive thing about Ragadorn's past is how it has managed to overcome its beginnings as a town of criminals and bandits. Settled by unsavoury characters too lawless to enter Sommerlund or Durenor, the lack of any free peoples to rob forced these criminals to ply an honest trade in order to survive. Within a generation, the free port of Ragadorn was opened for business and has become an important stop on any coastal tour.

Future Events

The beasts of the Wildlands remain a constant threat to the safety of travellers and the villagers of the north but this situation may change soon. A proposed task force of Sommerlund soldiers and Durenese infantrymen is set to march on the interior of the Wildlands in an effort to halt the encroachment of these monsters and open the country back up to settlement south of the coast. Darklord Zagarna has his own plans for the creatures of the Wildlands and his agents have been moving to block this proposal from ever seeing fruition.

Roleplaying Notes

The humans of the Wildlands are a rare breed, honest folk descended from hardened criminals with a will to survive

and a desire to see their nation expand at any cost. Anyone entering one of the Wildland villages or Ragadorn itself is sure to be struck by the dedication and hard-working nature of these good folk, though like any nation on Magnamund there are unsavoury throwbacks to the country's past.

Characters from the Wildlands

Constant rebuilding has honed the construction skills of Wildlands villagers. Any character from this area uses Craft skills at double the rate of others, allowing them to build things in half the normal time.

Zaldir, The Darklordship of

Overview

A strong nation devoted to the power of the Darklords and part of their scheme to grow in power and rise again from the ashes of their defeat at Moytura Pass, Zaldir is an important Darklands ally. The forges of Zaldir burn constantly – consuming the wood of its dwindling forests and turning out weapons and shields for its Drakkarim army. The port of Shpydar is also the main harbour for the Drakkarim Navy; a more hostile port does not exist in all Magnamund.

History

Zaldir was first country to fall to the original advance of the Drakkarim in MS 2591. The city of Shpydar (formerly Vinaldo) was besieged and its inhabitants massacred by the barbaric invaders. By the time the fifteen day attack was over, most of Vinaldo was a smouldering ruin and all of its people dead at the hands of the Drakkarim. The other cities of Zaldir followed quickly as a series of bloody strikes decimated them within a month's time. The carnage was unimaginable; there were enough dead that the Drakkarim were able to place a single head on a row of pikes a hundred feet apart down every road in the country. This macabre trail, called the Deathwalk, still haunts stretches of Zaldir today.

When the Darklords made their move to take control of the Drakkarim, Zaldir was again the focus of a massive invasion. This time, the attackers came from the Hardlands, sweeping in over the blasted hills and raining fire and death

Zaldir

Ruler:	MS 5000 Darklord Gnaag of Mozgoar
	Shpydar (Vinaldo) 12,000 (Capital)
	Tanozheza 5,000
Cities:	Eginazee 2,000
	Nenzee 2,000
	Aztardat 2,000
	Tokluz 2,000
Population:	26,000 (Drakkarim)
Resources:	Iron ore, timber, copper, slave labour
Currency:	Kika
Allies:	The Darklands, Nyras and Nyvoz



on the unprepared Drakkarim defenders. Overwhelmed and outmatched, the Bloodlord of Shpydar surrendered his city and his country after only four days of fighting. Slain for his cowardice by Gnaag, the new ruler of Zaldir, his was the first fresh head on the Deathwalk in years.

Zaldir has been a problem for the Free Nations of Magnamund but not as much of one as it could be. The country's fleet is isolated and of limited use in any military plans the Darklord has for Sommerlund and Durenor. The country's Drakkarim are savage but they are ill-suited to a long march and thus not directly useful for the Second Black Muster. Zaldir is a valuable part of the Darkland's dreams of conquest but it plays no active role in any of them yet.

Future Events

Darklord Gnaag has more ambition than his fellow scions of evil believe. Not content with a port country and the belching smoke of forges for his kingdom, he has designs on the Darklands themselves and eventually all of Magnamund. What makes Gnaag different from his dark brethren is his ability to collect resources and use them to their best advantage when the time is just right. Gnaag will eventually make his move for dominion and when he does, the Archlordship of the Darklords may well be his.

Roleplaying Notes

For a kingdom of darkness, Zaldir is surprisingly calm. The population is Drakkarim, of course but they have been plying craft trades and crewing transport ships for so long, they are the least savage of all the minions of the Darklands. Visitors are still not welcome here and would be slain on sight. Anyone infiltrating Zaldir might well believe they were in a human kingdom, albeit a very brutal one.

Characters from Zaldir

The Drakkarim of Zaldir have Craft (armoursmithing), Craft (weaponsmithing) and Profession (sailor) as class skills and gain a +1 bonus to checks with Profession (sailor) from their experience as seamen.

Southern Magnamund

Though Northern Magnamund is the current land of turmoil, thrown into chaos by the perpetual evil of the Darklands, Southern Magnamund was once just as dangerous. In the heart of the South, the fell city of Naaros rose and it was here that Naar sent his dark son Agarash to conquer the world. Through brutal force and vile treachery, Agarash nearly succeeded in his goal. He was stopped only by the arrival of the Elder Magi, servitors of Kai and Ishir. These gifts from the heavens struck down Agarash and put an end to his evil forever.

Or did they? The legends of Agarash tell of a great curse placed upon the Elder Magi by the Naar-son as he lay dying on the shattered remnants of his black throne. Later, the Magi were all but wiped out by a Great Plague cast through a ritual taught to the Cener Druids by an unknown force. Could the spirit of Agarash still persist somewhere in the shadows of Magnamund, working his foul will from beyond the unhallowed grave?

There is also the matter of the spawn of Agarash to contend with in Southern Magnamund. Though many of the surviving Agarashi and other horrors of the Naar-son's making escaped to Northern Magnamund, fleeing there to escape the power of the Elder Magi, others went south into the lands of Agarash's allies. There they tunnelled deep into the earth and bred new nightmares, waiting for the day when a new dark power would call them forth.

That day has never come, though some of the sleepers have arisen to plague the lands of Southern Magnamund of their own will. Naar's attention turned northward, calling forth the Darklords and laying claim to a huge swath of land in his name. The evil bred by his progeny is all but forgotten, yet it lingers in the caverns beneath the nations of Telchos, Bhanar and the Kelderwastes. Eventually, hunger or the call of a new evil force will bring them out of their long sleep. When that day comes, the weary peace of Southern Magnamund will come to a violent end.

Andui, The Province of

Overview

This pleasant looking valley on the leese of the Kashima mountain range is home to one of the fiercest tribes of humans on Magnamund. Not evil but certainly not welcoming in any way, the Andurese are violently protective of their mineral wealth and have an independent streak a continent wide. Travellers in Andui are tolerated as long as they have legitimate business and do not try to stay more than a few days.

Andui

Ruler:	MS 5000 Mother Chow-loon
Cities:	Andui 6000 (Capital) Lanzi 1000
Population:	8,000 (Tianese heritage)
Resources:	Agriculture, iron ore, copper
Currency:	Nobles
Allies:	None

History

The Province of Andui was once an outpost of miners and farmers working under the flag of the Korli Empire. As that great kingdom began to break up, the Andui settlers took their chance to break away and drove the occupying Korlian troops out of their land at the point of farm implements. The Korlian military could have counterattacked and easily reclaimed the outpost but problems in the east convinced them to pull back instead. Had the government of Korli known why the Andui wanted their independence so badly, the troops certainly would have stayed.

Gemstones had been discovered in what the Andui settlers believed to be a rich vein in the mountains. Knowing that Korli would just increase their taxes to compensate for the added wealth, the Andurese chose to break away from the crown rather than share their find. Unfortunately for all concerned, the mine dried up within ten years and the quality of the gems was not as good as the miners had originally estimated. Still, independence fever had gripped the Andurese. No matter what it took, they would forever remain free.

This attitude has carried the Andurese through the last two millennia; the idea of any foreign power holding dominion of any kind over them is an unconscionable concept. The nation would be wealthier than it is now if it would negotiate trade routes or allow other countries to have more than a passing interest in its goods. The Andurese are a self-sufficient people but they will never prosper until they learn to live in harmony with their neighbours.

Future Events

The remnants of the Korli Empire have never forgotten its former member-nations and constantly plot to return them to Korlian rule, regardless of their individual wishes. These intentions will likely plunge the heart of Southern Magnamund into another war to rival the ones that raged between MS 1100 and MS 1950, transforming much of the heartland of the southern continent into ashen fields and ruined cities of the dead. The Andurese are capable of defending themselves quite well, but their struggles could bring about enough war and suffering to call forth the sleeping abominations below and bring about another age of darkness.

Roleplaying Notes

Those travellers intending to stay in Andui would be well-advised not to get too comfortable. Taverns will not rent

rooms for more than a single night at a time and natives of the country have no patience for outsiders. Traders receive a slightly warmer welcome but they know well that Andurese tempers begin to flare after three days. There is a saying among the people of Andui – ‘The Gods raised the Kashima because even they know we do not like company.’

Characters from Andui

Andurese prosper alone but do not do well in any group setting. They gain a +2 bonus to all melee damage rolls because of their cultural training and the strength that comes from mining but they suffer a –1 penalty to all Charisma-based ability and skill checks and may not perform the aid another action with anyone except another Andurese character.

Azanam, The Cloud-Realm of the

Overview

In general, the south half of Magnamund is not as heavily settled as the northern lands, due in no small part to the devastation wreaked by Agarash before his defeat. Azanam is no exception, having no permanent cities and no apparent population centres anywhere in its dense, forested territory. This is somewhat deceptive, however, as thousands of beings inhabit Azanam. The Kundi, a primitive-seeming tree dwelling folk, have made Azanam their home for millennia.

History

The Azawood trees of Azanam have seen a great deal of history, starting with the wars of the Kazan Islanders, rival tribes of savage humans with a taste for flesh and blood. The wars between the tribes grew so violent that most other creatures in Azanam either fled to neighbouring lands or learned to dwell and hunt in the trees. The wars finally ended with the slaughter and ritual consumption of all but one of the Kazan cabals. These cannibals settled into the jungle basin and made passage through Azanam impossible for anyone else.

This was true until the coming of Agarash. His evil unleashed mutations over much of Southern Magnamund, including the fertile Azanam jungle. Massive insects began hunting down anything on the ground, consuming the Kazan Islanders and leaving their villages desolate and destroyed. The irony of this death was not lost on the other sentient species to dwell in Azanam, the inhuman but peaceful Kundi tribesmen.

Azanam

Ruler:	MS 5000 Prince Okasa
Cities:	None
Population:	12,000 (Kundi)
Resources:	Rare herbs, rare minerals, timber, spices
Currency:	None
Allies:	None



The Kundi survived the wave of darkness that ravaged their land by living high in the trees and practicing a special form of natural magic. No living animal or animate plant would ever harm a Kundi tribesman, even those warped by the touch of evil. This special protection allowed the Kundi to outlast the other inhabitants of Azanam, eventually leaving them as the sole inheritors of the country's rich lands and ancient sources of wild power.

When Lara, the other nation of Kundi, was destroyed in MS 4663, the survivors fled to Azanam and united with the rest of their race, building a true kingdom high in the Azawood trees. The Kundi have always had a gift for foresight and divination; that power told them that their survival was important for the safety of the world and that someday, their presence in Azanam would be the key to saving all living things. As keepers of nature, the Kundi felt it was their sacred duty to remain in Azanam and have done so for hundreds of years.

Future Events

The Kundi way of life is a very simple one and is not likely to change without a massive outside force. Only the dissolution of their ancient duty to life, such as the arrival of He Who Will Come, could convince them to leave. Until then, even the eminent destruction of Azanam would not be sufficient to move them from their treetop homes.

Roleplaying Notes

The Kundi are ghosts in the jungle, rarely revealing themselves to outsiders but always watchful for signs of danger. If travellers come to Azanam with no malice or wish to harm the jungle, the Kundi may surreptitiously aid them and keep them safe during their journey. Those intending to damage or destroy the Kundi's home will find the hazards of Azanam a very dangerous gauntlet to pass.

Characters from Azanam

Though no humans dwell in Azanam now, both the Kundi and the tribesmen that used to live here benefited from Athletics and Climb as class skills. The Kundi also gain a +2 bonus to Climb checks.

Bhanar, The Autarchy of

Overview

A massive kingdom ruled by an immortal dictator as brutal as he is intelligent, the Autarchy of Bhanar maintains its existence as a major power in Magnamund through the Autarch's pure force of will and his people fear any attempt to overthrow him. Rumoured to be a soulless, unkillable monster, Autarch Sejanoz has razed much of the lush forestland of his country and created a huge armada of ships. His purpose for creating such a vast navy has not been revealed but other coastal nations are fearful of what will occur when it finally sets sail.

History

Bhanar was founded after the Great Civil War of MS 1620, a violent year in which much Southern blood was spilled over petty squabbles and plays for power that often ended in both sides being decimated. Bhanar actually rose from the ashes of this terrible struggle stronger than its individual colonies had been before, mostly due to the charisma and leadership of its founding Autarch.

Though Sejanoz drew the colonies together into a single nation through promises of prosperity for all, he did not deliver on these oaths. Instead, the people under his rule became more oppressed than ever. Huge levies drew many of the oldest sons and men of fighting age away from Bhanarite families and taxes kept the people from seeing any reward produced from their hard work. The military grew and the populace became oppressed. This was the perfect atmosphere for a martial coup and one was coming for Sejanoz. Knowing that his life was in danger, the Autarch sought aid the only place he could.

Sejanoz made a deal with Agarash, trading his soul and considerable wealth for immortality. His ageing ceased and while the Naar-son lived, so too would Sejanoz. The coup came, but no spear could pierce his flesh and no blade could cleave his neck. Indestructible and undying, Sejanoz created a legacy of terror and obedience that persists to the present day.

Future Events

Sejanoz's impervious skin is long gone but his people do not know this. Unless something occurs to threaten the life of the Autarch from outside his land, Sejanoz's reign may last forever.

Roleplaying Notes

Fear is a constant companion to the people of Bhanar, though most have learned to deal with it well enough to get on with

Bhanar

Ruler:	MS 5000 Autarch Sejanoz
	Otavai 100,000 (Capital)
	Yua Tzhan 50,000
	Yua Klio 50,000
	Bakhasa 30,000
	Sejanoz Unknown
Cities:	Luzoh 5,000
	Quindau 5,000
	Menzhi 5,000
	Kendu 5,000
	Wuzan 5,000
	Chonguin 5,000
Population:	300,000 (Mythenish heritage)
Resources:	Fishing, shipbuilding, timber, agriculture, silver, copper, jadin
Currency:	Ren
Allies:	None

their lives in some fashion. Visitors do not stay long in Bhanar because of the air of oppression and the general malaise of its citizens.

Characters from Bhanar

Bhanarians are so afraid of their Autarch, nothing else scares them. The people of Bhanar are immune to any form of fear effect.

Boden, The Kingdom of

Overview

The only place on the face of Magnamund other than Bor where any significant number of Dwarves may still be found, the people of Boden are the other half of the Drodarin race that fled Central Magnamund during the Great Plague. Their land is one of steep mountain valleys and huge castle-fortresses. Each vast citadel is home to a full clan of Droda, the traditional name of the Dwarven race, and all are connected by an underground network of tunnels leading to the central palace of Anarin, the home of the oldest living family of Drodarin Dwarves and the rightful Kings of their people.

History

The Kingdom of Boden was once a lawless valley community of human tribes, many of which went on to settle Ilion and Lencia after being driven out by dangerous predators and inhuman creatures from the pits of Naaros. After the Great Plague, a large group of Droda descended on the valleys of Boden and cleared them out through strength of arms and pure determination. The Droda needed a home and their families were too weak to travel any farther.

The back-breaking work of erecting more than a dozen castles in the space of a single generation gave the Droda a collective of safeholds to raise their children and regain some semblance of a normal life. The only risks they had to contend with were the return of some beasts to the fertile valley floor beneath them and the occasionally active volcanoes of the Boden range. An ill-fated castle-fortress, Gulran Hall, was lost to an eruption of the mountain it was built into when the peak exploded and a fiery river swept it away without warning.

The Dwarves of Boden are not quite the smiths their brethren in Bor have become but they have their own gifts. For centuries, the only way the clans of the Droda could survive was by becoming as self-reliant as possible. The valley floors below their castles were turned into a massive contiguous garden basin, periodically renewed by volcanic fire and capable of sustaining the entire Drodarin population of Boden with its plentiful yearly harvest.

In MS 4030, the first envoys from Bor came to establish official relations with Boden. Though the two nations understood that their physical distance kept any real alliance from being feasible, they parted on excellent terms. As part of the exchange, the Dwarves of Bor taught the secrets of

Boden

Ruler:	MS 5000 King Lomaer II
Cities:	Anarin 80,000 (Capital)
Population:	120,000 (Drodarin Dwarf)
Resources:	Iron ore, bronin, gold, silver, rare metals, rare minerals, agriculture, fish
Currency:	Ain
Allies:	Starn

brewing. Since that time, Boda Ale is as popular and as potent a drink in the South as Bor-Brew is in the North.

Future Events

Boden is a peaceful community and their alliance with the Giants of Starn ensures that very little can physically threaten them. No force on Magnamund, that is, except the land itself in the form of another volcanic eruption. The Droda estimate that every twenty years, another eruption occurs somewhere within their mountain range. The last one was eighteen years ago, meaning that while they cannot predict where the volcano will emerge, it is due to do so very soon.

Roleplaying Notes

The Droda are a friendly people and more open than their Borese counterparts. Even so, they are Dwarves and have no patience for visitors without some purpose for their stay. The valley of Boden is a beautiful sight and druids, farmers and rangers are always a welcome sight to the Dwarves. Such a traveller may well be offered a place to live permanently if he can offer something to the community.

Characters from Boden

The Droda have Craft (stoneworking), Knowledge (architecture and engineering) and Profession (farmer) as class skills. In addition, their experience with farm implements allows them to use any farming, engineering or masonry tool as a weapon. Such tools do not count as improvised weapons and the Droda are considered proficient in their use.

Chai

Overview

Chai is a lush country with a great deal to offer its people, most of whom live in abject poverty and have no appreciation for the riches that surround them. The Khea-Khans and their families keep the disa-giu ('underfolk' in their language, meaning commoners) completely subservient, further dividing their culture into castes of social rank. Only the highest rank has any privileges; the other levels of their society have only duties to fulfil and obligations to uphold.

History

Chai's harsh history begins with its founding. The plains of Chai were so rich and resources so hard to come by in Southern Magnamund that the nation was an obvious target

Chai

Ruler:	MS 5000 Khea-Khan Xo-lin of Pensei
	Pensei 40,000 (Capital)
	Dwala 10,000
	Javai 10,000
Cities:	Vabou 10,000
	Sansei 1,000
	Fort Kinani 1,000
	Fort Jhung 1,000
	Fort Xian 1,000
Population:	85,000 (Mythenish heritage)
Resources:	Fishing, timber, gold, silver, iron ore, agriculture, copper, bronin, jadin
Currency:	Ren
Allies:	None

for bandits and raids along its border settlements. The only way to deal with the constant attacks was to develop a strong military, something the Chai were more than willing to do. Training themselves to utilise their two greatest advantages, metalcraft and horses, the Chai became skilled cavalry soldiers and before long, they had become raiders themselves.

This tradition of visiting tyranny on others before suffering it themselves has been a guiding force in Chai politics and daily life ever since. After the Age of Eternal Night ended, many Agarashi came to Chai looking for easy prey to slaughter. What they received was a swift death on the weapons of the border guards and the legions of the Khea-Khan. To escape their own demise, the Agarashi went underground and still lair close to the surface, occasionally waking long enough to threaten a village before being cut down or returning to their slumber.

Chai's neighbour, Bhanar, would love nothing more than to conquer Chai and add the nation's riches and skilled population to its own. This aspiration has been thwarted many times by the Chai horsemen-warriors but the Autarchy continues to try. With each new generation, the warrior tradition in Chai is embellished with growing stories of war and battle. Death in melee combat is the ultimate goal of any Chai soldier, though most disa-giu are denied this and are only allowed to serve as peasant archers.

Future Events

Bhanar is certain to launch another assault on Chai before the end of MS 5000. This attack will be different from the ones before because of the size and strength of Bhanar's army. The Autarch is dedicating more than half his standing army to the operation, ensuring his victory and the long-awaited defeat of Chai. Whether this occurs as planned is not certain, however; Chai warriors have a long tradition of being able to hold off overwhelming numbers through skill and determination.

Roleplaying Notes

Chai is a rich land and a great stop for any trade caravan or traveller. Fine silks, excellent quality weapons and some of the most exotic goods in Magnamund can be found here, making a trip to Chai one of the goals for any Southern merchant capable of making such a journey.

Characters from Chai

The Chai are an honourable people with a drive to succeed that can keep them going when all else fails. Chai characters can stay conscious and keep fighting down to -2 Endurance, where they are considered disabled. They are dying at -3 to -9 Endurance and die at -10 Endurance as normal.

Cincoria, The Protectorate of

Overview

A nation with some of the most dense forests on Magnamund, Cincoria is a woodland country with a rich tradition of excellent carpentry, shipbuilding and woodcarving. The furniture gracing many courts in either half of the continent is likely to have come from Cincoria, especially if it is elaborate or contains scrollwork or marble inlay, two specialities of Cincoran carpentry. Cincoria can be a difficult country to reach during the winter months but it is still a profitable trip to make and its people's hospitality is second to none.

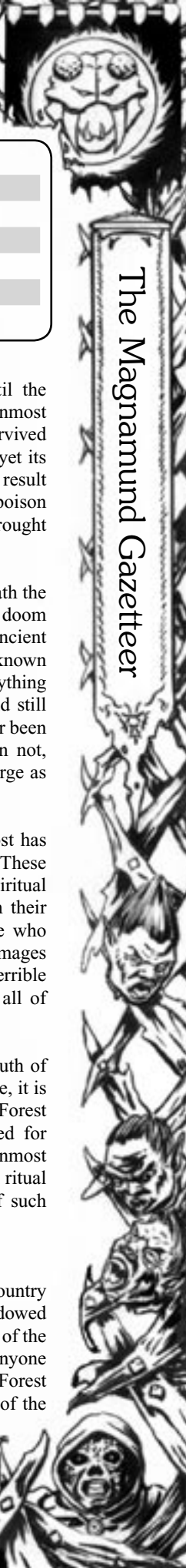
History

Established in the year MS 1199 as a religious refuge from the doctrines of the Grand Duchy of Kasland, Cincoria prospered and grew in strength under the leadership of the first Margrave. But with the coming of the Nael, Cincoria found itself drawn into a succession of bitter conflicts against the warlike Klannorians. Much of the southern territory, including the gold-rich Klann mountains, were lost to the enemy. Were it not for the unexpected aid of Kasland, Cincoria would undoubtedly have suffered total defeat during these wars.

Cincoria continued to prosper and rebuild for another half-millennia before any major conflict occurred again. This time, the Great Civil War caused upheaval all around Cincoria and though it was not directly involved, its ally badly needed aid from attacks against its own territory. The people of Cincoria were eager to return the favour. Though the people of Cincoria were not skilled warriors, their numbers helped turn the tide and save Kasland.

Cincoria

Ruler:	MS 5000 Margrave Vactor XXII
Cities:	Quilla 40,000 (Capital)
Population:	68,000 (Aluvian heritage)
Resources:	Timber, agriculture, shipbuilding, silver
Currency:	Lune
Allies:	Kasland



The lessons learned during the Great Civil War convinced Cincoria that it was in desperate need of martial training. Through the aid of Kasland officers acting as instructors, the Cincoran militia began to learn the arts of war. Though they never excelled at melee combat, these people did show a talent for archery that coincided nicely with the superior bow-wood growing on their land. By the time the Kasland trainers returned home, Cincoria possessed an archer's army second to none.

This army was put to the test when the Klarnorians returned in MS 2005 to try and finish what their ancestors had started with the capture of the Klann mountains. The army of the Klarn poured through Karris Gap and fell to a man, pierced by the terrifyingly accurate shafts of more than a thousand bowmen hidden in the ash and yew trees of southern Cincoria. Since this utter and humiliating defeat, Klarnos has left Cincoria alone, never even suggesting another attack.

Future Events

The forces of Klarnos may not be showing signs of gearing up for a third invasion but they are preparing for one nonetheless. This time, the army will be employing special tactics aimed at reducing the effectiveness of archery and burning the forests as they approach to drive out hidden troops. This will all but ruin the value of the conquered land, of course, but the warriors of Klarnos simply do not care.

Roleplaying Notes

The Cincoran are a peaceful people with an eye for detail and superlative skill in their chosen craft. Their markets are always open and their borders are easy to cross if one seems to have legitimate business or simply a peaceful interest in visiting their nation. This open policy is made possible by the legendary skill of Cincoran archery; a Cincoran bowman is said to be able to put an arrow in an apple at a distance of 500 feet.

Characters from Cincoria

All Cincoran can wield longbows with full proficiency and, due to years of practice beginning in childhood, can ignore the first range increment penalty suffered when firing a longbow.

Fernmost, The Dark Forest of

Overview

The Dark Forest is a dense, trackless region with so many dangers beneath its shadowed canopy that most travellers willingly accept the extra days spent going around it rather than braving its tangled depths. There are no dependable trails in Fernmost; the few that once existed have been covered with so much overgrowth that it is said even a Kai Lord would have a hard time finding where they once were. This may be an overstatement but it is true anything short of Kai skill is insufficient to chart a course through the tangled trees of Fernmost.

Fernmost

Ruler:	None
Cities:	None
Population:	Unknown
Resources:	Rare herbs, rare flora, rare timbers
Currency:	None
Allies:	None

History

This large forest was formerly part of Taklakot until the destruction of that kingdom in the year MS 3280. Fernmost has since been cloaked in mystery ever since. It survived the devastation of the Great Blast of Agarash's wrath, yet its trees changed and mutated in extraordinary ways. The result of exposure to evil power or the work of some dread poison flowing under the earth, these mutations have even brought some of the trees to a hostile semblance of life.

Strange creatures and tales of vast treasure vaults beneath the blood-red soil have tempted the adventurous to their doom for generations. These tales are certainly true, as an ancient civilisation with no name and no recorded history is known to have its ruins within the confines of Fernmost. Anything left behind by the inhabitants of this civilisation would still be lying in those vaults, though few specimens have ever been successfully won from their depths. More often than not, would-be treasure seekers are never seen again or emerge as some hideously deformed monstrosity.

It is said that no person who has ever entered Fernmost has returned sane in mind after their experiences there. These stories are also true, as some unknown magic or spiritual force exists in Fernmost that whispers to travellers in their sleep. These dreams are disjointed at best and those who survive Fernmost to speak of them gibber madly about images of ancient creatures, magic from other worlds and a terrible hunger that waits beneath the ground to swallow up all of Magnamund.

Fernmost is rightly considered cursed and while the truth of any purposeful malign magic on the area is questionable, it is true that nothing good has ever emerged from the Dark Forest and those who brave its secrets are usually destroyed for their curiosity. Whatever people lived and died in Fernmost millennia ago were likely destroyed by some forbidden ritual or ancient evil of their own making, but the truth of such things may never be known.

Future Events

Fernmost is not a likely prospect for conquest by any country and no one sane has any desire to set foot in the shadowed grove. This makes adventures in Fernmost the province of the incredibly brave or the most desperate of fools, with anyone venturing within likely being a little of both. The Dark Forest will not give up its secrets easily; anyone coming out of the

forest will probably leave their sanity behind and return with far less than they had when they entered.

Roleplaying Notes

Any trip through Fernmost should be an unnerving experience filled with constant, almost inaudible whispering all around and half-glimpsed images that disappear before they can be examined. The Dark Forest is a place of insanity and evil, both of which should become evident to anyone walking over its blood-red ground.

Characters from Fernmost

Nothing living in Fernmost would be a suitable character for any but the most bizarre of campaigns.

Forlu

Overview

A tragic kingdom with a sad past of betrayal upon betrayal, Forlu is one of the few countries in Magnamund to produce jadin, a rare stone with the remarkable power to pierce the protective magic of Darkspawn. While a few other nations have jadin, only the Forlu have discovered its usefulness as a weapon and use it in such a capacity. Ironically, Forlu's jadin keeps it safe from Agarashi and other dark minions but the country is firmly in the grip of an all too human evil.

History

In days gone by, Forlu was governed by the corrupt Mesanna dynasty and suffered for centuries under its brutal regime. The population became weaker and poorer, while the Mesanna collected jadin stones from the Shuri Mountains through their ceaseless toil. This terrible oppression led to a violent insurrection that was only barely put down by the Mesanna and at the cost of hundreds of soldiers' lives. This weakened Forlu and its provinces to the point where other nations began looking to it as a possible target for conquest.

To protect themselves and preserve their dynasty, the Mesanna brokered a treaty for protection with the Shadaki. In exchange for naval defence and a fresh garrison of troops, the Mesanna traded a large sum of raw jadin and supplied the Shadaki with fresh lumber for their ships. This agreement was adhered to by both sides, though the Mesanna planned to betray their new allies and seize their fleet at the first opportunity. The

Shadaki acted faster, breaking the treaty during the War of the Winds in MS 4663 by sailing a second fleet into the harbour of Forlu and blockading the nation. After seizing the palace, the Shadaki usurpers threw the corrupt Mesanna officials out into the street where a very unforgiving citizenry ended their lives.

The Shadaki have held the nation ever since, though the distance between Forlu and Shadaki keeps the two countries from being officially consolidated. The common folk of Forlu are no happier under the brutal regime of Shadaki but they have learned not to complain too loudly. Many citizens pray for the day when some force threatens Shadaki enough to divert the nation's attention away from Forlu. When that day comes, another uprising awaits.

Future Events

The Shadaki are not going to be able to hold Forlu forever, something that both the Forlans and the rulers of Shadaki know all too well. For the last few years, the nominal authorities of Forlu have been quietly removing every asset the nation has in preparation for the day when Forlu becomes a free country again. When this happens, the victorious revolutionaries will discover that they are the proud rulers of a bankrupt nation.

Roleplaying Notes

The only thing remarkable about Forlu is its production of jadin weapons. Weapons made of pale green jadin cost three times their usual amount, cannot be permanently enchanted and have half the normal Endurance of a weapon its size. Jadin weapons can be mastercrafted or of superior quality if desired and bear the special ability to ignore the Damage Reduction of Darkspawn. Only the Darklords themselves are immune to this property.

Characters from Forlu

The people of Forlu are extremely good at hiding their intentions and true feelings from others. They gain a +2 bonus to Bluff checks and gain it as a class skill. Forlans begin play with a free jadin dagger.

Halia, The Dukedom of

Overview

A lawless realm run by the descendants of criminals displaced from many other lands in Southern Magnamund, Halia is a surprisingly peaceful country where trouble only occurs if people bring it in with them. Governed with a very strong 'live and let live' policy, the people of Halia are hardly allied with the Light but they want nothing to do with the forces of Darkness either.

History

Founded in MS 1306 by Duke Saldor the Recantor when he was exiled after rebelling against the League of the Sword, Halia was carved from the forested hills between Kaum and Ilion over the course of ten years of back-breaking labour.

Forlu

Ruler:	MS 5000 Mother Lhasa
	Forlu 25,000 (Capital)
Cities:	Zhanis 3,000
	Verat 3,000
Population:	36,000 (Tianese heritage)
Resources:	Agriculture, timber, iron ore, jadin
Currency:	Noble
Allies:	None

Halia

Ruler:	MS 5000 Duke Kassak, Freelord of Halia
	Saldor 10,000 (Capital)
Cities:	Durada 1,000 Kethol 1,000
Population:	12,000
Resources:	Timber, tin, copper
Currency:	Lune
Allies:	None

The Duke was aided in this task by additional refugees from other nations, many of whom were on the run from legal authorities and desperate for a place to hide. Duke Saldor offered them a bargain; they respected the only law he cared about – the law of common respect – and he gave them part and parcel of this new land.

The bargain was kept by all involved from that day forward, with Halia expanding each year until the hills were completely occupied with dissidents from other nations, amounting to thousands of settlers. While Ilion and Kaum were not pleased with the idea of a country beyond the reach of their laws between them, there was little they could do about the situation. The Duke and his heirs were tactical geniuses skilled in fighting holding actions and setting up defensive barriers.

This made any thought of invasion too costly to be effective and there were a few advantages to the presence of Halia. It formed a useful buffer between the nations and because it was the logical place for any refugee of either country to flee into, clandestine bountyhunting to retrieve them was much easier. For millennia, Halia has tried to keep individual hunters out of their territory but closing borders in the uneven terrain of Halia's hills has proven all but impossible.

Halia has only suffered one serious threat to its safety; the Great Civil War. So many refugees flooded into the nation that it became unable to feed itself and its emergency supplies were expended in a matter of weeks. When the authorities of Halia tried to move some of the newcomers out, the situation quickly degenerated into anarchy. Quelling the riots became a nightmare, with terrible infighting causing thousands of deaths before order was restored.

Future Events

The country of Halia is due for another round of stress and possible rioting because of the number of immigrants that will arrive as the year MS 5000 wears on. Tensions in other lands will force displaced criminals and common folk to head into Halia, overwhelming its supplies and possibly sparking off the same slaughter that occurred during the Great Civil War.

Roleplaying Notes

Halia is mostly at peace, but the criminal past of many of Halia's prominent families is not as 'past' as the Duke and

his enforcers would like to admit. Halia is known by many as the place to go in Southern Magnamund for illegal goods, or to hire the kind of mercenaries and specialists people approach when they need something highly unpleasant done to someone else.

Characters from Halia

Halians are proud of their freedom and quite capable of defending it when the need arises – should they gain the initiative in a combat they are capable of inflicting devastating damage to their enemies. If a Halian attacks successfully during a surprise round, he inflicts an extra 1d6 damage against any humanoid foe that is not immune to critical hits.

Ilion, The Leaguelands of

Overview

A grassland nation jokingly referred to as 'flatter than Vassan bread', Ilion is quite the example of a nation with a bit of everything. Its population, whilst predominantly Vaderish, is also made up of Nael, Aluvian and other tribefolk, while its flat geography hides deep valleys, hillside mines and some of the most extensive caverns in Magnamund.

History

Ilion was once part of Lencia until the Vaderish Knights of the Sword were granted independence in MS 1294. Once freed of their binding oath of service, the Knights immediately combined their hereditary lands and formed the nation of Ilion. The eldest Knights became a ruling council and with the wisdom granted to them by seven successful military campaigns and more than two hundred years of experience between them, they governed their new nation with a steady but fair hand. The rule of Law was absolute but the Knights tempered their judgements with compassion.

While many aspects of Ilion were fair and just, the nation was not without its problems – especially during the early years. Twelve years after its founding, Ilion lost its southern hills to a renegade criminal and a horde of other outcasts. This would never have been allowed to stand but tensions within the country kept Ilion's military from mobilising to return the hills to their rule until it was too late. The prospect of

Ilion

Ruler:	MS 5000 League of the Sword (Council of Elder Knights)
	Feravan 40,000 (Capital)
Cities:	Fenaran 10,000 Gallain 5,000 Heldana 4,000
Population:	62,000 (Vaderish heritage)
Resources:	Agriculture, shipbuilding, copper, horses
Currency:	Lune
Allies:	Talestria



eradicating a kingdom, albeit a lawless one, based solely around the desire to be independent was too hypocritical for the Council to condone.

The Knights of the Sword were not disbanded when their elders broke away to form the government for their nation. During the Great Civil War, the Knights more than tripled in size and kept Ilion from descending too far into the madness of the time. Later, when other forces were at work in Southern Magnamund, the strength of the Knights kept any serious harm from befalling their homeland.

In MS 3880, Ilion entered into a detailed alliance with Talestria. The terms of this alliance provides Ilion with a number of trade goods and military equipment while Talestria receives the same. The bonds between these two nations grew so strong, a contingent of Knights of the Sword were permanently stationed in Talestria to serve as the Queen's bodyguard. This gesture of trust on both sides is indicative of how deep the relationship between Ilion and Talestria has grown.

Future Events

Any force looking to harm either Ilion or Talestria would have to break the bond of loyalty that ties them together. This could be done with subterfuge but such an undertaking would require years of careful work and either the infiltration power of the Helghasts or the sheer wealth of the Vassagonian Empire. Unfortunately for Ilion and Talestria, both power groups are currently looking to split them apart.

Roleplaying Notes

The Iliites are a loyal breed with a love for horses that borders on a racial obsession. The wild horses around Feravan are as white as powdered snow and extremely intelligent. Other countries covet these horses, prizing the intellect they possess. A Faersteed is fully sentient and understands human speech; its details can be seen on page 271.

Characters from Ilion

Iliites have Ride as a class skill and may take 10 on any Ride check, regardless of the circumstances. Because the nation of Ilion has an agreement with Sommerlund, Iliite children may train as Sommerlund Knights of the Realm. In this case, the special mount gained is a Faersteed.

Karnali, The Freedom Guild of

Overview

Karnali is not actually a country per se; it is a fortified city under the control of the Shadaki. An oppressive place ironically calling itself the 'Freedom Guild' of Karnali, this city-state is completely under the sway of Shadaki and pays a hefty sum in tribute to that nation every month for the privilege of not having its vital port blockaded and its ships plundered. With the legendary hunger of the Shadaki, it is a reasonable trade – pay a lot up front or lose a great deal more later.

History

The people of this land have long held a reputation for being tough and indomitable, a reflection of the region that they chose to inhabit. The bleak marshes and wasted lands of Karnali attracted Tianese frontiersmen that were prepared to suffer the hardships of this region in order to mine its considerable mineral wealth. At first, the settlement of Karnali grew painfully but well, with the Tianese discovering precious gems and a wealth of hunting and fishing in their new homeland.

Unfortunately, success in the South was a clarion call to those happier to force others to do their work than to do any themselves. The Shadaki looted a fishing trolley moving up the coast of Karnali and were amazed at the bounty such a small and relatively unprotected ship had in its hold. Letting the crew of the vessel live (an unusual move for the Shadaki), the trolley went immediately back to its home port – leading the Shadaki pirates directly to Karnali itself. The battle to claim Karnali took three days and resulted in the deaths of hundreds of Tianese.

The Shadaki were not interested in directly running the operations that had made Karnali so wealthy; they just wanted the resources to keep coming. Allowing the city to continue governing itself through a liaison of local birth, in exchange for a large monthly tribute was an inspired political move for the Shadaki. It allowed the people of Karnali the illusion of freedom and ensured that the flow of goods from this wealthy port city was not interrupted by any disruptive change in leadership.

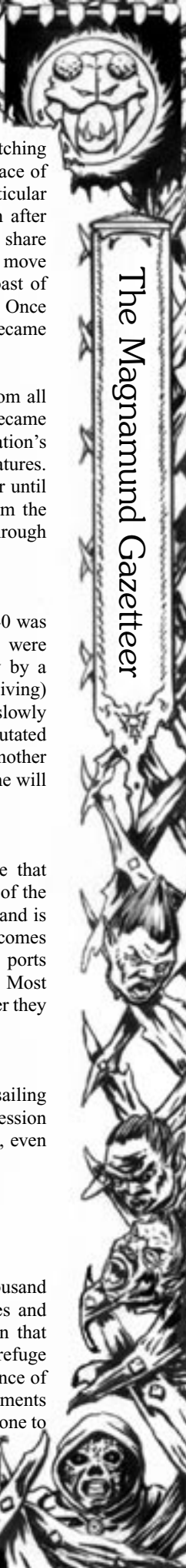
Karnali was the last nation on the lower coast of eastern Magnamund to fall to the Shadaki, protected as they were by the terrain and their low profile. Had the trolley captain not led the Shadaki ships back to Karnali itself, it is likely that the country would have escaped detection entirely. If Karnali ever regains its freedom, it is virtually guaranteed that no one will ever be able to find their port again without an invitation.

Future Events

Though the Karnaline continue to pay their tribute to Shadaki on time every month, the constant burden of doing so has been making life harder and harder for them in terms of resources and pride. There is every likelihood that the people of Karnali will not tolerate many more payments before trying to win their freedom. They have the Shadaki lulled into a false sense

Karnali

Ruler:	MS 5000 Mago of the Black Scar
Cities:	Karnali 15,000 (Capital)
Population:	17,000 (Tianese heritage)
Resources:	Rare hides (Chaksu), rare minerals, agriculture, fish
Currency:	Noble
Allies:	None (technically Shadaki)



of security and the time may be right before the year's end for the city-state to regain its independence.

Roleplaying Notes

As far as any visitor can tell, the Karnaline are a peaceful people content with their rule by proxy by the sea empire of Shadaki. No citizen of the city will speak ill of the Shadaki and seem genuinely accepting of their role in life. Careful digging or a high Sense Motive score might uncover the truth, but the Karnaline work very hard to conceal their true feelings and have become very good at doing so.

Characters from Karnali

Karnaline have Bluff as a class skill and automatically succeed at Bluff checks against others if their target's Sense Motive bonus equals +4 or less.

Kasland, The Grand Duchy of

Overview

A lovely country with a history of fighting for its freedom and attacking other countries in an effort to rob them of theirs, Kasland is a difficult kingdom to understand from an outside point of view. The leaders of Kasland are an erratic lot and while they have great resources, they are almost obsessive about adding more riches to their possession. Blessed with several small ports and one very large one – Port Venal – Kasland has become quite a naval power. Only Lencia can compete with the build of Kasland's ships or the superlative skill of their crews.

Kasland

Ruler:	MS 5000 Archduchess Toramai
	Casala 100,000 Capital
	Burgara 10,000
Cities:	Sendalin 5,000
	Hammar 25,000
	Port Venal 20,000
Population:	180,000 (Aluvian heritage)
Resources:	Iron ore, timber, fish, shipbuilding, copper
Currency:	Orla
Allies:	Cincoria

History

During the migration of the Aluvian peoples, the Grand Duchy was the first of their kingdoms to be established in Southern Magnamund. It became the base for further expansion across the Tentarias and the spiritual home of their culture and religion. The largest building in Kasland is also the oldest, the High Church that served as both faith centre and government for more than a century as the people of Kasland expanded their nation.

The settlements surrounding Kasland were also stretching their boundaries and dozens of border wars mar the peace of this country's first two hundred years. Kasland had particular problems with the violent expansion of Klarnos, even after the birth of Cincoria as a nation. Though they did not share a border after that, the forces of Klarnos would quickly move through the short distance overland on the western coast of Cincoria and strike into Kasland almost with impunity. Once Cincoria learned how to defend themselves better, this became less of an issue, until the attacks stopped all together.

Kaslander warriors continued to defend the country from all directions. A large cavern complex beneath Kasland became the home for several displaced Agarashi and the nation's forests were still the habitat for several ferocious creatures. The presence of the former enraged and upset the latter until in MS 3040, a mass exodus of monsters emerged from the depths of Gollan Forest and nearly destroyed Casala through sheer numbers.

Future Events

Though no one in Kasland knows it, the exodus of 3040 was no coincidence. The creatures that attacked Casala were driven out of the forest and directed against the city by a renegade Cener Druid living (or more appropriately, unliving) in Gollan Forest. The Druid still exists and has been slowly building up another army of enslaved and magically mutated beasts. It will not be long before the Druid sends another attack against the settlements of Kasland but this time he will pick a smaller, weaker target such as Sendalin.

Roleplaying Notes

Visiting Kasland is a pleasant experience for anyone that does not ride through Gollan Forest. Every other part of the country is warm, open and very friendly. In fact, Kasland is one of the friendliest nations on Magnamund and welcomes travellers of all kinds. Between Kasland's excellent ports and its mineral wealth, it gets a lot of trade traffic. Most merchants make a point of stopping in Kasland whenever they are in southwestern Magnamund.

Characters from Kasland

Kaslanders are a welcoming lot with a penchant for sailing and living life to its fullest. Kasland characters get Profession (sailor) as a class skill and may always take 10 with it, even when distracted.

Kaum, The Wilderlands of

Overview

A violent area with no true settlements and only a thousand or so inhabitants spread out in caverns, hidden houses and dwellings that are blended with the twisted vegetation that covers Kaum, this place is not so much a country as a refuge for the Cener. A corrupt land made worse by the presence of the Cenerese, Kaum is one of the most deadly environments on Southern Magnamund and a dangerous place for anyone to

travel. Only the indomitable spirit of the Klarnos nation and the enduring willpower of the people of Halia keep this land from spilling out of its borders and threatening other countries with its perverse black druidry and herb-magic.

History

When the Great Plague was unleashed on Magnamund, the Cenerese were poised to conquer the world with their foul art. The Elder Magi were powerless to cure the disease and Agarash was no more; this left no true power to stand in the Cener Druid's way. Unfortunately for their plans of dominion, the Herbalish managed to find a cure and keep Magnamund from becoming too weak to defend itself. The Druid's War and the defeat of the Cenerese swiftly followed.

Most fled to Ruel but there were others with places of power in Southern Magnamund. Rather than fortify and make their stand against the Herbalish the way the Plague Lords of Ruel intended, the druids of Kaum went to ground and hid from their wrath. The results were exactly as their dark divinations suggested; the Herbalish focused their efforts on Ruel and left Southern Magnamund alone. Though the loss of the lore the Ruel Cenerese held was regrettable, the Kaum druids had at least escaped retribution for the Great Plague.

Since that time, the Black Druids of Kaum have made life difficult for everyone around them, never striking long enough to be discovered or traced back to their homes. The Kaum Cenerese live on borrowed time. The Herbalish still exist and eventually the Kauman inability to keep from spreading death and mayhem will draw attention. For more than a millennia, they have been safe in Southern Magnamund but a day of reckoning is coming.

Future Events

The Kauman have developed a breed of black-skinned Giants as minions and use them to attack the countries around them. This lets them cause destruction and keep their neighbours from becoming too powerful but it also keeps the Cenerese from being seen as the perpetrators behind the assaults. Those with knowledge of the past might begin to suspect that the herb-magic practiced by these deadly Giants is reminiscent of the Cener Druids but that lore is rare in Southern Magnamund.

If the clues are ever followed up by someone with the skill to divine them and the strength to discover the Cenerese in Kaum,

Kaum

Ruler:	MS 5000 Unknown
Cities:	None
Population:	1,500 (Cenerese)
Resources:	Silver, gems, rare metals, rare herbs
Currency:	None
Allies:	None



there could be a second Druid's War. The Herbalish have long suspected that some of the Cener Druids escaped south after the Great Plague but they have never had any proof.

Roleplaying Notes

Kaum is not a lush or verdant land but it is covered in some of the most brackish plant life and corrupted animals on the face of Magnamund. These abominations are usually enough to drive away or kill anyone foolish enough to enter the country, though persistent travellers will eventually have to face an attack by one or more of the Cener Druid's ebon Giants.

Characters from Kaum

No sentient races exist in Kaum except the renegade Cenerese and their black-skinned servitors.

Kelderwastes, The

Overview

The island of Sheasu is the only human settlement in the Kelderwastes. The mainland is a giant jungle populated with lizards and semi-intelligent reptiles of Agarashi descent. The island Sheasu consists almost entirely of refugees who would rather risk their lives in this unforgiving land than return to their homelands. This makes the people of Sheasu capable of virtually anything where their freedom is concerned, something for any conquering nation or traveller to consider carefully before coming here.

Kelderwastes

Ruler:	MS 5000 Countess Jora of Sheasu
Cities:	Mydnight 1,500 (Capital on Sheasu) No major settlements on the mainland
Population:	2,000 (on Sheasu) 30,000 on the mainland (inhuman)
Resources:	Shipbuilding, fishing, agriculture
Currency:	Ren, Torq (Sheasu)
Allies:	None

History

A collective of the damned, the desperate and the marooned, the island of Sheasu was settled almost by accident when an upheaval of aquatic beasts descended from the Agarashi started destroying sailing vessels in the area, trapping the survivors on its coral reefs and beaches. The creatures could not come onto dry land, sparing the survivors the same horrific deaths they had visited upon those less fortunate in the water.

Because the island had enough plant life to support settlers, the survivors built homes and began their lives anew. Though the trees of Sheasu could certainly have been used to make ships and leave the isle, there was no guarantee that any boat they could build would survive the vicious creatures still lurking just off-shore. This state of affairs continued for centuries, with people occasionally becoming trapped on Sheasu and adding to the island's population. Though many tried to escape and died for the attempt, others became acclimatised to Sheasu and embraced its 'civilisation'.

In contrast with the human village of Mydnight on Sheasu, the rest of the Kelderwastes are entirely in the thrall of monsters descended from the Agarashi after those beasts fled Naaros. The predominant creatures in the Kelderwastes are the Keldrath, a near-sentient reptilian humanoid race with dense scaled skin and the ability to build and use simple tools. The Keldrath occasionally use rafts to raid Sheasu but they never manage to accomplish much more than terrorising the population of Mydnight before they are fought off and return to their jungle homes for another generation.

Future Events

It has been more than twenty years since the last Keldrath assault and the guardians of Mydnight are preparing for what will probably their most violent raid yet. The longer the Keldrath spend between attacks, the larger the force they send over when one finally does occur. The people of Sheasu are not concerned that they will be able to fight off the Keldrath but every raid costs lives to turn aside and Mydnight's population is already dangerously low.

Roleplaying Notes

Visitors will be welcomed with open arms in Sheasu, though they will be regarded somewhat coldly if they mention not intending to stay. The people of this island need all the help they can get with their harvests and with defending their city

from the Keldrath and other threats. The terrible creatures that stranded Sheasu's original population are long gone and those living there now could certainly leave but this island is their home now. No one on Sheasu has anywhere else to go and even if they did, most would choose to stay here and be their own masters rather than live elsewhere.

Characters from the Kelderwastes

All citizens of Sheasu have Athletics and Profession (farming) as class skills. They are also very skilled at hunting with the spear; all characters from this country may wield one with proficiency. When throwing a spear, these characters may ignore the first range increment penalty.

Klarnos, The Kingdom of

Overview

Arguably the most openly violent nation in Southern Magnamund, the people of Klarnos are a warrior culture with no respect for any diplomacy but that of the sword. They are capable of mercantilism and mining, but only so much that it supports their perpetual wars. When the Klarnorians are not fighting their neighbours, they turn on each other in endless territorial battles for what often amounts to mere yards of land at a time.

History

The history of Klarnos is a saga of might making right even as far back as the founding of the nation. A massive army of Nael warriors displaced from other nations literally carved a country out of the Klarn Mountains and highlands, laying waste to everyone in the area and proclaiming themselves a sovereign nation by right of arms. While no other country was willing to abide by this 'right', no other military in the area had the power to displace them until they were too entrenched to remove.

Klarnos has led dozens of raids and invasion attempts into neighbouring lands yet have been repeatedly rebuffed. This has been due mostly to their own lack of cohesive organisation. The Klarnorians are very skilled warriors but they do not work together at all. This has kept them from effectively capitalising on their strengths and being more of

Klarnos

Ruler:	MS 5000 King Hovald
Cities:	Dragen 50,000 (Capital) Dorgara 10,000 Horstal 5,000 Vaagen 5,000
Population:	96,000 (Nael heritage)
Resources:	Gold, Iron ore, fishing, shipbuilding, agriculture, copper
Currency:	Orla
Allies:	None

a threat to the lands around them than they could be. In MS 2800, King Golvas of Klarnos nearly succeeded in gathering his people together as a single galvanised force. Fortunately for Cincoria, Golvas ‘mysteriously died in his sleep’ and the country fragmented again.

After MS 3600, Klarnos fought itself to a standstill and its people were suffering from lack of food or trade. While marginally self-sufficient, their history of warfare was slowing down and without the losses from constant battle, the Klarnorians were threatened with famine. They built Vaagen, a port city, for the sole purpose of trading gold and iron for much needed supplies. This city is still considered ‘off limits’ to the cultural violence the Klarnorians are known for, making it a relatively safe place to visit.

Future Events

Vaagen should not be considered a typical Klarnos city. The people of Klarnos are still just as violent and warlike as ever; they just have the ability to set such hostility aside when they have to. The Klarnos hordes have been without active warfare for nearly an entire generation now and many of the older warriors are looking for a new campaign to engage in one last time. In Klarnorian religion, death in battle grants the highest form of reward in the afterlife. Before the year is out, Klarnos will march again, if only so that its older citizens can achieve paradise. Only the target is as yet undecided.

Roleplaying Notes

There is an expression in Cincoria – ‘As effective as a Klarnos horde’. It means to be completely ineffective, which is an overstatement but not entirely inaccurate. The Klarnos have serious temper issues and do not work co-operatively at all. This has been the saving grace of its neighbours but a constant source of consternation by the leaders of Klarnos.

Characters from Klarnos

Klarnorians are proficient with all kinds of weapons (except racial ones) and shields (except the Sommerlund Greatshield). They gain a +1 bonus to attack and damage rolls with melee weapons because of their strength and size but their inability to work together prevents them from granting or benefiting from a flanking or aid another bonus.

Korli, The Statehold of

Overview

A small nation with excellent ports and a commanding presence over the Kalamar River, Korli is one of the richest countries in Southern Magnamund. Trade and agriculture have made it very wealthy, not that any of its Shadaki-oppressed citizens ever receive even a Noble of the vast riches Shadaki squeezes from Korli every month in tribute. For generations, the state of Korli has been the most poverty-stricken nation on the eastern coast, with many of its citizens worked to death by exhaustion and starvation every year to feed the appetites of the Shadaki.

Korli

Ruler:	MS 5000 Mother Solani
	Korli 10,000 (Capital)
Cities:	Abbali 3,000
	Jubali 1,000
	Tonwei 2,000
Population:	18,000 (Tianese heritage)
Resources:	Agriculture, fishing, shipbuilding
Currency:	Noble
Allies:	None (technically Shadaki)

History

Korli is one of the oldest Tianese states, founded in MS 675 by the dynasty of Prince Margos. It flourished and became rich through trade with the surrounding provinces, its control over the river Kalamar and its sizable trading fleet. With the advent of piracy and sea battles along the coast, it followed that the Korliani would arm their vessels but their short-sighted leaders assumed that their isolation and the more tempting targets farther north would keep them safe.

A civil war fought against Andui, a state seeking to break away from Korli, showed these leaders how wrong they were in their assumption that violence would never touch their country. The war was led by Prince Junai and his Knights of Abbali, but the Prince’s tactical failures and the determination of the Andui sent him home in bitter defeat. The war weakened the country and paved the way for a retributive strike by Andui but the city of Abbali was never lost. This incident convinced the Lords of Korli that their previous policies against military expansion were incorrect.

Unfortunately, this revelation came too late. The first ships from Shadaki were already scouting out the country’s harbours and had reported back that the nation looked ripe for conquest. The naval battle lasted only a few short days before the best vessels in the Korliani fleet were destroyed and the Shadaki occupied the city of Korli itself. As with other Shadaki dominions, they had no interest in actually running the nation. They set up a figurehead dictator on the throne and began their well-practiced extortion techniques.

Future Events

Korli is a nation that has been held at ransom for so long, it does not know any other way to exist. Even if the current Mother of the nation were deposed, only the defeat of the Shadaki in their own land would keep Korli free. Otherwise, the Korliani would simply continue their lives as normal and prepare for the next tyrant from Shadaki to arrive. It is an arguably wretched existence but a people can only be beaten and starved for so long before they accept such horrid conditions as the way their lives are meant to be.

Roleplaying Notes

With only a few exceptions, the Korliani are a people devoid of any spirit or spark of personality. Most are just content

to live from day to day, doing as their masters tell them and trying to survive. They only have enough food and water to keep them alive, never to thrive, which is a very effective way for the Mother of the nation to keep the population depressed and under control.

Characters from Korli

The Korliani may not be very vibrant or active but they are an enduring people with the ability to survive almost anything. Korliani characters have no starting money and receive one fewer skill point per level (minimum of 1 per level). However, they always gain the maximum value of their End Die every class level.

Lara, The Burntlands of

Overview

The scorched wasteland that is Lara is a terrible testimony to the evil of one man and his desire to punish those that would dare stand against him. While some of the countryside is beginning to grow back in Lara, the presence of Shasarak, a rogue Shianti that refused to go into exile with the rest of his people, has horribly warped the land around him. The vegetation and creatures that have returned bear no resemblance to the beautiful forest that once stood here.

Lara

Ruler:	MS 5000 Shasarak
Cities:	None
Population:	2,500 (Shadaki heritage)
Resources:	Sparse agriculture
Currency:	Noble
Allies:	Shadaki

History

The lands of Lara were once beautiful forests with the tallest trees on Magnamund, teeming with animals. This was the home of the Kundi, a primitive people with powerful natural magic and the ability to communicate and empathise with all life. The Kundi settled the forest of Lara and built their homes in the tops of the trees, preferring to live high above the ground and spend their long years among the rolling clouds. Elaborate cities were made by naturally weaving together canopy branches and crafting homes out of leaves.

The Kundi lived in peace with all things until the machinations of Shasarak finally caught their attention in MS 4660. Upset that the Wytch-King's armies were marching on all the lands around them and causing death and destruction unseen in their lifetimes, the Kundi knew they needed to get involved. This was made all the more important because the Kundi knew what Shasarak really was – a Shianti and therefore not a thing that should be in the world any longer.

The Kundi led a very successful series of guerrilla raids against the Wytch-King's armies, cutting off supply lines and harassing them to the point of near-anarchy in their ranks. Shasarak knew who was causing such chaos but he could not find the Kundi to retaliate due to the difficulty in reaching their tree cities. In retribution for their disruption of his plans, Shasarak ordered the forests of Lara burned to the ground. The death toll was horrendous among the animals of the area but the Kundi escaped the flames mostly intact, having been warned of the coming fires by their magic.

The Wytch-King directed all of his attention to the ruin of Lara, salting the earth with his Shianti-born power and ensuring that no Kundi could ever return to their homeland. He mistakenly believed that he had killed most of the ancient race but they had all relocated to the jungles of the Azanam. In smoking Lara, Shasarak still dominates all with an iron-clad fist and his Shadaki armies now prowl for Kundi survivors unchecked.

Future Events

The Kundi are not strong enough to lead a reprisal against Shasarak but they have not forgotten the misery and death he brought to their former homeland. If heroes wander into their new realm, the Kundi may well broker a deal for them to enter Lara and do what they can against Shasarak's forces in exchange for herbal remedies and potions of power. Such a mission would be extremely dangerous were the heroes to take Shasarak on directly but even small disruptions in the Wytch-King's armies could be accomplished by heroes of any level.

Roleplaying Notes

Lara is effectively a wasteland. The only life there is either power-warped animals with hideous mutations and a thirst for blood or the Shadaki soldiers who constantly patrol the ashen land looking for signs of Kundi – alive or dead.

Roleplaying Notes

No significant life exists in Lara any longer, though it could return if the Wytch-King were defeated.

Lencia, The Kingdom of

Overview

Lencia is a stable country with a number of sizeable mineral deposits and very lush vegetation. Unfortunately, the most valuable half of the country was taken by the Drakkarim and Lencia has never fully recovered from the loss. Numerous failed attempts to retake the lost northern part of the nation have left Lencia with a dwindling economy and a critically depleted military. Though the population of Lencia is still high for a Southern Magnamund country, less than 2% of them are combat trained.

History

First colonised in MS 1007, Lencia was a refuge for many Vaderish people looking for a home away from the wars

Lencia

Ruler:	MS 5000 King Sarnac II
	Helmstorm 40,000 (Capital)
	Vadera 20,000
	Westhaven 5,000
Cities:	Starbeach 3,000
	Caisle Bay 3,000
	Vark 3,000
	Utulio 3,000
	Loyton 1,000
Population:	92,000 (Vaderish heritage)
Resources:	Copper, tin, silver, agriculture, fishing, shipbuilding
Currency:	Lune
Allies:	None

and politics of other countries. The numbers of citizens in Lencia swelled until the nation's population and size rivalled any other civilisation in Magnamund at the time. Resources were plentiful and there were few hostile forces in the area, allowing Lencia to grow so vast it even managed to keep a territory together straddling both sides of the Tentarias.

This marked a time of great prosperity, due in no small part to Lencian control of the western Tentarias inlet. By controlling trade along the massive river through their harbours and positioning, Lencia made a great fortune by regulating trade and promoting traffic along its sometimes turbulent waters. This age of wealth and power lasted more than a millennia and a half before events took a sharp turn for the worse. In MS 2591, the Drakkarim invaded Magnamund and stole away the northern section of Lencia during the Darkdawn War.

Since that time, Lencia has attempted several times to retake Nyras, the northern half of their nation renamed by the Drakkarim. Because of the military support of other Darklands nations and their own inability to fight a strong aggressive war, the Lencians have been unable to drive the Drakkarim from Nyras and reclaim their territory. This has not slowed their determination but after more than two thousand years, retaking Nyras has become more of an academic goal than a true national desire.

Future Events

While the Lencian people have all but given up on retaking Nyras, the royalty and the military of the nation have never relinquished their dreams of reuniting the nation. Plans for a new invasion fleet are already underway in a secret harbour installation in one of the nation's southwestern coves. With an estimated completion date of MS 5002, this fleet is ten times the size of any previous Lencian force.

Roleplaying Note

The Lencians are a divided people. The citizens just wish to continue with their normal lives and bring in each year's harvest as normal, while the nobility want nothing more than

military domination. This schism has not led to any kind of insurrection in the nation's history but there is always the chance of one occurring if the population of Lencia finally grow tired of their leader's constant warmongering.

Characters from Lencia

Commoners from Lencia gain a +1 to all Profession checks, representing their focus on a normal life. Lencian heroes gain a +1 to melee attack rolls when fighting on a ship. Because of the lack of military training in Lencia, no Lencian begins play with proficiency in two-handed weapons.

Lissan, The Plainlands of

Overview

A wide open land with hundreds of square miles of grassland and fertile plains, Lissan is a horse-breeder's paradise and supplies its sizeable population with all the food and resources they need to thrive. The people of Lissan are an unassuming folk with few aspirations and no thought of expansion past their current borders. Their skill with fighting from horseback rivals the Sommlending and while they are not warlike, the Lissanese are more than capable of defending themselves.

History

Lissan was settled by thousands of tribesmen looking for a place to raise horses and find some protection from the mounting wars of Central Magnamund. They found both in the sweeping grasses of the Lissan plains. Building their first homes out of wood, the Lissanese constructed entire communities in the shelter of their new home's gently rolling hills and stream valleys. These areas were well sheltered from rain, exposure and attacks from other countries.

The peace offered by Lissan's terrain and size came to an end with the Great Civil War. Forces from elsewhere in Magnamund began using Lissan's grasslands as fall back points and resource gathering sites while they waged battle in their own nations. Not wishing to be dragged into someone else's conflict, the Lissanese rallied their numbers and took to their horses. Lissan cavalry charges swiftly drove out the would-be invaders, but not without a cost. Much of the richest territory of Lissan was along the Chai border and with the

Lissan

Ruler:	MS 5000 King Kanu-ete
	The Tent City of Rakholi 50,000 (Capital)
Cities:	Tazhan 30,000
	Fort Vlau 10,000
	Zanaza 1,000
Population:	220,000
Resources:	Horses, agriculture, copper, silver, iron ore
Currency:	Ren
Allies:	None

ferocity of the battles fought there, a great deal of those lands were scorched and lost.

This lesson was a harsh one but it taught the Lissanese the value of fighting a defensive war that kept the health of the land in mind. The Masbate, the proud warrior tribesmen that dominated the population of Lissan, took it upon themselves to use this new focus for their battles and through long years of diligent training and limited engagements, kept Lissan free of invaders while preserving the countryside itself.

Future Events

The people of Lissan have succeeded in keeping their nation as pure and lush as it was when they arrived, not an easy thing to do or a common one among the countries of Magnamund. These efforts have unfortunately drawn the attention of Shasarak the Wytch-King and his Shadaki warriors. Within a few years, scouts from Shasarak's army will be scouting the country and when the vile Shianti traitor has enough time to organise a strike against Lissan, the Masbate horse fields will flow red with Lissanese blood.

Roleplaying Notes

The nation of Lissan is not a very welcoming or nurturing place but the Masbate are not openly hostile without a good reason. Visitors that remain on their best behaviour will be allowed into the country to trade or pass through peacefully. The Lissanese are very proud of their country and any activity that threatens to harm the land or its people will be dealt with swiftly and violently.

Characters from Lissan

All Lissan have Ride as a class skill and can wield the short bow with proficiency. In addition, a mounted Lissanese can control his mount as a free action and still take a full attack action with a short bow at his Base Combat Skill. Unmounted Lissanese suffer a -1 penalty to all melee attack rolls, however.

Lorn, Isle of

Overview

The Isle of Lorn is surrounded by magic winds and illusions to prevent people from coming to the island or even discovering its location. This is because Lorn is the sanctuary for the Shianti, a race of demigods banished to Lorn by Ishir; banished because they disrupted the lives of humanity and threatened to bring evil to the lives of men through their well-meaning but misguided actions, the Shianti have sworn to keep apart from humankind and not interfere in their affairs again.

History

The civilisation on the Isle of Lorn was built centuries before the exile of the Shianti as the centre of their growing empire and as the site of their grand temple to the gods of Light. The Temple of Amidas was built with the slave labour of the descendants of the Suulash (the Ice Demons) and the aid of

Lorn

Ruler:	MS 5000 Archmage Acarya
Cities:	The Temple of Amidas 1,000 (Capital)
Population:	1,500 (Shianti)
Resources:	Self-sufficient; agriculture, fishing, timber
Currency:	None
Allies:	None

human servitors to the Shianti Empire. The temple is meant to be their greatest testament to the gods but it only serves to draw Ishir's attention to how far the Shianti have fallen from their solemn pledge not to harm the people of Magnamund.

When Ishir saw the involvement of the Shianti with the lives of humanity, she was furious. She had only allowed them to gather the energies of the moon for their great Moonstone because they had insisted it would help them keep humanity safe but in truth it had formed the centre of their conquest of Magnamund. Though the Shianti genuinely wished to be benevolent, the goddess could not allow them to continue dominating humankind. She judged them unfit to remain on Magnamund.

In protest out of their love for the world, the Shianti begged the Goddess of the moon to reconsider. She relented only to the extent that she would allow them to remain in exile on Lorn but their empire and the Moonstone would both have to be forfeit. The Shianti (with the exception of Shasarak) agreed to her terms and sent the Moonstone into the Daziarn Plane for safekeeping. They shrouded the Isle of Lorn in mists and illusion and disappeared from sight of the humans they adored.

In time, humanity came to regard the Shianti as a myth or as some transient part of their past that was now lost to the ravages of time like so many of Magnamund's legends. The Shianti have grown content to simply watch the ages of Magnamund unfold without their interference and understand the wisdom in Ishir's decision to make them relinquish their rule.

Future Events

The traitor Shianti Shasarak is a problem that will eventually have to be resolved, though the Shianti are entirely unsure how to do so. They do not possess the ability to leave Lorn, nor can any manifestation of their powerful magic affect the outside world in any way. Shianti prophecy has told them that the answer to their dilemma will someday arrive 'borne on the ocean's tide' but until that day they must simply watch their fallen colleague in despair.

Roleplaying Notes

The only creatures on Lorn are the Shianti themselves and a handful of long-lived Suulash-bred slaves. The island cannot be reached by any means, magical or mundane, though it

might be possible for a Skyrider to approach Lorn and land safely, assuming the pilot of the ship knew where he was going and the Shianti themselves did not strike the vessel from the air. As part of their pact with Ishir, the Shianti have to keep themselves apart from humanity by whatever means necessary.

Characters from Lorn

Except for a variant campaign involving Shianti characters, no suitable Player options exist on Lorn. If the Shianti were to take in a human for some reason, that character would have access to Elder Arts and could advance as a Magician of Dessi without having to be from that region.

Lunarlia, The Great Union of

Overview

A large nation made up of several smaller provinces all owing fealty to a single King, Lunarlia is possibly the most stable and vibrant nation in Southern Magnamund. Not content to simply survive in the current time of turmoil and lingering strife, Lunarlia is using its strong economy and abundant resources to build defences and outfit its armies for whatever might lie ahead. The line of King Aluvaria has always been very foresightful, a gift that has guided the nation through many tough times and will be needed more than ever in the future.

History

In MS 1234, the Great Union was founded through the actions of the many smaller Aluvian states that shared the fertile plains of Central Magnamund. Constant barbaric attacks by the creatures of Kaum, Naaros and the Kelderwastes plagued these states for over a century before the Union of Lunarlia established a standing army large enough and strong enough to defend the plains against them. This involved several dozen hastily built but solid stone keeps and the ranged weapons needed to defend them. Even today, the Lunarlian crossbowman is a military force to be reckoned with.

With the arrival of the war-like Nael in MS 1309, Lunarlia was plunged into the Great Plains Wars. Though the combat

was heavy and losses were significant on both sides, Lunarlia emerged victorious at the decisive battle of Kaylar Flat (MS 1366). This battle raged for five full days of constant fighting, with many soldiers dying from malnutrition or exhaustion rather than the weapons of the enemy. Kaylar Flat was a turning point for the Lunarlians, however, as it showed them that through sheer determination and courage, even the strongest of enemies could be defeated.

This lesson was hard learned and painfully reinforced with the northern invasion of the Drakkarim into Lunarlia in MS 3030. The Drakkarim were so numerous, they could have literally covered the entire northern shore of Lunarlia in a straight line. This immense force of darkness pressed southward, destroying several towns and villages in its path before finally running into the main Lunarlian army at the Battle of Hastrom Fields. This battle was eerily reminiscent of Kaylar Flat, lasting nearly five days before the last Drakkarim banner was put to the torch and the dark force routed from Lunarlia forever.

Future Events

Forever is a very long time and never something that should be assumed where the Drakkarim or the Darklords are concerned. Zagarna has a plan for Southern Magnamund and part of it involves subverting the strength of Lunarlia for his own use. The Second Black Muster is under strict orders to have nothing to do with Lunarlia at all; the country's overconfidence in their safety is all part of the scheme.

Roleplaying Notes

The power of Lunarlia's military is prevalent in every facet of their culture. Taverns are usually named for military terms or equipment, such as the Battered Shield or the Siegetower. Marketplaces sell weapons openly, something that is not actually common in feudal nations. Combat training is available at all levels of society and even a basic peasant levy can be counted on to comport themselves with a basic level of military discipline.

Characters from Lunarlia

Every citizen of Lunarlia has proficiency with a weapon and armour type of their choice and all shield types. In addition, Athletics and Knowledge (warfare) are both class skills for Lunarlians of any class.

Mhytan, The Island Principalities of

Overview

A surprisingly peaceful coalition of island states, the collective of Mhytan is far enough removed from the turbulence of the eastern coast and its rough Shadaki politics to provide some measure of protection from the constant sea battles that plague other coastal and island countries. Blessed with waters teeming with fish and fertile lands suitable for the growing of many rare spices, Mhytan also has mineral resources that

Lunarlia

Ruler:	MS 5000 King Aluvaria XIII
	Avalar 50,000 (Capital) Bomars 20,000
Cities:	Ferthond 15,000 Hastrom 15,000 Sendalyr 10,000
Population:	300,000 (Aluvian heritage)
Resources:	Agriculture, iron ore, timber, shipbuilding, copper, gems, bronin
Currency:	Lune
Allies:	None

provide all the trade goods the people of this island nation could ever require.

History

Ever since its founding, Mhytan has had an effective monopoly on travel into and out of the Chai Sea by its placement around the narrow straits that feed it from the north. Though this position brought it into early conflict with Chai itself and nearly began an extremely violent war over control of the region, the diplomats of the Mhytanese were able to diffuse the situation and work out a deal with the Chai. Since then, Mhytanese ships and harbour offer preferential assistance and clearance grants to the fleets of Chai in exchange for peace in the area and a cut of all trade profits.

This early example of diplomacy over warfare set the tone for Mhytan's take on regional politics. Over the centuries that followed, numerous small concessions were given or taken by Mhytan to ensure peace in the region, with Mhytan's Princes at the centre of it all. Not only has this aided the prosperity of all the central southern nations of Magnamund, it has built the wealth and power of Mhytan to the point that it could now afford to simply hire mercenaries if it had to.

Things almost became destabilised enough in the area to warrant such an expenditure with the coming of the Agarashi to the undercaverns of Southern Magnamund. Though the Mhytanese had no idea what was preying on their trade routes, the tensions and chaos spawned by the attacks were nearly enough to set neighbours on each other and bring war to a region that had been peaceful for so long. Fortunately, cooler heads prevailed and the last century has been a calm one.

Future Events

Unfortunately for Mhytan, not everyone in the nation feels that peace is the proper way to maintain the wealth and power of their country any longer. Rich enough to hire mercenaries,

Mhytan

Ruler:	MS 5000 Grand Prince Yuromi
	Shotia 30,000
Cities:	Shoruba 2,000
	Yin-tau 3,000
Population:	43,000 (Mythenish heritage)
Resources:	Shipbuilding, fish, silver, copper, spices
Currency:	Ren
Allies:	None (neutral with all neighbours)

the current Prince dreams of leading a fleet of warships into Chai and conquering that nation before moving on to dominate the entire southern coast. His ability to make these dreams of conquest happen has been blocked by the actions of his court until now, but Prince Yuromi is a persistent man. What he cannot accomplish with the council's blessing, he is likely to try without.

Roleplaying Notes

Aside from their current Prince, the people of Mhytan are a very peaceful sort and abhor violence in any fashion. They are capable of defending themselves but they fight in purely passive ways, preferring blockades and bulwarks to weapons of any kind. They are very skilled at making do with very little, harkening back to the spartan days of their islands' first settlements and can effectively survive on very little food and water when the need arises. This comes from their cultural belief that fasting clears the body and mind; all Mhytanese fast at least twice a year during religious holidays.

Characters from Mhytan

The Mhytanese can go twice as long without needing a meal and only suffer the effects of starvation and dehydration once for every two meals missed. They also receive a +1 bonus to all Diplomacy checks.

Naaros, The Doomlands of

Overview

What little remains of the once massive city of Naaros is now a broken, blackened scar on the face of Magnamund. Twisted rocky spires stretch up out of the jet black sand while barren river beds crisscross over the charred remains of what was once a green and fertile land. Tragically, very little of this devastation was the result of the Elder Magi's destruction of Agarash. Agarash himself tortured and brutalised the land long before his defeat.

History

When Naar chose to make his presence known during the age of men on Magnamund, he did so by reaching through the barrier between Daziarn and the world. Where he touched Magnamund's face, the ground became blasted and ruined. It was a signal for his foul summoned monsters to build a mighty fortress upon the wracked earth – an edifice acting as both citadel and temple to his might and to his will for dominion over all things in existence.

From his own godly essence, he crafted the great Dark Throne of Naaros, a huge chair of black-banded grey stone with a back carved in the shape of a winged monster. Naar reached into the realm of Magnamund a second time and incarnated part of his own essence on the Dark Throne, giving 'birth' to the Naar-Son, Agarash. Agarash was created knowing all of Naar's darkest lore and was issued a single command – to grind Magnamund under his heel. With a roar of bloodlust and terrible rage, the newly formed demigod of destruction set about his unholy task.

For more than a thousand years, Agarash did the will of Naar, stretching out with his terrible armies and laying waste to the countries of Magnamund with an immortal vengeance. He captured all manner of life and brought it into the tunnels under Naaros. There, he subjected them to terrible black alchemy and created a race of fell minions – the Agarashi.

Naaros

Ruler:	MS 5000 Unknown (presumed none)
Cities:	Ruins of Naaros (Capital)
Population:	Unknown
Resources:	Mostly ruined
Currency:	None
Allies:	None

His forces bolstered by these all but immortal fiends, there was nothing that could stand against him.

His victory would have been assured had it not been for the intervention of Kai and Ishir. Knowing that Naar had gone too far and that the truth of Ishir's Peace had been broken, they sent forth the Elder Magi. Also called the Children of the Sun and Moon, these powerful beings took the war back to Naaros, using their magic to eventually turn the Agarashi back on the Naar-Son and destroy them all in a single, daring assault after a long period of stalemate. The destruction was not complete – many Agarashi escaped the conflagration – but Agarash was blasted apart and Naaros was left in ruins.

Future Events

To all appearances, Naaros is a ruined wasteland with nothing of value and no visible life. This is not entirely true, as the actions of several Darklords indicate. Drakkarim and Vordak are seen in the vicinity of shattered Naaros constantly, searching for something they have never found. This activity rightly worries those who remember what horrible things were once kept in Naaros; the Dessi in particular often send hirelings and agents to spy on the Darklord's servants there.

Roleplaying Notes

It is said that anyone looking to die need only enter the Darklands. It is also said that anyone looking to die horrifically need only enter Naaros. Death will come slower

there, but what rises out of the ground or swoops down on twisted wings will be more terrible, more vicious and more vile than anything an adventurer can imagine.

Characters from Naaros

Nothing lives in Naaros. Even the Agarashi avoid their birthplace when they can, fearing the return of the Elder Magi.

Rezovia, The Kingdom of

Overview

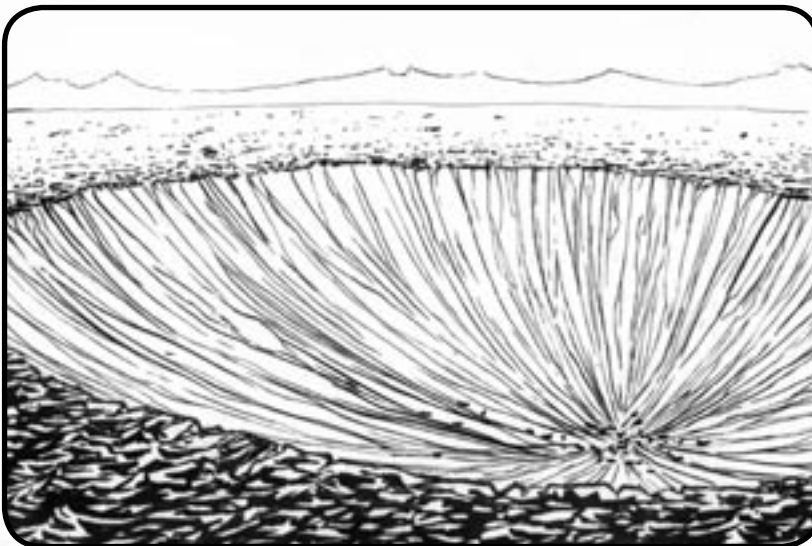
A land with a hidden darkness, Rezovia is an apparently peaceful kingdom with a violent past and great hope for a calmer future. Constantly at war with its neighbours in the past, Rezovia has finally entered into a lasting alliance with Siyen in recent years. This treaty makes passage through the waters of the Tentarias safer for the moment, though many merchants still feel a certain, unshakeable dread sailing past what had been called the Rezovian Blood Reefs because of the hundreds of ships that sank there during the nation's presumably forgotten days of piracy.

History

At one time, Rezovia was little more than a colony of river pirates plying the waters of the Tentarias and making their homes in the coves and natural harbours of what would eventually become their nation. This continued for more than two hundred years, only stopping when the nations they preyed upon grew tired of the constant attacks and battered their pirate fleet with reprisals that nearly wiped them out to the last vessel.

The Rezovians withdrew what was left of their ships and concentrated on getting their numbers back up. They took in countless Nael refugees and developed the resources their coves and the land attached to them possessed. Their ships rebuilt and their population restored to a state far exceeding their previous strength, the Rezovians struck their neighbours with a vengeance. This constant warfare against nearby nations was costly on both sides but the Rezovians were in a better position to survive a war of attrition than the others. For a time, it seemed like their bid for conquest might succeed.

Only the strength of Lunarlia and the loss of many key western colonies convinced the Rezovians to turn aside and reconsider their strategy. They were still a warlike and domineering people but they also saw the value of allies and learned that alone, they were not strong enough to fight a war on multiple fronts. They eventually signed a treaty for mutual military aid with Siyen and months later, all Rezovian attacks ceased.



The nation is now totally peaceful. Border defences are still in place but the raids and river piracy have all stopped. For most, this is a welcome change but the Lunarlians know their foe too well to believe that the Rezovians have embraced peace without a good reason. Until they have proof of the nation's good intentions or why a treaty with another aggressive country would promote civilised behaviour, Lunarlia will always be on their guard against Rezovia.

Rezovia

Ruler:	MS 5000 King Delhan (still ruling?)
Cities:	Maula 70,000 (Capital)
Population:	92,000 (Nael heritage)
Resources:	Agriculture, fish, shipbuilding, timber, tin, copper
Currency:	Orla
Allies:	Siyen

Future Events

It is just as well that Lunarlia remains sceptical. The treaty between Siyen and Rezovia is a sham, a clever front for the third and more important ally the two nations share – Darklord Zagarna himself. Both countries are gearing up for a much more forceful assault than either of them were capable of launching before by themselves, augmenting their own strengths with Drakkarim soldiers and hell-forged weaponry. Rezovia is part of the Second Black Muster and it is only a matter of time before it is called upon to break this uncomfortable peace.

Roleplaying Notes

Rezovians are a barely controlled force of darkness held in check only by the promise of much greater rewards to come. They are hostile but restrained, a fact that may easily come out if visitors spend too long in their country or try their patience. Travellers are usually advised to get in and out of Rezovia as fast as their purpose there will allow. It is good advice; those who linger are often lost to 'accidents'.

Characters from Rezovia

Their violent history and the general air of menace around all Rezovians give them Intimidate as a class skill and a +2 bonus to all checks employing this skill.

Sadi Desert, The Great

Overview

The largest desert on Magnamund, the Great Sadi Desert is by far the hottest and most hostile natural environment the continent has to offer. Its teeming waves of sun-bleached sand are the burial grounds for countless creatures – sentient or otherwise. The only settlers in the Sadi are the nomadic

Sadi Nomads, human tribesmen who move from oasis to oasis scratching out a living amid the barren dunes.

History

The Great Sadi Desert has been a barrier to expansion for Shadaki since its inception, though the early settlers of Shadaki considered this a blessing as it ensured they could concentrate their efforts on developing their coastline and sea trade without worrying about defending their western border. The sands of the Sadi are so dry and barren, the chances of any organised military strike marching across them so remote, that the Shadaki leaders deemed such an attack impossible.

History has borne them out on this point, though the Sadi was not nearly as lifeless as the Shadaki believed. The dunes did have their own indigenous people, the Sadi Nomads, but these people never proved to be numerous or aggressive enough to be a threat to anyone. The last part was regrettably a flexible point, as the Wytch-King Shasarak was able to convince the 80,000 strong Sadi tribes to join forces with him and provide all the assault soldiers he could need in exchange for riches and land in the kingdoms he conquered.

Once the Sadi tribes became his Shadaki warriors, the Wytch-King became all but unstoppable, conquering coastal countries in a never-ending arc of expansion down the eastern side of Magnamund. The warriors of the Sadi serve under the impression that they will eventually be given the food, water and wealth of these nations in payment for their sacrifice in battle. To date, Shasarak has simply moved them from battle to battle without allowing any of the Sadi people to return to their homes or stay in the lands they have conquered for him.

Future Events

If the current run of battle after battle does not eventually end, the Sadi Nomads will tire of their service to Shasarak and try to usurp his control over them. At least, that is what the Sadi leaders tell their tribesmen, but the truth is a little more complicated. The lords of the sand dwellers are terrified of Shasarak and know all too well the destruction he is capable of visiting upon them, their families and all they hold dear.

What began as a crusade to win the Sadi some fertile lands to colonise has become a campaign of fear and obedience. If the Sadi Nomads believed that someone could challenge Shasarak and truly defeat him, they would side with such a saviour in an instant. Unfortunately, convincing the current army of the

Sadi Desert

Ruler:	MS 5000 Shasarak
Cities:	None
Population:	80,000 (Shadaki and Nomadic heritage)
Resources:	Iron ore, gems, gold, silver
Currency:	Noble
Allies:	None

Shadaki that anyone powerful enough to do so actually exists will prove very difficult.

Roleplaying Notes

The Sadi Nomads are a rough and rugged people with the ability to endure harsh conditions and survive longer than any other people on Magnamund (with the exception of the Telchos). They have a strong code of honour but it applies only to their own people. The Sadi Nomads would prefer to stop serving as Shasarak's warriors but only because they are not receiving their promised payment.

Characters from Sadi

Players from Sadi are likely renegades from their tribe, as all the normal Sadi Nomads are slaves to Shasarak. The Sadi are an enduring but rough and uneducated folk, gaining Survival as a class skill and a +2 bonus to their Constitution scores but suffering a -2 penalty to both Intelligence and Charisma.

Shadaki, The Empire of

Overview

The Empire of Shadaki is an example in reach exceeding grasp and then expanding to reach again. Shadaki was once a tiny province of Vassa settlers with aspirations of living amid the bays and coastal fishing lands of eastern Magnamund in peace. Now, it is a conquering nation with an immortal warlord for a ruler and a powerful fleet of warship and pirate vessels capable of laying siege to any nation that rouses its ire.

History

Shadaki was a peaceful group of settlers until pride and early success drove them to greater and greater excesses. Their first raids were so rewarding that fishing and farming gave way to piracy and invasion until the small colony was a sizeable collective of barely allied city-states built on blood and terror. This is what likely attracted the attention of the Wytch-King, Shasarak. Recently exiled from his people of his own will, the ageless Shianti traitor was looking for a nation to conquer and Shadaki fitted well with his own ideals.

Shasarak defeated the lords of the city-states with his army of Sadi Nomads and transferred all executive power over the newly unified Empire to himself. Under Shasarak's reign, the country's power grew. The Capital of Shadaki was built to celebrate the union of the Vassa and the Sadi people and to celebrate Jazer's fall (the original Shadaki capital). Shasarak continually tried to expand the country's border and built a mighty iron-clad navy as preparation for the War of Winds in MS 4663.

This war resulted in the empire being expanded to the south. In the delirium of victory the Shadaki declared war on Vassagonia. This massive invasion ended in disaster for the Shadaki at the Battle of Tentarium, where both the fleet and army were utterly defeated. This dire loss made it possible for

Shadaki

Ruler:	MS 5000 Shasarak the Wytch-King
	Shadaki 100,000 (Capital)
	Zharloun 100,000
	Ghol-Tabras 100,000
	Masama 50,000
Cities:	Kitaezi 100,000
	Caeno 50,000
	Nhang 100,000
	Jazer 100,000
	Tiklu 50,000
Population:	850,000
Resources:	Fishing, agriculture, shipbuilding, timber, iron ore, gold, copper, brinin, silver, rare gems, horses, spices
Currency:	Noble
Allies:	Sadi Nomads and conquered nations

the southern provinces to challenge Shadaki rule and led to the revolt in Karnali.

Future Events

The losses of the Vassagonian Empire have been recovered and in fact increased several times over, allowing Shasarak the dark pleasure of having a military force at his command nearly as powerful and numerous as the army of the First Black Muster. While Shasarak has not yet picked a target for this massive armada, he will begin sending out scouts to search for likely candidates soon.

Roleplaying Notes

The country of Shadaki is not as 'under the control of Shasarak' as the Wytch-King would like to believe. Many of its people are decent, hard-working folks, their only desire to evade the press gangs of the rogue Shianti's military. Much good still exists in Shadaki but it has been long suppressed.

Characters from Shadaki

The Shadaki are natural sailors but they also excel in many other crafts and trades. Everyone from Shadaki receives 4 free skill points, which must be put into one or more Craft or Profession skills of their choice. Craft and Profession are also class skills for the Shadaki, regardless of their character class.

Siyen, The Kingdom of

Overview

On the surface, like an image on the water, Siyen seems placid and calm. It has a long-standing history of peace and diplomacy but the nation has been changing in recent years. While there is no direct evidence of any violence coming from Siyen directly, there have been some inexplicable accidents in the waters around its harbours. Most travellers blame the treacherous Tentarias for these losses of life and valuable cargo, but others are not so sure.

History

Historically speaking, Siyen is above reproach. The nation was founded by the Nael during their early migrations through Central Magnamund and flourished through trade, diplomacy and skilled management of the country's considerable resources. After the Great Plains War, Siyen was cut off from the bulk of western Magnamund by the rise of Lunarlia between it and Klarnos, the nation where many of its original settlers came from.

Siyen has never had a tendency towards violence, preferring a diplomatic solution to most problems. Even still, the nation has maintained a strong standing navy and infantry force for occasions when talk has not proven a sufficient recourse. This need was shown during the Great Civil War when Siyen almost fell to displaced militia from several other countries driving northward to look for supplies and garrison space. Siyen only barely kept their country defended at that time and ever since, a strong military presence has been a royally-mandated priority.

The most surprising diplomatic development to come out of this peaceful nation has been their treaty with the formerly violent country of Rezovia. Since the signing of this pact between two countries that did not formerly get along at all, Rezovia has been uncharacteristically calm and no piracy has openly occurred along any stretch of the Tentarias they share. This has been a welcome change from the violent waters that used to churn north of Rezovia but the sudden change has attracted a lot of people's curiosity as to just what Siyen has over the leaders of Rezovia to make them agree to such a truce.

Siyen

Ruler:	MS 5000 King Oridon II
Cities:	Seroa 100,000 (Capital) Cavallia 50,000 Varedo 50,000 Obera 50,000
Population:	480,000 (Nael heritage)
Resources:	Agriculture, timber, fishing, iron ore, copper, gold, gems, bronin, tin, rare metals
Currency:	Orla
Allies:	Rezovia

Future Events

The 'peace' brokered by Siyen and Rezovia is a false front for their real alliance to the Darklands. Darklord Zagarna has managed to get a Helghast into Siyen and through its machinations, the monarchy of House Oridon has fallen under his sway. The kingdom is all but run by the direct will of Zagarna but he is lying low for now and using both countries to funnel him supplies and information up the Tentarias to Nyras.

Roleplaying Notes

The royalty of Siyen may be corrupted but the people of Siyen are still the same peaceful, unassuming folk they have always been. Visitors to Siyen are made to feel very welcome and many merchants would rather spend a week here than a day in most other nations in Southern Magnamund. Prices are excellent because of the fine trade routes and there are goods available in Siyen that are nearly impossible to find elsewhere.

Characters from Siyen

All Siyenese are naturally tactful and polite, gaining Diplomacy as a class skill and receiving a +1 bonus to its checks. In an actual court or royal setting, these polished manners raise the bonus to +2.

Starn, The Kingdom of

Overview

The Giant Drodarin of Starn have inhabited the mountain of Vost since the Age of the Old Kingdoms. Theirs is an isolated race, one that has had no contact with humanity since the Great Plague in 2514 MS decimated their population. They maintain a strong friendship with the Dwarves of Boden, who are also Drodarin, and while they do not keep their borders shut or guarded, the difficult mountains that ring their home make it almost impossible to enter their realm.

History

Starn became the kingdom of the Drodarin Giants after the survivors of their race came to this barren, isolated land fleeing the Great Plague. A country born of desperation, Starn became a godsend in that the high mountain peaks and lack of vegetation actually retarded the advance of the Plague and allowed the few thousand that survived the exodus to escape death and continue their race. The Drodarin Giants are now very attached to their home and are unlikely to leave it for any reason.

Historically, only fools have attempted to invade Starn. The only recorded instance of military action against the Giants took place in MS 3070 when a misguided assault by deep-striking Klarnos troops attempted to skirt the territory of Cincoria and attack them from behind. Mistaking plumes of smoke for the presence of installations in the mountains of Vost, the Klarnos troops scaled the sheer peaks and tried to

Starn

Ruler:	MS 5000 King Korl
Cities:	The Mountain of Vost 2,000 (Capital)
Population:	2,000 (Drodarin Giants)
Resources:	Iron ore, gold, gems, rare minerals, bronin, metalcraft
Currency:	Ain
Allies:	Boden



take the encampments by force. When the camps proved to be filled with fourteen foot tall Giants bearing no loyalty to Cincoria but no appreciation for invaders either, their shock was brutally short-lived.

The strong alliance between Sarn and Boden (and by default, Bor) maintains a centre of stability along the Tentarias. Even the pirate fleets of the Rezovians knew better than to ply their fell trade in Bodenese waters and no force of arms dares to try marching through the gaps between the Vost mountains. Though the northern Drodarin do not particularly wish to provide military aid to their South Magnamund neighbours, they are an inadvertent discouragement for open warfare nonetheless.

The Cener Druids living in Kaum have been active in the past, seeking to destroy the last vestiges of the Drodarin with new plagues and herb-magic. They have never succeeded but each attempt kills off another handful of Dwarves and Giants, bringing both races one step closer to extinction.

Future Events

The Giants of Sarn are content to live in their mountains and practice their metal smithing, but the winds of change are coming for them faster than they might imagine. Zagarna wants a stronghold in the South and Naaros is too obvious for his needs. Instead, he has been secretly supplying the Kaum with virulent components for a new Plague ritual that will

hopefully wipe out the Giants and the Dwarves once and for all. Then, the Darklord will be in a perfect position to move his troops clandestinely across the Tentarias and take over both Boden and Sarn without a fight.

Roleplaying Notes

The Sarn Giants are not friendly but they are not overtly violent either. Anyone accidentally or through desperation finding themselves in Sarn will be unceremoniously helped on their way out of the country but if they are not threatening, such 'aid' will not be particularly violent.

Characters from Sarn

Only the Drodarin Giants live in Sarn. No other race is allowed to stay there.

Suhn, The Province of

Overview

Another example of Tianese diplomacy accomplishing more than their skill at war, Suhn is a small province that has successfully kept itself free of violence though influence and politicking. During its history, it has been more of a threat to itself through royal in-fighting – outside forces rarely caused as much damage as the incessant back-stabbing did. Suhn is a rich nation because of its herbal and mineral resources, though these have been funnelled lately into the war coffers of the Wytch-King.

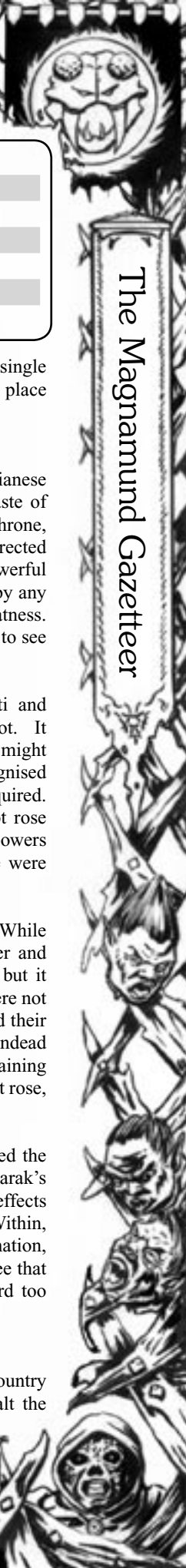
History

From the earliest settlement of Suhn, its industrious inhabitants have preserved a careful neutrality through skilful diplomacy, masterful teamwork and the intrigues of its ruling household, the Shy-gin. However, many of the petty wars which have befallen Suhn's neighbours have been caused by the devious manipulations of Suhnese nobles and ambassadors that profited from these conflicts. Suhn's early exploits as a treacherous nation meant they often stabbed other nations in the back, something that never came to the attention of its rivals – also through careful manipulation.

Suhn maintained its aloof neutrality by offering visible support and resources to all sides in the constant struggles surrounding them and simultaneously ensuring that those

Suhn

Ruler:	MS 5000 Mother Magri
Cities:	Port of Suhn 20,000 (Capital) Tuluhn 3,000 Vasseht 2,000
Population:	26,000 (Tianese heritage)
Resources:	Fish, spices, rare herbs, rare minerals, shipbuilding
Currency:	Noble
Allies:	None



struggles did not come to an end and offer anyone a chance to stop and consider them a viable target. By being easier to trade with than to conquer, Suhn stayed free of violence for centuries. This policy was flawless until one enemy emerged that wanted nothing less than everything Suhn had and could not be distracted – Shadaki.

The years of being too small to dominate and too influential to be conquered ended with the coming of the Shadaki. The Shy-gin chose to capitulate to the Shadaki invaders in order to remain intact, rather than engage in fruitless resistance to Shasarak's rule. In many ways, this decision has proven wiser (though more cowardly) than other countries that have broken themselves against the Wytch-King's armies and still been conquered.

Suhn is now a full, if remote, ally of Shadaki, offering safe harbour to its warships and all the resource wealth at its disposal through the offices of its Mother, the official ruling title of many nations under the thumb of the Shadaki. As could be expected, Suhn detests the rule of Shasarak but they have little strength to depose him on their own.

Future Events

It seems very unlikely that Mother Magri's rule of Suhn will be disrupted anytime soon. Her people follow her both out of respect and fear, a powerful combination in the South. At her command the Suhnesse fleet would even attack another nation, something they would be destined to lose because of their small size but might be called upon to attempt as a diversion for Shasarak. In fact, according to the Wytch-King's battle plans for the southern coast, a diversion of exactly this sort is planned for the end of MS 5000. If it happens, it will mean the deaths of over 1,000 Suhnesse sailors.

Roleplaying Notes

The people of Suhn are used to being abused, though they still have a great deal of pride and actually choose to believe that the 'alliance' with Shadaki was still something they freely entered into. The nobility of Suhn, the Shy-gin, know better but they only have a small shred of their former power left and are not about to waste it by admitting to the Suhnesse commoners that they acted out of base fear.

Characters from Suhn

Suhnesse are very good at working together, offering a +3 bonus when performing the aid another action. They also always have access to Bluff and Diplomacy as class skills.

Taklakot, The Desolation of

Overview

A once proud nation with abundant resources and fine harbours, Taklakot was first lifted to the height of power by Shasarak and his powerful device, the Sunstone, and then shattered on the anvil of his pride and presumption in having created such an unstable artefact in the first place. Taklakot is

Taklakot

Ruler:	MS 5000 The Mad King of Gyanima
Cities:	Gyanima, The Forbidden City
Population:	Unknown (Undead Tianese)
Resources:	Mostly destroyed
Currency:	Kote
Allies:	None

now a wasteland with only one recognisable feature – a single city as damned and doomed as the rest of this forsaken place of death.

History

The nation of Taklakot was much like the other Tianese countries in the area, though it had a more violent caste of warriors than most. These warriors formed the Blade Throne, a group of veteran soldiers that ruled the country and directed its rather sizeable military force. Taklakot was so powerful that while it was not the largest southern coast nation by any means, it was certainly poised to conquer its way to greatness. All it needed was the numbers and the magical support to see its domineering will be done.

This was how Shasarak, the newly renegade Shianti and self-proclaimed Wytch of Magnamund, found Taklakot. It was perfect for his needs – a violent culture with a 'might defines right' attitude and a leadership system that recognised strength and power as the only attributes a ruler required. He easily dominated them and with his help, Taklakot rose to dominance in a matter of months. The incredible powers of Shasarak and his development-enhancing Sunstone were unimaginable.

The Sunstone also proved to be the country's undoing. While under its effects, the people of Taklakot learned faster and grew stronger than they could have thought possible but it came at a terrible shortening of their lives. As if this were not a dire enough cost, they did not die when age destroyed their bodies. Instead, they continued on as near-mindless undead with just enough intellect and skill to use their warrior training to lay waste to their own empire. As quickly as Taklakot rose, it plunged down again in flames of its own making.

All that remains of Taklakot now is the city that housed the Sunstone, Gyanima. The city was fortified by Shasarak's magic and as such survived the worst of the Sunstone's effects and the constant sieges of the undead Taklakotians. Within, the putrescent Mad King still believes he rules his nation, though his eyes have long since rotted and he cannot see that his beloved Taklakot is nothing more than a graveyard too riddled with dark magic to know when to die.

Future Events

There is little to be done for Taklakot except raze the country to the ground, destroy all of the undead there and salt the



earth. Nothing healthy or holy will ever grow there again and its very presence taints even the waters around it. This level of desecration is a perfect example of why Ishir banished the Shianti in the first place; their power was not for the realms of men. If Shasarak is not stopped soon, Taklakot could be just one small corner of the same blasted hell that awaits all Magnamund.

Roleplaying Notes

The country of Taklakot is an undead abomination. The wise avoid it, while the hapless fall victim to its undying horror. The city of Gyanima is even worse. Even if the undead do not kill those who enter its great halls, the lingering effects of the Sunstone ensure that all life in Gyanima is cursed to slowly erode and perish, becoming a zombie warrior 4d12 hours after first entering the city walls. Nothing short of direct godly intervention or the magic of the Shianti can prevent this transformation.

Telchos, The Gynarchy of

Overview

The result of base betrayal, Telchos stands as a monument to the folly of those who believe they can cheat the gods and

live to tell the tale. Telchos was once a beautiful land with a great future ahead of it, crippled by rulers who constantly wanted more than they had. This greed ruined the country and condemned most of the Telchoi to a painful death in the wastes of their shattered homeland. Now Telchos is mostly an unforgiving country of sand and misery, populated by some of the fiercest and most determined survivors on the planet.

History

The early arrival of the Telcharim, as they were called when they first arrived in Telchos, places them among the peoples of the Old Kingdoms, but unlike their contemporaries, they chose not to expand their frontiers. The land barriers that surround the land of Telchos deterred outsiders from prying into their affairs and so enabled their culture to develop in isolation from the rest of Magnamund. Telchos was a green and fertile country at this time, though it suffered from only having enough resources to support a few hundred thousand people, thus limiting expansion.

For centuries, the Wise Ones of the Telcharim searched for a way to better their already improved situation. They considered military expansion but the land barriers worked against them as well as in their favour. They tried magic to bring even more bounty to their country but they were denied guidance by the gods of Light in this experimentation. In defiance of that divine mandate, they forged an alliance with Agarash in exchange for a powerful ritual that would bring the hidden treasures of the earth to the surface.

In this, they were betrayed through the evil of Naar. The ritual did as promised; molten metals and the minerals of the earth below Telchos all came to the surface – at once. The terrible upheaval ripped apart the fertile balance of the land and when the ritual claimed its magical price and transferred all of the power of Telchos to Agarash as his due for the bargain, the country was left a ruined, sand-strewn shell of its former self.

Even in this age of destruction, survival was still possible. The Wise Ones were deposed for their foolishness and a council of women put in their place. New magic of the spirit and of the heart replaced the power that was lost to Agarash's treachery. The people renamed themselves the Telchoi, a pun in their languages that means both Children of Telc and 'fool'.

Telchos

Ruler:	MS 5000 Council of Thirty
	Telchos 20,000 (Capital)
Cities:	Gynos 3,000
	Harata 2,000
	Jesha-nor 2,000
Population:	30,000
Resources:	Silver, platinum, iron ore, gold, agriculture, fish, rare gems
Currency:	Telc
Allies:	None

Future Events

The Telchoi are still struggling to survive, though they have struck a fragile balance between the hostility of their past and the promise of a better tomorrow. A thin strip of fertile land still remains in Telchoi hands and they guard it carefully. Any military action against the Telchoi involves attacking this vital land, such as the failed raids constantly perpetrated by Klarnos.

Roleplaying Notes

The people of Telchos are strong and defiant, bowing to no male authority and accepting no word by that of their own people. They are not immediately hostile to outsiders, but they will not allow anyone they do not know to travel their nation. They trusted foolishly once; it will never happen again.

Characters from Telchos

The Telchoi gain Survival as a class skill and can never fail checks with a DC of 15 or less. In addition, they can all track in desert conditions as if they possessed Tier I of the Tracking Discipline (see page 39).

Vaduzhan

Overview

A country born of the benevolent influence of the Moonstone, Vaduzhan is an example of the kind of world the Shianti had hoped to create through their power. While it is tragically atypical of the southern nations, Vaduzhan is at least proof that the Shianti had their hearts in the right place when they established their empire. Travel through Vaduzhan is considered safe and enjoyable, with many trade caravans making their entire routes within the country itself.

History

The Mythenish were the first men to settle in Southern Magnamund following the creation of the Moonstone. They appeared in Vaduzhan in MS 289, attracted by the peace and light of the holy Shianti artefact, and quickly migrated to the north and east. Having first established their cities on the Mythenian peninsula, the newly named Vaduzi people took the religious teachings of the Shianti to heart, becoming almost too zealous in their belief in the divinity and power of their hallowed keepers. This emphatic reaction was more than the Shianti had anticipated and they were more reserved with the people who came to their area of Southern Magnamund thereafter.

The Great Civil War of MS 1620 split Vaduzhan and gave birth to the neighbouring dictatorship of Bhanar. For centuries, there were hundreds of violent raids back and forth, always started by Bhanar but continued by the outraged and incensed Vaduzi. Eventually, the ancient teachings of peace and harmony were minded by the people of Vaduzhan and they stopped their reprisals. Hostility between the nations has cooled since, although border incidents and trade wars are still commonplace.

Vaduzhan

Ruler:	MS 5000 King Rhetaka
	Vaduz 70,000 (Capital)
Cities:	Farrouth 20,000
	Galuz 5,000
	Veeshi 5,000
Population:	120,000 Mythenish
Resources:	Fish, timber, shipbuilding, gold, silver, iron ore, copper, spices
Currency:	Ren
Allies:	None

Vaduzhan became an unwitting sanctuary for the Agarashi fleeing the destruction of Naaros, as the largest caverns in all of Magnamund exist underneath it. With only a few narrow passages winding to the surface, this cavern system does not allow even the smallest of these horrors to prey on the Vaduzi; thus the ancient horrors simply sleep and await the call of a new dark master.

Future Events

The people of Vaduzhan have been blessed by the presence of the Moonstone, not that they know it. Their special gift is known to Zagarna because of his Helghast spies; this makes them a target for his wrath in the future. In all likelihood, this will take the form of Bhanar being 'convinced' to amass an army to wipe out the Vaduzi. If Zagarna has his way, every last Vaduzi and their descendants will be scoured from Magnamund before he unleashes the Second Black Muster.

Roleplaying Notes

The Vaduzi are an unusually peaceful people, mostly due to the Shianti-based teachings of their religious leaders. They adhere to the concepts of compassion, benevolence and duty – treating each one as a sacred commandment to be followed throughout their lives. Travellers can be assured of fair treatment while they are in Vaduzhan. This is a rare commodity in Southern Magnamund and something many other nations have a vested interest in protecting.

Characters from Vaduzhan

The Vaduzi have been given a gift by their constant exposure to the Moonstone and their meditations on the principles of the Shianti. All Vaduzi allied with Good are surrounded by an invisible holy aura that causes all Darkspawn, Agarashi and even Darklords to suffer 2d6 points of damage each time they strike the Vaduzi in melee combat or physically touch the Vaduzi but not if the Vaduzi touches them. This damage is not subject to any sort of Magic Resistance or Damage Reduction.

The Magnamund Bestiary

Death and destruction are everyday realities in the wilds of Magnamund but even in the heart of its busiest cities, creatures lurk in the shadows. Ready to lash out at the unwary, these beasts are usually considered little more than myths until they begin terrorizing the populace. When the remnants of ancient wars or the results of evil Cenerese revenge threaten to rage out of control, it is up to the heroes of the age to bring them down and restore peace to the land.

In this section, you will learn of the most common and infamous monsters to walk upon, slither on, fly over or burrow through Magnamund. Their every secret is contained in these pages, though the nature of evil is such that it is ever changing and any reader who depends too much on the details written here is doomed to fall the first time foul magic mutates a 'standard' creature or a previously unseen half-breed monstrosity begins to prowl the night. Though some of the facts may vary, many of the monsters listed in this chapter are the most likely foes heroes of Magnamund will face. It behoves anyone seeking a life of adventure to study closely the wisdom contained herein.

The Statistic (Stat) Summary Format for Monsters

All opponents are described in a stat summary, a single column with all the information the Games Master needs to use them. The information in the stat summary includes the following details. Following each stat summary is a descriptive paragraph or two giving further information about the creature, its habitat and its typical tactics in battle. Any section of a creature's stat summary that has an asterisk (*) will have further unique rules introduced in the creature's description. If a Games Master needs a key piece of information to run a given monster appropriately in a Lone Wolf scenario, it will be found with the creature in question.

Creature Descriptions

Each creature is organized in the same general format, as described in the following text. Much of the information on a creature is condensed into a creature statistics block, the contents of which are explained below.

Size and Type: A creature falls into one of nine size categories. The size categories are briefly described in the Combat Chapter (see page 148). Each size category includes a size modifier that applies to the creature's Armour Class and attack rolls and a modifier that applies to Stealth checks. These modifiers have been figured into the statistics for the creatures described here. A creature's type determines many of its characteristics and abilities; physical ability scores,

End Die type, combat skill bonus, saving throw bonuses, skill points and special qualities. Mental ability scores (Intelligence, Wisdom and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the Games Master will assign values as appropriate.

Endurance Dice (ED) and Endurance: A creature's type and size determine its Endurance Dice. A creature's Endurance Dice is equivalent to its level for determining how various special abilities affect the creature, its rate of natural healing and its maximum ranks in a skill. A creature's Endurance Dice and Constitution modifier determine its Endurance. A creature's entry gives the creature's average Endurance.

Initiative (Init): The creature's modifier on Initiative checks is usually equal to its Dexterity modifier, though certain qualities might modify this value.

Speed (Spd): A creature's tactical speed on land is the amount of distance it can cover in one move action. If the creature wears armour that reduces its speed, this fact is given along with a parenthetical note indicating the armour type; the creature's base unarmoured speed follows.

If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, modes of movement are natural (not magical). Details of the different types of movement and how they function are given in the Special Ability and Creature Type Descriptions section of this chapter (see page 253)

Armour Class (AC): A creature's Armour Class usually includes a parenthetical mention of the modifiers contributing to it. The creature's 'flat-footed' Armour Class (discounting Dexterity bonus and other bonuses based on reflexes) is provided as well.

Base Combat Skill (BCS): A creature's Base Combat Skill does not include any modifiers. A creature's Base Combat Skill is derived by cross-referencing the creature's End Dice and type on the Creature Saves and Base Combat Skill table.

Attack (Atk): If a creature moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary combat skill bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). Animals can use their Dexterity modifier on their primary attack if it is better than their Strength modifier. The damage and primary weapon type are noted in parentheses. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's

sole attack). Creatures can attack with natural weapons, manufactured weapons, or sometimes both.

Full Attack (Full Atk): A creature's full attack includes both its primary attack and its secondary attacks (if any). The primary combat skill bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon). The remaining weapons are secondary attacks and take a -5 penalty on attack rolls. Animals take only a -2 penalty on secondary attacks. Secondary attacks add only half the creature's Strength bonus to the damage. Creatures that do not normally carry ranged weapons are still given a ranged combat skill bonus for situations in which they might be throwing objects at a target.

Space/Reach: A creature's space is recorded in feet and measures the area a creature physically inhabits. Therefore a creature with a space of 5 feet inhabits a square 5 feet per side. A creature's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position. A creature with a reach of 0 feet must move into the space of its target to attack it.

Special Attacks (SA): Many creatures have unusual attacks. A special attack can be any offensive ability not covered by the normal Lone Wolf Rules.

Special Qualities (SQ): Many creatures have unusual abilities. A special quality can be anything not covered by the normal Lone Wolf Rules.

Willpower: This statistic is only possessed by creatures with the Psychic Combat quality. It represents their psychic strength and power.

Saves (SV): A creature's Fortitude, Reflex and Will saving throw modifiers take into account the creature's type, ability score modifiers and any special qualities.

Abilities: Creatures have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis) and Charisma (Cha). Exceptions are noted below.

- ◆ *Strength:* Quadrupeds can carry heavier loads than bipedal characters. See Carrying Capacity on page 106.
- ◆ *Intelligence:* A creature can speak all the languages mentioned in its descriptive text. Any creature with an

Creature Saves and Base Combat Skill

End Dice	Good Save Bonus	Poor Save Bonus	Base Combat Skill (A) ¹	Base Combat Skill (B) ²	Base Combat Skill (C) ³
1 or less	+2	+0	+0	+1	+0
2	+3	+0	+1	+2	+1
3	+3	+1	+2	+3	+1
4	+4	+1	+3	+4	+2
5	+4	+1	+3	+5	+2
6	+5	+2	+4	+6/+1	+3
7	+5	+2	+5	+7/+2	+3
8	+6	+2	+6/+1	+8/+3	+4
9	+6	+3	+6/+1	+9/+4	+4
10	+7	+3	+7/+2	+10/+5	+5
11	+7	+3	+8/+3	+11/+6/+1	+5
12	+8	+4	+9/+4	+12/+7/+2	+6/+1
13	+8	+4	+9/+4	+13/+8/+3	+6/+1
14	+9	+4	+10/+5	+14/+9/+4	+7/+2
15	+9	+5	+11/+6/+1	+15/+10/+5	+7/+2
16	+10	+5	+12/+7/+2	+16/+11/+6/+1	+8/+3
17	+10	+5	+12/+7/+2	+17/+12/+7/+2	+8/+3
18	+11	+6	+13/+8/+3	+18/+13/+8/+3	+9/+4
19	+11	+6	+14/+9/+4	+19/+14/+9/+4	+9/+4
20	+12	+6	+15/+10/+5	+20/+15/+10/+5	+10/+5

¹ Base Combat Skill (A): Use this column for aberrations, animals, constructs, elementals, giants, humanoids, oozes and vermin.

² Base Combat Skill (B): Use this column for dragons, magical beasts, monstrous humanoids and outsiders.

³ Base Combat Skill (C): Use this column for undead.

Intelligence score of 3 or higher understands at least one language.

- ◆ **Nonabilities:** Some creatures lack certain ability scores. These creatures do not have an ability score of 0 – they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are described on page 259.

Skills: This section lists alphabetically all the creature's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from special qualities (unless otherwise noted in the descriptive text). All listed skills were purchased as class skills unless the creature acquires a character class.

Environment: The typical areas, nations or environs the creature will be found in. Note that while some of these are set (sharks are never found in the desert) most can be altered at the Games Master's discretion.

Organisation: The number of creatures of this type that are likely to be encountered. Alternatives are usually given, along with other creatures they may be encountered alongside.

Challenge Rating (CR): A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation. As a rule of thumb, four heroes of a level equal to the creature's Challenge Rating should exhaust roughly one-quarter of their resources battling it.

Allegiance (AL): This entry lists the creature's most likely allegiance, though exceptions to the general rule do exist. A Darkspawn creature of any kind has never been known to ally itself with Good but such an occurrence might not be beyond the realms of possibility.

Advancement: The Games Master can improve a creature by increasing its End Dice. The Advancement entry indicates the increased End Dice (and often size) of the creature or indicates that the creature can advance by character class.

Increasing Endurance Dice

As a creature gains Endurance Dice, many of its game statistics change:

- ◆ **Size:** Adding End Dice to a creature can also increase its size. An increase in size affects a creature's Armour Class as shown on the Adjustments to Physical Abilities and Natural Armour table (see page), as well as physical ability scores and damage, as shown in the descriptions of the creature types.
- ◆ **AC:** An increase in size affects a creature's Armour Class, as shown on the Adjustments to Physical Abilities and

Natural Armour table. Note that a natural armour bonus stacks with any Armour Class bonus from armour.

- ◆ **Attack Bonus:** The Creature Saves and Base Combat Skill table shows how a creature's base combat skill improves as it gains End Dice.
- ◆ **Damage:** An increase in size also increases the amount of damage a creature deals with its natural weapons.
- ◆ **Saving Throws:** The Creature Saves and Base Combat Skill table shows how a creature's saving throw bonuses improve as it gains End Dice.
- ◆ **Ability Scores:** An increase in size affects a creature's Strength, Dexterity and Constitution, as shown on the Adjustments to Physical Abilities and Natural Armour table.
- ◆ **Skills:** As shown on the Bonus Skill Points by Creature Type table, a creature may gain additional skill points depending on its type.

Acquiring a Character Class

A creature that acquires a character class follows the rules for multiclass characters. The creature's character level equals its End Dice plus the number of character class levels it has. Creatures with 1 or fewer End Dice count only their character class levels.

- ◆ **Size:** Adding character classes to a creature never affects its size.
- ◆ **Skills:** Creatures that take levels of a character class do not gain as many skill points as a human character of the same class. Creatures get 4 fewer skill points at 1st level than a normal character and 1 fewer skill point each level thereafter.

Adjustments to Physical Abilities and Natural Armour

Old Size ¹	New Size	Str	Dex	Con	Natural Armour Improvement
Fine	Diminutive	—	−2	—	—
Diminutive	Tiny	+2	−2	—	—
Tiny	Small	+4	−2	—	—
Small	Medium	+4	−2	+2	—
Medium	Large	+8	−2	+4	+2
Large	Huge	+8	−2	+4	+3
Huge	Gargantuan	+8	—	+4	+4
Gargantuan	Colossal	+8	—	+4	+5

¹ Repeat the adjustment if the creature moves up more than one size category.

- ◆ **Talents and Abilities:** Creatures that advance by character class gain special talents and abilities, which are noted here.

Special Qualities, Abilities and Creature Type Descriptions

The specifications given below are all general guidelines both for the listed monsters and animals and any creatures a Games Master may wish to create for Magnamund. Note that these are not hard and fast rules – many example creatures have specific rules not covered here but in their descriptive text instead. Also, as guidelines, many of the listed Magnamund creatures deviate from the normal archetypes given below – Games Masters should also feel free to do the same if a specific creature merits a better Fortitude save or more skill points per End Die, for instance.

Aberration Type: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

- d8 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- Good Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all one-handed weapons and any weapon it is described as using.
- Proficient with whatever type of armour (light, medium or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armour are not proficient with armour. Aberrations are proficient with shields if they are proficient with any form of armour.
- Aberrations eat, sleep and breathe.

Ability Score Loss (Su): Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a dice range, roll twice the number of dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee

attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a dice range, roll twice the number of dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary Endurance points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary Endurance gained in this fashion last for a maximum of one hour. Some ability drain attacks allow a Fortitude save (DC 10 + half draining creature's End Dice + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Air Subtype: This subtype is usually used for elementals and outsiders with a connection to the Plane of Air. Air creatures always have fly speeds and usually have perfect manoeuvrability.

Animal Type: An animal is a non-humanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Their ability to function with pure instinct gives them the advantages of being able to better use their secondary weapons and fight using agility instead of strength when doing so would be more advantageous.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

- d8 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- Good Fortitude and Reflex saves (certain animals have different good saves).
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Allegiance: Always Unaligned.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls and the animal receives only half its Strength modifier as a damage adjustment.
- Proficient with no armour unless trained for war.
- Animals eat, sleep and breathe.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Athletics checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Blindsight (Ex): Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echo-location, a creature with blindsight manoeuvres and fights as efficiently as a sighted creature. Invisibility, darkness and most kinds of concealment are irrelevant, though the creature must have line of 'sight' to a creature or object to discern it. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Stealth checks made to evade a creature with Blindsight suffer a -4 penalty.

Breath Weapon (Su): A breath weapon attack usually deals damage and is often based on some type of energy. Some ancient terrors of Magnamund have deadly breath weapons, as do the few remaining Dragons that still lurk in the remote places of the world. Such breath weapons allow a Reflex save for half damage (DC 10 + half breathing creature's End Dice + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This is one of the primary abilities of the Helghast. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- The creature retains its Endurance and saves.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly and have human-like hands to cast spells.
- The creature is effectively camouflaged as a creature of its new form and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Cold Subtype: A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless

of whether a saving throw is allowed, or if the save is a success or failure.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, after taking a successful full-attack action where all attacks hit its opponent (though they need not cause damage). The amount of damage is given in the creature's entry and is considered bonus damage (it is not multiplied if any attack that caused the constriction damage was a critical hit).

Construct Type: A construct is an animated object or artificially constructed creature. Non-character constructs and automaton machines can be fought as creatures.

Features: A construct has the following features.

- d10 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision and darkvision.
- Immunity to Psychic Combat and all mental effects.
- Immunity to poison, sleep effects, paralysis, stunning, disease and death effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft skill (if of a type appropriate to the construct). A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain or grievous effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus Endurance based on size, as shown on the Constructs table.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

Constructs

Construct Size	Bonus Endurance	Construct Size	Bonus Endurance
Fine	—	Large	30
Diminutive	—	Huge	40
Tiny	—	Gargantuan	60
Small	10	Colossal	80
Medium	20		

- Proficient with no armour.
- Constructs do not eat, sleep or breathe.

Damage Reduction (Ex or Su): A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. Some monsters are vulnerable to piercing, bludgeoning or slashing damage. Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the Damage Reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction. When a Damage Reduction entry has a dash (–) after the slash, no weapon negates the Damage Reduction. A few creatures are harmed by more than one kind of weapon – a weapon of either type overcomes this Damage Reduction.

Darkspawn Subtype: Created by the powers of the Gods of Evil, primarily the corrupting shadow of Naar, these creatures are warped versions of normal beasts or entirely new lifeforms born with the sole purpose of serving the cause of Darkness. Darkspawn are always allied with Evil and can appear in any area under the control of the Darklords.

Traits: All Darkspawn possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision.
- All darkspawn receive an additional saving throw against magical compulsions that would force them to commit a good act or cease attacking a creature allied with Good. This saving throw is of the same type and against the same DC as the effect's original save (or a DC 18 Will save, if the effect did not offer an initial save) and negates the compulsion effect entirely if it is successful.

Darkvision (Ex): A creature with darkvision can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and the creature can function just fine with no light at all. If the creature can see further than 60 feet with its darkvision, this will be noted in its description.

Dragon Type: A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

- d12 Endurance Die.
- Base combat skill equal to total End Dice.
- Good Fortitude, Reflex and Will saves.

- Skill points equal to (6 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only, unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all one-handed weapons and any weapons mentioned in its entry.
- Proficient with no armour.
- Dragons eat, sleep and breathe.

Earth Subtype: This subtype usually is used for elementals and outsiders with a connection to the Plane of Earth. Earth creatures usually have burrow speed and most earth creatures can burrow through solid rock.

Elemental Type: An elemental is a being composed of one of the four classical elements: Air, earth, fire or water. Elementals are very rare in Magnamund, as they can only manifest when summoned by incredibly powerful magic. The lore to do this has been lost to mortal man and while the Shianti retain the power to call them, they rarely do.

Features: An elemental has the following features.

- d8 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- Good saves depend on the element; Fortitude (earth, water) or Reflex (air, fire).
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Immunity to poison, sleep effects, paralysis, grievous effects and stunning.
- Not subject to critical hits or flanking.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all one-handed weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armour (light, medium or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armour are not proficient with armour. Elementals are proficient with shields if they are proficient with any form of armour.
- Elementals do not eat, sleep or breathe.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature



gains 5 temporary Endurance points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary Endurance points last for a maximum of one hour. An affected opponent takes a -1 penalty on all skill checks and ability checks, attack rolls and saving throws and loses one effective level or End Die (whenever level is used in a die roll or calculation) for each negative level.

Negative levels remain until 24 hours have passed. After 24 hours, the affected creature must attempt a Fortitude save (DC 10 + half draining creature's End Dice + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

Evil Subtype: A subtype usually applied only to creatures spawned through dark magic or the direct will of Naar. Most creatures that have this subtype are also allied with Evil; however, if their allegiances change, they still retain the subtype. Any effect that depends on allegiance affects a creature with this subtype as if the creature has an evil allegiance, no matter what its allegiance actually is. The creature also suffers effects according to its actual allegiance.

Fast Healing (Ex): A creature with the fast healing special quality regains Endurance at an exceptionally fast rate, usually 1 or more Endurance per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore Endurance lost from starvation, thirst or suffocation and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Fire Subtype: A creature with the fire subtype has immunity to fire. This subtype usually is used for elementals and outsiders with a connection to the Plane of Fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frightful Presence: This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking or snarling). Opponents within range who witness the action become shaken (or frightened if already shaken, or panicked if already frightened). Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet and the duration is usually 5d6 rounds. This ability affects only opponents with fewer End Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + half frightful creature's End Dice + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Gaze (Su): A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect; petrification, death, charm and so on. The typical range is 30 feet but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + half gazing creature's End Dice + gazing creature's Cha modifier; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his turn in the Initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

- ♦ *Averting Eyes:* The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.
- ♦ *Wearing a Blindfold:* The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn. Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

Giant Type: A Giant is a humanoid creature of Large size or bigger. Giants are known for their great strength. Only two races of Giant are known in the world of Magnamund – the Giants of Starn and the black-skinned servitors of the Kaum Cenerese.

Features: A Giant has the following features.

- d8 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: A Giant possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all one-handed and two-handed weapons, as well as any natural weapons.
- Proficient with whatever type of armour (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armour are not proficient with armour. Giants are proficient with shields if they are proficient with any form of armour.
- Giants eat, sleep and breathe.

Good Subtype: A subtype usually applied only to outsiders native to the good-aligned Plane of Light. Most creatures that have this subtype also have good allegiances; however, if their allegiances change, they still retain the subtype. Any effect that depends on allegiance affects a creature with this subtype as if the creature has a good allegiance, no matter what its allegiance actually is. The creature also suffers effects according to its actual allegiance.

Humanoid Type: A humanoid usually has two arms, two legs and one head, or a human-like torso, arms and a head. Humanoids have few or no supernatural or extraordinary abilities but most can speak and usually have well-developed societies. They usually are of Small or Medium size. Every humanoid creature also has a subtype. Humanoids with 1 End Die exchange the features of their humanoid End Die for the class features of a particular class. Humanoids of this sort are presented as 1st level warriors, which means that they have average combat ability and poor saving throws. Humanoids with more than 1 End Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

- d8 Endurance Die, or by character class.
- Base combat skill equal to 3/4 total End Dice.
- Good Reflex saves (usually; a humanoid's good save varies).
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die, or by character class.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all one-handed weapons, or by character class.
- Proficient with whatever type of armour (light, medium or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armour, it is proficient with that type of armour and all lighter types. Humanoids not indicated as wearing armour are not proficient with armour. Humanoids are proficient with shields if they are proficient with any form of armour.
- Humanoids breathe, eat and sleep.

Immunity to (energy type) (Ex or Su): A creature with this special quality is utterly immune to all damage that comes in the form specified. Whether the damage is magical or natural in nature, the creature will never suffer any damage or ill effects from being exposed to the specified energy type.

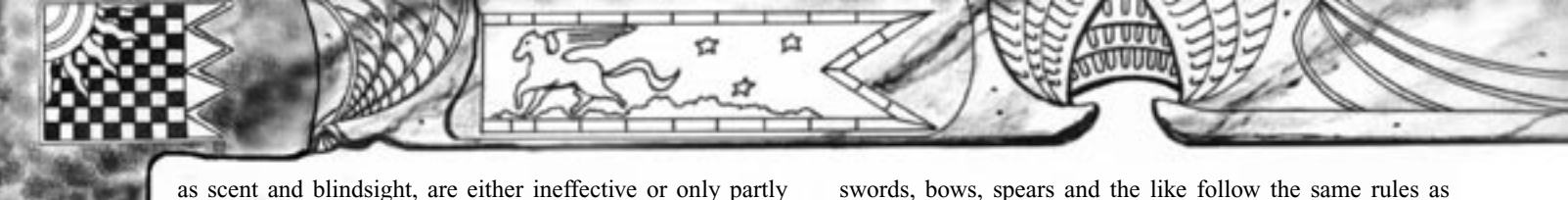
Immunity to Critical Hits (Ex): The creature's physiology has no distinct weak spots or vulnerable areas. Critical hits are never effective against these creatures – only the normal damage will be dealt for a strike, regardless of whether it threatens a critical hit or not.

Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for magically created or propelled missiles). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armour bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus). An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armour, armour and shields, although magically provided bonuses and force effects (such as the blast from a Wizard's Staff or the Invisible Shield spell) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. They cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it does not wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such



as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. It retains the ability to distinguish colour and detail under these conditions.

Magical Combat (Su): The creature may use its full combat skill when attacking with spells or effects cast from magical items. Creatures without this special quality may only use half their combat skill when attacking with magical spells.

Magic Immunity (Ex): A creature with magic immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like Magic Resistance, except that it cannot be overcome. Sometimes magic immunity is conditional or applies to only spells of a certain kind. Spells that bypass Magic Resistance are not affected by magic immunity. Magic immunity has no effect against supernatural abilities.

Magic Resistance (Ex): A creature with Magic Resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with Magic Resistance, the caster must make a caster level check (d20 + caster's level in the class that granted him the spell or spell-like ability). If the result equals or exceeds the creature's Magic Resistance, the spell works normally, although the creature is still allowed a saving throw if the spell allows one. Magic Resistance has no effect against supernatural abilities.

Magical Beast Type: Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

- d10 Endurance Die.
- Base combat skill equal to total End Dice.
- Good Fortitude and Reflex saves.
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision and darkvision.
- Proficient with its natural weapons only.
- Proficient with no armour.
- Magical beasts eat, sleep and breathe.

Manufactured Weapons: Some monsters employ manufactured weapons when they attack. Creatures that use

swords, bows, spears and the like follow the same rules as characters, including those for additional attacks from a high base combat skill and two-weapon fighting penalties. This category also includes 'found items' such as rocks and logs, that a creature wields in combat – in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does but they take the usual –5 penalty for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Monstrous Humanoid Type: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

- d8 Endurance Die.
- Base combat skill equal to total End Dice.
- Good Reflex and Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision.
- Proficient with all one-handed weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armour (light, medium or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armour are not proficient with armour. Monstrous humanoids are proficient with shields if they are proficient with any form of armour.
- Monstrous humanoids eat, sleep and breathe.

Movement Modes: Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

- ♦ **Burrow:** The creature can tunnel through dirt but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.
- ♦ **Climb:** A creature with a climb speed has the Climb skill at no cost and gains a +8 bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0 but it always can choose

to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Armour Class (if any) while climbing and opponents get no special bonus on their attack rolls against the climbing creature.

- ♦ *Fly*: The creature can fly at the given speed if carrying no more than a light load. All fly speeds include a parenthetical note indicating manoeuvrability (perfect, good, average, poor or clumsy). Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

Perfect: The creature can perform almost any aerial manoeuvre it wishes. It moves through the air as well as a human moves over smooth ground.

Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect manoeuvrability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely manoeuvre at all.

- ♦ *Swim*: A creature with a swim speed can move through water at the given speed without making Athletics checks. It gains a +8 bonus on any Athletics check to perform some special action or avoid a hazard in water. The creature can always choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Natural Weapons: Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base combat skill when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack – generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions for details.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20. When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full combat skill. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. Animals take only a -2 penalty on secondary attacks. This penalty applies even when the creature makes a single attack with the secondary weapon as part of a full attack action. Natural weapons have types just as other weapons do. The most common are summarised below.

- ♦ *Bite*: The creature attacks with its mouth, dealing piercing, slashing and bludgeoning damage.
- ♦ *Claw or Talon*: The creature rips with a sharp appendage, dealing piercing and slashing damage.
- ♦ *Gore*: The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.
- ♦ *Slap or Slam*: The creature batters opponents with an appendage, dealing bludgeoning damage.
- ♦ *Sting*: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to Endurance damage.
- ♦ *Tentacle*: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0 – they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

- ♦ *Strength*: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score cannot exert force, usually because it has no physical body or because it does not move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base combat skill instead of a Strength modifier.
- ♦ *Dexterity*: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score cannot move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to Initiative instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.
- ♦ *Constitution*: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body



or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain and energy drain and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

- ♦ **Intelligence:** Any creature that can think, learn or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to Psychic Combat and mind-affecting effects (such as the Mind Charm spell) and automatically fails Intelligence checks. Mindless creatures do not gain skills, although they may have additional skill bonuses.
- ♦ **Wisdom:** Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.
- ♦ **Charisma:** Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Ooze Type: An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

- d10 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score and immunity to Psychic Combat and mental effects.
- Blind (but have the blindsight special quality) with immunity to gaze attacks, visual effects, illusions and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + half ooze's End Dice + ooze's Con modifier per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armour.
- Oozes eat and breathe but do not sleep.

Outsider Type: An outsider is a non-elemental creature originating from some other dimension, reality or plane. The barriers that have been placed by the gods between the Astral Plane of Daziarn and Magnamund make outsiders even less likely to be encountered than elementals. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence. Daemonaks are an example of outsiders.

Features: An outsider has the following features.

- d8 Endurance Die.
- Base combat skill equal to total End Dice.
- Good Fortitude, Reflex and Will saves.
- Skill points equal to (8 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision.
- Proficient with all one-handed and two-handed weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armour (light, medium or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armour are not proficient with armour. Outsiders are proficient with shields if they are proficient with any form of armour.
- Outsiders breathe but do not need to eat or sleep (although they can do so if they wish).

Paralysis (Ex or Su): This special attack is usually administered by a melee attack (slam if a slam attack is listed for the creature in question) and renders the victim immobile. Paralysed creatures cannot move, speak or take any physical actions. The creature is rooted to the spot – frozen and helpless. Paralysis works on the body and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). A paralysis effect does not allow a new save each round; its listed duration must expire. A winged creature flying in the air at the time that it is paralysed cannot flap its wings and falls. A paralysed swimmer cannot swim and may drown.

Plant Type: This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures but objects, even though they are alive.

Features: A plant creature has the following features.

- d8 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points at all.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to Psychic Combat and all mental effects.
- Immunity to poison, sleep effects, paralysis and stunning.
- Not subject to critical hits or grievous effects.
- Proficient with its natural weapons only.
- Proficient with no armour.
- Plants breathe and eat but do not sleep.

Poison (Ex): Poison attacks deal initial damage, such as ability damage or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required one minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details. A creature with a poison attack is immune to its own poison and the poison of others of its kind. The Fortitude save DC against a poison attack is usually equal to 10 + half poisoning creature's End Dice + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text). A successful save avoids (negates) the damage.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack just as if it had not moved at all.

Psychic Combat (Su): Creatures capable of Psychic Combat follow all the rules in the Combat Chapter (see page 151). They may use all psychic actions and have instinctive shields. These creatures have a Willpower score equal to their Wisdom score + their End Dice. They may attempt to Focus to regain Willpower a number of times per day equal to their Wisdom modifier (minimum once per day, regaining Willpower equal to their Wisdom score). Creatures also have their Willpower scores completely refreshed once they have rested for 8 hours.

Psychic Immunity (Ex): These creatures are entirely impervious to all Psychic Combat attacks. They are also completely immune to all effects generated by Mindblast and Psi-surge. Creatures with psychic immunity may never gain the ability to make psychic attacks or use Mindblast or Psi-surge effects.

Rend (Ex): If a creature with this special attack hits with two or more claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional amount of slashing damage specified in the creature's description and this

damage is not multiplied if any attack that caused the rend damage was a critical hit.

Regeneration (Ex): A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which does not go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that do not deal Endurance damage ignore regeneration. Regeneration also does not restore Endurance lost from starvation, thirst or suffocation. Regenerating



creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. A creature must have a Constitution score to have the regeneration ability.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Resistance to (energy type) (Ex): A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire or electricity). The entry indicates the amount and type of damage ignored.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes and track by sense of smell. Creatures with the scent ability can identify familiar odours just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location. A creature with a positive Survival skill bonus and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odour is, the number of creatures and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for tracking in the description of the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting and not every creature that can change shapes has the shapechanger subtype. Helghasts have the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with its natural weapons, with one-handed weapons and with any weapons mentioned in the creature's description.

—Proficient with any armour mentioned in the creature's description, as well as all lighter forms. If no form of armour is mentioned, the shapechanger is not proficient with armour. A shapechanger is proficient with shields if it is proficient with any type of armour.

Swallow Whole (Ex): If a creature with this special attack hits with its bite attack as the first attack in its combat round, it can attempt an extra melee attack at a –5 penalty against the same target. If it succeeds, it swallows its prey and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature can try to cut its way free with any one-handed slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description).

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of End Dice and Endurance, a single Initiative modifier, a single speed and a single Armour Class. A swarm makes saving throws as a single creature. A single swarm occupies a 10 foot square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through areas occupied by enemies and vice versa without impediment. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10 foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Swarm

Swarm ED	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 Endurance or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as most forms of Lightning Hand), with the exception of psychic attacks and mental effects if (and only if) the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from effects that affect an area, such as exploding kegs of boom powder and certain spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by some Telchos Warrior abilities. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganised and disperses. It will not reform until its Endurance exceeds its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype do not make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has 'swarm' in the Attack and Full Attack entries, with no combat skill given. The amount of damage a swarm deals is based on its End Dice, as shown on the Swarm table.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage Reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain or other special attacks in addition to normal damage.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its space is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's End Dice + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20). Using skills that involve patience and concentration (such as Disable Device) also require a DC 20 Concentration check.

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint

the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Undead Type: An undead is a once-living creature animated by spiritual or supernatural forces. Revenant ghosts and vampires are considered undead, as are the walking dead (zombies and skeletons) that wander the ruined places of Magnamund.

Features: An undead creature has the following features.

- d12 Endurance Die.
- Base combat skill equal to 1/2 total End Dice.
- Good Will saves.
- Skill points equal to (4 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to Psychic Combat and mental effects unless it also possesses the Telepathy special quality.
- Immunity to poison, sleep effects, paralysis, stunning, disease and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, grievous effects or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Proficient with its natural weapons, all one-handed weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armour (light, medium or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armour are not proficient with armour. Undead are proficient with shields if they are proficient with any form of armour.
- Undead do not breathe, eat or sleep.

Vermin Type: This type includes insects, arachnids, other arthropods, worms and similar invertebrates. Some of the most dangerous creatures on Magnamund are vermin; their alien minds and often lethal attacks are a combination that few heroes can face and walk away from unscathed.

Features: Vermin have the following features.

- d8 Endurance Die.
- Base combat skill equal to 3/4 total End Dice.
- Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per End Die, with quadruple skill points for the first End Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

—Mindless: No Intelligence score and immune to Psychic Combat and mental effects.

—Darkvision.

—Proficient with their natural weapons only.

—Proficient with no armour.

—Vermin breathe, eat and sleep.

Vulnerability to (energy type): Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Water Subtype: This subtype usually is used for elementals and outsiders with a connection to the Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Athletics checks. A water creature can breathe underwater and usually can breathe air as well.

Creatures of Magnamund

Agarashi

Huge Aberration (Darkspawn)

End Dice: 15d8+75 (140 Endurance)

Initiative: +10

Speed: 30 ft.

Armour Class: 26 (−2 size, +6 Dex, +12 natural), flat-footed 20

Base Combat Skill: +11

Attack: Claw +16 melee (3d6+5)

Full Attack: 2 Claws +16 melee (3d8+5) and Bite +11 melee (2d10+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend (2d6)

Special Qualities: Aura (see below), Damage Reduction 10/magic, darkvision, fast healing 5, frightful presence, Magic Resistance 19, psychic immunity, scent

Saves: Fort +10, Ref +11, Will +13

Abilities: Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 20

You could feel the cold of the grave when you first entered these tunnels and now you know why. This earthen tomb still has one very active inhabitant! The creature before you is massive and as it regards you with its glowing red eyes, you can sense its ancient, malevolent power.

Skills: Athletics +23, Climb +23, Concentration +23, Perception +22, Stealth +24, Survival +22

Environment: Any (typically subterranean)

Organisation: Solitary

Challenge Rating: 13

Allegiance: Always Evil

Advancement: 16–22 ED (Huge), 23–40 ED (Gargantuan)

Aura (Su): Agarashi are surrounded by a specific aura as befits their special nature of evil. There are several different auras that the Agarashi can exhibit; each Agarashi only has one type, which it constantly exudes. These auras may or may not be visible, as the Agarashi chooses.

Cold: The Agarashi was bred to exude the freezing power of unforgiving ice. It inflicts 1d6 cold damage each round on all living creatures within 10 feet and adds +5 points of cold damage to every melee attack it successfully strikes with. If visible, the Cold Aura surrounds the Agarashi in a pale blue-white light with blowing frost encircling its body.

Darkness: Bred to the shadows, the Agarashi is one of the blessed favourites of Naar. This aura absorbs all missile attacks (but not ranged spells) without harm to the Agarashi and adds a +10 bonus to all Stealth checks. A Darkness Aura is always visible; it cannot be suspended.

Fire: The Agarashi was gifted with the fierce heart of fire, the power that burns away all that opposes it. The aura inflicts 1d6 fire damage to all living creatures within 10 feet and adds +5 fire damage to every successful melee attack. If made visible, the Fire Aura surrounds the Agarashi with a burning red corona and makes its eyes look like blazing torches.

Plague: A creature of contagion, the Agarashi is a disease-ridden beast with an infectious touch. Any successful bite the Agarashi makes forces a living target to make a Fortitude save (DC equal to 5 + the Agarashi's End Dice, typically 20) or immediately catch a random disease type. This special form of the disease incubates initially in 1d10 minutes and cannot be naturally cured by two consecutive saving throws; three are needed to completely throw off the disease.

The Agarashi are the remnants of the creatures first spawned by Agarash when he set his sights on total dominion of Magnamund. Powerful and ancient, the Agarashi are all different, warped in an endless variety of ways by the power of Naar and the passage of millennia since their foul birth under the black plains of Naaros. Agarashi vary wildly in appearance; some are huge humanoids with black or red (or both) scales, while others are more like immense serpents with rows of viciously barbed spines. Games Masters are encouraged to create new and dangerous appearances for any Agarashi the heroes encounter.

Akraa'neonor

Huge Undead

End Dice: 6d12 (60 Endurance)

Initiative: -1

Speed: 20 ft., burrow 10 ft.

Armour Class: 15 (-1 size, -1 Dex, +7 natural), flat-footed 15

Base Combat Skill: +3

Attack: Bite +8 melee (1d8+3)

Full Attack: Slam +8 (1d12+3) and Bite +3 melee (1d8+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralysis (DC 14, 1d4 minutes)

Special Qualities: Darkvision, low-light vision, undead traits

Saves: Fort +6, Ref +4, Will +3

Abilities: Str 16, Dex 8, Con -, Int 2, Wis 12, Cha 11

Skills: Perception +7, Stealth +2

Environment: Warm deserts

Organisation: Solitary

Challenge Rating: 5

Allegiance: Always Evil

Advancement: 7-10 ED (Medium); 11-18 ED (Large)

The tunnel ahead is filled with the rancid stench of death. Moving around the corner is a huge slithering creature, its head surrounded by lashing tendrils half eaten away by rot and decay.

A hideous creature with an equally horrible origin, the Akraa'neonor are the undead remains of a vile tunnelling creature that once lived in the Kalte area and was caught in the same death magic that created the terrible city of Ixia and the droves of undead that now inhabit it. These are thankfully rare creatures and are unable to reproduce. They will attack anything they encounter, hating all life and craving endless consumption of living creatures with an unholly hunger. Akraa'neonor appear as long worm-serpents with a circular mouth of deadly teeth ringed by more than a dozen tentacles.

Anapheg

Large Magical Beast

End Dice: 10d10+70 (125 Endurance)

Initiative: +4 (+4 natural)

Speed: 30 ft.

Armour Class: 19 (-1 size, +10 natural), flat-footed 19

Base Combat Skill: +10

Attack: Bite +16 melee (2d6+6)

Full Attack: Bite +16 melee (2d6+6) and 2 Claws +11 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend (2d6+9)

Special Qualities: Darkvision, low-light vision, psychic immunity, scent

Saves: Fort +14, Ref +7, Will +4

Abilities: Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8

Skills: Perception +4, Intimidate +5, Stealth +2, Survival +3

Environment: Temperate marshes and jungles

Organisation: Solitary

Challenge Rating: 8

Allegiance: Usually Unaligned

Advancement: 11-15 ED (Large); 16-30 ED (Huge)

It lumbers towards you, its stench spooking your horse and dropping you unceremoniously to the ground. Expecting this reaction from your animal, the thing is on you in a flash, trying to tear at you with its massive clawed paws before you can rise.

These creatures roam the jungles of Danarg and other warm, wet places where fresh meat and good hunting can be found in abundance. Attracted to the smell of blood, they exude a disgusting scent that animals find intimidating and keeps them from being hunted in return by any natural creature of animal intelligence or less. This stench is not strong enough to discommode humans but it is certainly noticeable and distasteful. An Anapheg resembles a horribly mutated bear with several rows of fangs in its oversized maw and a tremendously muscular body beneath a pelt of mange-ridden black or dark brown fur.

Ashradon

Large Magical Beast

End Dice: 6d10+24 (57 Endurance)

Initiative: +2

Speed: 30 ft., fly 50 ft. (clumsy)

Armour Class: 17 (-1 size, +2 Dex, +6 natural), flat-footed 15

Base Combat Skill: +6

Attack: Claw +11 melee (2d4+5)

Full Attack: 2 Claws +11 melee (2d4+5) and Bite +6 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: Darkvision, low-light vision, scent

Saves: Fort +9, Ref +7, Will +3

Abilities: Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9

Skills: Perception +7, Survival +4

Environment: Warm marshes

Organisation: Solitary, pair or pride (3-6)

Challenge Rating: 5

Allegiance: Usually Evil

Advancement: 7-16 ED (Large); 17-18 ED (Huge)

The roar above you chills your blood. A massive shape soars over head and turns around to face you once more. The beast still lives! Dripping blood from the wounds you gave it before, it is back to finish the battle you thought was over.

A winged horror with the power to bite a human in half and the strength to tear through a building with its claws, Ashradons are famed for their ceaseless hunger and their willingness to attack anything that dares venture into their territory. Ashradons are very dangerous in melee combat and it is far safer to hunt these beasts with ranged weaponry. Ashradons are a bizarre cross between a flying reptile and a large bat, combining the appearance of both into a terrible mockery of life.

Beastmen

Medium Humanoid

End Dice: 2d8+2 (11 Endurance)

Initiative: +0

Speed: 30 ft.

Armour Class: 15 (+1 natural, +2 leather armour, +2 heavy shield), flat-footed 15

Base Combat Skill: +1

Attack: Spear +3 melee (1d8+2/x2) or +1 ranged (1d8/x2)

Full Attack: Spear +3 melee (1d8+2/x2) or +1 ranged (1d8/x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Athletics +4, Perception +3

Environment: Warm plains

Organisation: Solitary, pair or hunting party (2–5 and 1–2 Akataz)

Challenge Rating: 1

Allegiance: Usually Evil

Advancement: By character class

They stare at you with feral, hostile eyes. Their crude spears look deadly enough, especially since you have just been roused from a deep sleep by their approach and your sword is still in its sheath.

A feral crossbreed of animal and man, the Beastmen tribes have long since broken away from their Darklord masters and spread to the ruined places of the world on their own. Now so diluted in blood from their first, twisted ancestors that they no longer count as Darkspawn, they are still violent and often quite evil in behaviour. Beastmen can resemble many different animals, though the most common appear to be either goat or canine in the face. Their muscular bodies are usually covered in a shaggy hide, though a few have sections of hairlessness over the chest and arms.

Burrowcrawler

Gargantuan Magical Beast

End Dice: 16d10+32 (110 Endurance)

Initiative: –2

Speed: 20 ft., burrow 80 ft.

Armour Class: 19 (–4 size, –2 Dex, +15 natural), flat-footed 19

Base Combat Skill: +16

Attack: Bite +28 melee (2d8+12)

Full Attack: Bite +28/+23/+18/+13 melee (2d8+12)

Space/Reach: 20 ft./15 ft.

Special Attacks: Swallow whole (see below)

Special Qualities: Tremorsense 60 ft.

Saves: Fort +12, Ref +8, Will +4

Abilities: Str 35, Dex 6, Con 14, Int 1, Wis 8, Cha 8

Skills: Perception +17, Athletics +13*

Environment: Underground

Organisation: Solitary

Challenge Rating: 12

Allegiance: Always Unaligned

Advancement: 16–32 ED (Gargantuan); 33–48 ED (Colossal)

The ground beneath you shifts and writhes. As you try to leap away, it collapses beneath you and a huge maw closes where your legs were. You roll away and try to stand before the creature can sense where you are again.

Swallow Whole (Ex): If swallowed by a Burrowcrawler, creatures will take 2d6 acid damage every round and must hold their breath or immediately begin suffocating. They may attempt to cut themselves free – the Burrowcrawler's stomach has Armour Class 15 and will take 50 Endurance of damage (deducted from the Burrowcrawler's total as usual – it is quite possible to kill a Burrowcrawler from the inside) before breaking free.

These worm-like creatures are a bane to farmers and travellers anywhere on Magnamund where the earth is soft enough to travel through. Capable of moving underground at great speed, many heroes caught in its maw have carved themselves free only to find themselves miles away from where they first started fighting the horrible things. Burrowcrawlers receive a +4 bonus to Athletics checks when burrowing. Burrowcrawlers resemble massive earthworms with more than a dozen rings of fangs descending into their gaping maws.

Cabalah

Medium Undead

End Dice: 5d12 (40 Endurance)

Initiative: +3

Speed: 30 ft.

Armour Class: 21 (+3 Dex, +6 breastplate, +2 heavy shield), flat-footed 18

Base Combat Skill: +2

Attack: Scimitar +5 melee (1d6+1+1d6 cold /18–20) or Claw +5 melee (1d4+1)

Full Attack: Scimitar +5 melee (1d6+1+1d6 cold/18–20) or 2 Claws +5 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Cold weapon (see below)

Special Qualities: Damage Reduction 10/bludgeoning, darkvision, immunity to cold, undead traits

Saves: Fort +1, Ref +4, Will +4

Abilities: Str 16, Dex 16, Con –, Int 3, Wis 10, Cha 1

Skills: Athletics +7, Perception +4

Environment: None preferred, usually found in Ixia

Organisation: Any

Challenge Rating: 5

Allegiance: Always Evil

Advancement: —

Your first strike misses cleanly, slashing through where a normal opponent's guts would be. You take another strike at the powerful undead's head but it blocks with a skilful sweep of its icy blade.

Cold Weapon (Su): Any weapon held by a Cabalah freezes, dealing an extra +1d6 cold damage on each successful strike.

A more potent form of undead normally encountered in and around the city of Ixia, Cabalah can also be created outside that frozen realm through special rituals and appeasements to the dark powers. Potent necromancers often use Cabalah as bodyguards and animated soldiers. Simple undead skeletons somehow see Cabalah as their natural leaders and will follow their orders in combat. Cabalahs do not immediately appear to be anything other than well-armed skeleton undead until they are first confronted. Then, their aura of power leaves no doubt to the dark power of their making.

Ciquali

Medium Humanoid (Reptilian)

End Dice: 2d8+4 (13 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 19 (+1 Dex, +2 leather armour, +6 natural), flat-footed 18

Base Combat Skill: +1

Attack: Club +1 melee (1d6) or Claw +1 melee (1d4)

Full Attack: Club +1 melee (1d6) and Claw –1 melee (1d4) and Bite –1 melee (1d4); or 2 Claws +1 melee (1d4) and Bite –1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 90 ft.

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 10, Dex 12, Con 14, Int 8, Wis 10, Cha 10

Skills: Perception +3, Stealth +3

Environment: Underground

Organisation: Pair (2) or squad (6–11)

Challenge Rating: 1

Allegiance: Usually Evil

Advancement: By character class

The bubbles in the mire nearby are your only warning before several humanoids burst up out of the waters and attack you. These are the rightful inhabitants of this swamp and they seek to punish you for intruding into their foetid territory.

The dominant lifeform in the Hellswamp, Ciquali have ghoulish, dome-shaped heads, big bulging eyes, a wide gaping maw with sharp teeth and a throat-sac that puffs and deflates as they breathe. Their hands are webbed and have claws, while their body is covered in thick, discoloured scales. The Ciquali wear armour of human bones. They inhabit simple mud-daubed huts thatched with rotting vegetation along the channels of the Hellswamp.

Crypt Spawn

Medium Aberration

End Dice: 8d8+8 (44 Endurance)

Initiative: +5 (+1 Dex, +4 natural)

Speed: 30 ft. fly (perfect)

Armour Class: 16 (+1 Dex, +5 natural), flat-footed 15



Base Combat Skill: +4

Attack: Slam +6 melee (1d6+2)

Full Attack: 2 Slams +6 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision, immunity to critical hits, magic immunity (full), Psychic Combat

Willpower: 18

Saves: Fort +3, Ref +3, Will +6

Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Concentration +12, Knowledge (the planes) +11

Environment: Any

Organisation: Solitary (summoned)

Challenge Rating: 7

Allegiance: Always Evil

Advancement: 9–12 ED (Medium); 13–24 ED (Large)

With a contemptuous snarl, the Darklord waves his hand at you dismissively. 'I've no time to toy with the likes of you. This should be more than a match for such a pathetic rabble.' A grey mist flies from his palm, coalescing into a slimy brain-like creature with wings and tentacles.

These beasts are summoned by Darklords from the spawning pits in the Darklands. They are insane and completely hostile to any creature not allied with Evil, though their first instinct is to attack anything they see regardless of its allegiance. Though they are telepathic, they never communicate intelligently. Legend has it these are the disembodied brains of particularly strong willed prisoners captured and tortured by the Darklords themselves. Crypt spawn are horrific collections of faces, brains and wings covered in acrid slime and capable of enduring a great deal of damage in service to the Darklords that create them.

Daemonak

Small Outsider

End Dice: 4d8 (18 Endurance)

Initiative: +8 (+4 Dex, +4 natural)

Speed: 20 ft., 50 ft. fly (perfect)

Armour Class: 15 (+4 Dex, +1 size), flat-footed 11

Base Combat Skill: +4

Attack: Claws +8 melee (1d3)

Full Attack: 2 Claws +8 melee (1d3) and Bite +2 melee (1d4+poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison (see below)

Special Qualities: Darkvision

Saves: Fort +4, Ref +8, Will +4

Abilities: Str 10, Dex 18, Con 10, Int 10, Wis 11, Cha 10

Skills: Acrobatics +11, Athletics +7, Escape Artist +11, Knowledge (the planes) +7, Perception +7, Ride +11, Stealth +11, Use Magical Item +7

Climate/Terrain: Underground

Organisation: Solitary, pair (2) or clutch (3–6)

Challenge Rating: 2

Treasure: None

Allegiance: Usually Evil, occasionally Balance

Advancement: 5–8 ED (Small), 9–12 ED (Medium)

They are all around you, pulling at your clothes and slashing at you with their terrible claws. Bile drips from their tiny teeth, steaming as it falls to the stone below. One bites you, and it suddenly becomes difficult to move!

Poison (Ex): A Daemonak has a poisonous bite – its maw drips with Daemonak bile. This deals initial damage of 1d6 Dexterity and secondary damage of 2d6 Dexterity. The save DC is 12.

A fiendish creature that comes from another plane of existence, these beasts have a virulent poison that renders its victims helpless and unable to move. The Daemonak prefers to leave its foes alive while it drinks their blood slowly, savouring the twin flavours of fear and pain. Though they cannot inflict a great deal of damage on their own, their poison makes them a serious threat. Daemonaks look like twisted humanoids with dark red or black skin and long claws on their hands and feet. Most are naked, though some wear wickedly crafted leather clothes (this adds +2 to their Armour Class; 15% chance per Daemonak encountered).

Dakomyd

Gargantuan Aberration (Darkspawn)

End Dice: 25d8+200 (312 Endurance)

Initiative: +2 (–2 Dex, +4 natural)

Speed: 20 ft.

Armour Class: 19 (–4 size, –2 Dex, +15 natural), flat-footed 19

Base Combat Skill: +18

Attack: Claw +29 melee (3d6 +10)

Full Attack: 2 Claws +29 melee (3d6 +10) and Bite +24 melee (2d10 +10)

Space/Reach: 30 ft./20 ft.

Special Attacks: Breath weapon (see below), swallow whole (see below)

Special Qualities: Blindsight 30 ft., Damage Reduction 15/ magic, darkvision, Magic Resistance 25, Psychic Combat

Willpower: 40

Saves: Fort +16, Ref +6, Will +16

Abilities: Str 30, Dex 7, Con 27, Int 16, Wis 15, Cha 9

Skills: Athletics +39, Climb +39, Concentration +26, Perception +30, Survival +30

Environment: Any underground

Organisation: Solitary or pair

Challenge Rating: 15

Allegiance: Always Evil

Advancement: 26–45 ED (Colossal)

Trapped in a charnel pit with no apparent exit, your way out is blocked by a huge, lurching shape. Power radiates from this thing of evil as it rises up on its front legs and howls malevolently.

Breath Weapon (Su): The breath of a Dakomyd can be used only once a day and takes the form of a cone of deadly acid 60 feet long, 20 feet wide at its end. Any creature in the area must make a Reflex saving throw (DC 30). Success allows the character to suffer only half damage from the breath, which inflicts 14d6 points of acid damage.

Swallow Whole (Ex): If swallowed by a Dakomyd, creatures will take 3d6 acid damage every round and must hold their breath or immediately begin suffocating. They may attempt to cut themselves free – the Dakomyd's stomach has Armour Class 15 and will take 70 Endurance of damage (deducted from the Dakomyd's total as usual – it is quite possible to kill a Dakomyd from the inside) before breaking free.

The Dakomyd are a truly old breed of monster, ancient even when the Darklords arrived on Magnamund. Set to guard some of the most dangerous and valuable treasures of the world, they are a fitting challenge for the greatest of heroes and far too deadly to confront recklessly. Capable of tearing apart an entire adventuring band, Dakomyds have been known to leave a single victim alive for days for use in gestating their larva. The less known (or learned firsthand) about this horror, the better. Dakomyds are rarely seen but they are known to resemble massive lizards with misshapen heads and acidic drool.

Dentaag

Huge Undead

End Dice: 14d12 (125 Endurance)

Initiative: +1

Speed: 30 ft., fly 40 ft. (poor)

Armour Class: 27 (–2 size, +1 Dex, +18 natural), flat-footed 26

Base Combat Skill: +7

Attack: Bite +14 melee (2d8+7)

Full Attack: Bite +14 melee (2d8+7) and 2 Claws +9 melee (1d8+3)

Space/Reach: 15 ft./15 ft.

Special Attacks: Drone (see below)

Special Qualities: Damage Reduction 10/good, darkvision, resistance to acid 10, cold 10 and fire 10, Magic Resistance 22, Psychic Combat, tremorsense 30 ft., undead traits

Willpower: 36

Saves: Fort +4, Ref +5, Will +15

Abilities: Str 25, Dex 13, Con –, Int 22, Wis 22, Cha 20

Skills: Bluff +22, Concentration +17, Diplomacy +22, Intimidate +22, Knowledge (arcana) +23, Occult +23, Perception +23, Sense Motive +23, Stealth +18, Use Magical Item +22

Environment: Any evil place

Organisation: Solitary

Challenge Rating: 14

Allegiance: Always Evil

Advancement: 15–20 ED (Huge); 21–42 ED (Gargantuan)

The sound is grating against your skull- the constant, droning chitter that these beasts exude. With no defence against their cacophony, you are severely weakened when they dive in for the kill.

Drone (Ex): All creatures within 30 feet suffer a –4 penalty on all attack rolls and skill checks due to distraction and pain. Characters capable of taking 10 on certain skills due to class features may do so without penalty but all hearing-capable creatures suffer the attack penalty. This is a sonic effect.

Deadly and vile beyond description, the Dentaag are one of the many hazards that a hero might encounter in Ixia or in other places where necromancy has created guardians of power. Dentaag are known by their characteristic chatter, a painful drone with a psychic component that drives even the strongest willed of attackers to distraction. Dentaag are likely the result of necromantic augmentation; they resemble a massive humanoid with rotting flesh and muscles still clinging to their bones but they match no known living creature.

Doomwolf

Medium Magical Beast (Darkspawn)

End Dice: 4d10+8 (30 Endurance)

Initiative: +2

Speed: 50 ft.

Armour Class: 14 (+2 Dex, +2 natural), flat-footed 12

Base Combat Skill: +4

Attack: Bite +7 melee (1d6+4)

Full Attack: Bite +7 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision, low-light vision, scent

Saves: Fort +6, Ref +6, Will +3

Abilities: Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

Skills: Perception +4, Stealth +4, Survival +5

Environment: Temperate plains, forests

Organisation: Solitary, pair or pack (6–11)

Challenge Rating: 2

Allegiance: Usually Evil

Advancement: 5–6 ED (Medium); 7–12 ED (Large)

They surround you before you have managed to free your ankle from the hunter's snare. They look like wolves yet there is nothing natural about them. As they come closer, the hunger and evil in their eyes is unmistakable. They are the hunters here and you are the prey.



A breed of wolf horribly corrupted by the power of Naar and given to Giaks as hunting packs and war hounds, Doomwolves have also managed to break free of their 'masters' and began breeding on their own in the darkest forests of Magnamund. No less evil when they are free of captivity, Doomwolves are vile in temperament and enjoy suffering far more than any animal ever should.

Drakkarim

The line of soldiers turns in perfect formation, each one lowering their spears to target you. Too late, you realize your error. These were no mere deserters or robber-knights; this is a squad of trained Drakkarim warriors and you have made the mistake of alerting them to your presence.

Though there are a few differences – mostly cultural – the Drakkarim are effectively humans and their abilities and potential are just as limitless. A monster-like description of the Drakkarim is not entirely appropriate but the following

statistics, descriptions and tactical notes give Games Masters some pre-generated Drakkarim warriors and leaders to throw at the heroes of Magnamund.

Fearless (Ex): All Drakkarim have a fanatical devotion to their dark masters, which translates into an utter disdain for all other living creatures. These dark warriors fear virtually nothing compared to the forces of Evil that command them. They gain a +8 bonus to all Will saves against effects that would create fear in them (such as becoming shaken, frightened or panicked), unless the effect is generated by a Darklord, deity or other extremely powerful supernatural creature.

Drakkarim Infantry

These black iron armoured warriors are the scourge of many a battlefield. As well trained as any country's foot soldiers and far more aggressive, Drakkarim warriors are capable of great carnage in the name of their evil allegiance with the forces of Naar. Drakkarim warriors have a preference for the spear but often carry a second melee weapon of their choice (or more often, the choice of their commander).

Drakkarim Archer

Armed and armoured much like other Drakkarim, these troops are distinguishable on the battlefield because of the black iron bows they carry and wield with great efficiency. Topped with iron and constructed to propel their raven-fletched arrows with deadly force, these special bows require great strength to wield and are rarely seen out of the possession of a Drakkarim archer. These soldiers are usually deployed in groups of three and they tend to pick a single target and pepper it with dark arrows until it falls, before moving to the next unfortunate victim.

Drakkarim Captain

Trained in the arts of combat by the finest tutors in the Drakkarim army, these warriors are not taken from the ranks of normal Drakkarim soldiers but specifically educated at a young age to take command of their forces in battle. While many armies provide a life of some luxury for its officers, Drakkarim Captains are actually subjected to even worse punishment and savage living conditions than normal Drakkarim, in an attempt to harden and hone them into weapons of dark destruction. Drakkarim Captains are distinctive for their black plate armour, their wickedly cragged shields and their red plumed helmets with ornate death-mask faceguards. Drakkarim Captains are usually mounted, with the most exemplary of their order being allowed to ride Kraan into battle.

Drodarin Giants

Large Giant (Earth)

End Dice: 12d8+48 (102 Endurance)

Initiative: +0

Speed: 30 ft. in hide armour; base speed 40 ft.

Armour Class: 21 (–1 size, +9 natural, +3 hide armour), flat-footed 21

Drakkarim

Medium Humanoid	Drakkarim Infantry (3 rd level Warrior)	Drakkarim Archer (3 rd level Warrior)	Drakkarim Captain (6 th level Warrior)
End Dice:	3d8+6 (19 Endurance)	3d8+6 (19 Endurance)	6d8+12 (43 Endurance)
Initiative:	+2	+2	+2
Speed:	20 ft. (medium armour)	20 ft. (medium armour)	20 ft. (heavy armour)
Armour Class:	17 (+2 Dex, +5 scalemail armour), flat-footed 15	17 (+2 Dex, +5 scalemail armour), flat-footed 15	19 (+7 plate mail armour, +2 heavy shield), flat-footed 19
Base Combat Skill:	+3	+3	+6
Attack:	Spear +7 (1d8+4) or thrown +6 (1d8+4)	Longbow +7 (1d8+1) or shortsword +5 (1d6+2)	Broadsword +10 (1d10+4)
Full Attack:	Spear +7 (1d8+4) or thrown +6 (1d8+4)	Longbow +7 (1d8+1) or shortsword +5 (1d6+2)	Broadsword +10/+5 (1d10+4)
Space/Reach:	5 ft./10 ft. (with spear)	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—	Elite Warrior (Born to the Sword)
Special Qualities:	Fearless, Weapon of Choice (spear)	Fearless, Weapon of Choice (longbow)	Fearless, Toughness, Weapon of Choice (broadsword)
Saves:	Fort +5, Ref +3, Will +1	Fort +5, Ref +4, Will +1	Fort +7, Ref +4, Will +3
Abilities:	Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12	Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 12	Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 14
Skills:	Athletics +2, Intimidate +7, Ride +4	Athletics +2, Intimidate +7, Ride +4	Handle Animal +4, Intimidate +11, Ride +10
Environment:	Any Darklands or Darklands-allied area	Any Darklands or Darklands-allied area	Any Darklands or Darklands-allied area
Organisation:	Patrol (2–5), squad (10–15) or troop (30–100)	Patrol (3–5), squad (10–15) or troop (30–100)	Solitary (with patrol or squad of normal Drakkarim) or group (2–5 with troop)
Challenge Rating:	2	2	4
Allegiance:	Always Evil	Always Evil	Always Evil
Advancement:	As Warrior	As Warrior	As Warrior

Base Combat Skill: +9

Attack: Greatclub +16 melee (2d8+10) or Slam +16 melee (1d4+7) or rock +9 ranged (2d6+7)

Full Attack: Greatclub +16/+11 melee (2d8+10) or 2 Slams +16 melee (1d4+7) or rock +9 ranged (2d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rock throwing (see below)

Special Qualities: Low-light vision

Saves: Fort +12, Ref +4, Will +4

Abilities: Str 25, Dex 10, Con 19, Int 6, Wis 10, Cha 7

Skills: Athletics +10, Climb +7, Perception +5

Environment: Temperate mountains

Organisation: Solitary or gang (2–5)

Challenge Rating: 7

Allegiance: Often Balance, rarely Good

Advancement: By character class

Rock Throwing (Ex): Drodarin Giants receive a +1 bonus to attack rolls when throwing rocks (already figured into its statistics) – the rocks they throw tend to weigh around 50 lbs. Their range increment for thrown rocks is 120 feet.

The Giants of Starn and Bor are Drodarin, the folk that lived on Magnamund long before even the coming of Agarash. They were all but wiped out by the Great Plague that decimated the Elder Magi. Some of the Drodarin fled to the mountains of Bor while others, caught on the far side of the Tentarias, moved to the country of Starn instead. Drodarin Giants appear as heavy-set humans with long hair, only much larger.

Faersteed

Large Magical Beast

End Dice: 4d8+12 (34 Endurance)

Initiative: +1

Speed: 50 ft.

Armour Class: 14 (–1 size, +1 Dex, +4 natural), flat-footed 13

The mountain pass seemed like a good way to cut a few days off your journey to Kasland but as the massive shapes loom over you, hefting boulders like children's toys, you have reason to reconsider.

Base Combat Skill: +4

Attack: Hoof +8 melee (1d6+4)

Full Attack: 2 Hooves +8 melee (1d6+4) and Bite +3 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 18, Dex 13, Con 17, Int 12, Wis 13, Cha 6

Skills: Knowledge (nature) +6, Knowledge (geography) +6, Perception +6, Survival +7

Environment: Temperate plains

Organisation: Domesticated

Challenge Rating: 2

Advancement: —

The Tentarias crossing seems relatively peaceful and the herd of horses you have been charged with moving from Ilion to Talestria are exceptionally easy to control, despite the mild lurching of the barge. If you did not know better, you could swear that something else was soothing them and helping your endeavour...

Fiercely intelligent and capable of understanding human speech, Faersteeds are not technically animals in the strictest sense but seem quite content to live, act and appear as normal horses in the land of Ilion. Faersteeds choose their riders; they cannot be broken or trained like normal horses because of their great intellect and wilful spirits. A potential rider must convince a given Faersteed to accept him on merit and reasoning alone, typically by expressing a desire to treat the Faersteed as an equal rather than as a mount.

Flame-Man

Medium Elemental (Fire)

End Dice: 2d8+2 (15 Endurance)

Initiative: +0

Speed: 30 ft.

Armour Class: 17 (+1 size, +6 natural), flat-footed 17

Base Combat Skill: +1

Attack: Burning touch +3 melee (1d8 fire plus combustion) or Slam +3 melee (1d3+3 plus combustion)

Full Attack: Burning touch +3 melee (1d8 fire plus combustion) or Slam +3 melee (1d3+3 plus combustion)

Space/Reach: 5 ft./5 ft.

Special Attacks: Combustion (see below), fiery aura (see below)

Special Qualities: Damage Reduction 20/magic, darkvision, elemental traits, immunity to fire, melt weapons (see below), vulnerability to cold

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10

Skills: Climb +4, Perception +3

Environment: Plane of Fire

Organisation: Solitary

Challenge Rating: 3

Allegiance: Always Evil

Advancement: 3–4 ED (Small); 5–6 ED (Medium)

It surges toward you, a column of living flame with arms that reach out like lashes of the sun itself. You can feel the heat from behind your shield and you know instinctively that if that thing touches you, it may be the last thing you ever feel.

Combustion: Anyone a flame-man touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armour becomes searing hot. This fire damage continues for another 1d4 rounds after the flame-man's last successful attack. Flame-men can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura: Anyone within 20 feet of a flame-man must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons: Any weapon that strikes a flame-man automatically suffers one point of Endurance damage that bypasses any hardness – once it is reduced to 0 Endurance it melts away into slag. The save DC is Constitution-based.

Fiery creatures drawn to Magnamund through powerful magic mostly lost to the world of men now, a few flame-men have been trapped here for centuries. Because Magnamund is so cold compared to their native plane, flame-men have gone mad from the agony of 'freezing' and will lash out at any creature unfortunate enough to come within reach. Newly summoned flame-men are not this irrational but they do not like Magnamund and will seek to leave it as soon as they are free.

Ghagrim

Medium Humanoid

End Dice: 1d8+1 (5 Endurance)

Initiative: +0

Speed: 30 ft.

Armour Class: 13 (+3 studded leather armour), flat-footed 13

Base Combat Skill: +0

Attack: Spear +3 melee (1d8+4/x2) or javelin +0 ranged (1d6+3)

Full Attack: Spear +3 melee (1d8+4/x2) or javelin +0 ranged (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision

Saves: Fort +3, Ref +0, Will –2

Abilities: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Skills: Perception +0, Survival +0
Environment: Temperate hills
Organisation: Gang (2–4) or squad (11–20)
Challenge Rating: 1/2
Allegiance: Often Evil, very rarely Balance
Advancement: By character class

In the heart of the Danarg, you knew you would be found by something before you could get out. As the humanoids surround you, their javelins at the ready, you hate yourself for being right all the time.

When the Elder Magi controlled the Danarg and the Temple of Ohrido, the Ghagrim were a good and gentle albeit primitive and isolated race. Following the Great Plague, the race has been warped by the evil in the Danarg swamps. Ghagrim move on two legs, although they appear better suited for loping on all four. The Ghagrim's body and face has a certain likeness with that of a boar walking on two legs. The exceptions to this are its hands which appear human-like.

Giak

Medium Humanoid (Darkspawn, Evil)

End Dice: 1d8+2 (6 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 15 (+1 Dex, +3 studded leather armour, +1 light shield), flat-footed 14

Base Combat Skill: +0

Attack: Sword +4 melee (1d8+1/19–20)

Full Attack: Sword +4 melee (1d8+1/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision

Saves: Fort +4, Ref +1, Will –1

Abilities: Str 18, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills: Perception +2, Stealth +4, Survival +1

Environment: Warm hills, Darklands

Organisation: Gang (4–9) or band (10–30)

Challenge Rating: 1/2

Allegiance: Almost always Evil, very rarely Balance

Advancement: By character class

Brutal and savage, the servants of the Darklords are all around you. Any moment now, they will sniff out your hiding place. There are too many of them to fight and you have no where to flee. With a bleeding wound in your leg and only a dull sword for your defence, things are looking bleak.

Giaks are a short and hardy race, bred to be able to survive the poisonous air and heat of Helgedad. The colour of their hide



was originally grey but they can now be found in other colours too. Giaks are able to see in the dark and are well disciplined and organised. Usually, they fear their own commanders more than the enemy. Under a strong leader, Giaks can be fearless but if the leader shows signs of weakness or falls in combat, then the Giaks will panic and flee. They are the prime troops of the Darklords, bred in their thousands for battle – it is a rare hero indeed who has never fought a Giak. Every breed of Giak shares the same basic appearance, though they vary somewhat between generations. Giaks have bestial, hairless faces, a very stocky build and narrow, vicious-looking eyes.

Gourgaz

Large Giant (Reptilian)

End Dice: 10d8+20 (65 Endurance)

Initiative: +3 (–1 Dex, +4 natural)

Speed: 30 ft. in hide armour; base speed 40 ft.

Armour Class: 18 (–1 size, –1 Dex, +7 natural, +3 hide armour), flat-footed 18

Base Combat Skill: +7

Attack: Morningstar +13 melee (2d6+6)

Full Attack: Morningstar +13/+7 melee (2d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +9, Ref +2, Will +3

Abilities: Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11

Skills: Perception +8, Survival +5

Environment: Temperate and warm marshes

Organisation: Solitary

Challenge Rating: 6

Allegiance: Usually Evil

Advancement: By character class

It raises its massive club into the air again. The metal spikes welded to its haft are still dripping with the blood of the soldiers that lie around you. You have no choice but to fight this thing if you wish to live.

A terrible beast that resembles a bipedal dinosaur with human-like arms and hands, the Gourgaz are some of the fiercest creatures to ever prowl the swamps of Magnamund. Easily swayed by the will of others, Gourgaz are not innately allied with evil but their savage, feral intellect tends to be very cruel and they almost always gravitate to the most violent activities they can find. The forces of the Second Dark Muster are certain to include several Gourgaz if Zagarna has his way. Gourgaz resemble a bipedal dinosaur with fully developed and muscular arms. Capable of grasping and wielding weapons, they are more dangerous than any dinosaur could ever be.

Helghast

Medium Undead (Shapechanger, Darkspawn, Evil)

End Dice: 4d12 (35 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 20 (+1 Dex, +9 natural), flat-footed 19

Base Combat Skill: +4

Attack: Slam +5 melee (1d6 + hel-fire) or Bluefire Spear +5 ranged magical attack

Full Attack: Slam +5 melee (1d6 + hel-fire) or Bluefire Spear +5 ranged magical attack

Space/Reach: 5 ft./5 ft.

Special Attacks: Hel-fire (see below), Bluefire Spear (see below)

Special Qualities: Change shape, Damage Reduction 20/magic, Magical Combat, Psychic Combat, undead traits

Willpower: 18

Saves: Fort +4, Ref +5, Will +6

Abilities: Str 12, Dex 13, Con -, Int 13, Wis 14, Cha 13

Skills: Bluff +8, Concentration +7, Diplomacy +5, Disguise +8 (+18 when using change shape ability), Intimidate +5, Perception +6, Sense Motive +4

Environment: Any

The ranger looks up at you, his hand extended to help you into the boat. Where his face should be, a mask of rotting death greets your shocked eyes. His other hand lashes out, grazing your cheek and burning your face with an agonising flare of hel-fire.



Organisation: Solitary, pair or gang (3–6)

Challenge Rating: 5

Allegiance: Always Evil

Advancement: By character class

Bluefire Spear: A deadly weapon that Helghasts can summon from their resting place in Helgedad no matter where they are on or in Magnamund, the bluefire spear is a five foot shaft of black iron topped with a carved stone head. Through this spear, the Helghast can focus his malevolent will and launch blasts of blue fire as a magical ranged attack. These inflict 4d6 fire damage and can attack out to a range of 100 feet, with a Counterspell DC of 20.

Hel-fire (Su): The touch of a Helghast is a terrible experience that blisters the flesh and scours the soul of its unfortunate victim. The damage that a Helghast does with its slam attack during a given combat is cumulative in regards to grievous effects. If a Helghast does 50 points of damage or more to a given target in the same combat, even if it does this over multiple attacks or rounds, the target must save as if he had suffered a grievous effect.

One of the greatest assets to the Darklords since the raising of Helgedad, the Helghasts have spread their influence unseen over all of Magnamund. Their ability to shapechange is of vital importance to Zagarna's plans to destabilise the governments of the world and bring about his enemies' defeat without raising a single black blade. Thrown into chaos from betrayal, assassination and deceit, Magnamund will be easy to take if all goes as planned. Whilst Helghasts may assume any form they wish with their change shape ability, their natural form is of a skeletal, rotting humanoid with blazing sockets instead of eyes.

Inbetween

Large Undead (Incorporeal)

End Dice: 16d12 (100 Endurance)

Initiative: +13 (+3 Dex, +10 natural)

Speed: Fly 60 ft. (good)

Armour Class: 19 (+3 Dex, +6 natural), flat-footed 16

Base Combat Skill: +8

Attack: Incorporeal touch +8 melee (1d4 plus energy drain)

Full Attack: Incorporeal touch +8 melee (1d4 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain (Fort save DC 14 to resist, one negative level gained on failure)

Special Qualities: Darkvision, incorporeal traits

Saves: Fort +5, Ref +8, Will +12

Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills: Bluff +21, Diplomacy +21, Intimidate +21, Perception +21, Sense Motive +21, Stealth +22

Environment: Any

Organisation: Solitary

Challenge Rating: 10

Treasure: None

Allegiance: Always Evil

Advancement: 6–10 ED (Medium)

A sudden shock of cold makes you step back out of the room. There, hanging in mid-air, is a barely visible shape. It is humanoid but the features are hard to make out and its expression is impossible to read. Where it touched you, your skin has grown cold and withered.

Fast moving and incredibly deadly, these sprits are rumoured to be the ghosts of creatures caught by some magical accident between Magnamund and the Daziarn plane. Unable to return to one or the other, they went insane and now try desperately to cross over into the real world by draining the life from living beings. It cannot actually work but they have left thousands of dead, shrivelled corpses in their wake as tragic testimony to their madness.

Kalkoth

Large Aberration

End Dice: 8d8+24 (60 Endurance)

Initiative: +5 (+1 Dex, +4 natural)

Speed: 30 ft.

Armour Class: 18 (–1 size, +1 Dex, +8 natural), flat-footed 17

Base Combat Skill: +6

Attack: Claw +10 melee (1d6+4)

Full Attack: 2 Claws +10 melee (1d6+4) and Bite +5 (1d8+4 + poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison (see below)

Special Qualities: Blindsight 100 ft., Magic Resistance 15

Saves: Fort +5, Ref +3, Will +10

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

Skills: Perception +15, Stealth +12, Survival +15

Environment: Underground, usually cold

Organisation: Solitary or pack (3–5)

Challenge Rating: 7

Allegiance: Usually Evil

Advancement: 9–16 ED (Large); 17–24 ED (Huge)

Its red eyes catch your attention just as the vicious beast leaps forward out of its cavern. It is blocking your retreat; your only chance to evade this monster, if you wish to, would be to leap into its reeking den and hope it is not a very, very dead end.

Poison (Ex): A Kalkoth has a poisonous bite that deals initial and secondary damage of paralysis. The initial effect lasts one minute while the secondary paralysis lasts 1d10 minutes. The save DC is 17.

A savage predator that prowls many of the caverns of Magnamund, it is especially adept at finding its way around the underground labyrinths of the world. It hates open spaces and will only venture from its preferred habitat to lunge at food. If it does not bring down a kill in the first round of combat outside, it will immediately retreat back into its cavern and disappear for what feels like safer environs. Kalkoths are savage abominations with six long legs, a sinuous and powerful body covered in slick, dark flesh and a wide mouth bearing four venomous fangs.

Kraan

Large Dragon (Darkspawn)

End Dice: 7d12+14 (59 Endurance)

Initiative: +1

Speed: 20 ft., fly 60 ft. (poor)

Armour Class: 16 (–1 size, +1 Dex, +6 natural), flat-footed 15

Base Combat Skill: +7

Attack: Claw +11 melee (2d6+4) or Bite +11 melee (2d8+4)

Full Attack: Bite +11 melee (2d8+4) and 2 Wings +6 melee (1d8+2) and 2 Claws +6 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Shriek (frightful presence – see below)

Special Qualities: Darkvision, low-light vision, scent

Saves: Fort +7, Ref +6, Will +6

Abilities: Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9

Skills: Intimidate +9, Knowledge (geography) +8, Perception +11, Stealth +11

Environment: Warm hills, Darklands

Organisation: Solitary, pair or flight (3–6)

Challenge Rating: 4

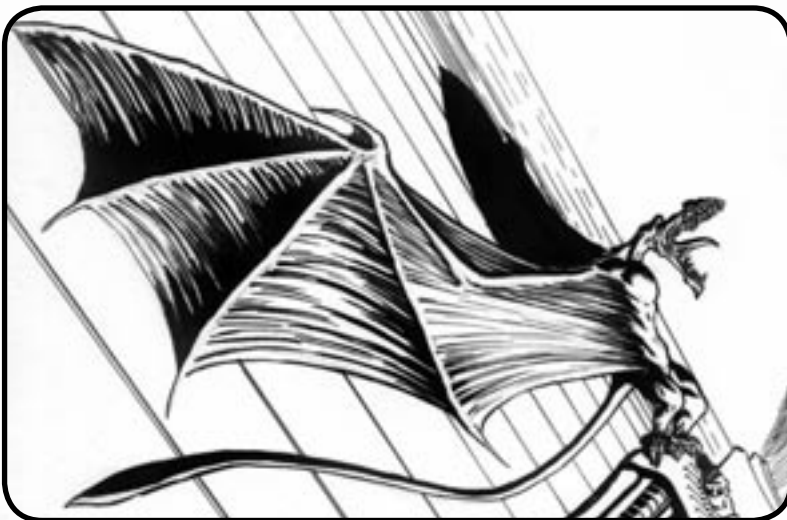
Allegiance: Usually Evil

Advancement: 8–10 ED (Huge); 11–21 ED (Gargantuan)

With a sweep of leathery wings, the Giak's mount swoops past. Its rider's lance misses you by inches, but as it wheels around for another strike, you have a feeling your luck will not hold a second time.

Shriek (Ex): A Kraan's frightful presence special quality is not automatic. Instead, it must shriek in order to inflict fear upon its enemies. A Kraan may use its terrifying shriek once per hour (as a standard action) and when doing so invokes the full power of its frightful presence upon all within earshot. The DC for Will saves to resist this ability is 14.

The mount of choice for the lower level minions of the Darklands army, Kraan are dependable if temperamental creatures and well suited to search and destroy missions because of their better than animal intelligence and extremely keen senses. Kraan are not suited to use by humans; they are vicious, distrustful of anything not also Darkspawn and have a tendency to bite their masters when they think they might get away with it. Kraan resemble pterodactyls bred as mounts, with thicker bodies and a longer neck.



Lapillibore

Large Vermin

End Dice: 3d8 (13 Endurance)

Initiative: +2

Speed: 40 ft., climb 40 ft.

Armour Class: 14 (–1 size, +2 Dex, +3 natural), flat-footed 12

Base Combat Skill: +2

Attack: Bite +3 melee (1d8+1, 19–20)

Full Attack: Bite +3 melee (1d8+1, 19–20)

Space/Reach: 10 ft./5 ft.

Special Attacks: Critical attack (see below)

Special Qualities: Darkvision, vermin traits

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 13, Dex 15, Con 10, Int 1, Wis 10, Cha 2

Skills: Climb +4, Stealth +5

Environment: Underground or temperate mountains

Organisation: Solitary or colony (2–5)

Challenge Rating: 1

Allegiance: Always Unaligned

Advancement: 4–5 ED (Large)

The vine is slippery but you manage to climb it without a problem. You are halfway up when a new danger presents itself. The cliff wall is home to a nest of huge writhing worms with gnawing mandibles!

Critical Attack (Ex): A Lapillibore's bite attack threatens a critical hit on an attack roll of 19–20.

Normally docile, these vermin are easily agitated by the presence of motion near their nests. Lapillibores prefer to eat carrion, but they have no aversion to killing their own meals when they have to do so. Lapillibore nests are easy to stumble into because the insects are the colour of stone and they rest with their grey shells covering the entrance.

Mawtaw

Huge Magical Beast

End Dice: 18d8+99 (160 Endurance)

Initiative: +1

Speed: 40 ft.

Armour Class: 14 (–2 size, +1 Dex, +5 natural), flat-footed 13

Base Combat Skill: +18

Attack: Bite +27 melee (3d6+13)

Full Attack: Bite +27/+22/+17/+12 melee (3d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Mesmerising gaze (see below)

Special Qualities: Low-light vision, scent

Saves: Fort +16, Ref +12, Will +8

Abilities: Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10

Skills: Perception +4, Survival +11
Environment: Warm plains
Organisation: Solitary or pair
Challenge Rating: 10
Allegiance: Usually Unaligned, occasionally Evil
Advancement: 19–36 ED (Huge); 37–54 ED (Gargantuan)

Out of the shadows, it lumbers into view. Fierce and terrifying, its eyes are reddish-pink and strangely vibrant. They are so clear, so commanding. They... No! You try to clear your head before it attacks.

Mesmerising Gaze (Su): As a gaze attack with a range of 120 feet, the Mawtaw can force a target to make a Will saving throw (DC 18) or stand perfectly still for one round. During this round, the creature is considered helpless. Creatures with Psi-screen are unaffected by this ability.

A dangerous beast with incredible stamina and one of the most deadly gazes in all Magnamund, a pair of these stalking monsters can lay low an entire armed patrol or ravage the best of adventurers. Mawtaws are very powerful physically and though their hide is not particularly dense, they can suffer an incredible amount of punishment before going down. Mawtaws are rarely seen by anyone who survives the encounter, so details about them are somewhat confused. They appear as immense leathery-skinned quadrupeds with an enormous mouth and incredibly long, sharp fangs. Their only other distinguishing features are the four glowing eyes they possess; when they are all open, the creature can completely paralyse its prey.

Oudagorg

Huge Undead (Darkspawn)
End Dice: 14d12 (110 Endurance)
Initiative: +8 (+4 Dex, +4 natural)
Speed: 30 ft.
Armour Class: 21 (–2 size, +4 Dex, +9 natural), flat-footed 17
Base Combat Skill: +7
Attack: Slam +12 melee (1d6+7) or tongue +12 melee (paralysis)
Full Attack: Slam +12 melee (1d6+7) and tongue +7 melee (paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralysing touch (see below)
Special Qualities: Darkvision, undead traits
Saves: Fort +4, Ref +10, Will +9
Abilities: Str 21, Dex 19, Con –, Int 1, Wis 10, Cha 10
Skills: Climb +12, Perception +5, Stealth +9
Environment: Any
Organisation: Solitary
Challenge Rating: 8
Allegiance: Always Evil
Advancement: 15–21 ED (Medium); 22–28 ED (Large)

It crawls toward you again, sending up the smell of death to befoul the air. You try to creep past it but the thing knows you are here. A fanged maw opens along the side of its bulbous end, spilling offal and bile all over the ground.

Paralysing Touch (Su): Any creature hit by the foetid tongue of an Oudagorg must make a Fortitude save (DC 17) or become paralysed for one hour.

A horrific undead creature surrounded by a foul, brackish stench, the Oudagorg is a worm that feeds on carrion and incorporates the rot and disease it consumes into a slime that covers its entire body. The result of terrible experimentation and dark rituals, Oudagorgs are in no way natural and cannot even exist in areas of low magic. Most sages agree that these beasts are the rotting, undead forms of burrowcrawlers.

Pegasus

Large Magical Beast (Good)
End Dice: 4d10+12 (34 Endurance)
Initiative: +2
Speed: 60 ft., fly 120 ft. (average)
Armour Class: 14 (–1 size, +2 Dex, +3 natural), flat-footed 12
Base Combat Skill: +7
Attack: Hoof +11 melee (1d6+4)
Full Attack: 2 Hooves +11 melee (1d6+4) and Bite +6 melee (1d3+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision, low-light vision, scent
Saves: Fort +7, Ref +6, Will +5
Abilities: Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Skills: Diplomacy +3, Perception +7, Sense Motive +7
Environment: Temperate forests
Organisation: Solitary, pair or herd (6–10)
Challenge Rating: 3
Allegiance: Always Good
Advancement: 5–8 ED (Large)

There, past the silver oaks, could it be? You thought they were only a dream, a legend told to young children like you back home in Holmgard. But as it unfolds its silvery white wings, you see the truth.

There are very few Pegasi left on Magnamund; most of these winged horses were hunted down and slain by the Agarashi at Naar's request. Though it is unknown precisely why the Dark God hates these beautiful animals so much, it is known that they are fierce protectors of good and will bond with true heroes of pure heart and true need. The body of a Pegasus will not abide barding heavier than chainmail but they will gladly

wear such armour if there is evil to be fought and the danger is great.

If a Sommlending Knight of the Realm bonds with a Pegasus, it replaces his normal special mount and all of the Knight's abilities that work in tandem with that mount now work with the Pegasi instead. In this very special case, the mount is perfectly understanding of the Knight's desire to bond with a Pegasus, given that the Pegasi are the kings of horsekind and will abide by this decision gracefully.

Plaghatar

Large Ooze

End Dice: 6d10+36 (69 Endurance)

Initiative: -5

Speed: 10 ft., climb 10 ft.

Armour Class: 4 (-1 size, -5 Dex), flat-footed 4

Base Combat Skill: +4

Attack: Slam +6 melee (2d4+3 + 1d4 acid + poison)

Full Attack: Slam +6 melee (2d4+3 + 1d4 acid + poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 6d4+2 +1d4 acid, poison (see below)

Special Qualities: Blindsight, ooze traits, tremorsense 120 ft.

Saves: Fort +8, Ref -3, Will -3

Abilities: Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1

Environment: Temperate marshes

Organisation: Solitary

Challenge Rating: 5

Allegiance: Always Unaligned

Advancement: 7-9 ED (Large); 10-18 ED (Huge)

The amorphous beast has you now, its flowing body engulfing your legs. You cannot feel them any more; the poisonous barbs of the monster have done their dire work. You slip under the waves, barely able to move, and begin to drown.

Poison (Ex): A Plaghatar has poisonous barbs that deal initial and secondary damage of 1d6 Wisdom damage. The save DC is 15.

The Plaghatar tends to lair in murky pools where its pale grey body cannot be clearly seen. Whenever it senses motion, it awakens from its usual dormant state and attacks as soon as a creature wanders into its deadly grasp. The poison of the Plaghatar is a powerful venom, working like a soporific and dragging the victim down into a deep sleep from which there is no waking. Plaghatars are formless, resembling jellyfish of immense size.

Plague Hound

Medium Magical Beast

End Dice: 2d8+4 (26 Endurance)

Initiative: +2

Speed: 40 ft.

Armour Class: 16 (+2 Dex, +4 natural), flat-footed 14

Base Combat Skill: +2

Attack: Bite +4 melee (1d6+3 + disease)

Full Attack: Bite +4 melee (1d6+3 + disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Diseased bite (filth fever - see below)

Special Qualities: Low-light vision, scent, unnatural health (see below)

Saves: Fort +5, Ref +5, Will +2

Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Athletics +4, Perception +3, Survival +2

Environment: Temperate plains

Organisation: Solitary or pack (5-12)

Challenge Rating: 1

Allegiance: Always Evil

Advancement: —

A low growl gives you pause as you try to slip out of the marsh shack. The front door is open and what stands there is a grisly sight. A mange-ridden hound is at the stoop, a severed arm in its mouth.

Diseased Bite (Ex): Those bitten by Plague Hounds must make a Fort save (DC 18) or be infected by filth fever - treat this disease exactly as blinding sickness, except for its higher DC to resist.

Unnatural Health (Su): A Plague Hound has the twice the usual amount of Endurance.

Used as hunting hounds and guardians by the Cener Druids of Ruel, these beasts have also strayed and bred in large packs throughout their swamp nation. Though Plague Hounds are usually shot on sight if they roam into other countries, a few have slipped past border guards and made their foetid homes in the forests and marshes of Magnamund. An encounter with a Plague Hound usually haunts heroes long after the beast itself is dead. Plague hounds are made from large dogs and still resemble them until one gets a close look at their rotting, rancid hides and empty eyes.

Rahgu

Large Monstrous Humanoid

End Dice: 6d8+12 (39 Endurance)

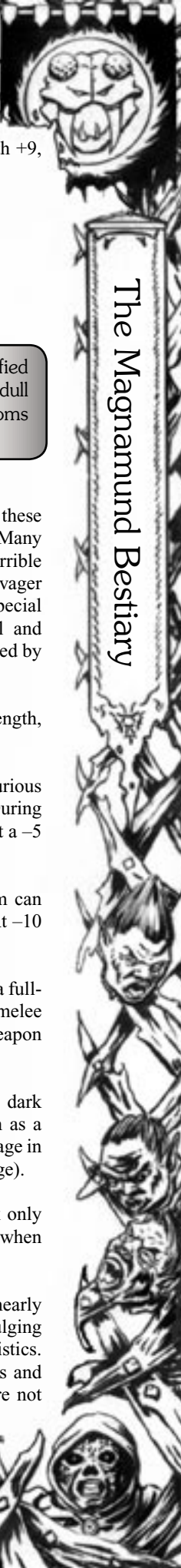
Initiative: +1

Speed: 50 ft.

Armour Class: 20 (-1 size, +1 Dex, +10 natural), flat-footed 19

Base Combat Skill: +6

Attack: Claw +10 melee (2d6+4)



Full Attack: 2 Claws +10 melee (2d6+4) and Bite +5 melee (4d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Marsh cloud (see below)

Special Qualities: Low-light vision, Magic Resistance 19

Saves: Fort +4, Ref +6, Will +7

Abilities: Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16

Skills: Acrobatics +4, Athletics +7, Climb +7, Perception +5, Sense Motive +5, Stealth +4

Environment: Temperate marsh

Organisation: Solitary or vile (5–8)

Challenge Rating: 5

Allegiance: Always Evil

Advancement: 7–12 ED (Large); 13–18 ED (Huge)

Sinuous and slinking, they come out of the marsh all around you. With an evil sound like bitter laughter on their pale, thin lips, they raise their clawed hands and leap into the air.

Marsh Cloud (Ex): Up to three times per day a vile of Rahgu (but not a single individual) all within 30 feet of each other can release a choking cloud of rancid marsh gas. Non-Rahgu within 10 feet of any member of the vile instantly take 2d6 points of acid damage (no save). They must also succeed on a DC 15 Fortitude save or suffer the same damage one round later.

The Raghu guard their marshy territories well, not allowing even normal animals to enter their land safely. The Raghu are very avatistic, killing anything they come across and leaving the corpses to rot in the stinking depths of their mire homes for weeks before consuming them whole. The Raghu look like large humanoid frogs with fanged mouths and wickedly clawed, three fingered hands. Their pebbly hide is very dense and some Cener Druids have been known to make leather robes from it that grant a +4 bonus to Armour Class while retaining all of the other properties of leather armour.

Ravagers of Kaum

Large Giant (Earth)

End Dice: 14d8+56 (119 Endurance)

Initiative: +2

Speed: 30 ft. in hide armour; base speed 40 ft.

Armour Class: 25 (–1 size, +2 Dex, +11 natural, +3 hide armour), flat-footed 23

Base Combat Skill: +10

Attack: War club +18 melee (2d8+12) or Slam +18 melee (1d4+8)

Full Attack: War club +18/+12 melee (2d8+12) or 2 Slams +18 melee (1d4+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Darkvision, low-light vision

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

Abilities: Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11

Skills: Athletics +15, Climb +15, Perception +8, Stealth +9, Survival +7

Environment: Temperate hills, Kaum

Organisation: Solitary or gang (2–5)

Challenge Rating: 9

Treasure: Standard

Allegiance: Always Evil

Advancement: By character class

The thudding sound you hear is not your terrified heartbeat, though it might as well be. It is the dull thunder of footfalls as an ebon-skinned Giant looms into view, armed with a gigantic war club!

Armed with the herb-magic of the Cenerese druids, these servitors are the troops and siege engines of the Kaum. Many lands in Southern Magnamund have seen the kind of terrible damage these Giants can inflict when enraged. Every Ravager of Kaum carries 6 potions with them, brewed with special magic that affects only them (though Gashgrave Oil and Netherflame might be stolen from dead Ravagers and used by other races). These are as follows.

- ◆ **Bitterroot:** This potion enhances the Ravager's Strength, adding 4 points for 4 rounds.
- ◆ **Blood Boil:** This foul liquor makes the Ravager furious and unable to do anything but fight for ten rounds. During this time, it gains an additional attack every round at a –5 penalty to its Combat Skill.
- ◆ **Deathward:** Once consumed, the Ravager of Kaum can fight down to –9 Endurance without passing out. At –10 Endurance, it dies as normal.
- ◆ **Gashgrave Oil:** Poured on the Ravager's weapon as a full-round action, this oil adds 2d6 acid damage to all its melee attacks for 1d4+1 rounds. After that duration, the weapon dissolves.
- ◆ **Netherflame:** A missile weapon, Netherflame is a dark druidic compound in a clay urn. It can be thrown as a ranged attack up to 120 feet and inflicts 5d6 fire damage in a 15 foot burst (Reflex save of DC 12 for half damage).
- ◆ **Wykedroot Balm:** A healing potion brewed to work only for the Ravagers, this unguent heals 40 Endurance when smeared on wounds (as a full-round action).

Ravagers of Kaum are not natural beings and look like nearly featureless jet-black skinned humans of great size with bulging muscles, no hair of any kind and no sexual characteristics. The Ravagers of Kaum are genderless killing machines and no one knows what they do, if anything, when they are not rampaging and destroying at their creators' vile behest.

Skeleton

Medium Undead

End Dice: 1d12 (6 Endurance)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

Armour Class: 15 (+1 Dex, +2 natural, +2 heavy shield), flat-footed 14

Base Combat Skill: +0

Attack: Scimitar +1 melee (1d6+1/18–20) or Claw +1 melee (1d4+1)

Full Attack: Scimitar +1 melee (1d6+1/18–20) or 2 Claws +1 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage Reduction 5/bludgeoning, darkvision, immunity to cold, undead traits

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1

Environment: Temperate plains

Organisation: Any

Challenge Rating: 1/4

Allegiance: Always Evil

Advancement: —

Fleshless and still moving, the bony figure has a pitted antique sword clutched in its scrabbling hand. As the thin red line across your arm indicates, the blade is still quite sharp and the skeleton can still swing it with some modicum of skill.

Made with some of the most basic necromantic magic, Skeletons also occur spontaneously in ancient graveyards where the magic of the world has become dark from the corruption of the Darklords. Skeletons are simply killing machines, hunting down anything living they can find and hacking it to pieces until the hated glow of life no longer shines from its corpse.

Steamspiders

Diminutive Vermin (Swarm)

End Dice: 2d8 (9 Endurance)

Initiative: +3

Speed: 20 ft., climb 20 ft.

Armour Class: 17 (+4 size, +3 Dex), flat-footed 14

Base Combat Skill: +1

Attack: Swarm (1d6 + poison)

Full Attack: Swarm (1d6 + poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Poison (see below)

Special Qualities: Darkvision, swarm traits, tremorsense 30 ft., vermin traits

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 1, Dex 17, Con 10, Int –, Wis 10, Cha 2

Environment: Warm forests, steam-filled areas

Organisation: Solitary, tangle (2–4 swarms) or colony (7–12 swarms)

Challenge Rating: 1

Allegiance: Always Unaligned

Advancement: None

You reach into the hearth to examine the old cauldron and several shapes fall out of the chimney onto your hands. Spindly-legged, the spiders begin to rapidly crawl up your arms towards your face!

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based. The DC to resist distraction from a swarm's presence in one's own space is 11.

Most common in Vassagonia and the few buildings in the Sadi Desert, Steamspiders live in swarms and can pose a great threat for anyone disturbing their lairs. There are legends of Zakhans purposefully placing Steamspiders in the chimneys of the Black Palace to discourage any would-be thieves from using them to gain entrance. The appearance of a steamspider (mottled black and red) is very distinctive and very feared in Vassagonia.

Storgh

Large Aberration

End Dice: 4d8+12 (38 Endurance)

Initiative: +1

Speed: 30 ft., swim 40 ft.

Armour Class: 16 (+1 Dex, +5 natural), flat-footed 15

Base Combat Bonus: +3

Attack: Bite +8 (1d8+5)

Full Attack: 2 Bites +8 melee (1d8+5) and Tailslap +3 melee (1d3+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce, Rend (if both bites hit +2d8)

Special Qualities: Blindsight 90 ft.

Saves: Fort +4, Ref +2, Will +5

Abilities: Str 21, Dex 12, Con 17, Int 2, Wis 12, Cha 2

Skills: Athletics +9, Stealth +4

Environment: Temperate aquatic and marshes

Organisation: Solitary or pair

Challenge Rating: 4

Allegiance: Always Unaligned

Advancement: 5–8 ED (Medium)

You are only halfway across the river when you feel something brush along your leg. Ignoring the sensation, you keep swimming, hoping that that whatever it was will move on. A moment later, two massive sets of jaws close over you, tearing into your skin and dragging you under the waves.

A ghoulish looking river and swamp predator that hunts by floating on the surface of the water with just its upper back and head exposed. It waits for something to swim in front of it unawares and then it swims forward with incredible speed and bites them for terrible damage. If it can, it then keeps biting and rending until the prey goes limp, after which it pulls them underwater and moves heavy rocks over their carcass until they have rotted for a few weeks. Storgh look like two headed crocodiles with a horned hide.

Szalls

Small Humanoid (Darkspawn, barely)

End Dice: 1d8 (4 Endurance)

Initiative: +1

Speed: 20 ft.

Armour Class: 13 (+1 size, +1 Dex, +1 natural), flat-footed 12

Base Combat Skill: +0

Attack: Spear -2 melee (1d6-1/x3) or sling +1 ranged (1d3)

Full Attack: Spear -2 melee (1d6-1/x3) or sling +1 ranged (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision

Saves: Fort +0, Ref +3, Will -1

Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Skills: Acrobatics +3, Perception +2, Stealth +4

Environment: Temperate forests, Wildlands

Organisation: Gang (4-9)

Challenge Rating: 1/4

Allegiance: Usually Evil (but a weak and largely ineffectual kind of evil)

Advancement: By character class

If they were not so harmless, you would probably kill them all. These little pests have been following your caravan for hours, howling and carrying on. Fortunately, they now appeared to have lost interest and are leaving. Wait! Where are your saddlebags?

Proof that even the Darklords make mistakes when wielding the power of Naar, the Szall are weak, tiny versions of the Giaks used by the Darklands for their armies. Produced by the same experiments that made the much more efficient troopers, these creatures were an unfortunate side-effect the Darklords essentially discarded and forgot about. The Szalls fled to the Wildlands where they have lived ever since, proving to be an annoyance, but not much more, to travellers in the area.

Tunnel Stalkers

Medium Undead

End Dice: 8d12+3 (55 Endurance)

Initiative: +0

Speed: 20 ft.

Armour Class: 20 (+10 natural), flat-footed 20

Base Combat Skill: +4

Attack: Claw +11 melee (1d6+10)

Full Attack: Claw +11 melee (1d6+10)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict (8d4+7)

Special Qualities: Damage Reduction 5/-, darkvision, scent, undead traits, vulnerability to fire

Saves: Fort +2, Ref +2, Will +8

Abilities: Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15

Skills: Perception +5, Stealth +12, Survival +5

Environment: Any

Organisation: Solitary

Challenge Rating: 5

Allegiance: Usually Evil

Advancement: 9-16 ED (Medium); 17-24 ED (Large)

You take a moment to rest against the wall of the labyrinth. You have been walking its twisting passages for hours without rest. Suddenly, a hand reaches out of the darkness and grasps your throat!

These creatures are created to guard ancient mazes and cavern complexes. Most are incredibly old, though there are



a few sources of lore that could teach those with the skill for necromancy to make them if they so choose and were willing to perform the vile acts needed to bring one to unlife. A Tunnel Stalker that kills a living creature with its constrict attack drinks in their life essence and heals itself of all current damage, even regaining lost limbs in the process. Tunnel Stalkers are difficult to see clearly but appear to be shadowy humanoids of slightly demonic visage.

Vordak

Medium Undead (Darkspawn, Evil)

End Dice: 8d8+16 (52 Endurance)

Initiative: +8 (+2 Dex, +2 Knowledge (warfare), +4 natural)

Speed: 30 ft.

Armour Class: 20 (+2 Dex, +8 natural), flat-footed 18

Base Combat Skill: +4

Attack: Sword +8 melee (1d8+4/19–20)

Full Attack: Sword +8 melee (1d8+4/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Unnerving gaze (see below)

Special Qualities: Damage Reduction 5/magic or good, darkvision, immunity to cold, regeneration 2, Magic Resistance 18, Psychic Combat

Willpower: 18

Saves: Fort +2, Ref +4, Will +6

Abilities: Str 19, Dex 15, Con –, Int 6, Wis 10, Cha 12

Skills: Concentration +10, Intimidate +5, Knowledge (warfare) +3, Perception +3

Environment: Any, Darklands

Organisation: Solitary, often accompanied by a gang of Giak or Drakkarim minions

Challenge Rating: 6

Allegiance: Always Evil

Advancement: 9–16 ED (Medium)

The man in the red cloak turns around, his eyes revealing instantly the undead horror he really is. With a vile gaze, he lances into your mind with a wave of pure mental agony. The battle begins!

Unnerving Gaze (Su): A Vordak can make its foe cower through the pure malevolence burning in its unholy eyes. This is a gaze attack with a range of 30 feet. A Will save (DC 15) will negate the effect but those who fail their saves take a –2 penalty on attack rolls for 1d6 rounds. Those with Psi-screen are unaffected.

Vordaks are vile undead created in the Spawning Pits of Helgedad. A Vordak is created around a special item known as a Vordak Gem; when a Vordak dies, its body reverts back to this gemstone state. Should a person pick up a Vordak Gem within one minute of the creature dying, they will suffer 2d4 fire damage from the heat a freshly reformed gem gives off. Vordaks are used as lieutenants in the Darklord armies and are often seen leading Drakkarim and Giak regiments into battle. Vordaks look like normal humans with glowing, blood-coloured eyes and an aura of undead menace about them. It has been surmised that the Vordaks were an early attempt to create Helghasts and were relegated to command duty in the Dark Muster because of their inability to truly infiltrate human society.

Xargath

Gargantuan Dragon (Water)

End Dice: 34d12+238 (459 Endurance)

Initiative: +4 (+4 natural)

Speed: 60 ft., fly 200 ft. (clumsy), swim 60 ft.

Armour Class: 39 (–4 size, +33 natural), flat-footed 39

Base Combat Skill: +34

Attack: Bite +46 melee (4d6+12)

Full Attack: Bite +46 melee (4d6+12) and 2 Claws +41 melee (2d8+6) and 2 Wings +41 melee (2d6+6) and Tailslap +41 melee (2d8+18)

Space/Reach: 20 ft./15 ft. (20 ft. with bite)

Special Attacks: Breath weapon (see below), frightful presence (DC 31), rend (+5d6)

Special Qualities: Damage Reduction 20/magic, darkvision, dragon traits, fast healing 5, immunity to poison, Magic Resistance 26, tremorsense 180 ft.

Saves: Fort +28, Ref +21, Will +25

Abilities: Str 35, Dex 10, Con 25, Int 18, Wis 19, Cha 18

Skills: Athletics +49, Concentration +44, Diplomacy +41, Escape Artist +37, Knowledge (arcana, geography, history)



+41, Intimidate +41, Perception +41, Stealth +37 (in water only)

Environment: Cold aquatic

Organisation: Solitary, possibly unique

Challenge Rating: 28

Allegiance: Always Evil

Advancement: 35–36 ED

A blast of wind from the roar of the great sea beast flattens one of the small masts of your ship, tearing it out of the deck and sending it a hundred feet across the waves. Your men break and run for the life rafts, wishing you luck in fighting the Kaltesee legend and praying for their lives.

Breath Weapon (Su): The breath of the Xargath can be used only once an hour and takes the form of a cone of buffeting winds 120 feet long and 40 feet wide at its end. Any creature in the area must make a Reflex saving throw (DC 34) or suffer 22d4 points of force damage and be treated as if caught in a hurricane (see page 158) for one round. A successful saving throw allows an affected creature to take only half damage and be treated as if caught in a severe wind for one round.

Unbelievable massive, incredibly strong and possibly unique, the Xargath is a legendary monster that prowls the waters of the Kaltesee and capsizes entire ships just to eat the crewmen aboard and watch the destruction it causes. Legend states that the Xargath is one of the False Dragons, the Naar-spawned blasphemies that came to Magnamund in dark answer to Nyxator and his brood. If so, any hero capable of putting down the Xargath would be doing the cause of Light a favour by ending its evil legacy once and for all. The Xargath is a water-dragon, long and sinuous with a fanged mouth and several short but powerful legs.

Zlanbeast

Huge Dragon (Darkspawn)

End Dice: 12d12+48 (120 Endurance)

Initiative: +5 (+1 Dex, +4 natural)

Speed: 20 ft., fly 60 ft. (poor)

Armour Class: 25 (–2 size, +1 Dex, +16 natural), flat-footed 24

Base Combat Skill: +12

Attack: Claw +22 melee (2d8+10) or Bite +22 melee (2d10+10)

Full Attack: Bite +22 melee (2d10+10) and 2 Wings +22 melee (1d10+5) and 2 Claws +22 melee (2d8+10)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon (see below), shriek (frightful presence – see below)

Special Qualities: Darkvision 120 ft., fast healing 3, low-light vision, Magic Resistance 20, scent

Saves: Fort +13, Ref +9, Will +10

Abilities: Str 30, Dex 12, Con 20, Int 10, Wis 14, Cha 18

Skills: Knowledge (arcana, geography, religion) +15, Perception +17, Stealth +16, Survival +17

Environment: Darklands

Organisation: Solitary, pair or flight (3–6)

Challenge Rating: 10

Allegiance: Always Evil

Advancement: 13–16 ED (Huge); 17–24 ED (Gargantuan), 25–30 (Colossal)

Its shadow blocks out the sun as it dives for you. As dangerous as the terrible figure of evil astride its back, the reptilian horror reaches out with its deadly claws and its fangs part, eager for the taste of your blood!

Breath Weapon (Su): The Darkfire breath of the Zlanbeast can be used three times an hour and takes the form of a black lance of flame, 40 feet long and 5 feet wide, that shoots out and strikes all targets in its path. Any creature in the area must make a Reflex saving throw (DC 21) or suffer 12d6 damage. A successful saving throw allows an affected creature to take only half damage. Half of the damage inflicted by a Zlanbeast's Darkfire breath is cold damage, while the other half is fire damage.

Shriek (Ex): A Zlanbeast's frightful presence special quality is not automatic. Instead, it must shriek in order to inflict fear upon its enemies. A Zlanbeast may use its terrifying shriek once per hour (as a standard action) and when doing so invokes the full power of its frightful presence upon all within earshot. The DC for Will saves to resist this ability is 20.

Though they also serve as mounts for the forces of Naar, a Zlanbeast is to a Kraan as a high level Kai Lord is to a city





militiaman. Bred from the finest Kraan stock long ago in the depths of Helgedad's spawning pits, the Zlanbeast carries in its vile heart the power of ancient dragonblood, transforming it into a powerful creature capable of decimating the forces of Light all on its own. Zlanbeasts serve Darklords and the very highest echelon of their corrupt minions, only rarely seeing service as the mount of a lesser officer in the Black Musters. Resembling Kraan superficially, Zlanbeasts are massive winged reptiles with long talons and eyes that burn with a malevolent inner darkness.

Zombie

Medium Undead

End Dice: 2d12 (12 Endurance)

Initiative: +0

Speed: 30 ft. (cannot run)

Armour Class: 11 (-1 Dex, +2 natural), flat-footed 11

Base Combat Bonus: +1

Attack: Slam +2 melee (1d6+1) or club +2 melee (1d6+1)

Full Attack: Slam +2 melee (1d6+1) or club +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage Reduction 5/slashing, darkvision, undead traits

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Environment: Any

Organisation: Any

Challenge Rating: 1/2

Treasure: None

Allegiance: Always Evil

Advancement: None

The grave beside you heaves and a rotting figure rises up from the black soil. Thin flesh still clings to the face, just enough to form a rictus grin as it raises the dagger it was buried with and attacks.

Mindless and slavishly obedient, Zombies are the servants of choice for necromancers without the power or lore to make anything more effective. They are fairly simple to raise and even easier to replace. After all, if they do their work properly, they create the components needed to make more of them just by leaving a trail of corpses in their lumbering wake.

Animals

This section provides statistics and basic information for many kinds of animals in the world of Magnamund. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened. Animals are

not capable of detailed reasoning, although with the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

Akataz

Small Animal

End Dice: 1d8+2 (10 Endurance)

Initiative: +3

Speed: 40 ft.

Armour Class: 15 (+1 size, +3 Dex, +1 natural), flat-footed 12

Base Combat Skill: +0

Attack: Bite +3 melee (1d4+2)

Full Attack: Bite +3 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent, vulnerable to Psychic Combat (see below)

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 15, Dex 17, Con 15, Int 2, Wis 10, Cha 6

Skills: Athletics +4, Perception +1, Survival +1

Environment: Temperate plains

Organisation: Solitary or pack (5-12)

Challenge Rating: 1/3

Advancement: —

There is a rustling in the undergrowth nearby. Before you can react, a slaving canine with bared fangs leaps from the bushes at your throat!

These specially bred war dogs are used by many different brutal organisations on Magnamund, including the soldiers of the Darkland's armies. Akataz are vicious hunters and often run in packs of five or more when loosed on the trail of dangerous prey. Short and stocky, Akataz are very dangerous in a pack.

Vulnerable to Psychic Combat: An Akataz's training makes it very fierce and enduring but they have suffered intellectually and are vulnerable in Psychic Combat. All psychic damage inflicted upon an Akataz is doubled, regardless of its source.

Ape

Large Animal

End Dice: 4d8+11 (29 Endurance)

Initiative: +2

Speed: 30 ft., climb 30 ft.

Armour Class: 14 (-1 size, +2 Dex, +3 natural), flat-footed 12

Base Combat Skill: +3

Attack: Claws +8 melee (1d6+5)

Full Attack: 2 Claws +8 melee (1d6+5) and Bite +6 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +6, Will +2

Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills: Climb +14, Perception +7

Environment: Warm forests

Organisation: Solitary, pair or company (3–5)

Challenge Rating: 2

Advancement: 5–8 ED (Large)

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5–1/2 to 6 feet tall and weighs 300 to 400 pounds. Apes have a +8 bonus on Climb checks (already figured into its statistics) and can always choose to take 10 on Climb checks, even if rushed or threatened.

Badger

Small Animal

End Dice: 1d8+2 (6 Endurance)

Initiative: +3

Speed: 30 ft., burrow 10 ft.

Armour Class: 15 (+1 size, +3 Dex, +1 natural), flat-footed 12

Base Combat Skill: +0

Attack: Claw +3 melee (1d2–1)

Full Attack: 2 Claws +3 melee (1d2–1) and Bite +1 melee (1d3–1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity (see below)

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Escape Artist +8, Perception +4

Environment: Temperate forests

Organisation: Solitary, pair or cete (3–5)

Challenge Rating: 1/2

Advancement: 2 ED (Small)

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. Badgers attack with their sharp claws and teeth. A badger has a +4 bonus on Escape Artist checks (already figured into its statistics).

Ferocity (Ex): A badger is such a tenacious combatant that it continues to fight without penalty even while disabled (at 0 Endurance) or dying (–1 to –9 Endurance).

Baknar

Large Animal

End Dice: 5d8+10 (32 Endurance)

Initiative: +3

Speed: 40 ft.

Armour Class: 15 (–1 size, +3 Dex, +3 natural), flat-footed 12

Base Combat Skill: +3

Attack: Claw +8 melee (1d6+5)

Full Attack: 2 Claws +8 melee (1d6+5) and Bite +6 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rend (+1d6)

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Acrobatics +4, Perception +3, Stealth +6, Survival +3

Environment: Warm plains

Organisation: Solitary, pair or pride (6–10)

Challenge Rating: 3

Advancement: 6–8 ED (Large)

Dragging yourself to the shore of Kalte, you look with dismay at the sinking remains of your boat. Before you can even catch your breath, there is a sickening snarl behind you. It seems your misfortune has only just begun...

Indigenous to Kalte and one of the fiercest natural predators of its coastline, the Baknar have nearly been hunted to extinction because of the natural cold-blocking properties of their body fat. A single slain Baknar can generate eight pints of oil that, when rubbed into the skin, stops 5 points of cold damage each round for eight hours after application. A Medium-sized creature requires one pint per application to be fully covered, with each size category above Medium needing an additional pint. Baknar appear to be walrus with forelegs and sharp claws.

Bat

Diminutive Animal

End Dice: 1/4 d8 (1 Endurance)

Initiative: +2

Speed: 5 ft., fly 40 ft. (good)

Armour Class: 16 (+4 size, +2 Dex), flat-footed 14

Base Combat Skill: +0

Attack: —

Full Attack: —

Space/Reach: 1 ft./0 ft.

Special Attacks: —

Special Qualities: Blindsight 30 ft., low-light vision

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills: Perception +16, Stealth +16

Environment: Temperate deserts
Organisation: Colony (10–40) or crowd (10–50)
Challenge Rating: 1/10
Advancement: —

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats. A bat has a +12 bonus on Perception and Stealth checks (already figured into its statistics) but these bonuses are lost if its blindsight is negated.

Bear

Medium Animal
End Dice: 3d8+6 (19 Endurance)
Initiative: +1
Speed: 40 ft.
Armour Class: 13 (+1 Dex, +2 natural), flat-footed 12
Base Combat Skill: +2
Attack: Claw +6 melee (1d4+4)
Full Attack: 2 Claws +6 melee (1d4+4) and Bite +4 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rend (1d6+4)
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Athletics +4*, Climb +4, Perception +4
Environment: Temperate forests
Organisation: Solitary or pair
Challenge Rating: 2
Advancement: 4–5 ED (Medium)

The average bear is a forest-dwelling omnivore that is not usually dangerous unless an interloper threatens its cubs or food supply. Bears can be pure black, blond, brown or cinnamon in colour and are rarely more than 8 feet long. Black bears rip prey with their claws and teeth. A black bear has a +4 bonus on all Athletics checks involving swimming.

Boar

Medium Animal
End Dice: 3d8+12 (25 Endurance)
Initiative: +0
Speed: 40 ft.
Armour Class: 16 (+6 natural), flat-footed 16
Base Combat Skill: +2
Attack: Gore +4 melee (1d8+3)
Full Attack: Gore +4 melee (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Ferocity (see below)
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills: Perception +6, Survival +2
Environment: Temperate forests
Organisation: Solitary or herd (5–8)

Challenge Rating: 2
Advancement: 4–5 ED (Medium)

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, greyish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled (at 0 Endurance) or dying (–1 to –9 Endurance).

Camel

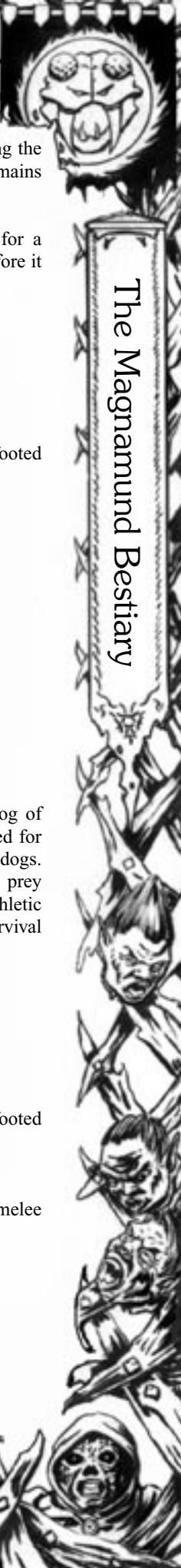
Large Animal
End Dice: 3d8+6 (19 Endurance)
Initiative: +3
Speed: 50 ft.
Armour Class: 13 (–1 size, +3 Dex, +1 natural) flat-footed 10
Base Combat Skill: +2
Attack: Bite +4 melee* (1d4+2*)
Full Attack: Bite +4 melee* (1d4+2*)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills: Perception +3, Survival +3
Environment: Warm deserts
Organisation: Domesticated or herd (6–30)
Challenge Rating: 1
Advancement: —

Camels are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet) and has a higher Constitution score (16). A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

Carrying Capacity: A light load for a camel is up to 300 pounds, a medium load is 301–600 pounds and a heavy load is 601–900 pounds. A camel can drag 4,500 pounds.

Cat

Tiny Animal
End Dice: 1/2 d8 (2 Endurance)
Initiative: +2
Speed: 30 ft.
Armour Class: 16 (+2 size, +4 Dex), flat-footed 12
Base Combat Skill: +0
Attack: Claw +4 melee (1d2–4)



Full Attack: 2 Claws +4 melee (1d2–4) and Bite +2 melee (1d3–4)

Space/Reach: 2–1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 3, Dex 19, Con 10, Int 2, Wis 12, Cha 7

Skills: Acrobatics +12, Athletics +4*, Climb +8, Perception +5, Stealth +14

Environment: Temperate plains

Organisation: Domesticated or solitary

Challenge Rating: 1/4

Advancement: —

The statistics presented here describe a common housecat. Cats prefer to sneak up on their prey when they can and while they may never pose a risks to a Player, they are common enough that their statistics might be important during a game. Cats have a +4 bonus on Climb and Stealth checks and a +8 bonus on Acrobatics checks (already figured into its statistics). They also gain a +8 bonus on Athletics checks made for jumping. They use their Dexterity modifier instead of their Strength modifier for Climb checks and Athletics checks. In areas of tall grass or heavy undergrowth, the Stealth bonus rises to +8.

Crocodile

Medium Animal

End Dice: 3d8+9 (22 Endurance)

Initiative: +1

Speed: 20 ft., swim 30 ft.

Armour Class: 15 (+1 Dex, +4 natural), flat-footed 14

Base Combat Skill: +2

Attack: Bite +6 melee (1d8+6) or Tailslap +6 melee (1d12+6)

Full Attack: Bite +6 melee (1d8+6) or Tailslap +6 melee (1d12+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Hold breath (see below), low-light vision

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Skills: Athletics +6*, Perception +3, Stealth +3*

Environment: Warm marshes

Organisation: Solitary or colony (6–11)

Challenge Rating: 2

Advancement: 4–5 ED (Medium)

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach. A crocodile has a +8 bonus on any Athletics checks made for swimming. It can always choose to take 10 on an Athletics check when swimming, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile gains a +4 bonus on Stealth checks when in the water. Further, a crocodile can lie in the

water with only its eyes and nostrils showing, increasing the bonus to +10 bonus on Stealth checks as long as it remains stationary.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Dog

Small Animal

End Dice: 1d8+2 (6 Endurance)

Initiative: +3

Speed: 40 ft.

Armour Class: 15 (+1 size, +3 Dex, +1 natural), flat-footed 12

Base Combat Skill: +0

Attack: Bite +3 melee (1d4+1)

Full Attack: Bite +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Athletics +3*, Perception +3, Survival +2*

Environment: Temperate plains

Organisation: Solitary or pack (5–12)

Challenge Rating: 1/3

Advancement: —

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as hyenas, jackals and wild dogs. Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down. Dogs have a +4 bonus on Athletic checks involving jumping. Dogs have a +4 bonus on Survival checks when tracking by scent.

Eagle

Small Animal

End Dice: 1d8+1 (5 Endurance)

Initiative: +2

Speed: 10 ft., fly 80 ft. (average)

Armour Class: 13 (–1 size, +3 Dex, +1 natural), flat-footed 11

Base Combat Skill: +0

Attack: Talons +3 melee (1d4)

Full Attack: 2 Talons +3 melee (1d4) and Bite +1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 10, Dex 16, Con 12, Int 2, Wis 14, Cha 6

Skills: Perception +6*

Environment: Temperate mountains

Organisation: Solitary or pair

Challenge Rating: 1/2
Advancement: 2–3 ED (Medium)

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots. A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey. Eagles dive at prey, raking with their powerful talons. Eagles have a +8 bonus on Perception checks for spotting things for a total of +12.

Elephant

Huge Animal
End Dice: 11d8+55 (104 Endurance)
Initiative: +0
Speed: 40 ft.
Armour Class: 15 (–2 size, +7 natural), flat-footed 15
Base Combat Skill: +8
Attack: Gore +16 melee (2d8+15)
Full Attack: Slam +16 melee (2d6+10) and 2 Stamps +11 melee (2d6+5); or Gore +16 melee (2d8+15)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +12, Ref +7, Will +4
Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills: Athletics +12, Perception +7, Survival +7
Environment: Warm plains
Organisation: Solitary or herd (6–30)
Challenge Rating: 7
Advancement: 12–22 ED (Huge)

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. This entry describes wild elephants. Domesticated elephants are slightly smaller and weaker (Strength 28) but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons. Elephants tend to charge at threatening creatures.

Elix

Medium Animal
End Dice: 3d8+6 (19 Endurance)
Initiative: +4
Speed: 50 ft.
Armour Class: 15 (+4 Dex, +1 natural), flat-footed 11
Base Combat Skill: +2
Attack: Bite +6 melee
Full Attack: Bite +6 melee (1d6+3) and 2 Claws +4 melee (1d2+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce
Special Qualities: Low-light vision, scent, sprint (see below)
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Perception +4, Stealth +7
Environment: Warm plains
Organisation: Solitary, pair or family (3–5)
Challenge Rating: 2
Advancement: 4–5 ED (Medium)

A branch above your head moves and then it is on you, a blur of tan and grey with claws. The war cat pounds into your chest, knocking you flat while it goes for your throat, all in the space of a heartbeat.

Sprint (Ex): Once per hour, an Elix may sprint – this allows the Elix to move at ten times its base speed when charging.

The Elix is a powerful hunting cat raised in Southern Magnamund and Vassagonia for the express purpose of serving military and guard duties. Only partially domesticated, they are best used in border fort situations where their tendency to stalk anything that catches their attention cannot endanger civilians or dignitaries. Very slender and graceful, the Elix has the oversized claws of a lynx and an abnormally short tail for such a large cat (less than a foot long).

Flying Snake

Small Animal
End Dice: 1d8 (4 Endurance)
Initiative: +3
Speed: 20 ft., climb 20 ft., fly 20 ft. (good)
Armour Class: 17 (+1 size, +3 Dex, +3 natural), flat-footed 14
Base Combat Skill: +0
Attack: Bite +3 melee (1d2–2 plus poison)
Full Attack: Bite +3 melee (1d2–2 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison (see below)
Special Qualities: Scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills: Acrobatics +4, Perception +3, Stealth +4
Environment: Temperate marshes
Organisation: Solitary or clutch (2–6)
Challenge Rating: 1/2
Advancement: —

There is a rustle of wings in the nearby tree. Drawing back your bow, you anticipate the morning breakfast of fowl and, if you are lucky, eggs. You creep closer and are alarmed to see winged snakes instead. You are even more alarmed when they strike like lightning at you from their branch!



Poison (Ex): A flying snake has a poisonous bite that deals initial and secondary damage of 1d4 Con. The save DC is 11, though particularly deadly varieties exist.

Flying snakes are native to the marshes and jungles of Southern Magnamund, where they make their nests in wide-limbed trees and hunt birds, insects and small mammals that wander into their territory. They have been known to attack larger creatures to keep them out of their hunting grounds but this is uncommon. Flying snakes usually avoid humans but they can become agitated, especially in large numbers. The wings of these creatures are feathered and tend towards bright, multicoloured plumage.

Hawk

Tiny Animal

End Dice: 1d8 (4 Endurance)

Initiative: +3

Speed: 10 ft., fly 60 ft. (average)

Armour Class: 17 (+2 size, +3 Dex, +2 natural), flat-footed 14

Base Combat Skill: +0

Attack: Talons +3 melee (1d4–2)

Full Attack: Talons +3 melee (1d4–2)

Space/Reach: 2–1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Skills: Perception +6*

Environment: Temperate forests

Organisation: Solitary or pair

Challenge Rating: 1/3

Advancement: —

These creatures are similar to eagles but slightly smaller; 1 to 2 feet long, with wingspans of 6 feet or less. This entry can also be used for falcons. Hawks combine both talons into a single attack. Hawks have a +8 bonus on Perception checks for spotting things.

Horses

Horses are widely domesticated for riding and as beasts of burden. A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.

Horse, Heavy

Large Animal

End Dice: 3d8+6 (19 Endurance)

Initiative: +1

Speed: 50 ft.

Armour Class: 13 (–1 size, +1 Dex, +3 natural), flat-footed 12

Base Combat Skill: +2

Attack: Hoof +3 melee* (1d6+1*)

Full Attack: 2 Hooves +3 melee* (1d6+1*)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Skills: Perception +7

Environment: Temperate plains

Organisation: Domesticated

Challenge Rating: 1

Advancement: —

The statistics presented here describe large breeds of working horses. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a heavy horse is up to 200 pounds, a medium load is 201–400 pounds and a heavy load is 401–600 pounds. A heavy horse can drag 3,000 pounds.

Horse, Light

Large Animal

End Dice: 3d8+6 (19 Endurance)

Initiative: +1

Speed: 60 ft.

Armour Class: 13 (–1 size, +1 Dex, +3 natural), flat-footed 12

Base Combat Skill: +2

Attack: Hoof +2 melee* (1d4+1*)

Full Attack: 2 Hooves +2 melee* (1d4+1*)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Skills: Perception +7

Environment: Temperate plains

Organisation: Domesticated or herd (6–30)

Challenge Rating: 1

Advancement: —

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds, a medium load is 151–300 pounds and a heavy load is 301–450 pounds. A light horse can drag 2,250 pounds.

Warhorse

Large Animal

End Dice: 3d8+9 (22 Endurance)

Initiative: +1

Speed: 60 ft.

Armour Class: 14 (–1 size, +1 Dex, +4 natural), flat-footed 13

Base Combat Skill: +2

Attack: Hoof +5 melee (1d4+3)

Full Attack: 2 Hooves +5 melee (1d4+3) and Bite +3 melee (1d3+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Skills: Concentration +6, Perception +4

Environment: Temperate plains

Organisation: Domesticated

Challenge Rating: 1

Advancement: —

These animals are similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds on a Ride check.

Carrying Capacity: A light load for a warhorse is up to 230 pounds, a medium load is 231–460 pounds and a heavy load is 461–690 pounds. A warhorse can drag 3,450 pounds.

Warhorse, Sommlending

Large Animal

End Dice: 4d8+12 (44 Endurance*)

Initiative: +1

Speed: 50 ft.

Armour Class: 15 (–1 size, +1 Dex, +5 natural), flat-footed 14

Base Combat Skill: +3

Attack: Hoof +7 melee (1d6+4)

Full Attack: 2 Hooves +7 melee (1d6+4) and Bite +5 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Skills: Concentration +7, Perception +4

Environment: Temperate plains

Organisation: Domesticated

Challenge Rating: 2

Advancement: —

These animals are similar to heavy horses but are trained in Sommerlund and bred for strength and aggression. A Sommlending warhorse can fight while carrying a rider but the rider cannot also attack unless he succeeds on a Ride check. This is the steed gained by Sommlending Knights of the Realm for their special mounts. A Sommlending Warhorse serving as a steed for a Knight of the Realm is always of the finest stock, graced with a +5 natural bonus to its armour class

(total of AC 15) and the maximum possible Endurance score of its breed (already figured into its statistics).

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds, a medium load is 301–600 pounds and a heavy load is 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

Itikar

Large Animal

End Dice: 5d8+5 (30 Endurance)

Initiative: +2

Speed: 10 ft., fly 80 ft. (average)

Armour Class: 14 (–1 size, +2 Dex, +3 natural), flat-footed 12

Base Combat Skill: +3

Attack: Talons +7 melee (1d8+4)

Full Attack: 2 Talons +7 melee (1d8+4) and Bite +5 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +5, Ref +6, Will +3

Abilities: Str 18, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills: Perception +10*

Environment: Warm mountains, deserts

Organisation: Solitary or pair

Challenge Rating: 3

Advancement: 6–10 ED (Large), 11–12 ED (Huge)

Running toward the stranger's corpse, you yell out to surprise and scare off the vultures feasting on his flesh. Too late, you realise your mistake – the stranger was a Giant and these 'vultures' are far larger and more dangerous than normal carrion-feeders.

The Itikar is a large bird of prey, easily trained to bear a rider despite its foul disposition. They have gained an affinity for the power of Naar over their centuries of existence feeding on the corpses of Darkspawn in their natural habitat and are sometimes controlled through devices of evil. They are also naturally docile in the presence of any Darkspawn with more End Dice than they have, acting as faithful mounts. Itikars resemble vultures in both appearance and habit; their avian heritage gives them a +6 bonus (for a total of +16) when using Perception to spot distant things.

Javek

Huge Animal

End Dice: 6d8+6 (33 Endurance)

Initiative: +6 (+2 Dex, +4 natural)

Speed: 20 ft., climb 20 ft., swim 20 ft.

Armour Class: 15 (–2 size, +2 Dex, +5 natural), flat-footed 13

Base Combat Skill: +4

Attack: Bite +6 melee (1d6+4 plus poison)

Full Attack: 2 Bites +6 melee (1d6+4 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Poison (see below)

Special Qualities: Scent

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills: Athletics +5, Climb +5, Perception +3, Stealth +5*

Environment: Cold caverns

Organisation: Solitary

Challenge Rating: 3

Advancement: 7–18 ED (Huge)

No, it was not your imagination. The ice is moving. As you watch, almost hypnotised, the snowbank ahead of you slides around and rises up. A two-headed snake looks at you impassively, fangs bared.

Poison (Ex): A Javek has a pair of poisonous bites that deals initial and secondary damage of 2d4 Con. The save DC is 22, making this snake the most lethal serpent in all of Magnamund.

A deadly predator and one of the most dangerous creatures in Kalte, the Javek is nearly invisible in its natural habitat, gaining a +5 bonus to Stealth checks in snowbound and icy terrain. The deadliest venomous serpent in the world, very few creatures bitten by a Javek ever live to tell the tale. Among the Ice Barbarians of the North, Javek skins are a sign of great bravery and status. Javeks are the colour of snow, white and glittering, with long fangs that look like icicles.

Kwaraz

Huge Animal

End Dice: 8d8+43 (79 Endurance)

Initiative: +2

Speed: 60 ft.

Armour Class: 20 (–2 size, +2 Dex, +10 natural), flat-footed 18

Base Combat Skill: +6

Attack: Talons +13 melee (2d8+5)

Full Attack: Talons +13 melee (2d8+7) and 2 Foreclaws +11 melee (1d4+4) and Bite +11 melee (2d6+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Pounce, rend (+2d6)

Special Qualities: Low-light vision, scent

Saves: Fort +11, Ref +8, Will +4

Abilities: Str 25, Dex 15, Con 21, Int 2, Wis 15, Cha 10

Skills: Perception +7, Stealth +3, Survival +7

Environment: Warm forests

Organisation: Solitary, pair or pack (3–6)

Challenge Rating: 6

Advancement: 9–16 ED (Huge); 17–24 ED (Gargantuan)

It was not a killing fall but you quickly realise you are lying face down in a bed of broken eggs. The snarl above you reveals the presence of the now-dead infants' mother. The cave you have fallen into is very large. It stands to reason the mother is too.

These dangerous beasts are capable of rending apart even the undead servants of the Darklords with their flashing talons and claws. The sheer strength of the Kwaraz make them feared by anyone unfortunate enough to encounter them. They usually stay in secluded locations, but thinning hunting grounds and the encroachment of human cities can drive them to begin hunting urban areas when animal prey becomes scarce. The Kwaraz are dinosaurs of a lost age, reptilian beasts that resemble somewhat smaller tyrannosaurs and can be just as deadly in combat.

Lekhor

Medium Animal

End Dice: 2d8 (9 Endurance)

Initiative: +3

Speed: 20 ft., climb 20 ft., swim 20 ft.

Armour Class: 16 (+3 Dex, +3 natural), flat-footed 13

Base Combat Skill: +1

Attack: Bite +4 melee (1d4–1 plus acidic poison)

Full Attack: Bite +4 melee (1d4–1 plus acidic poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acidic poison (see below)

Special Qualities: Scent

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Acrobatics +4, Athletics +0, Climb +0, Perception +2, Stealth +4

Environment: Temperate marshes

Organisation: Solitary

Challenge Rating: 1

Advancement: —

A crimson serpent lashes out of the undergrowth and latches itself onto your boot. You calmly reach down to cut the thing free, unconcerned with its impotent bite into the thick leather of your boot – until you see its venom eating away at your footwear like acid.

Acidic Poison (Ex): A Lekhor snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC is 11, though particularly deadly varieties exist. Every time a character is bitten successfully by a Lekhor, his armour suffers one Endurance point of damage that bypasses any hardness. Shields do not degrade in this manner. If a character is not wearing armour, they take 1d4 points of acid damage instead.

A deadly snake native to the lands of Dessi, many postulate that its development has been altered by the presence of the Elder Magi that live there. If this is true, it would suggest that animals can be mutated both by the powers of Evil *and* the powers of Good. The Elder Magi find this thought disturbing and consequently do not spend much time pondering it.

Lion

Large Animal

End Dice: 5d8+10 (32 Endurance)

Initiative: +3

Speed: 40 ft.

Armour Class: 15 (−1 size, +3 Dex, +3 natural), flat-footed 12

Base Combat Skill: +3

Attack: Claw +8 melee (1d4+5)

Full Attack: 2 Claws +8 melee (1d4+5) and Bite +6 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rend (1d6+2)

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Acrobatics +9, Perception +7, Stealth +8

Environment: Warm plains

Organisation: Solitary, pair or pride (6–10)

Challenge Rating: 3

Advancement: 6–8 ED (Large)

The statistics presented here describe a male lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics. Lions have a +4 bonus on Acrobatics and Stealth checks (already figured into its statistics). In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8.

Meersquid

Medium Animal (Aquatic)

End Dice: 3d8 (13 Endurance)

Initiative: +3

Speed: Swim 60 ft.

Armour Class: 16 (+3 Dex, +3 natural), flat-footed 13

Base Combat Skill: +2

Attack: Slap +5 melee (1d3)

Full Attack: Slap +5 melee (1d3) and Bite +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict (3d4+2)

Special Qualities: Ink cloud (see below), jet (see below), low-light vision

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Athletics +5, Perception +4

Environment: Temperate aquatic

Organisation: Solitary or school (6–11)

Challenge Rating: 2

Advancement: 4–6 ED (Medium); 7–11 ED (Large)

You cross the pool swiftly, mindful of any approaching enemies on the far shore. The true threat, you quickly learn, is below you. Tentacles reach up and lash around you, crushing you mercilessly as they drag you beneath the surface.

Ink Cloud (Ex): A Meersquid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the Meersquid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A Meersquid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line while jetting.

Meersquid are far more physically powerful than a normal squid, their tentacles capable of cracking solid rock if it gets a firm enough hold. These deep aquatic predators are usually dormant, only hunting things that swim directly above them but they occasionally jet through their pools, hoping to startle prey into moving and catching their attention. Meersquid can be differentiated from normal squid by the mottled white and black that marks their tendrils.

Monkey

Tiny Animal

End Dice: 1d8 (4 Endurance)

Initiative: +2

Speed: 30 ft., climb 30 ft.

Armour Class: 14 (+2 size, +2 Dex), flat-footed 12

Base Combat Skill: +0

Attack: Bite +2 melee (1d3–4)

Full Attack: Bite +2 melee (1d3–4)

Space/Reach: 2–1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Skills: Acrobatics +10, Climb +10, Escape Artist +3, Perception +3, Stealth +3

Environment: Warm forests

Organisation: Troop (10–40)

Challenge Rating: 1/6

Advancement: 2–3 ED (Small)

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat. Monkeys generally flee into the safety of the trees but if cornered can fight ferociously. Monkeys have a +8 bonus on Acrobatics and Climb checks (already figured into its statistics). They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Mule

Large Animal

End Dice: 3d8+9 (22 Endurance)

Initiative: +1

Speed: 30 ft.

Armour Class: 13 (−1 size, +1 Dex, +3 natural), flat-footed 12

Base Combat Skill: +2

Attack: Hoof +5 melee (1d4+3)

Full Attack: 2 Hooves +5 melee (1d4+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +4, Will +1

Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6

Skills: Perception +6

Environment: Warm plains

Organisation: Domesticated

Challenge Rating: 1

Advancement: —

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse but slightly stronger and more agile. A mule's powerful kick can be dangerous.

Carrying Capacity: A light load for a mule is up to 230 pounds, a medium load is 231–460 pounds and a heavy load is 461–690 pounds. A mule can drag 3,450 pounds.

Najin

Large Animal

End Dice: 4d8+11 (29 Endurance)

Initiative: +2

Speed: 30 ft., climb 30 ft., fly 30 ft. (poor)

Armour Class: 14 (−1 size, +2 Dex, +3 natural), flat-footed 12

Base Combat Skill: +3

Attack: Claws +8 melee (1d6+5)

Full Attack: 2 Claws +8 melee (1d6+5) and Bite +6 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +6, Will +2

Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills: Climb +6, Perception +7

Environment: Warm forests

Organisation: Solitary, pair or company (3–5)

Challenge Rating: 2

Advancement: 5–8 ED (Large)

At first they seemed just like apes but then they unfurled their black wings and leapt into the air to circle your encampment. They have not attacked but their screams of rage do not sound promising.

Savage servants of the Shadaki Empire, these creatures are the result of one of Shasarak the Wytch-King's experiments. Capable of basic thought and strategy, they are more brutally effective than Giaks and nearly as perceptive as Kraan, making them the near equivalent of a pairing between the two. Though there are not nearly as many Najin as there are Giaks, their effectiveness has convinced Shasarak to begin breeding more, much to the detriment of the wildlife around him.

Porpoise

Medium Animal (Aquatic)

End Dice: 2d8+2 (11 Endurance)

Initiative: +3

Speed: Swim 80 ft.

Armour Class: 15 (+3 Dex, +2 natural), flat-footed 12

Base Combat Skill: +1

Attack: Slam +3 melee (2d4)

Full Attack: Slam +3 melee (2d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Blindsight 120 ft., hold breath, low-light vision

Saves: Fort +4, Ref +6, Will +1

Abilities: Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6

Skills: Athletics +2*, Perception +8

Environment: Temperate aquatic

Organisation: Solitary, pair or school (3–20)

Challenge Rating: 1/2

Advancement: 3–4 ED (Medium); 5–6 ED (Large)

Porpoises are mammals that tend to be playful, friendly and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size. A porpoise has a +8 bonus on any Athletics check when swimming. It can always choose to take 10 on an Athletics check involving swimming, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A porpoise has a +4 bonus on Perceptions checks (already figured into its statistics) but this bonus is lost if its blindsight is negated.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Rat

Tiny Animal

End Dice: 1/4 d8 (1 Endurance)

Initiative: +2

Speed: 15 ft., climb 15 ft., swim 15 ft.

Armour Class: 14 (+2 size, +2 Dex), flat-footed 12

Base Combat Skill: +0

Attack: Bite +2 melee (1d3–4)

Full Attack: Bite +2 melee (1d3–4)

Space/Reach: 2–1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills: Acrobatics +10, Athletics +6*, Climb +10, Stealth +6
Environment: Any
Organisation: Plague (10–100)
Challenge Rating: 1/8
Advancement: —

These omnivorous rodents thrive almost anywhere. Rats usually run away – they bite only as a last resort. Rats have a +4 bonus on Stealth checks and a +8 bonus on Acrobatics and Climb checks (already figured into its statistics). A rat can always choose to take 10 on Climb checks, even if rushed or threatened. Rats also have a +8 bonus to Athletics checks made when swimming. A rat uses its Dexterity modifier instead of its Strength modifier for Athletics and Climb checks. It can use the run action while swimming, provided it swims in a straight line.

Raven

Tiny Animal
End Dice: 1/4 d8 (1 Endurance)
Initiative: +2
Speed: 10 ft., fly 40 ft. (average)
Armour Class: 14 (+2 size, +2 Dex), flat-footed 12
Base Combat Skill: +0
Attack: Claws +2 melee (1d2–5)
Full Attack: Claws +2 melee (1d2–5)
Space/Reach: 2–1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills: Perception +6
Environment: Temperate forests
Organisation: Solitary
Challenge Rating: 1/6
Advancement: —

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most nonpredatory birds of similar size.

Shark

Medium Animal (Aquatic)
End Dice: 3d8+3 (16 Endurance)
Initiative: +2
Speed: Swim 60 ft.
Armour Class: 15 (+2 Dex, +3 natural), flat-footed 13
Base Combat Skill: +2
Attack: Bite +4 melee (1d6+1)
Full Attack: Bite +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —

Special Qualities: Blindsight 60 ft., keen scent
Saves: Fort +4, Ref +5, Will +2
Abilities: Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills: Athletics +4*, Perception +4
Environment: Cold aquatic
Organisation: Solitary, school (2–5) or pack (6–11)
Challenge Rating: 1
Advancement: 4–6 ED (Medium), 7–10 ED (Large), 11–18 ED (Huge)

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters like great whites, that can exceed 20 feet in length. Sharks circle and observe potential prey, then dart in and bite with their powerful jaws. A shark has a +8 bonus on any Athletics check when swimming. It can always choose to take 10 on an Athletics check involving swimming, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Keen Scent (Ex): A shark can notice creatures by scent in a 180 foot radius and detect blood in the water at ranges of up to a mile.

Squid, Giant

Huge Animal (Aquatic)
End Dice: 12d8+18 (72 Endurance)
Initiative: +3
Speed: Swim 80 ft.
Armour Class: 17 (–2 size, +3 Dex, +6 natural), flat-footed 14
Base Combat Skill: +9
Attack: Tentacle +17 melee (1d6+8)
Full Attack: 10 Tentacles +17 melee (1d6+8) and Bite +15 melee (2d8+4)
Space/Reach: 15 ft./15 ft. (30 ft. with tentacle)
Special Attacks: Constrict (12d4+8)
Special Qualities: Ink cloud, jet, low-light vision
Saves: Fort +9, Ref +11, Will +5
Abilities: Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills: Athletics +16*, Perception +8
Environment: Temperate aquatic
Organisation: Solitary
Challenge Rating: 9
Advancement: 13–18 ED (Huge); 19–36 ED (Gargantuan)

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet. An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 Endurance each. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days. A squid has a +8 bonus on

any Athletics check when swimming. It can always choose to take 10 on an Athletics check involving swimming, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line while jetting.

Tiger

Large Animal

End Dice: 6d8+18 (45 Endurance)

Initiative: +2

Speed: 40 ft.

Armour Class: 14 (−1 size, +2 Dex, +3 natural), flat-footed 12

Base Combat Skill: +4

Attack: Claw +10 melee (1d8+6)

Full Attack: 2 Claws +10 melee (1d8+6) and Bite +8 melee (2d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rend (2d6+6)

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Skills: Acrobatics +8, Athletics +6, Perception +6, Stealth +8

Environment: Warm forests

Organisation: Solitary

Challenge Rating: 4

Advancement: 7–12 ED (Large); 13–18 ED (Huge)

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds. Tigers have a +4 bonus on Stealth and Acrobatics checks (already figured into its statistics). In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8.

Vodok

Large Animal

End Dice: 8d8+24 (60 Endurance)

Initiative: +2

Speed: 40 ft.

Armour Class: 15 (−1 size, +2 Dex, +4 natural), flat-footed 13

Base Combat Skill: +6

Attack: Claw +13 melee (1d6+7)

Full Attack: 2 Claws +13 melee (1d6+7) and Bite +11 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rend (2d6)

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +8, Will +3

Abilities: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills: Perception +7, Stealth +7

Environment: Warm and temperate plains

Organisation: Solitary, pair or pride (6–10)

Challenge Rating: 5

Advancement: 9–16 ED (Large); 17–24 ED (Huge)

It took down your horse so quickly, you were forced to tumble along the ground and fall to a crumpled heap at the base of the hill. Now fighting unconsciousness, you can barely see the thing leap to the top of the rise and gaze down at you with the eyes of a predator. Blood drips from its fangs as it roars in triumph.

These hunting beasts stalk many of the grasslands and plains of Central Magnamund on both sides of the Tentarias. Powerful enough to raid villages on occasion, such attacks are rare because of the innate fear and distrust Vodoks have for humans. They can be trained to overcome this aversion and Vodoks with a taste for sentient blood become vicious and remorseless killers thereafter. Vodoks are a species related to the hyena, only much larger and capable of great damage alone or in a hunting pride. Male vodoks have a mane like lions, while the females are typically the more aggressive of the breed.

Wolf

Medium Animal

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: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Athletics +3, Perception +3, Stealth +5, Survival +2*

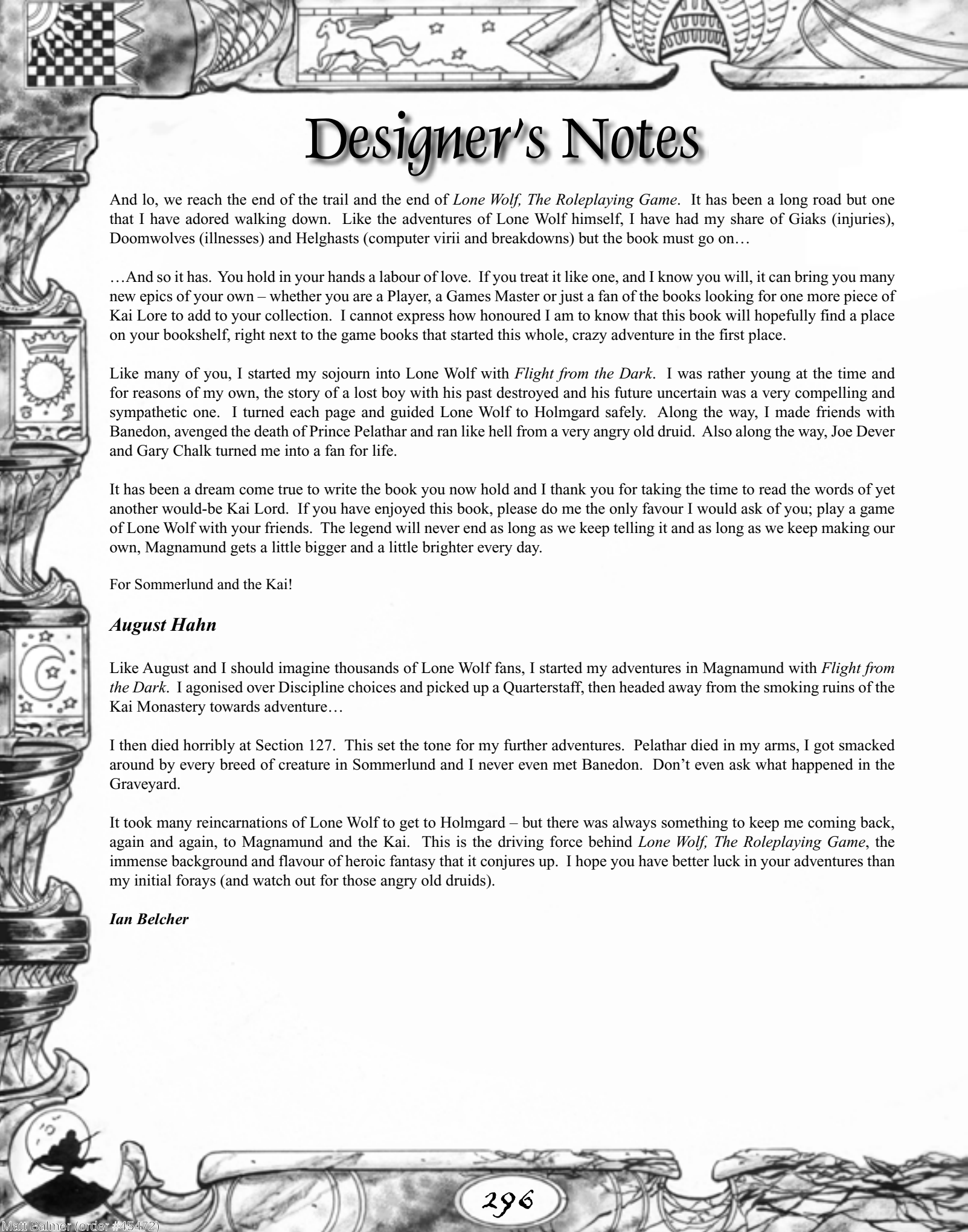
Environment: Temperate forests

Organisation: Solitary, pair or pack (7–16)

Challenge Rating: 1

Advancement: 3 ED (Medium); 4–6 ED (Large)

Wolves are pack hunters known for their persistence and cunning. A favourite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Wolves have a +4 bonus to Survival checks when tracking by scent.



Designer's Notes

And lo, we reach the end of the trail and the end of *Lone Wolf, The Roleplaying Game*. It has been a long road but one that I have adored walking down. Like the adventures of Lone Wolf himself, I have had my share of Giaks (injuries), Doomwolves (illnesses) and Helghasts (computer virii and breakdowns) but the book must go on...

...And so it has. You hold in your hands a labour of love. If you treat it like one, and I know you will, it can bring you many new epics of your own – whether you are a Player, a Games Master or just a fan of the books looking for one more piece of Kai Lore to add to your collection. I cannot express how honoured I am to know that this book will hopefully find a place on your bookshelf, right next to the game books that started this whole, crazy adventure in the first place.

Like many of you, I started my sojourn into Lone Wolf with *Flight from the Dark*. I was rather young at the time and for reasons of my own, the story of a lost boy with his past destroyed and his future uncertain was a very compelling and sympathetic one. I turned each page and guided Lone Wolf to Holmgard safely. Along the way, I made friends with Banedon, avenged the death of Prince Pelathar and ran like hell from a very angry old druid. Also along the way, Joe Dever and Gary Chalk turned me into a fan for life.

It has been a dream come true to write the book you now hold and I thank you for taking the time to read the words of yet another would-be Kai Lord. If you have enjoyed this book, please do me the only favour I would ask of you; play a game of Lone Wolf with your friends. The legend will never end as long as we keep telling it and as long as we keep making our own, Magnamund gets a little bigger and a little brighter every day.

For Sommerlund and the Kai!

August Hahn

Like August and I should imagine thousands of Lone Wolf fans, I started my adventures in Magnamund with *Flight from the Dark*. I agonised over Discipline choices and picked up a Quarterstaff, then headed away from the smoking ruins of the Kai Monastery towards adventure...

I then died horribly at Section 127. This set the tone for my further adventures. Pelathar died in my arms, I got smacked around by every breed of creature in Sommerlund and I never even met Banedon. Don't even ask what happened in the Graveyard.

It took many reincarnations of Lone Wolf to get to Holmgard – but there was always something to keep me coming back, again and again, to Magnamund and the Kai. This is the driving force behind *Lone Wolf, The Roleplaying Game*, the immense background and flavour of heroic fantasy that it conjures up. I hope you have better luck in your adventures than my initial forays (and watch out for those angry old druids).

Ian Belcher

Random Number Table

10	2	13	5	19	7	16	4	18	11
17	11	12	10	8	2	9	13	2	7
9	20	3	18	12	4	12	1	9	16
14	6	9	11	15	12	3	6	10	3
6	12	2	3	1	1	14	18	17	6
11	17	4	6	17	8	6	2	5	20
18	15	1	4	17	16	9	12	17	1
7	9	6	15	8	20	8	5	19	18
14	13	12	9	14	10	14	20	13	14
5	16	15	7	8	2	12	11	3	5
6	5	1	17	1	13	18	17	2	19
20	15	4	11	13	11	7	3	16	6
16	3	14	10	18	8	15	10	15	14
3	19	2	12	19	1	15	7	2	5
13	15	6	13	14	5	8	14	8	19
17	8	19	3	7	20	15	6	18	5
1	7	10	19	13	4	7	11	20	10
7	19	20	16	9	10	16	9	10	16
18	4	13	11	8	11	16	4	8	13
20	19	9	17	4	1	20	12	2	18

Signs & Portents

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Character Sketch (Front)

Character Sketch (Side)



Character Sheet

CHARACTER _____

PLAYER _____

CLASS _____

LEVEL _____

RACE _____

ALLEGIANCE _____

ABILITY SCORES

	Score	Modifier
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		

SAVES

	Base	Ability	Misc.	TOTAL
FORT				
REF				
WILL				

BASE COMBAT SKILL

BASE MAGICAL COMBAT SKILL

INITIATIVE BONUS:

INITIATIVE IN CURRENT COMBAT:

SKILLS

Skill	Use Untrained?	Cross-Class?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL
Acrobatics*	Y	Y / N	Dex				
Appraise	Y	Y / N	Int				
Athletics*	Y	Y / N	Str				
Bluff	Y	Y / N	Cha				
Climb*	Y	Y / N	Str				
Concentration	Y	Y / N	Con				
Craft ()	Y	Y / N	Int				
Craft ()	Y	Y / N	Int				
Diplomacy	Y	Y / N	Cha				
Disable Device	N	Y / N	Int				
Disguise	Y	Y / N	Cha				
Escape Artist*	Y	Y / N	Dex				
Forgery	Y	Y / N	Int				
Gather Information	Y	Y / N	Cha				
Handle Animal	N	Y / N	Cha				
Heal	Y	Y / N	Wis				
Intimidate	Y	Y / N	Cha				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Knowledge ()	N	Y / N	Int				
Occult	N	Y / N	Int				
Perception	Y	Y / N	Wis				
Perform ()	Y	Y / N	Cha				
Perform ()	Y	Y / N	Cha				
Profession ()	N	Y / N	Wis				
Profession ()	N	Y / N	Wis				
Ride	Y	Y / N	Dex				
Sense Motive	Y	Y / N	Wis				
Sleight of Hand*	N	Y / N	Dex				
Speak Language	Langs. Known =						
Stealth*	Y	Y / N	Dex				
Survival	Y	Y / N	Wis				
Use Magical Item	N	Y /	Cha				

* Armour Check Penalties apply to these skill checks when using shields and armour heavier than leather.

ENDURANCE

WILLPOWER

ARMOUR



= 10 +

Dex
Mod

+

Armour

+

Shield

+

Misc.

+

Misc.

CLASS

Armour Type =

Armour Check
Penalty

Spell
Failure %

CLASS FEATURES

Ability

Effect

EQUIPMENT

Type

Weight

CURRENT LOAD = L / M / H

TOTAL
WEIGHT =

Remember that a Backpack may only hold 8 Backpack items. 1 Meal takes up 1/2 a Backpack space.

WEAPONS

Atk Bonus

Damage

Critical

Range

Dmg Type

Notes

Notes

Notes

EXPERIENCE

MONEY &
TREASURE

Character Sheet

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