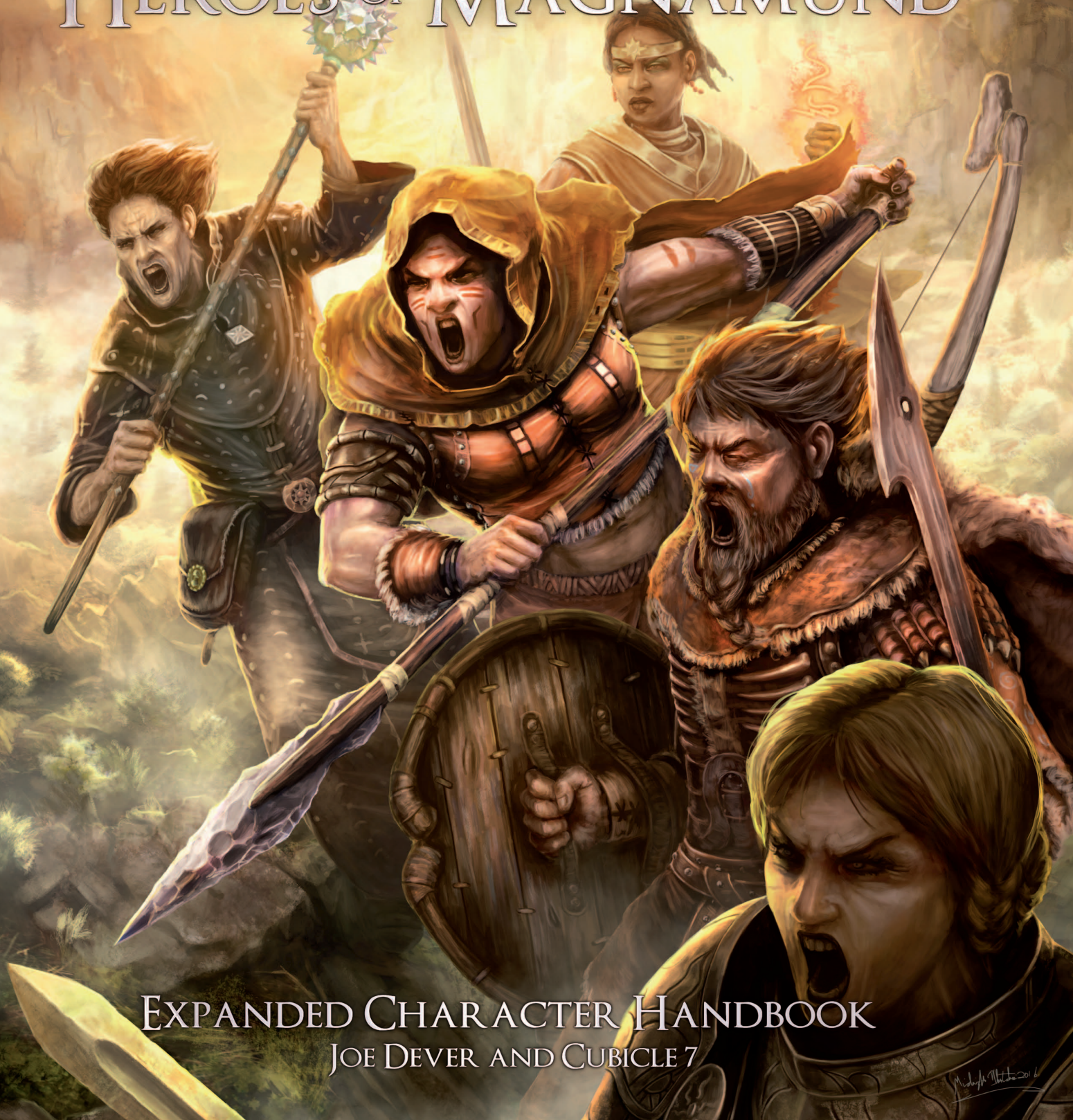


LONE WOLF

ADVENTURE GAME

HEROES OF MAGNAMUND



EXPANDED CHARACTER HANDBOOK

JOE DEVER AND CUBICLE 7

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Heroes of Magnamund

The caravan comes to a sudden stop, every drover pulling on his reins as the shadow crosses over them again. Frightened eyes turn skyward, merchants and their families trembling each time the dark shape circles back again.

"It's a Kraan, Haigh," one of the men says to a guard nearby. "Big one. And look there, on its back. That is surely a Drakkar warrior. What. what are we going to do?!"

Haigh shifts in his saddle, watching the winged menace as it flies wide spirals in the sky. "It is trying to panic us, Danor. Make us break and run." His left hand tightens on his horse's bridle, keeping the mare calm. She can smell the Kraan and it frightens her. Kraan scent can panic most horses; even a battle-bred one like Lyssa is not immune, especially with a Kraan circling so near.

"Why? What's his purpose? What are we going to do?!"

The old caravaneer is terrified and Haigh cannot blame him. Danor has spent his life trading in weapons but he doesn't know how to swing a sword in battle. Haigh reminds himself that not everyone has had his training. His early years were spent as a ranger in these hills. Danor begins to whimper.

"If we run, it'll be easy for him to swoop down and pick off the slowest. He can have his fill of the stragglers. It will be an easy hunt."

Danor leans over the side of his wagon and grabs Haigh by the arm. The grey-haired merchant's quavering voice rises to a fever pitch as he screams, "What are we going to do?"

Haigh tugs his arm free and reaches down to retrieve the bow he has slung under his right leg. He is careful to make sure his cloak conceals his actions from the Drakkar circling above. He will have to move quick and shoot straight. He will only get one shot before the rider urges his Kraan mount into a dive, and if that happens then the caravan will scatter in terror.

One chance. One shot.

Danor stares at Haigh's hand closing around the woven leather grip of his Durenese long-striker. "Kai help us!"

Haigh shakes his head and focuses on the shot. There is no crosswind but the air is turbulent around the Kraan because of its powerful wing strokes. He compensates and finds his point of aim. He pulls his bow string back with all his strength.

"Kai cannot fight our every battle, Danor. Sometimes we have to save ourselves."

Haigh lets slip the straining bow string and sends his arrow soaring towards the Drakkar rider.

"Sometimes we must be heroes."



INTRODUCTION

If so, this is the book you've been looking for!

In ***The Lone Wolf Adventure Game*** you played as one of the Kai warrior lords of Sommerlund. With ***Heroes of Magnamund***, your choice of hero is expanded beyond the Kai Lords themselves. You can now select from a larger range of different characters, and tailor each to your own preference. When you and your friends embark on new adventures, you will be able to play new characters who possess different skills and abilities. Instead of being part of a company of Kai Lords, you may well find yourself adventuring alongside a Durenese Knight of the White Mountain, an Ice Barbarian from the Icy Wastes of Kalte or a Dwarven Gunner of Bor.





STRANGE COMPANY

Adding new heroes to your party will expand the horizons of your game beyond Sommerlund. With each new character comes a rich cultural background. Players can now form parties comprising characters from many different nations. But why would such different characters cooperate? The simple answer is that they are all aware of the dire threat posed by the Darklords of Helgedad. They are all united by a common cause: to thwart the Darklords at every chance. These characters are heroes.

They are the... *Heroes of Magnamund!*

NEW CHALLENGES

Creating characters using this book will present Players and Narrators with new challenges and opportunities. While there are a wider spread of abilities to draw upon with these new characters, you'll need to get used to working with Heroes who are very different to you. Some will possess formidable powers that will propel them to the forefront of battle, while others instead avoid direct combat only to dazzle you with a sudden display of their hidden talents.

Telling compelling stories for such diverse characters can be challenging, but including a wide variety of backgrounds in your game will provide you with a rich source of inspiration. Each new game offers an opportunity to show off what makes a Hero special, allowing each Player to have their time in the spotlight. As long as no one Hero dominates play to the point where the other Players feel frustrated, everyone can have a great time exploring the wider world of *The Lone Wolf Adventure Game*.

Players may find that some Hero Roles and Archetypes have an easier time doing some of the things they want their Heroes to excel at during play. The best way for a Narrator to handle this challenge is to make sure that every adventure includes situations and challenges that present opportunities for use of the wide range of abilities available to all the Heroes taking part in the game.

For example, a Sommlending Knight of the Realm and a Buccaneer of Shadaki may be travelling together and getting into all sorts of interesting situations. On the battlefield, the Knight could well dominate combat and leave the Buccaneer's Player feeling as if their character was just a sidekick. In this case, the Narrator could make sure that their grand quest involves a long stretch of seafaring. This allows the Buccaneer's skills to come to the fore and ensures both Players are equally important in their own way.

FORGING HEROES

This book is divided into four chapters. The first chapter, **Character Creation**, contains all the necessary steps and information you'll need to create a Hero. You will see that it is organized in a similar way to the **Character Creation** chapter in the *Book of Kai Training*. A few of the important parts of that chapter, such as Traits and Skills, have been reproduced and expanded upon here. You should be able to create your Heroes without needing to refer to the *Book of Kai Training*.

The second and third chapters are **Roles** and **Archetypes**. Roles are types of Heroes that are iconic characters closely associated with their native lands. These are heroic paths chosen by famous characters in the Lone Wolf game books that have an enduring appeal to fans of Magnamund. In a world of grand legends and great deeds, Roles allow you to earn a place among the ranks of famous and infamous personalities of Magnamund.

Archetypes are less about 'where' and more about 'who' and 'what'. These are the sorts of Heroes that have no direct association with specific organisations or governments. They are instead unique individuals who survive and prosper by their strength, skill, craft and cunning. They may wield magic, harness the power of alchemy, or live and die by the sword, but what they all have in common is their commitment to taking their own path. Archetypes are the mercenaries, adepts, hunters and thieves. What they may lack in personal recognition, they make up for in courage and adaptability.

The fourth chapter, **Equipment**, provides exciting armour, weapons, tools and gear for your Heroes. New special materials can be found in this section, as well as rules for rare and magical equipment that any wizard or warrior would be proud to possess.

THE TIME HAS COME
FOR YOU TO BE
YOUR OWN HERO!

CHAPTER ONE

CHARACTER CREATION

CREATING YOUR OWN HERO

Every Player needs a character, their own Hero who will seek out adventures, undertake missions and get into all sorts of glorious trouble! This character is the fictional person you will become when you explore the world of Magnamund. They may be just like you if you were in the world of Magnamund, or completely different. There are so many cultures and societies in Magnamund that you could create hundreds of characters and still have plenty of ideas left over. Make the character that suits you and do not be afraid to experiment a little!

ACTION CHARTS

You will need a blank Action Chart for every player. There are a selection of blank Action Charts and pre-generated characters available on the Cubicle 7 website: www.cubicle7.co.uk

You will note that, like the Action Charts included in *The Lone Wolf Adventure Game*, some of the boxes are green while others are gold.

Gold boxes are statistics and information used in the Initiate-level game. Green boxes are used for more Master rules and may or may not be used depending on your game preferences.

FOR FIRST TIME PLAYERS

If this is your first time playing *The Lone Wolf Adventure Game*, we recommend you play the game as a Kai Lord using the rules in the boxed set. These rules and the introductory adventures provide an easy way to learn the game and present the rules at a pace that make playing *The Lone Wolf Adventure Game* easy to grasp.

THE ACTION CHART

All of the information you need to play your Hero of Magnamund during the game is recorded on your Action Chart.

Action Charts for *Heroes of Magnamund* may look a little daunting at first but they are very easy to read once you know what each section means. The Chart is where you keep track of your Hero's characteristics, possessions and special powers – also called Abilities.

The next few pages describe each of these sections in detail, letting you know what goes where, how they are used and why they matter in the game. Afterwards, you will learn how to figure out what goes in each section and how to generate the numbers that define how good you are at various tasks. It's really very straightforward and once you have mastered it, you can create a new Hero in just a few minutes.

For the most part, Action Charts for *Heroes of Magnamund* function identically to those found in *The Lone Wolf Adventure Game*. Where they vary, explanations and examples are provided.

SECTIONS OF THE ACTION CHART

CHARACTER NAME AND RANK

Each Archetype and Role provides advice on naming your Hero – but remember that like any other advice, these sections are only a suggestion. You may choose whatever name suits you so long as the Narrator agrees.

Your level of training determines your Rank – it will normally start at 5.

Rank titles are given for each Role and Archetypes, but as the latter are intended to be far more customisable you should feel free to come up with your own if you like!

ABILITIES (PAGE 11)

These are the powers and special 'tricks' known by the Hero, whether magical skills or abilities gained through arduous and specialised training. Each Role has its own name for these abilities, from the Drills of the Dwarven Gunners of Bor to the Spells of the Brotherhood of the Crystal Star, but for the most part they all work in the same way in the game.



Heroes pick 5 Abilities from the list noted in their given Role or Archetype.

Possessing an Ability adds +1 to any tests made while using it during play.

Advanced and Mastered Abilities

Each Ability line includes checkboxes for Advanced and Mastered.

- At each Rank above 5 (including 10), a Player may choose an Ability to become 'Advanced'. This provides an enhanced ability within that discipline and provides a +2 bonus when that Ability calls for a test.

As an example, a Border Ranger's Advanced Mark of the Rider allows them to heal damage done to their mount during combat and share their own supplies with their animal.

- At Rank 10, a Player may choose an Ability to become 'Mastered'. This choice must be one that was selected as Advanced at Ranks 6 through 9. A Mastered Ability gains a special new use and adds +3 to all required tests.

As an example, A Border Ranger's Master Mark of the Rider allows them to add their Mark's bonus (+3) to any attacks made while mounted and confers the same bonus to their mount's personal attacks at all times.

WEAPONS (PAGE 11)

This is where you list your character's weapons. Most Heroes can carry up to 2 weapons at a time. Weapons include nearly any personal war gear, including ranged implements such as bows and crossbows. A few Roles and Archetypes have an exception to this rule, allowing them to carry more than two Weapons. This exception is noted in the appropriate chapters.

If a given weapon has any special attributes, a summary of them should be noted with the weapon's name in its line in the Weapons section.

If you enter combat without a weapon, you suffer a penalty to your attacks.

BACKPACK, MEALS AND BELT POUCH (PAGE 11)

Most items one can pick up and keep in the game are stored in your Hero's backpack. These useful containers only have so much room, as reflected by its limit of 8 items in total. Meals are noted as taking one backpack slot each, as do things like water skins and spare clothes.

Meals are vital because all Heroes have to eat from time to time or they will lose ENDURANCE. Whenever a Narrator calls for you to

eat a Meal, you must cross off a Meal from your Action Chart. You lose 3 ENDURANCE points if you do not have a Meal to cross off.

Some Roles and Archetypes grant abilities that allow you to ignore this penalty. Where this is the case, write that ability's name in the Meals section to remind you of this.

Belt pouches store coinage and, like backpacks, they have limited room. A belt pouch can hold up to 50 coins. While these are typically Gold Crowns, the currency of Sommerlund and Durenor, there are other forms of coins in Magnamund. Regardless of the type, each coin takes up one space in a belt pouch.

SPECIAL ITEMS (PAGE 11)

Some items in the game have their own methods of being carried or are too small to warrant an entire space in your backpack. These are called Special Items and each will either state how they are carried or their method of containment will be obvious. Some Special Items, most notably quivers, powder horns, shot bags and potion belts, are also containers and used to store other objects. In all cases, keep careful notes of what your items do and/or contain in the spaces provided.

TRAITS (PAGE 11)

Traits are attributes that set a character apart from others. At the start of the game a character has 2 traits. An additional trait is gained at Rank 6 and Rank 8.

Example of a Physical Trait:

- Hardy – Tough and enduring, this character can take more punishment than most and resists adversity that would drive others to their knees.

Benefit: Automatically succeeds at any ENDURANCE tests brought on by weather or privation. Only loses 2 END when missing a meal. Gains +2 END.

Example of a Mental Trait:

- Sharp Wit – Extremely Astute and possessed of a winnowing insight, this character can cut through distractions like the keenest blade.

Benefit: +1 on all WILLPOWER tests. If character possesses Mindblast, can spent one WILL to increase its CS Bonus to +3 for the current round of combat.

Example of a Special Trait:

- Night Owl – You are a nocturnal creature, more awake and aware at night than at any other time.

Benefit: At night or underground in conditions of natural darkness, your senses are sharper and you benefit from certain bonuses.

SKILLS (PAGE 21)

Skills are basic abilities that require talent or training and are not covered by the Hero's special abilities.

Skills are an important part of adventuring as not every challenge confronting the Players will be a monster to slay or a hazard to avoid. Skills provide a bonus to related tests; this bonus value ranges from +1 to +3.

Characters start with 2 skills. Each skill offers a +1 bonus.

An additional skill is gained at Rank 7. When it is gained, it has a +1 bonus and the bonus from your existing two skills increases to +2.

At Rank 9, a fourth skill is gained at +1. The bonus from all previous skills increases by one to +3, +3, and +2 respectively.

Examples of Skills:

- **Might** – This character is physically stronger and more capable than most.

Benefit: This skill's bonus applies when running, jumping, lifting, and climbing.

- **Influence** – This character understands social interaction and can affect others for good or ill through body language, word choice, and rapport.

Benefit: This skill's bonus applies to all forms of social interaction with sentient creatures.

- **Crafting** – This character is a maker of things, creating works of function and art. Crafters often need tools and materials to function effectively.

Benefit: This skill's bonus applies for both manufacturing and examining/appraising the craftsmanship of others.

COMBAT SKILL (CS) (PAGE 10)

This is the sum total of the character's physical acumen, strength and agility. COMBAT SKILL determines the bonus a Player gets when they make a test for a physical action not related to combat.

- The base value is what a character possesses at a result of character generation.
- Modifiers include all current modifiers to CS that are active at all times. One possible source of a modifier like this would be from certain traits. Another might be an equipped shield.
- Total CS is the base value plus all constantly-active modifiers. This is the value used during combat.
- Modifiers from Weapons and Shields do not apply to COMBAT VALUE when making non-combat tests and skill tests.

ENDURANCE (END, EP) (PAGE 10)

This value represents a character's health and stamina. In combat, this number drops as damage is taken. ENDURANCE also determines the bonus a Player gets when they make a test for any kind of physical resistance such as trying to cross a room full of caustic gas.

- The base value is determined during character generation.
- Modifiers include all current modifiers to END that are active at all times. One possible source of a modifier like this would be from certain traits.
- Total EP is the base value plus all constantly-active modifiers. This is the value that suffers losses during combat or from hazards during Adventures.

WILLPOWER (WILL, WP) (PAGE 10)

This score is the culmination of a character's mental abilities, from strength of personality to intellect to mental discipline. While of primary value to spellcasters and mentalists, all Heroes benefit from WILLPOWER as they can use it to resist magical effects, endure psychic damage and enhance their mental abilities.

If a character your WILLPOWER is reduced to 0 and you suffer any effect that would damage WILLPOWER, that value is subtracted from ENDURANCE instead. Defence cannot reduce this loss.

- The base value is determined during character generation.
- Modifiers include all current modifiers to WILLPOWER that are active at all times. One possible source of a modifier like this would be from certain traits, such as Dedication.

ARMOUR AND SHIELD (PAGE 11)

These boxes provide a space to record whatever armour and shield that you have equipped.

- Armour has a bonus associated with it called Defence. This is a simple numeric value.
- Shields have a COMBAT SKILL bonus associated with them.
- Shields also provide a bonus to Defence equal to half their CS bonus, rounded up.

DEFENCE (PAGE 24)

This value is derived from various sources, primarily from armour and shields. In combat, your Defence is subtracted from END losses suffered in combat. No loss greater than -1 END can be reduced below 1, so even with a strong defence, characters are vulnerable to attrition during battle.

- Armour and shields are also proof against instant-kills in combat (K results). If a character suffers a K result in combat, they instead lose their shield (if they have one), then their armour. A K result only outright kills a character without either equipped.



- Armour and shields 'lost' this way are damaged beyond usefulness and have to be repaired at a cost of half their Gold Crown value.
- No hero may have a Defence score above 8. Defence bonuses that improve a given score beyond 8 are ignored. Most enemies cannot have a Defence score above 8, though the Narrator may rule that certain incredibly powerful foes are exempt from this limitation.

SPECIAL BONUS (PAGE 11)

This is a numerical value possessed by every Role and Archetype, representing the special blessing you have been given. Its exact name varies by Role and Archetype, from a Border Ranger's Warden's Wisdom to the Tenacity of a Dwarven Gunner of Bor. While each Role's Special Bonus functions in a different way, they are all calculated in the same way. The Special Bonus has a numerical value determined by your starting COMBAT SKILL, ENDURANCE and WILLPOWER. The lower these values, the more points of your Special Bonus your Hero possesses. This provides a balancing factor so that low characteristic scores do not put Players at too great a disadvantage.

PLAYING THE HEROES OF MAGNAMUND

With any collection of character types, there is a natural inclination to contrast and compare them to see which one is 'better'. While some may have an advantage in certain areas, every Role and Archetype listed here has a solid chance of surviving any given adventure while contributing something unique to the game. Thus, no Role is better than any other when it comes to enjoying the

Lone Wolf Adventure Game. Play whatever type of Hero appeals to you and do not be afraid to try new things. You may find a new appreciation for an Archetype you have never considered before!

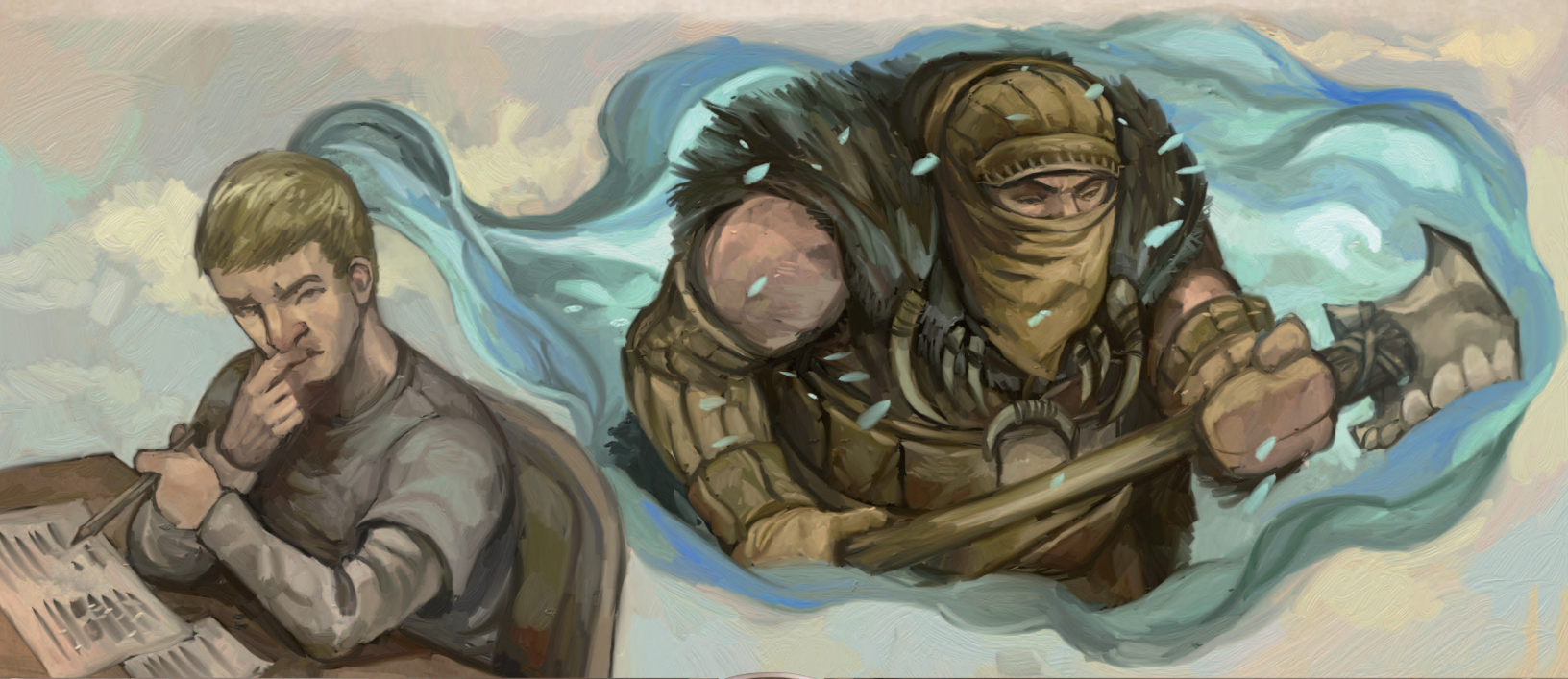
CHARACTER CREATION

Step by step instructions for creating a Hero using the rules for Roles are found here. Additional rules for creating Archetype characters can be found on page 99. The following section explains the steps of character creation in more detail.

CHARACTERISTICS

In *The Lone Wolf Adventure Game*, your character is defined by two characteristics: COMBAT SKILL and ENDURANCE. Each characteristic has a number associated with it. This tells everybody how good your character is at using that characteristic. The higher the number, the better!

- COMBAT SKILL is a measure of your character's ability in fighting situations. ENDURANCE is a measure of how tough your character is. WILLPOWER is a measure of your character's mental fortitude.
- COMBAT SKILL will not change very often, while ENDURANCE can go up and down quite a lot, depending on how many battles you fight and how many other dangers you face. For some heroes, WILLPOWER will go up and down a lot as they use their preternatural powers; for other heroes, it will only change rarely.



- To find out what your hero's characteristics are, refer to the section in your chosen Role or Archetype.

ABILITIES

Each Hero of Magnamund has access to a different set of special abilities, unique to their own culture and training. You can find out more about these abilities under the various Roles and Archetypes. Your character typically starts play with 5 of these abilities.

STARTING EQUIPMENT

Your character starts off with a variety of arms, armour and other pieces of equipment, but exactly what their inventory entails depends on their Role and Archetype – see the relevant section to see what you begin play with.

HOW TO CARRY AND USE YOUR EQUIPMENT

Weapons

If you find a weapon during your adventures, you may pick it up and use it. You may only use 1 weapon at a time in combat.

- You can only carry 2 weapons at any time. Most weapons are carried either sheathed or tucked into your belt and are marked in the Weapon section of your Action Chart.

Backpack Items

During your travels you will discover various useful items that you may wish to keep.

- You can only carry 8 items in your backpack at once.

If you ever lose your backpack, you automatically lose all of the items it contains. You will be unable to pick up and keep any new backpack items until you acquire a new backpack. You may exchange or discard items at any point when you are not involved in combat.

Special Items

Each Special Item has a particular purpose or effect. This may be explained when the item is first discovered or the Narrator may reveal it to you later in the adventure.

- You can carry up to 12 Special Items. Write them down in the Special Items section of your Action Chart.

Gold Crowns

The currency of Sommerlund is the Gold Crown, which is a small gold coin. Gold Crowns can be used on your adventures to pay for transport, food or even as a bribe. Some of the creatures that you may encounter will possess Gold Crowns or you may discover them while searching.

Any Gold Crowns that you acquire should be added to the number in your belt pouch. The maximum number you can carry in your belt pouch is 50.

Food

While on an adventure you will need to eat each day – the Narrator will periodically instruct you to cross off a Meal from your Action Chart. If you do not have any food when you are instructed to eat a Meal, you lose 3 ENDURANCE points.

SPECIAL BONUS

Each Hero has a special knack, something that sets their Role apart from every other. In *The Lone Wolf Adventure Game*, this knack is represented by that Role's Special Bonus. Each Role has a name for their Special Bonus, such as the Border Ranger's Warden's wisdom. All Archetypes have the same Special Bonus - Adventurer. Generating and keeping track of this remains the same across every sort of Hero. These rules are as follows.

All Heroes begin with 1 point in the Special Bonus. Heroes receive an additional point if they have:

- A starting COMBAT SKILL of 13 or less.
- A starting ENDURANCE of 23 or less.
- A starting WILLPOWER of 13 or less.

This total is a given Hero's starting value in his or her Special Bonus. There are other rules regarding the Special Bonus, such as when points of it are recovered and how additional points might be earned during the game. These rules are given in the description for each Role and vary considerably.

TRAITS

Every Hero is unique in their own way; even if they share the same characteristics and abilities as another character, they each have their own personality quirks and abilities to distinguish them. In *The Lone Wolf Adventure Game*, this is represented by traits.

Traits round out your character, giving you more options for personalizing your abilities and providing 'handles' for role playing. Each one is accompanied by a description and a benefit, a game effect that will grant your character some advantage for possessing that trait.

- You start the game with 2 traits.
- You gain additional traits as you advance in Rank. At Rank 6 and Rank 8 you may choose a new trait.

Unless specified otherwise, you may only select each trait once. Traits are divided into three categories – Physical, Mental and Special – to help you narrow down which one you want to pick.



TRAITS AND CHARACTER DEVELOPMENT

Traits are a great way for giving you ideas as to how to roleplay your Hero, adding details and description to your character that can help to bring them to life in the game. Consider how your Physical traits might be reflected in your character's physical description. An athletic Buccaneer of Shadaki might be lean and lithe while a Diehard one may be stocky, grizzled and covered in the scars of dozens of previous misadventures. Take a few moments to consider how your character's chosen traits have shaped them into what they are today.

Mental traits may not impact your character's physical appearance, but they might affect their personality. A Commanding Herbwarden of Bautar might act like a natural leader (no pun intended) and constantly take charge during times of peril. A Vigilant Herbwarden, on the other hand, could be the silent sort, never drawing attention to themselves except when danger threatens. Every trait suggests certain behaviours, though you should never feel bound to role play them if those tendencies do not appeal to you.

Just remember that your traits and how you choose to have them reflected in your character should always be helpful to the game. If your Imperious Herbwarden starts annoying your fellow Players rather than just their characters, you might want to tone it down a bit.

PHYSICAL TRAITS

Physical traits reflect gifts and aptitudes that may come either from birth or through dedicated exercise and training. They are physical abilities that can play a role during adventures but are unrelated to your abilities.

This section reprints and expands the traits list from The Lone Wolf Adventure Game. New traits are italicised in the list below. With your Narrator's permission, Kai Lords may have access to these new traits too.

- | | |
|------------------|------------------|
| • <i>Agile</i> | • Ironskin |
| • Ambidextrous | • <i>Massive</i> |
| • Athletic | • Nimble |
| • Brawny | • Quick |
| • Diehard | • <i>Savage</i> |
| • <i>Fleet</i> | • Striking |
| • Hardy | • Tireless |
| • <i>Healthy</i> | |

Agile

You are aware of your body and motion at all times, regardless of your surroundings and circumstances. As such, you react to danger much faster than others, sometimes without even realising. If you pick this trait, write 'Agile' on your Action Chart.

Benefit: At the beginning of combat, you may choose a random number and divide the result in half, rounding up (for a value from 1 to 5). This becomes a bonus to your place in the Order of Battle.

You also gain a +1 bonus to any tests made to avoid traps and pitfalls.

Special: If you also have the Quick trait, you cannot be surprised unless the Narrator specifically decides you could have no warning of any danger.

Ambidextrous

You can use both hands with equal skill, both in combat and in normal activity. You might be able to do impressive tricks like writing different things with each hand at the same time or you may have rigorously trained to fight with a pair of weapons. If you pick this trait, write 'Ambidextrous' on your Action Chart.

Benefit: Normally, when you fight with a weapon in each hand, you gain a +1 bonus to your COMBAT SKILL. If you have the Ambidextrous trait, you gain a +3 bonus to your COMBAT SKILL instead.

Special: You may choose Ambidextrous up to 3 times.

The second time you take this trait, you gain a +2 bonus to your Defence when you fight with a weapon in each hand.

The third time you take this trait, you gain a special technique called 'Second Strike'. See page 39 of the *Book of Kai Wisdom* for more details on this technique.

Athletic

You have a natural aptitude for physical activity. This gift lends itself well to athletic endeavours like jumping, climbing and swimming. Being athletic often leads to a competitive streak and an impulse to constantly improve one's physique. If you pick this trait, write 'Athletic' on your Action Chart.

Benefits: Whenever you make a test for a non-combat physical action such as climbing, leaping or other sports-like activity, you gain a +1 bonus.

You also gain a permanent +1 bonus to your ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

Brawny

You are physically powerful and possess great strength. This prowess allows you to perform feats of strength that others would struggle to duplicate. Your physique likely mirrors your might,

resulting in large muscles. If you pick this trait, write 'Brawny' on your Action Chart.

Benefits: Whenever you attempt an action that would benefit from physical strength, such as breaking free of bonds or forcing open a door, you gain a +1 bonus to the test.

You also gain a +1 bonus to your COMBAT SKILL when wielding a single weapon with both hands.

Diehard

You can withstand incredible punishment without falling. You shrug off most diseases and you can eat things most people would fall ill at the thought of trying. Your gift might be a rapid ability to heal or a deadened sense of pain but regardless of its source, in the game of survival, you reign supreme. If you pick this trait, write 'Diehard' on your Action Chart.

Benefits: You gain a permanent +2 bonus to ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

In addition, whenever a disease or poison would reduce your COMBAT SKILL or WILLPOWER, you only take half as much damage, rounded down. This reduction includes the penalties caused by consuming alcohol.

Fleet

You can run very fast, with motions precise enough to maintain your balance and awareness even during the most distracting of conditions. While this ability is certainly a benefit during a foot race, it has other applications in the heat of battle. If you pick this trait, write 'Fleet' on your Action Chart.

Benefit: When you move in combat, you may forgo your ability to take a physical action to advance an extra range level. This means you can run from Far to Close range in a single turn. If you move from Long to Melee range, you may engage an opponent as normal. If you use your Fleet trait to run from Close to Melee range, you may engage and perform an Exchange just as if you used the Charge technique. This does not cost WILLPOWER.

Special: If you have the ability to use techniques, you may use the Fleet trait and Charge (paying 1 WILLPOWER as normal) from Close Range into Melee. If you do this, you gain a +2 bonus to your COMBAT SKILL for that Exchange only.

Hardy

Tough and enduring, you have a singular ability to weather adversity. Your hardy nature allows you to constantly endure the worst conditions that nature can throw at you. If you pick this trait, write 'Hardy' on your Action Chart.

Benefits: You gain a permanent +2 bonus to ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

You automatically succeed at ENDURANCE tests brought on by weather or privation. Your resistance to suffering means you only lose 2 END when missing a meal, instead of 3 END.

Healthy

You are a very fit individual, with an ability to recover from wounds and illness that ensures you rarely suffer from any set-backs for long. While you may not be any more enduring than other folk, you return to good health much faster than most. If you pick this trait, write 'Healthy' on your Action Chart.

Benefit: You gain a +1 bonus to the amount of ENDURANCE healing you receive from any source, from Laumspur to medical care.

You also gain a +1 bonus when taking any test to resist the effects of poisons and diseases.

Ironskin

In a hailstorm of arrows, you are the target that only gets nicked. Normal wounds barely faze you and serious injuries only drag you down if you leave them unattended. You may have very thick, weathered skin or physical conditioning that lets you ignore injuries better than others. If you pick this trait, write 'Ironskin' on your Action Chart.

Benefits: You gain a permanent +1 bonus to your Defence. Write this in the Defence section of your Action Chart.

When you heal yourself, you regain 1 additional ENDURANCE point each time.

When you are the subject of someone else's attempt to heal you, they receive a +1 bonus to their test to do so.

Special: You may take this trait up to 2 times. The second time you take this trait, your bonus to Defence increases to +2 bonus; you regain 2 additional ENDURANCE instead of 1 each time you heal yourself; and others receive a +3 bonus to their tests to heal you instead of +1.

Massive

You are physically huge, easily one of the tallest or broadest members of your race. This size comes with some drawbacks, such as trying to use facilities sized for smaller people or when shopping for clothes and armour, but you also gain all the benefits that come with being huge.



Benefit: You automatically have the maximum ENDURANCE score for your Role or Archetype. If you already generated the maximum score before choosing this trait, you gain a permanent +2 bonus to ENDURANCE. You also inflict +1 ENDURANCE damage to an opponent any time you inflict damage in melee combat. (This bonus does not apply if you do not inflict at least 1 point of damage on the Combat Results Table.)

Special: You may not select the Nimble or Quick traits. You also pay 50% more for clothing and armour worn on the head or body. Found gear of these sorts has a 50% chance of not being able to fit you. Pick a random number for each item found in this way: on a 0-4, the piece of gear is too small.

Nimble

There is no space you cannot squeeze through and no ledge you cannot balance upon. You are dexterous beyond the scope of most others and when you move, there is an undeniable agility. Such grace might lead you to rarely remain motionless for long. If you pick this trait, write 'Nimble' on your Action Chart.

Benefits: You gain a +1 bonus to all tests involving acrobatic motion, including attempting to move quietly or hide.

You also gain a +1 bonus to COMBAT SKILL checks made to perform combat techniques (see the *Book of Kai Wisdom* for more about combat techniques).

Quick

You have excellent reflexes and your reaction times are second to none. Your coordination is very impressive and you can use this to your advantage, moving fast enough to cover a lot of ground in a hurry. A more athletic companion might beat you in a cross-country race but no one outruns you in a straight sprint. If you pick this trait, write 'Quick' on your Action Chart.

Benefits: You gain a +1 bonus to COMBAT SKILL when using a ranged weapon.

You also go first in any combat situation in which you are free to act and have not been surprised by your opponents. If multiple combatants have the Quick trait, the Narrator determines an Initiative order for them separately and resolve their actions before proceeding to the rest of the combat.

Savage

You have a feral side, a physical response to injury that makes you very dangerous in battle. The more you are hurt, the less you feel it and the more driven you become. While this savagery is not the pure rage of a berserker, you do still channel your pain in vicious ways. If you pick this trait, write 'Savage' on your Action Chart.

Benefit: Whenever you take ENDURANCE damage in combat, you gain a +1 bonus to COMBAT SKILL for your next Exchange.

If you are reduced to 5 ENDURANCE or less, you gain +2 COMBAT SKILL for the rest of the battle.

Healing has no effect on these bonuses, unless you are fully healed. As soon as you leave combat or the battle ends, you lose the bonuses until you are freshly injured in a subsequent combat.

Striking

Either by accident of birth or careful work through your whole life, you are physically attractive to a notable degree. While you may not intentionally use your good looks to your advantage, they always have an effect on others.

Usually this effect is a good one, but occasionally, it might just make things awkward or complicated. If you pick this trait, write 'Striking' on your Action Chart.

Benefits: Your attractiveness makes others more receptive to you, granting you a +1 bonus to WILLPOWER tests made to sway opinions or influence people's behaviour.

You automatically succeed at your first test each adventure made to haggle for better prices or services.

Some creatures and cultures might not be susceptible to this trait, as their definition of beauty may vary greatly from yours – the Narrator will tell you when this is the case.

Tireless

You rarely sleep and when you do, it is not for long. You just seem to be able to keep going long after others have dropped from exhaustion. This makes you a perfect choice to remain on watch when camping. You always seem to go the extra mile, just because you can. If you pick this trait, write 'Tireless' on your Action Chart.

Benefits: You gain a permanent +1 bonus to ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

You only need 4 hours of sleep a night to remain refreshed. You may skip a Meal the first time one is called for during an adventure.

You automatically succeed at ENDURANCE tests brought on by exhaustion.

MENTAL TRAITS

Mental traits are tricks of the mind and abilities that can serve a Hero well, although they are not psychic talents in their own right.



They can make mental abilities more powerful and influence skills and other aspects of play.

- *Aristocratic*
- Commanding
- Dedication
- Erudite
- Ferocious
- *Germane*
- Insightful
- *Inspiring*
- Judicious
- Keen Senses
- Linguist
- *Militant*
- Sharp Wit
- *Sympathetic*
- Vigilant

Aristocratic

You are either high-born in your society or have aspirations to be treated as such. In either case, you have a demeanour of social superiority, refined tastes, and a personality to match them both. Some may be turned away by your 'effete' nature, but most react to you as if you are the nobleperson you project. If you pick this trait, write 'Aristocratic' on your Action Chart.

Benefit: Whenever you are dealing with the nobility, high society or people who aspire to such, you are treated like an acquaintance and can expect polite behaviour. This translates to a +1 bonus on all tests made in such company. This bonus stacks with Commanding in appropriate situations.

Special: Aristocratic and Germane are not mutually exclusive. A Hero can possess both traits but may not benefit from them both at the same time.

Commanding

You have a powerful voice and a strong bearing, talents that serve you well when trying to lead others and keep the peace. When you speak, people listen. When you act, your peers tend to join in your endeavours. If you pick this trait, write 'Commanding' on your Action Chart.

Benefits: You gain a +1 bonus to WILLPOWER test made to influence others.

In combat, you may spend 2 WILLPOWER points to provide every ally capable of seeing and hearing you with a +1 bonus to their next attack or technique test.

Dedication

You are extremely devoted and faithful to a cause or creed. This focus in your life is obvious to others and speaks well for your character. You derive a lot of inner strength from your cause and can accomplish amazing feats in its pursuit. If you pick this trait, write 'Dedication' on your Action Chart.

Benefits: You gain a permanent +1 bonus to WILLPOWER.

You can automatically succeed at one WILLPOWER test each adventure so long as the test is related to your cause. Your Narrator is the final arbiter on what tests qualify for this ability.

Erudite

You are well-learned and have spent a great deal of time in your studies. You know a great deal about a great many things and while you may not be a specialist in any specific topic, you usually understand the basics of any subject that may come up. If you pick this trait, write 'Erudite' on your Action Chart.

Benefits: You gain a +1 bonus to all WILLPOWER tests made to remember facts, decipher puzzles or interpret information.

When you pick this trait, you gain an additional skill for free. Write this skill on your Action Chart.

Special: You may take this trait up to 3 times. Each time, the WILLPOWER bonus increases by 1 and you gain a new skill for free.

Ferocious

You have a savage, primal nature that is never far from the surface when you are otherwise at peace. Meditation and emotional control has tempered you enough to act in harmony with others most of the time, but you still find you are distressingly quick to anger. If you pick this trait, write 'Ferocious' on your Action Chart.

Benefits: In combat you may spend 1 ENDURANCE point to increase your COMBAT SKILL by +2 for one round. You can use this ability as many times in a single battle as your Rank, but you may still only use it once per round.

In addition, animals sense your feral side and you gain a +1 bonus to WILLPOWER tests when trying to scare them off.

Germane

You are either low-born or you can empathise with their social plight. Your unassuming nature usually puts serfs, peasants and other common folk at ease, making them more inclined to treat you well. If you pick this trait, write 'Germane' on your Action Chart.

Benefit: Whenever you are dealing with the lower classes, from peasants to common militia, you are treated like an acquaintance and can expect polite behaviour. This translates to a +1 bonus on all tests made in such company. This bonus stacks with Commanding in appropriate situations.

Special: Aristocratic and Germane are not necessarily mutually exclusive. A Hero can possess both traits but may not benefit from them both at the same time.



Insightful

Others may leap wildly to conclusions but you have a gift for jumping very accurately into them. When you make a guess, you tend to be right and when you seek insight, you almost always find it. This may be a minor psychic gift or the result of subconscious deductive skills in action. If you pick this trait, write 'Insightful' on your Action Chart.

Benefit: When you have to solve a riddle or puzzle and have no idea what the answer might be, you may make a Luck test. Success reveals the answer to you.

When using the Investigate skill, you gain a +1 bonus to Willpower tests.

Inspiring

Your presence encourages your companions to fight harder, focus better and aspire to greater acts of heroism. You may not be a leader but you have a special bond with your friends and when you are with them, you are all better together than you are apart. If you pick this trait, write 'Inspiring' on your Action Chart.

Benefit: You gain 1 point of Inspiration. At Ranks 7 and 10 you receive an additional point. You may spend Inspiration at any time, even if it is not your turn, to affect any one ally that can see and hear you. When you do, that ally immediately gets the benefit of having spent a point of their own Special Bonus, a point of yours, OR healed +5 ENDURANCE points. The ally may choose the effect.

Spent points of Inspiration are replenished at the start of each new adventure. The Narrator may allow for them to be recovered during play, typically after great victories or long periods of travel.

Special: You may not benefit from your own Inspiration.

Judicious

Through calm, wise counsel, you have developed a reputation for being even-minded and fair. Your skills are well suited to the life of a judge or ambassador, roles your peers likely already ascribe to you. If you pick this trait, write 'Judicious' on your Action Chart.

Benefit: When you try to influence others, you automatically succeed on your first test so long as none of your intended subjects are hostile towards you. Once you succeed in swaying an audience, they do not receive any chance to overcome your influence so long as you and your allies do NOT act against them.

Keen Senses

One or more of your senses is extremely sharp, allowing you to glean far more information from your surroundings than most receive. Some stimuli may affect you more harshly because of your

acuity but, in general, this trait is a gift far more often than a curse. If you pick this trait, write 'Keen Senses' on your Action Chart.

Benefit: You receive a +1 bonus to all tests made when trying to gather information with your five basic senses. This includes tests using the Tracking discipline and similar abilities. This bonus only stacks with other traits when your Narrator agrees that Keen Senses would help you learn more.

Special: Whenever you suffer ENDURANCE damage from an environmental effect that assaults your senses, such as a piercing noise or noxious gas, you lose an additional point of damage each time.

Linguist

Languages are a passion of yours and you learn them at an astonishing rate. The intricacies of communication may be an obsession or you might just have a natural gift for them. In either case, your ability to understand foreign tongues will serve you well on your adventures. If you pick this trait, write 'Linguist' on your Action Chart.

Benefit: Normally, you begin the game speaking your native tongue and one other language. For Kai Lords, this language is typically Giak. If you pick the Linguist trait you start the game speaking your native tongue and two other languages (typically Giak and one more), chosen from the list of Magnamund Languages found on page 88 of the *Book of Kai Wisdom*.

You also get to choose an additional language at Ranks 6, 8 and 10.

Militant

You have a gift for the art of warfare. This may be a natural talent or something gained through long years of combat training. While you may not actually be a soldier, you possess a warrior's spirit and when conflict comes, you are always ready to face it with bravery and sound fighting tactics. If you pick this trait, write 'Militant' on your Action Chart.

Benefit: You gain a +1 bonus to Combat Skill. If you enter battle with allies (at least two other Heroes or a Companion animal), you gain an additional +1 bonus to COMBAT SKILL for the duration of that encounter.

In addition, you start play with a sword and it does not count towards your maximum number of weapons.

Special: The Narrator may change what weapon you may carry to something more culturally appropriate for your homeland or Role. For example, a Militant Dwarven Gunner of Bor might be allowed to freely carry a Bor Musket instead of a sword.



Sharp Wit

You are possessed of a singular cunning and a wry, some might say acerbic, intellect. Extremely astute, you can cut through any distractions or resistance like a keen blade. This trait may leave you in some socially awkward situations as it brings with it a tendency to be very direct. If you pick this trait, write 'Sharp Wit' on your Action Chart.

Benefit: You gain a +1 bonus to all WILLPOWER-based skill tests.

If your Hero is a Kai Lord and possesses the Mindblast Discipline, you may spend 1 point of WILLPOWER to increase the bonus to COMBAT SKILL from +2 to +3 for the current round of combat.

Sympathetic

You are a very caring person, concerned for the well being of others to such a degree that when they suffer, you suffer. This empathy can be used against you but it usually serves as a benefit, making you an excellent healer and caregiver. If you pick this trait, write 'Sympathetic' on your Action Chart.

Benefit: You gain the Medicine skill for free. If you already have the Medicine skill, you gain a +1 on all tests when using it.

Whenever you fail a test involving healing or trying to calm someone, you may spend 1 point of WILLPOWER to re-take that test. You must accept the result of this second test.

Vigilant

Almost nothing surprises you and, even when it does, you are never completely caught off-guard. Your mind may not be the brightest sword on the rack but it is always drawn and ready. Your constant alertness can lead you to become a bit paranoid but, when trouble arrives, you will be prepared. If you pick this trait, write 'Vigilant' on your Action Chart.

Benefits: You get a +1 bonus to WILLPOWER tests taken to spot ambushes, avoid traps and notice hidden dangers of all sorts.

In a surprise round, you are never denied your ability to act unless you are bound or otherwise physically helpless. See page 31 of the *Book of Kai Wisdom* for more about surprise rounds. Normally, when you choose to Evade combat, you must fight a round of combat but inflict no ENDURANCE damage. If you have this trait, you instead inflict half ENDURANCE damage during an Evade round instead.

SPECIAL TRAITS

Special traits often echo an outside effect on the Hero who possesses them. These range from the attention of a greater power such as Kai Himself to some innate talent for magic. Unique sorts of heritage also qualify as Special traits.

- Background
- Destiny
- *Enlightened*
- Greenblooded
- Higher Mind
- *Lucky*
- Magical Soul
- *Mark of the Shianti*
- Night Owl
- Obligation
- *Old Blooded*
- Sensitive
- *Sunworthy*
- *Transcendent*
- Wild Bond

Background

Everyone is influenced by their homeland, the people and place from whence they came. You exemplify this by embodying a notable feature of your background. When people think of where you are from, they see you as an exemplar of your heritage. If you pick this trait, instead of writing 'Background' on your Action Chart, write down which Background you are from.

Benefit: You may choose one of the Background traits listed for your chosen Background (see page 88 in the *Book of Kai Wisdom*). While every Hero chooses a background, the only way to benefit from a Background's traits is through this Special trait.

Special: You may choose this trait more than once. Each time you do, you may select a Background trait you qualify to take.

Destiny

In the long scheme of history, you are destined to play an important part. You may become famous or your actions may be directly responsible for something of epic import. Heroes without this trait can certainly influence history and achieve great things but if you have a destiny, your legend – for good or ill – is assured. If you pick this trait, write 'Destiny' on your Action Chart. If you have discussed it with your Narrator, you might wish to make a note of your destiny in the Notes section too.

Benefit: Your Narrator will work with you to determine what your eventual fate might be and how you might achieve it. None of that is within your direct control, however.

You may re-test one failed Luck test once per adventure.

At Rank 10, you may choose to automatically succeed at the first Luck test that you fail each adventure.

Enlightened

Magnamund is on the brink of a scientific and cultural revolution, one that will see great advances in magic, technology and politics in a relatively short period of time. You are ahead of your time, someone well suited to the forthcoming Renaissance. If you pick this trait, write 'Enlightened' on your Action Chart.



BACKGROUND TRAITS

There are few adventurers who have not been shaped in some way by the land 'from whence they came, carrying with them the characteristics and traditions of their homeland. In *The Lone Wolf Adventure Game* this is represented by the Background Trait.

While this trait is optional for any character, heroes made using the Archetype rules (see pg. 100) must take this trait. Several Backgrounds are provided below: more will be included in future supplements.

Cold Blooded (Kalte): You have become inured to cold and ravaging winds, enabling you to comfortably exist in any extreme cold weather. Though you may not be particularly comfortable in warm temperatures, you suffer no damage while you are in such climes.

Benefit: You cannot fail tests taken to avoid penalties or ENDURANCE loss from natural cold or stormy weather. Your slow-burning metabolism also means you only lose 1 of END from missing a Meal.

Cultural Focus (Durenor): Your people have a reputation for honour, etiquette and good heritage. You are an exemplar of your culture and it shows in all your social interactions.

Benefit: You may take the Influence skill for free (giving you a +1 bonus), if you do not already have it. However, this bonus will not improve as you advance in levels. Once per adventure, whenever you fail an Influence test of any kind, you may take a Luck test. If this succeeds, the Influence test succeeds as well.

Even Keel (Shadaki): After their long, tumultuous history and present circumstances, the people of Shadaki are not easily intimidated nor fooled. For them, indifference and calm have become survival traits, at least until blades are unsheathed and things get unpleasant.

Benefit: Whenever a skill, non-magical ability, or Combat Technique prompts you to have an emotional response or take an action against your wishes, you can spend 1 WILLPOWER point to ignore the effect. This Trait offers no defence against spells, Mindforce or other supernatural forces.

Noble Born (Sommerlund): You are the child of a noble house of Sommerlund. Born into wealth and privilege, you have both the advantage of high birth and the aspirations that come with your station.

Benefit: You possess a fine home in one of the four major cities of Sommerlund – Holmgard, Tyso, Anskavern or Toran – or an estate elsewhere in the realm. This is your family home and is likely to be occupied by others in your family, but you and your guests are always welcome here and may stay free of charge. You always have 100 Gold Crowns you can draw upon in this house, an amount that replenishes once every year upon the anniversary of your birthday.

Special: Your family is important and well placed in high society. You are held to a very high standard when dealing with them and your behaviour in public reflects directly upon them. If you act poorly or disgracefully, you can lose the benefits of this Trait until you redeem your actions.

Merchant Born (Sommerlund): Though the law in Sommerlund states that all citizens must have a lord, there is a thriving and numerous middle class that (e.g. Guildsmen) exists quite well without anything more than basic fealty to the noble class. You were born into this social class and its freedoms and entrepreneurial spirit are deeply embedded in your character.

Benefit: You have a connection to the citizenry of Sommerlund, one that your further life and training have not completely severed. Whenever you take an Influence test to interact with merchants, craftsmen, and other middle class citizens of your homeland, the Target Value of the test is always -1 to its original difficulty. In addition, your ease and empathy in handling merchants and traders means you always pay 2 Gold Crowns less (to a minimum of 1 Gold Crown) for services and goods bought in Sommerlund.

Night Fang (Telchos): In the language of the Telchoi people, a 'night fang' is any small, swift creature that attacks in the dark and slips away before one can strike back. To be called a night fang is both a blessing and a curse, as it acknowledges your ability to fight and survive but it also chafes at your culture's warrior traditions.

Benefit: In any round of combat in which both you and your opponent would suffer ENDURANCE damage after all Defence and other abilities have been taken into account, you can spend 2 points of WILLPOWER to negate damage to you both. In any round following the one in which you have used this trait, you can spend an additional 1 point of WILLPOWER to Evade combat (if Evasion is possible) without suffering a free attack from your opponent.

Sell Sword (Stornlands): In a nation of pragmatists, you stand out as being exceptionally realistic about your worth, your efforts, and how much you deserve to be rewarded for both. You are

skilled at earning your keep and when it comes time to be paid for your services, you always make doubly sure that you are never shortchanged.

Benefit: You receive a +1 bonus to COMBAT SCORE whenever you are operating for hire or under the terms of a fair contract or a promise of bounty. The Narrator is the final arbiter over when this bonus applies.

Serf Born (Sommerlund): While the plight of the peasant class of Sommerlund is better than it is in most other nations, a serf's life is still a hard one. The shadow of those struggles still hangs over you even though you escaped that life to become a hero.

Benefit: You work harder and longer than anyone else you know, resulting in a permanent +1 bonus to your ENDURANCE score. You still have the bearing and demeanour of your serf parentage, something that may attract ridicule from your better-placed travelling companions. Even so, when dealing with the

peasantry or slaves of any nation, your common bond lets you re-test any failed Influence test with them. You must abide by the result of the re-test.

Waster (Wildlands): Though you likely do not live there now, you spent a significant part of your early years in the Wildlands. The scars, both physical and mental, of the Wildlands will be with you forever.

Benefit: Your ability to survive is remarkable. You gain an additional +1 bonus to all Survival tests.

Special: The first time you are reduced to 0 ENDURANCE, you remain conscious and alive at 1 ENDURANCE and can Evade the current situation even if you would not normally be allowed to do so (the Narrator will need to determine how this occurs). Once this trait saves your life, this benefit will no longer apply. You will still retain the +1 bonus to Survival Tests.

Benefit: You have a different way of approaching problems, one that often produces unexpected benefits. Whenever you fail a Skill Test, you may try again with no bonuses at all. If this re-test succeeds, you manage to accomplish what you were trying in some wholly unexpected way.

Special: Once you succeed on an Enlightened re-test, you may not benefit from this trait again until you have rested for at least two hours.

Greenblooded

You are at home in the forest like a true child of nature. Whether you were born and raised in sylvan settings or just have an innate sympathy for the wilds, you are at your best when you are far from the confines of civilisation. If you pick this trait, write 'Greenblooded' on your Action Chart.

Benefits: Whenever you adventure outdoors and outside the bounds of cities, towns or other structures, you gain a +1 to all WILLPOWER tests. You gain 3 ENDURANCE points for each full night you spend resting in such conditions. Like any healing, this cannot take you over your total.

Special: This gift comes with a penalty. You are uncomfortable in urban settings. Whenever you find yourself in a city, town, or other settlement, you suffer a -1 penalty to all your WILLPOWER tests. This penalty does not apply while you are within the grounds of the Kai Monastery and your Narrator may determine that some settlements are small or sylvan enough to evade the penalty as well.

Higher Mind

You have an undeveloped ability to use Mindforce. Only years of studious practice will likely develop this innate psychic ability to its full potential, but you have some aptitude for wielding it in its raw, untrained state. If you pick this trait, write 'Higher Mind' on your Action Chart.

Benefit: At Rank 5, you may choose to have either a Mental Lash or a Thought Barrier. Mental Lash adds +1 to your Combat Skill for one round at a cost of 1 WILLPOWER. This only applies against enemies that are vulnerable to Mindblast. Thought Barrier gives you protection against Mindblast and similar psychic attacks, but every time you call upon it you must pay 1 WILLPOWER. At Rank 8, you will acquire both Mental Lash and Thought Barrier. The cost of using them remains unchanged.

Lucky

Perhaps you were born under a special star or received a gypsy boon after a run-in with a wandering caravan. Regardless of how you became one of Lady Luck's chosen favourites, you are undeniably fortunate. Someday your luck may run out, but until it does there are adventures to be had! If you pick this trait, write 'Lucky' on your Action Chart.

Benefit: At the beginning of every new scenario, you may pick a random number. This gives you a Lucky 'pool' of between 0 to 9 points (0=10). You may add any number of these points to any test you wish, each one providing a +1 bonus to the total. Each point can only be spent once. If you have the ability to take re-tests, any



Lucky points you spent on the original test are applied to the re-test as well. Your Lucky pool only replenishes at the beginning of each new adventure.

Special: You may take this trait multiple times. Each time, you add another random number to your Lucky pool total.

Magical Soul

Somewhere in your lineage, your bloodline gained a gift for magic. Though your studies may be focused elsewhere, this gift exists within you. While it does not allow you to wield magic without formal training, you are very sensitive to its effects and presence. If you pick this trait, write 'Magical Soul' on your Action Chart.

Benefit: You can sense magical effects and items close to your person. You may make a WILLPOWER test to try and determine if there is a magic item or active magic effect nearby. If you are touching the object or are in an area affected by magic, you gain a +2 bonus to this test. You always gain a +1 bonus to ENDURANCE or WILLPOWER tests made to resist the effects of magic.

Mark of the Shianti

For some reason, your life has been touched by the mysterious Shianti in some way. You will certainly benefit from this association, but be warned: the Shianti have powerful enemies, the kind that will hunt you down and attempt to kill you for bearing their Mark. If you pick this trait, write 'Mark of the Shianti' on your Action Chart.

Benefit: This trait confers an actual Mark, some physical change that brands you with the light of ancient souls. What form this Mark takes is up to you and the Narrator to decide, but is commonly expressed as a pale streak in your hair, softly glowing eyes or a luminous tattoo somewhere that is normally visible. Bearing the Mark of the Shianti gives you a permanent +2 bonus to WILLPOWER.

Special: The danger of this trait is very real. The Narrator will likely incorporate the enemies of the Shianti (not the least of which are the servants of Shasarak the Wytch-king of Shadaki) into future adventures. Consider yourself warned!

Night Owl

You are a nocturnal creature, more awake and aware at night than at any other time. While you are not particularly sluggish during the day, you much prefer to travel and adventure at night when you have the advantage. If you pick this trait, write 'Night Owl' on your Action Chart.

Benefit: Choose either COMBAT SKILL or WILLPOWER to gain a +1 bonus to so long as you are underground, or above ground at night-time. You also possess excellent night vision, being able to see well in any normal darkness.

Special: You may pick this trait twice. The second time you take this trait, choose either COMBAT SKILL or WILLPOWER. If you choose the same characteristic you picked when you first took this trait, the bonus increases to +2 but you suffer a -1 penalty during the daytime.

Obligation

Most heroes are free to devote themselves entirely to the pursuit of adventure and the perpetration of goodly deeds. However, you have a commitment to something more, something beyond the scope of your Role or Archetype. This commitment may be to a marriage, your parents or a lone parent, mandatory service in your homeland's military, fealty to a liege lord, or a Bloodwite - an amercement that is payable to your king, lord, or other superior in compensation for a breach of his peace. You and your Narrator should decide the precise nature of your Obligation and how it will affect the way you play the game. If you pick this trait, write 'Obligation' on your Action Chart and put down in your Notes section the exact nature of your obligation.

Benefit: While some Obligations may complicate your life, they can have some benefits. You may choose one additional starting item from the given list in recognition of your life experience and resources. Your Narrator can permit you to accrue other bonuses upon the successful completion of missions and quests.

Old Blooded

There are many old races that once lived on Magnamund but have been lost to the ages. While they may be extinct, not all of their descendants have vanished with them. You have some trace of their blood in your veins and, with it, their legacy. If you pick this trait, write 'Old Blooded' on your Action Chart.

Special: The Old Races were widely varied, but one thing holds true with all of them: they were exceptionally enduring and long lived. Your natural lifespan is doubled as a result of your Old Blood and you gain a permanent +1 bonus to ENDURANCE.

Savant

You have an exceptional level of ability with a single skill, a mastery that even experts in this field would consider impressive. Your great skill may well have shaped your whole life, as someone with your gift is usually given many opportunities to develop it. If you pick this trait, write 'Savant' on your Action Chart.

Benefit: Choose any one skill or Discipline you possess and write it next to 'Savant' on your Action Chart. Once per adventure, you can automatically succeed at a test made with this skill or Discipline. You also gain a +1 bonus to tests made for that skill or Discipline.

Whenever you have the option to advance the skill or Discipline, you must take it.



Sun-Blessed

Kai's sight has been upon you since birth, foretelling a great destiny ahead, be that a grand life or a glorious death. Unlike others who might be fated to a grand destiny, your life is lived directly in the light of the Sun and His attention is with you always. If you pick this trait, write 'Sun-Blessed' on your Action Chart.

Benefit: Whenever you spend WILLPOWER for a re-test, you can choose a 7 rather than generate a random number as normal.

Special: Heroes who are Sun-Blessed tend to attract a lot of attention from their peers. Some will admire their grace, while others may be jealous or resentful. Despite their great advantage, Sun-Blessed Heroes may well come to regard their blessing as a curse instead.

Sunworthy

For you, the expression 'rise and shine' is a way of life. You are more active in the daylight, more self-assured and generally more capable. You might have a fear of the dark or you may just find the night to be a little tiring. Either way, when the sun is up, so are you. If you pick this trait, write 'Sunworthy' on your Action Chart.

Benefit: Choose either COMBAT SKILL or WILLPOWER. You gain a permanent +1 bonus to this characteristic, but only between the hours of sunrise and sunset. You also lose this bonus if you are underground and cannot see sunlight. You also possess excellent light vision and cannot be blinded by flash effects of any kind.

Special: You may take this trait twice. If you do, you may choose the other characteristic or you may select the same one again. If you choose the same one twice, your bonus doubles to +2 but you suffer a -1 penalty at night or underground.

Sunworthy and Night Owl are mutually exclusive; a Hero may not select them both.

Transcendent

Higher powers have been watching over you since birth, foretelling a great destiny ahead, be that a grand life or a glorious death. Your life is lived directly in the light of the Divine and this exalted attention is with you always.

Benefit: Whenever you spend your Special Bonus to make or effect a test, you can choose a 7 rather than generate a number as normal.

Special: Heroes who are Transcendent tend to attract a lot of attention from their peers. Some will admire their gifts, while others will be jealous or resentful. Despite their great advantage, Transcendent Heroes may well come to regard their blessing as a curse instead.

SKILLS

Skills are important to the Heroes of Magnamund, especially those with no magical abilities to depend upon. The vast majority of the people of Magnamund are mundane. They live and die according to their own skills and whatever they can accomplish. They tend to achieve by the virtue of hard work alone. If a Hero wants to interact with the people and places of Magnamund, they are going to have to learn a few skills. These are talents and knowledge of the mundane world, everything from how to bake bread to how to hide effectively.

- You begin play with 2 skills rated at +1, chosen from the list below.
- At Rank 7 and Rank 9 you gain a new skill. Your Narrator may require you to choose this skill based on something you have done during play or might feasibly receive training in as part of your adventures.
- A skill provides a +1 bonus to all tests made with it – when you pick a new skill, write +1 next to it on your Action Chart.

The list below is reprinted from *The Lone Wolf Adventure Game*. While there are no new skills listed here, their functionality has been expanded in some cases. As before, you may use these more broadly defined skills in conjunction with Kai Lords if your Narrator permits.

If a skill is listed as 'Tools Required', this means a Hero needs at least a minimum-quality set of appropriate tools to use the skill properly. It is possible to use a skill of this nature without tools on hand but all tests are made at -2. The Narrator may rule that some tasks cannot be attempted without tools, such as picking a difficult lock with Tinkering when you are empty handed.

- You receive a standard set of tools for the skills you choose at Rank 5 – write them on your Action Chart if indicated. You must purchase or acquire tool sets for skills you gain afterwards.

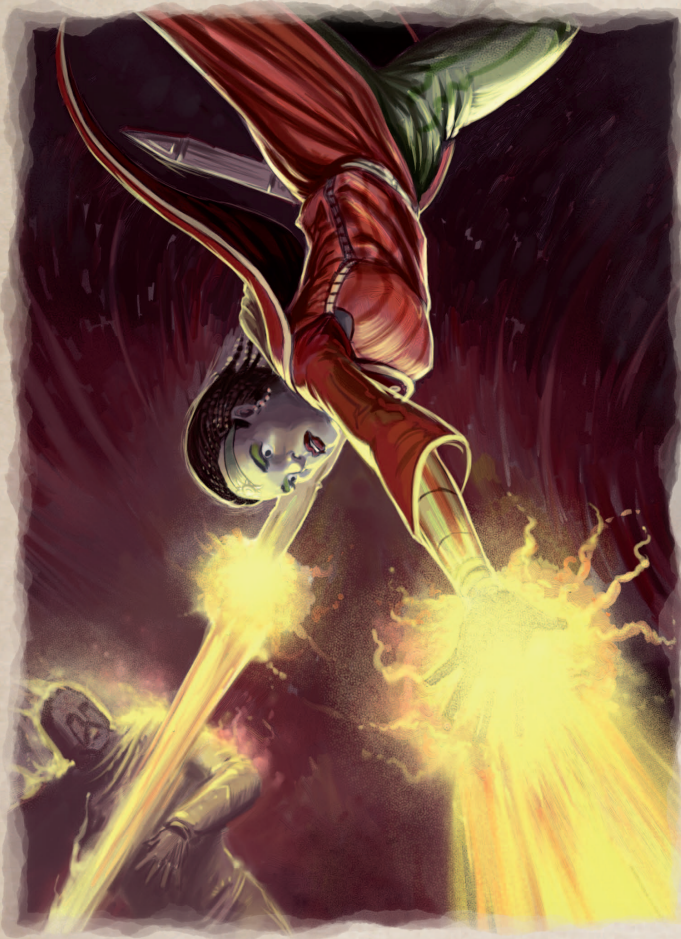
Most skills are based on either COMBAT SKILL or WILLPOWER. There are two exceptions to this, Might and Survival, which are based on ENDURANCE. This emphasises the brawn and stamina needed for success in both endeavours.

- | | |
|---------------|--------------|
| • Acrobatics | • Perception |
| • Crafting | • Riding |
| • Escape | • Sage |
| • Influence | • Stealth |
| • Investigate | • Survival |
| • Medicine | • Tinkering |
| • Might | • Vocation |
| • Occult | |



Acrobatics [COMBAT SKILL]

This skill is the art of graceful and quick movement, a mixture of balance and tumbling where agility is far more important than brawn. Use this skill when you want to walk across a narrow ledge, dodge out of the way of a falling tree, or swing across a massive ravine using only a coil of rope and a desperate prayer.



Acrobatics is also useful for sure movement under difficult conditions such as clambering up a ship's rigging, running along narrow castle causeways, and in severe weather such as sandstorms, ocean tempests and icy blizzards.

Crafting [WILLPOWER, Tools Required]

Craftsmen are the makers and shapers of the world. Painters and sculptors use the Crafting skill, as do carpenters and blacksmiths. While most craftsmen are focused on one or two fields of creation, others take a general approach and dabble in several fields. Use this skill when you want to construct something of lasting worth and value.

Crafting can also be used as a limited form of the Sage skill, focused on craftsmanship, material construction and value. This

makes it valuable for determining the flaws of an object, art piece or structure. Knowing the value of something can certainly be of benefit when trying to buy or sell it.

Escape [COMBAT SKILL]

Confinement comes in many forms, be it a rope trap left by a hunter or the iron restraints of a Vassagonian slaver. Though there are many ways out of such predicaments, Escape covers them all. Use this skill when you want to squeeze between the bars of a prison cell, slip your hands out of manacles, or bend chain links just enough to work your way out of them.

The physical prowess of the Escape skill has other uses, such as sleight of hand and careful movement. Escape can also be used to avoid traps in places where a cautious step might mean the difference between life and death. At a pinch (and whilst being pursued) Escape might also be used to move without leaving tracks, making a Hero much harder to follow overland.

Influence [WILLPOWER]

Intimidation and diplomacy are just two different forms of the same intention, influencing others to see and act upon your point of view. Use this skill when you want to convince a bandit to leave you alone, bribe a city watchman to look the other way, or talk an ambassador into signing a trade agreement.

Influence can also be used to duplicitous ends. Heroes might also use Influence when they wish to adopt a disguise and fool others by means of their appearance and actions.

Investigate [WILLPOWER]

Every action leaves behind clues but for most, these signs go unnoticed. An observant mind can discover the truth behind any conundrum just by paying attention and analysing the world around them. Use this skill if you want to determine the details of a crime scene, study someone to determine their personality or motives, or tell when someone is lying.

Investigate involves clues and analysis, making it well suited for Heroes who wish to engage in active studies like archaeology and field research. This skill may also cover the bureaucracy of investigation, teaching Heroes how to process evidence, chronicle cases and present their findings to the proper officials.

Medicine [WILLPOWER, Tools Required]

The healer's art can be a complicated one. Bandaging a wound is easy enough but administering herbal remedies for an unknown disease when the only materials at hand are dirty water and a small urban garden is considerably more difficult. Use this skill to tend a sick patient, set a broken bone, or brew a healing tonic from rare herbs.



Medicine is a skill that can very easily be turned to alternative – even nefarious – purposes. As part of rendering aid to the injured involves herbal remedies and preparations, Medicine is also the basic skill behind alchemical work. This may be used in a beneficial sense, such as distilling Laumspur, or a less than benevolent way such as preparing combat elixirs and even poisons.

Might [ENDURANCE]

Feats of strength and athletic prowess fall into the domain of Might. Though the ability to charge quickly down a hallway and smash in a door with a well-placed kick might not be subtle, it can be useful at times. Use this skill to run, jump, lift heavy weights and swim, especially in adverse conditions.

Contests of physical ability are all covered by Might. It is the chief skill used for such ‘games’ and as such provides the bonuses for tests involving grappling, arm wrestling, lifting competitions and any other sort of non-aggressive competition where muscle power and stamina apply.

Occult [WILLPOWER]

Knowledge of the supernatural can be a powerful thing, especially when confronted with that world on a daily basis. Use this skill when you need to identify a monster, determine the intention behind a strange chant you hear, or divining the functions of a magical device you have just discovered.

One of the most important benefits of occult knowledge is the potential to learn about weaknesses and flaws in magical creatures, devices and spells. This skill can be applied to any tests made to overcome magical wards, bindings or constructs. This makes Occult an invaluable skill for any Hero likely to encounter such obstacles on a regular basis.

Special: The Occult skill does not grant you the ability to wield magic or provide you with any usable spells. It is the mundane knowledge behind the arcane gift, the ‘book-learning’ of the magical world.

Perception [WILLPOWER]

Anyone can look at the world around them. Someone perceptive looks at the world around them and experiences it in much greater detail. Use this skill when you want to listen at a door to hear what might be behind it, check a wooden chest for a concealed trap or analyse a sip of wine to determine if it is poisoned.

Perception is the skill of having acute senses and, as such, it is appropriate to allow Perception skill tests when trying to stretch a Hero’s senses beyond their normal range. This may allow a Hero to see a bit farther, discern greater detail in dark conditions or feel a seam in a wall that would be completely imperceptible to most people.

Riding [COMBAT SKILL]

Horses and other mounts are a vital part of life in Magnamund. From the swift Faersteeds of Ilion to the draft horse-drawn carriages of Durenese wheat farms, both travellers and traders are dependent upon the ability to ride. Use this skill when you want to make a mount go faster, obey you in a combat situation or perform any kind of complex manoeuvre.

In most cultures in Magnamund, any level of real training in this skill is liable to include some instruction on how to drive carriages and wagons as well. Thus, Riding can be used to control and operate animal-drawn vehicles of all sorts.

Sage [WILLPOWER]

Knowledge is power and few wield it more ably than the sages of Magnamund’s great cities. While you may not hold a sage’s rank, you are just as skilled in one or more topics. Use this skill to remember an important fact, research a topic in a library or write a letter in a practised, scholarly hand.

The Sage skill is as much about processing information as it is about discovering and recalling it. This makes it perfectly acceptable to allow Sage skill tests for writing, bookbinding and producing works of scholastic worth. Many sages are, after all, scribes as well.

Sages also tend to be inveterate gossips, making this the skill of choice for information gathering. While the Influence skill could play a role in convincing sources to reveal their secrets, the Sage skill can be used to determine what information is worth gathering and how best to record their findings for future use. Knowledge is even more powerful in the hands of someone who truly understands what they know.

Stealth [COMBAT SKILL]

While stealth is not the sole province of the thief, most who practice it may have only a passing acquaintance with the legal side of life. Those who hide and sneak usually have a reason to be distrusted. Use this skill to cross a wooden floor silently, move unseen through a room or disappear into the shadows.

As an extension of Stealth, this skill can be used to conceal things other than the Hero. This means it can be effective at making one’s companions less obvious, though this certainly makes any such Stealth tests more difficult. Heroes with the Stealth skill are also quite adept at concealing items too.

Survival [ENDURANCE]

The art of staying alive under harsh conditions is a talent few people master until life forces them to either excel or expire. Use this skill to track down game and edible plants in a wilderness setting, find suitable shelter where none seems to exist or boil briny seawater to make it safe for drinking.



The art of Survival can have a direct impact on adventuring life, as this skill can be used to get through the worst effects of poisons, diseases and spells that inflict hardship and suffering. Just how effective this resistance can be is entirely up to the Narrator, but allowing this skill's bonus as a kind of Defence against CS, END or WILL loss is entirely reasonable.

Tinkering [WILLPOWER, Tools Required]

The Tinkering skill covers mechanical knowledge from the very simple, like pulleys and hinges, to the extremely complex, such as clockwork birds and steam engines. Use this skill to pick a lock on a stolen chest, get a broken clock to run again or determine the functions of a newly discovered mechanical device.

Tinkering is a relatively 'new' skill for most of Magnamund, a burgeoning science whose outer limits have barely been imagined. It can be used for scientific pursuits of any engineering sort. Imagination and inventiveness are the keys to using Tinkering to best effect. You might decide that Tinkering is needed to utilise gadgets of any kind, from telescopes to astrolabes.

Vocation [WILLPOWER]

Professionals and common labourers alike use the Vocation skill to ply their trade, accomplish important work themselves in a way artists simply cannot. Carriage drivers, innkeepers and sailors all use this Vocation. Use this skill to put in an 'honest day's work', handle important normal tasks and chores, or even earn money in an emergency.

The biggest benefit to having the Vocation skill is that in any civilised area, a steady (if not lucrative) income is almost assured for people who are willing to toil. Another use of this skill is the knowledge associated with such labour.

For example, a sailor Hero can function as a very specialised sage when it comes to sea travel, ship functions and nautical culture.

IMPROVING SKILLS

- At Rank 7 the bonus provided by your existing skills increases by +1 to +2. You then gain a new skill rated at +1.
- At Rank 9 the bonus provided by your existing skills again increases by +1 (to either +2 or +3 depending on whether you acquired them at Rank 5 or Rank 7). You then gain a new skill rated at +1.

Write the bonus you possess with a given skill after its name on your Action Chart.

DEFENCE

The life of a Hero is a dangerous one. When setting out into the wilds, many Heroes wear at least some small amount of armour, relying on fine steel chainmail and shields to deflect the blades and claws of their foes.

CALCULATING DEFENCE

Each piece of armour and defensive gear has a bonus associated with it. At the start of play, you have access to chainmail waistcoats, helmets and shields.

- Add together the bonuses you receive from any of these items that you possess. That total value is your Defence score. Write it in the appropriate box on your Action Chart.

If you lose parts of your armour during play, your Defence score needs to be re-totaled immediately because it changes as each piece is lost. If you have no defensive items at all, your Defence score is 0. Normally you cannot have a negative Defence score.

WHAT IS DEFENCE USED FOR?

Your Defence score is subtracted from any damage an opponent successfully inflicts upon you in combat. Generally, this means that you may subtract your Defence every time you would otherwise lose ENDURANCE from the Combat Results table. This almost always represents physical damage and as such, your Defence can protect you. However, armour is not completely effective.

- If your opponent does 2 or more points of damage to you during an attack (as per the Combat Results Table), you still lose 1 point of ENDURANCE regardless of how much you would normally subtract.
- If your opponent would only have done 1 point of damage to begin with and you have a Defence score of 1 or more, you suffer no damage.

Defence does not reduce damage suffered from any of the following sources. Your Narrator has more details about Defence and how to use it, but for now you should be aware that your armour will not protect you at all from ENDURANCE loss caused by:

- Magic
- Poison and Disease
- Psychic Attack
- Exposure and Starvation

Record your Defence score on your Action Chart.

CHAPTER TWO

ROLES

HOW TO MAKE YOUR HERO USING A ROLE – STEP BY STEP

Here is a summary of how to make a Hero of Magnamund using the Roles that follow. See the Character Creation chapter on page 7 for more information.

Whilst *Heroes of Magnamund* is designed for use with the Master-level game, if you do want to make a character for the Initiate-level game, just follow Steps 0, 1, 2, 3 and 8.

STEP ZERO: PICK YOUR ROLE

Pick a Role from the following list:

- Border Ranger of the North (page 26)
- Brother of the Crystal Star (page 31)
- Dwarven Gunner of Bor (page 36)
- Herbwarden of Bautar (page 41)
- Ice Barbarian of Kalte (page 47)
- Klooon Sage of Chaman (page 53)
- Knight of the White Mountain (page 57)
- Magician of Dessi (page 64)
- Buccaneer of Shadaki (page 70)
- Sommlending Knight or Lady of the Realm (page 76)
- Telchoi Warrior (page 82)
- Vakeros Warrior-Mage (page 88)
- Noodnic Scavenger of Durenor (page 93)

Once you have picked your Role, you can then create your Hero using the step-by-step guide below, referring to the Role for more information.

STEP ONE: CHARACTERISTICS (PAGE 10)

- **COMBAT SKILL:** Choose a random number and add a bonus depending on your Role.
- **ENDURANCE:** Choose a random number and add a bonus depending on your Role.
- **WILLPOWER:** Choose a Random Number and add a bonus depending on your Role.

STEP TWO: ABILITIES AND RANK (PAGE 11)

- You start at Rank 5 (unless your Narrator states otherwise).
- Choose **FIVE Abilities** from the list given by your chosen Role and write them down on your Action Chart.

STEP THREE: STARTING EQUIPMENT (PAGE 11)

- You begin play with a backpack, a belt and a leather pouch for your coins.
- If you possess an Ability that provides one, you may receive an appropriate weapon.
- You may select **FIVE** items from the list provided in the Starting Equipment section for your Role.

STEP FOUR: SPECIAL BONUS (VARIES BY ROLE) (PAGE 11)

- Calculate how many Special Bonus points you begin with at the start of play.

STEP FIVE: TRAITS (PAGE 11)

- You may choose **TWO traits** from the traits section.
- Unless noted in a specific trait's description, each trait may only be taken once.

STEP SIX: SKILLS (PAGE 21)

- You may choose **TWO skills** from the list.
- Beside each skill you have chosen, write '+1'. This indicates your bonus when using this skill for tests.

STEP SEVEN: DEFENCE (PAGE 24)

- Calculate your Hero's Defence by adding up the Defence bonuses from any equipment you selected during Step Three. Record this number in the appropriate box on your Action Chart.

STEP EIGHT: NAME YOUR HERO

- You can either use the names suggested elsewhere in this book, or make up one of your own choosing.

And that is all there is to do. Your Hero is created. Now on to glory!



BORDER RANGER OF THE NORTH

Northern Magnamund is a vast continent riven by turmoil and conflict. The close proximity of the Darklords of Helgedad has every northern nation on alert, expecting war, even after centuries of calm. Yet without that most undeniable of menaces, the corruption and ambition of men still remains, turning the peace among kingdoms into an uneasy and fragile truce. With the notable exceptions of Sommerlund and Durenor or Palmyrion and Talestria there is no real trust between the northern peoples. Small-scale battles and conflicts, as well as petty crime and internal struggles, are all-too frequent occurrences in these disparate lands.

There are large expanses of untamed territory within the northern lands that shelter a seemingly endless stream of wild creatures, bandits, renegades and other perils, which are a perennial plague upon the travellers and border settlers of the northern kingdoms. In such circumstances, it is no surprise that there is a ready need for brave and trustworthy Border Rangers who are willing and able to keep the peace.

Border Rangers of the North are valiant soldiers originally from the kingdom of Sommerlund, where they formed a cassel of the King's Armies that police the forests and borders of the realm. They are specially trained for the protection of their people against encroachments by the denizens of less-civilised lands. They are both disciplined combatants and skilled woodsmen, accustomed to spending long months surviving alone in wilderness outposts far from the shelter of the lands they are sworn to protect. It is through their steadfastness, skill and efficiency that Border Rangers have a special place in any northern Freeland's militia, and in the hearts of borderland residents who owe their lives and safety to the valiant efforts of these brave men and women.

In MS 5000, almost all of the civilised kingdoms of Magnamund employ Border Rangers as a special frontier guard force. They are usually courageous peasants and farmers who have enlisted to serve their country. They are organised mostly into small troops, not well suited for large-scale battles but instead dispatched on missions requiring stealth, reconnaissance and vigilance. It is common for a border outpost to be manned by no more than a single experienced Border Ranger, whose courage and skill are more than a match for most raiders.

BEING A BORDER RANGER

The daily life of a Border Ranger is, by definition, an adventure in itself. Border Rangers have to deal routinely with creatures, bandits and renegade invaders. They are frequently on the move along the fringes of the border territories, seeking out threats to

the security of the land. It is highly possible for a Border Ranger to be assigned special missions outside of their homeland territory, and these missions often form the basis for larger-scale adventures and quests.

Border Rangers need no excuse to go seeking adventure; not when their job consists of exploring the wilds, travelling along the borders searching for hidden lairs, hunting down marauding monsters, fighting off bandits and maintaining the security of the lands in their charge.



A Border Ranger is equal parts hardened woodsman and disciplined soldier. They have the skills and the pragmatic outlook on life that comes with having lived alone in the wild. Yet they are also part of a disciplined military unit, and owe much of their mastery of

survival techniques to their military training. As a result, most Border Rangers are quiet, efficient and brutally direct. Idle chat, an acquisitive desire for material gain and the need for unproductive recreation have no place in their daily lives.

Border Rangers are well respected by the people they protect, and this instils in them a feeling of quiet confidence and self-esteem. For adventurers abroad, a chance meeting with a battle-ready Border Ranger is always a heartening encounter, especially when it comes in the middle of a hostile wilderness.

Most Border Rangers hail from farmer or peasant stock. Some of them may have started out as militiamen, later transferred to Border Ranger duty because of their aptitude for tracking or archery.

More commonly they are regular soldiers who are chosen for the role during the course of their military training, after having displayed an unswerving sense of duty, a strong familiarity with the land and a talent for self-sufficiency in the wild.

STEP ONE: CHARACTERISTICS

To find out what your Border Ranger's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Border Ranger's ENDURANCE is, pick a random number. Add 20 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 20 and 29.

To find out what your Border Ranger's WILLPOWER is, pick a random number. Add 5 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 5 and 14.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Border Rangers can use techniques in combat, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

STEP TWO: BORDER RANGER ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Border Scout. While you have a long way to go before you can consider yourself to be a Border Master or Border Mistress, you are not an absolute beginner either, as your five Ranger Marks show. The Ranks of the Border Rangers, and the titles they are granted at each new Rank, are shown here.

Rank / Number of Ranger Marks	Ranger Title
1	Recruit
2	Trainee
3	Chosen Man/Chosen Woman
4	Outrider
5	Border Scout (your character begins play at this Rank)
6	Forest Tracker
7	Timberlander
8	Woodstrider
9	Vanguardian
10	Border Master / Border Mistress

A Border Ranger has a number of special abilities known as Marks. You may choose from the following Marks – you know 5 at the start of the game. Having a Mark adds +1 to any tests made while using it during play.

- Mark of the Archer
- Mark of the Enemy
- Mark of the Huntsman
- Mark of Instinct
- Mark of the Land
- Mark of the Marksman
- Mark of the Rider
- Mark of Storms
- Mark of Survival
- Mark of the Trail

You will have a chance to learn other Marks later.

When you have chosen your 5 Marks, write them down on your Action Chart.

MARK OF THE ARCHER

Having studied your enemies carefully, you know exactly where to aim an arrow to cause optimum damage.

Using Mark of the Archer

Whenever you use a bow or longbow in combat, this Mark allows you to double any damage you inflict upon an enemy. If you choose this skill, write 'Mark of the Archer' on your Action Chart.

You may make an Archer test made to gain an insight into how to injure an opponent or damage a structure.

Advanced Mark of the Archer (+2 to tests)

You always inflicts a minimum of 5 damage during an Engagement, regardless of the value determined by the Combat Result Table.



Mastered Mark of the Archery (+3 to tests)

When you have a target in your sights, that unlucky soul is all but dead. Once per adventure, you can choose to triple the amount of ENDURANCE damage you inflict. This choice must be made at the start of your Ranged Combat Round before you pick a random number.

MARK OF THE MARKSMAN

You have become expert in the use of a bow, able to pluck individual leaves off a tree with your arrows at long distances. If you choose this skill, write 'Mark of the Marksman' on your Action Chart.

Using Mark of the Marksman

Whenever you use a bow or longbow in combat, you can add half your Rank (rounded down) to your COMBAT SKILL.

You may make a Marksman test to examine a ranged weapon, train archers or try to assess situations involving archery and ranged tactics.

Advanced Mark of the Marksman (+2 to tests)

You no longer suffer a penalty when firing from Far range.

Mastered Mark of the Marksman (+3 to tests)

There are few beings on the face of Magnamund more accurate with a ranged weapon than you. Once per battle or scene (for situations when a Border Ranger might fire outside of combat), you can re-pick your random number. If you still do not approve of the second number, you may select 6 instead.

MARK OF THE ENEMY

You have been trained specifically to fight a particular menace to your country's borders, learning their tactics, their habits and their ways of war. When you learn Mark of the Enemy, choose an enemy from the list below:

- Bandits
- Vassagonians
- Cenerese
- Drakkarim
- Darkspawn
- Agarashi

If you choose this Mark, write 'Mark of the Enemy (_____)' on your Action Chart.

Using Mark of the Enemy

When you enter combat against your chosen enemy, add half your Rank (rounded down) to your COMBAT SKILL.

You may make an Enemy test to investigate, track or interact with your chosen enemy.

Advanced Mark of the Enemy (+2 to tests)

Experience in the field has widened your expertise. You may choose a second enemy type from the list above.

Mastered Mark of the Enemy (+3 to tests)

You are a well-trained hunter of many foes. At this level of experience, you may choose a third enemy type. Also, when fighting any other enemy type on the list, you gains a +2 to your COMBAT SKILL.

MARK OF THE HUNTSMAN

True huntsmen do not chase the prey; they let their prey come to them. They do not forage for food; food is waiting everywhere around them. With this Mark you are always able to hunt for food for yourself, except in areas of wasteland and desert. You are almost the equal of Kai Lords when it comes to surviving and thriving in the wild. If you choose this Mark, write 'Mark of the Huntsman' on your Action Chart.

Using Mark of the Huntsman

You do not need to cross off a Meal when instructed to eat. You can also move swiftly and stealthily when travelling on foot through forests and tall grasslands. You may make a Huntsman test to hunt or to resolve physically active tasks in the wilderness.

Advanced Mark of the Huntsman (+2 to tests)

You are capable of supplying food for many mouths, not just your own. No one in your party needs to cross off a Meal when instructed to eat, so long as you are free to hunt.

Mastered Mark of the Huntsman (+3 to tests)

You have learnt the best way to hunt so that your presence and predations do not impact the land. When moving and surviving in a wilderness setting, you cannot be tracked. You automatically attack your enemies by Surprise unless a supernatural reason prevents it.

MARK OF INSTINCT

More than just relying upon their eyes and ears, Border Rangers are encouraged to develop gut feelings and intuition. Mark of Instinct enables you to transform your basic instincts into a fully developed form of perception that will warn you, infallibly, of imminent danger. It may also reveal the true purpose of a stranger or strange object encountered during your travels. If you choose this Mark, write 'Mark of Instinct' on your Action Chart.

Using Mark of Instinct

The Narrator will warn you when your Mark of Instinct tells you something is wrong.

You can make an Instinct test in any situation where intuition and instinct strongly applies. For example, if asked to blindly choose the right card in a deck, a test with this Mark is appropriate.

Advanced Mark of Instinct (+2 to tests)

When reacting to a threat or trap, you receive your Mark bonus to your Defence against any ensuing damage. This includes combat against enemies you sensed, but only against the first instance of ENDURANCE loss.

Mastered Mark of Instinct (+3 to tests)

You can never be surprised. You may always act in a Surprise Round. Your preternatural senses add your Mark bonus (+3) to your COMBAT SKILL during that round. Attempting to sneak up on you is never a wise thing to do.

MARK OF THE LAND

Any casual wanderer may come to know the land, but only a skilled Border Ranger will master the art of travelling through it. You have a deep familiarity with your environment and designated territory. You have come to know the land beneath your feet as well as you know your own body. You will never be lost, and will not suffer penalties for poor visibility or moving across difficult terrain. If you choose this Mark, write 'Mark of the Land' on your Action Chart.

Using Mark of the Land

You add your Mark bonus to any test made to travel, read a map or know something about the wilderness.

Advanced Mark of the Land (+2 to tests)

Whenever you rest in the wild, your sleep always counts as comfortable and you always qualify as having shelter. You heal +1 ENDURANCE after such a rest, in addition to whatever you would normally receive.

Mastered Mark of the Land (+3 to tests)

You double your overland speed, applying this increase to mounts if you have them.

You can locate beneficial plants in any environment other than Ixia, the Hardlands, the Darklands and the Doomlands of Naaros, allowing you to create a Potion of Laumspur once per adventure.

MARK OF THE RIDER

A Border Ranger trains hard to become a skilled rider. You can control any horse you ride with consummate skill. It also enables you to find shelter enough for your mount and companions, or a sufficiently large hiding place whenever you are in the wilderness. If you choose this Mark, write 'Mark of the Rider' on your Action Chart.

Using Mark of the Rider

You add your Mark bonus to any test made to ride, use your equestrian skills or handle any animal large enough to serve as a mount. This Mark can also compliment Mark of the Land when you are seeking shelter in the wild.

Advanced Mark of the Rider (+2 to Tests)

Your mount gains your Defence score, if it is higher than its own, while you are riding it. If the mount has a higher Defence than yours, it gets a +1 bonus to its Defence instead.

Mastered Mark of the Rider (+3 to Tests)

Few can claim a better bond than you have with your mount. While riding or within Close Range, you may add your Mark bonus (+3) to all Athletics, Stealth and Survival test. You also recover 1 ENDURANCE point at the end of any Combat Round in which you and your mount have fought as a Grouped Combatant in battle.

MARK OF SURVIVAL

A Border Ranger is a notoriously rugged individual. You are able to shrug off the harsher side of nature while operating in the wild, and do not suffer penalties from being exposed to the elements. If you choose this Mark, write 'Mark of Survival' on your Action Chart.

Mark of Survival Tests

You add your Mark bonus to any Survival skill test. You also gain the bonus to Resistance tests made against diseases and poisons.

Advanced Mark of Survival (+2 to tests)

The kind of toughness that comes with advancing this Mark can only be accomplished through exposure to the harshest conditions both in and out of combat. You receive a +1 bonus to your Defence. This bonus stacks with any other source.

Mastered Mark of the Survival (+3 to tests)

You are capable of resisting almost anything. Whenever anything would reduce your ENDURANCE to 0, you may spend a point of Warden's Wisdom to remain at 1 ENDURANCE instead. The only limit to using this ability is your number of Warden's Wisdom points.

MARK OF THE TRAIL

Border Rangers are renowned for their tracking ability. You are able to follow an enemy for days on end before finally running them down. You are always be able to follow the tracks made by an enemy you are pursuing. If you choose this Mark write 'Mark of the Trail' on your Action Chart.

Using Mark of the Trail

You add your Mark bonus to any test made to perceive a clue, following a clue further, as well as tests involving perception and perseverance.

Advanced Mark of the Trail (+2 to Tests)

Long days and nights spent following tracks through the barrens have honed your senses. Once per adventure, you can retest any failed Perception, Investigation or Mark of the Trail test.



Mastered Mark of the Trail (+3 to Tests)

Nothing escapes a Master Border Ranger for long. Unless a supernatural element is in play, you automatically succeed at any test made to track prey and enemies.

If something supernatural is blocking the trail, this fact is instantly revealed to you as soon as its obfuscation is encountered.

MARK OF STORMS

Most city folk believe that nature begins and ends with the rivers and the trees. True nature dwellers have learned to be aware of all the other elemental forces that are in play as well; the wind and the thunder share the same environment as the plants and animals. You are able to draw upon the power of the elements to restore your reserves of strength. This ability is particularly effective when the elements are vigorously active. If you choose this Mark, write 'Mark of Storms' on your Action Chart.

Using Mark of Storms

You restore 1 lost ENDURANCE point for every hour that you are in a wilderness environment.

If the weather is extreme (for example, torrential rain, lightning storms, gale-force winds, scorching hot sunshine, snowy blizzards and so on) then you may double this bonus.

This Mark involves hearth wisdom, natural magic, and the kind of learning that comes from campfire comrades and family traditions. As such, you might make a Mark of Storms test in situations involving folklore and common 'lore', as well as tests to predict or assess the weather or elements.

Advanced Mark of Storms (+2 to tests)

Delving into kitchen witchcraft and nature magic of the wilds has its benefits. You gain +1 to both ENDURANCE and WILLPOWER.

Mastered Mark of Storms (+3 to tests)

While you are no druid by any means, your grasp of natural lore has yielded a few results. You gain +1 to WILLPOWER and your choice of any basic Herbwarden of Bautar Ability (see page 43).

STEP THREE: STARTING EQUIPMENT

- You wear the uniform of your homeland's border rangers.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 15. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

- If you have the Mark of the Archer or Mark of the Marksman, you will also start with a bow or a longbow and a quiver containing 12 arrows. Write this in the Weapon section of your Action Chart.

You may also choose 5 items from the following list:

- Bow (Weapon)
- Chainmail Waistcoat (Special Item)
- Helmet (Special Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Quarterstaff (Weapon)
- Quiver (Special Item, contains 12 arrows)
- Rope (Backpack Item)
- Shield (Special Item)
- Spear (Weapon)
- Sword (Weapon)

STEP FOUR: WARDEN'S WISDOM

Border Rangers become part of the land and learn from their association with both the wilderness and those who live in it. They gain a common sense of uncommon intensity, allowing them to persevere and succeed where others would fail.

You may spend a point of Warden's Wisdom before you make a test using the Riding, Survival or Stealth skills, or a test using one of their Marks. Doing so allows them to pick two random numbers when making the test instead of one – both are added to determine the result of the test.

Warden's Wisdom is always reset to a Border Ranger's starting value at the beginning of an adventure. Spent points of Warden's Wisdom are also regained at a rate of one per week, but only if that week is spent in the wilderness. Time spent in an urban setting does not apply. See page 11 for how your Warden's Wisdom is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR BORDER RANGER

Border Rangers are typically Sommlending, although as the profession has developed throughout the Freeland nations, each of these realms has contributed to its membership.

Since many Border Rangers come from families with generations in service, this has led to a blending of Magnamund cultures within their ranks and within their many, varied names.

Suggested Names:

- **Male:** Asga, Balnor, Cormac, Hulst, Invar, Laef, Merok, Rosk, Svori, Werlan
- **Female:** Asna, Bersa, Edsa, Gylde, Houva, Mura, Olsa, Ruana, Seola, Ylsa

A Ranger's Oath

*"When there is danger, I shall not rest.
When there are enemies, I shall not fail.
When there is darkness, I shall not fear.
My life is my duty, I shall prevail."*

BROTHER OF THE CRYSTAL STAR

The Magician's Guild in Toran is the most prominent place where the arcane science of Left-handed 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, the magicians of the various guilds have discovered a number of special power-words that capture reproducible magical effects. These are called spells and they form the basis of their power.

Because all of the guilds stem from the same set of core beliefs, they form a union of like-minded scholars that transcends fealty to city, nation, kingdom and liege. A leading light in this fraternity of magicians is the Brotherhood of the Crystal Star, named after its twin beliefs that spells are a form of crystallised magic and that all true power comes from planes of existence beyond the world of Magnamund, i.e. from the stars. Since its creation, all Brothers wear Crystal Star Pendants that are fashioned in the shape of a star with many points. The Brotherhood of the Crystal Star is open to all Sommlending who possess the ability and desire to master the art of Left-handed magic and use it to goodly purpose.

Most members of the Brotherhood of the Crystal Star are erudite scholars who come from noble families. This gives the Magician's Guild of Toran a great deal of temporal power to complement their mystical strengths.

Most other kingdoms appoint senior members of their magician's guilds to positions in their high courts, most typically as advisors or viziers. This works well enough to diffuse the undeniable tension that exists between powerful practitioners of magic and the ruling classes, but some prophets and diviners foresee a dark and

terrible day when spellcasters and kings will clash for control of all Magnamund.

BEING A BROTHER OF THE CRYSTAL STAR

The Brotherhood of the Crystal Star emphasises the need for its fledgling magicians to travel widely and discover a path of magic for themselves. These journeys serve to strengthen the new mages. They also fulfil a secondary purpose: the recovery of fragments and relics of lost arcane lore. Whilst wandering far afield, Brothers and Sisters of the Crystal Star actively seek out the dormant remains of ancient magical artefacts that lie scattered amidst the ruins and lost cities of Magnamund. Magicians are encouraged to take with them bodyguards, especially when their powers are relatively weak and untried, since the world of Magnamund can be a very dangerous place for someone armed only with a beginner's grasp of magic.





At the end of their Journeyman period, which typically lasts two years, they return to Toran with any artefacts or special knowledge they have acquired during their time away. At this time they will have usually mastered all 10 of the basic Brotherhood spells. They become Journeymasters of the Guild and receive distinctive new robes.

The Brotherhood is a collective of goodly spellcasters. Magic is the crux and focal point of their existence, though they do have to temper their overriding desire to learn magic with their myriad guild duties, and the ever-present possibility that they will be selected by their Guildmaster for service in the courts of the land. Many members of the Brotherhood of the Crystal Star end up as advisors and consultants to people in positions of great power, where the opportunity to further their arcane studies is somewhat limited. While it is an honour to be chosen for such a role, it is not an honour that is warmly welcomed by those devoted to mastering their craft.

The Brotherhood of the Crystal Star recruits gifted children into their ranks at an early age. Those who possess exceptional intelligence and have a natural aptitude for rudimentary magic are raised and educated into the ways of the Left-handed Path at the Brotherhood Guildhall in Toran. A typical Brother of the Crystal Star is of noble birth and comes to the Guildhall aged between 6 and 8 year's old. The long road from potential trainee to spell-casting adept is one that only a few Brotherhood magicians complete.

Many inductees fail during their first year of formal training, for the casting of Brotherhood spells causes intense pain to those not accustomed to casting them. This physical pain is reduced the more a determined young magician practices their arcane craft. Although the power that the Brothers draw upon is infinite, it being the fabric of Aon itself, harnessing this energy and focusing it to create a spell always comes at a price.

The greatest limitation on the progress of the Brotherhood has always been that the human body is not ideally suited to the focusing and channelling of magical energy. The constraints of this physical limitation are mitigated by training magicians from a young age, as this conditions their bodies to withstand the energy that courses through them whenever they cast a Spell.

Adults are sometimes permitted to join the Magicians' Guild and receive instruction in basic magic, but rarely do they develop the ability and stamina required to cast advanced Spells of the kind that a magician schooled since childhood can perform.

STEP ONE: CHARACTERISTICS

To find out what your Brother of the Crystal Star's COMBAT SKILL is, pick a random number. Add 5 to this number and the result

will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 5 and 14

To find out what your Brother of the Crystal Star's ENDURANCE is, pick a random number. Add 16 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 16 and 25.

To find out what your Brother of the Crystal Star's WILLPOWER is, pick a random number. Add 20 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 20 and 29.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

STEP TWO: BROTHER OF THE CRYSTAL STAR SPELLS

Your level of training determines your Rank – you normally begin the game at Rank 5, a Journeyman or Journeywoman.

While you have a long way to go before you can consider yourself to be a Journeymaster or Journeymistress, you are not an absolute beginner either, as your five Brother of the Crystal Star Spells show. The Ranks of the Brotherhood of the Crystal Star, and the titles they are granted at each level of their progress, are shown here.

Rank / Number of Brotherhood Spells	Brotherhood Title
1	Candidate
2	Initiate
3	Apprentice
4	Senior Apprentice
5	Journeyman / Journeywoman (your character begins play at this Rank)
6	Adept
7	Seeker of the Way
8	Mage
9	Senior Mage
10	Journeymaster / Journeymistress

A Brother of the Crystal Star has a number of special abilities called Spells. You may choose from the following Spells – you know 5 at the start of the game. Having a Spell adds +1 to any tests made while using it during play (note that Brothers of the Crystal Star use

their Spells to make tests in a different way to the Abilities of other Heroes – see page 35 for more information).

- Countermagic
- Invisible Shield
- Levitation
- Lightning Hand
- Mend
- Mind Charm
- Net
- Sense Evil
- Silence
- Vigour

You will have a chance to learn other Spells later.

When you have chosen your 5 Spells, write them down on your Action Chart.

COUNTERMAGIC

This Spell is the Brotherhood'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 that takes the form of a rigid set of power-words. If you choose this Spell, write 'Countermagic' on your Action Chart.

Using Countermagic

When an enemy casts a spell, you can immediately declare you are using Countermagic. Choose any number of WILLPOWER points to expend, up to your current total. Your enemy will then do the same as they start to direct more power to their spell in order to overcome your Countermagic. Both you and your enemy then pick a random number, adding the number of WILLPOWER points you have each spent. If your total score is equal to or higher than your enemy's, their spell is completely nullified and will cease to function. If your total score is less than your enemy's, their spell will work as intended.

Countermagic may not work against some extremely skilled spellcasters or exceptional magic artefacts, as they are simply too powerful for Countermagic to negate. Your Narrator will inform you if this is the case.

INVISIBLE SHIELD

A potent Spell that summons a protective disc of magical force, this is one of the most practical Spells in your repertoire – especially if you are expecting to get embroiled in combat! It is often the first Spell that a Brother or Sister masters. If you choose this Spell, write 'Invisible Shield' on your Action Chart.

Using Invisible Shield

Choose any number of WILLPOWER points to expend, up to your current total. Your ENDURANCE is increased by the amount of WILLPOWER points spent plus the Spell bonus (+1/+2/+3) for the duration of the next combat. At the end of combat, any extra ENDURANCE points remaining from this Spell are immediately lost.

LEVITATION

This Spell has saved many lives since it was first perfected. It is capable of making you, or an object or creature of your choosing, defy the effects of gravity for a short while. It can be used to stop you from falling, or to halt a moving item in its tracks. If you choose this Spell, write 'Levitation' on your Action Chart.

Using Levitation

To rise or descend through the air, you must expend 1 WILLPOWER point for every 3 feet you wish to travel vertically. (Note that this Spell does not allow you to fly; it merely permits you to rise up and down as though they were standing on an invisible elevator. However, the fact that it can be used whilst in mid-fall makes this ability particularly useful.)

You can also cast Levitation on other people or creatures of roughly human size. To do so you must have a clear, unobstructed view of your target before the Spell is cast. To cause another target to rise or fall, you must expend 2 WILLPOWER points for every 3 feet you decide to make them rise or fall.

If you merely wish to float in place, you must expend 1 WILLPOWER point per round.

LIGHTNING HAND

This Spell calls forth the power of static electricity and transforms it into a potent weapon. It is often the primary offensive Spell employed by Brotherhood magicians. If you choose this Spell, write 'Lightning Hand' on your Action Chart.

Using Lightning Hand

Lightning Hand costs 1 WILLPOWER point to fire a bolt of lightning at an enemy. This is done in exactly the same way as engaging in Ranged Combat (see the *Book of Kai Wisdom*, page 30). You can also feed more power into the Spell, if you so wish, in order to increase its destructive effects.

Choose how many extra points of WILLPOWER you wish to expend. When consulting the Combat Results Table, multiply the damage your enemy takes by the number of additional WILLPOWER points you have spent. The total number of additional WILLPOWER spent during a round cannot exceed half your Rank, rounding down.

MEND

Mend is a potent healing Spell, but its elemental roots are revealed in its chief limitation. The Spell can only be cast while you are standing in a free-flowing, unpolluted stream or river. The Spell has the effect of 'washing away' the pain and injury, leaving you either completely healed, or at least partially mended. The Spell can also be used to repair a damaged item. If you choose this Spell, write 'Mend' on your Action Chart.



Using Mend

While standing in free-flowing water, you may expend any number of WILLPOWER points. You immediately restore ENDURANCE equal to double the number of WILLPOWER points spent. This may not increase your ENDURANCE above its starting level.

To repair a damaged item you must spend 5 points of WILLPOWER.

MIND CHARM

A powerful mental enchantment, this Spell can bind the will of any living target temporarily and has the potential to turn enemies into allies or momentarily befriend even the most unsociable of creatures. While the duration of Mind Charm is limited, it usually lingers long enough for you to get what you need or to extricate yourself from a situation where combat magic would not be useful. If you choose this Spell, write 'Mind Charm' on your Action Chart.

Using Mind Charm

This Spell can be particularly effective when used in tests made to calm a hostile creature or to convince another person to take a particular course of action. To use this Spell, expend 1 point of WILLPOWER plus any number of extra WILLPOWER points you wish to spend (up to a maximum of 5). The target must then make a WILLPOWER test to resist the Spell's effects (Difficulty 6). The target incurs a penalty to their WILLPOWER test equal to the number of extra WILLPOWER points spent casting the Spell.

The Narrator will determine how long the effects of this Spell last for, but it is typically effective for one or two minutes at a time.

NET

When you use this Spell you point your hand at an opponent and shoot a net of sticky fibres from your palm. It is a useful Spell for capturing foes alive in a gluey net, or for keeping multiple captives secure until they can be dealt with. While some members of the Brotherhood disdain this Spell simply for the mess it causes, in the hands of a skilful magician it can be put to many practical uses. If you choose this skill, write 'Net' on your Action Chart.

Using Net

This Spell is used in the same way as attacking an enemy. You must expend 1 point of WILLPOWER to bring it into effect. You may spend up to 4 extra points to gain a bonus to your COMBAT SKILL for this attack. If the Combat Result causes more damage to the enemy than it would have caused on you, then it becomes ensnared in the net and automatically foregoes its next three attacks. In this case, no damage is inflicted to either combatant.

SENSE EVIL

This Spell is one of the reasons that Brotherhood magicians are highly sought after as personal and court advisors, as it allows them to detect those of malicious intent.

This Spell was critical in allowing the Brotherhood of the Crystal Star to identify the Helghast of Darklord Vashna during the Age of the Black Moon and is an essential component in the crafting of the famous Crystal Star Pendants of the Brotherhood. If you choose this Spell, write 'Sense Evil' on your Action Chart.

Using Sense Evil

To use this Spell, expend 1 point of WILLPOWER. You are then able to determine whether one person or creature that you can see is either intrinsically evil or harbours evil intent. You can also detect evil entities transformed into mundane beings or hidden by basic illusion Spells, and the presence of evil in any object close by.

Supernatural creatures warned of this Spell's use may spend up to 4 WILLPOWER points to resist its effects. You may spend up to 4 WILLPOWER points to counter this resistance. Both you and your target then make a contested WILLPOWER test.

Each point spent provides a +1 bonus to that test. If your total score is equal to or higher than your target's, you successfully detect any evil intent as normal. If your total score is less than your target's then they successfully mask their intent.

SILENCE

Silence is a very powerful Spell that is often overlooked by Brotherhood members until they need it, and then they will likely rue the day they failed to add it to their repertoire. It allows them to quieten a guard's shouted warning, or to cloak themselves in supernatural stealth, but most usefully of all it can silence the spellcasting of another sorcerer... If you choose this Spell, write 'Silence' on your Action Chart.

Using Silence

By expending 1 point of WILLPOWER, you can surround yourself with complete silence for 1 minute. You automatically pass any test made to see if you are heard, but will not be able to cast any further Spells until its effect wears off.

You can also use it against another foe. By silencing an adversary, they will be unable to call out for aid and will be prevented from casting Spells. To use this Spell offensively, choose any amount of WILLPOWER to expend, up to your current total. You must then make a test (using the enemy's remaining WILLPOWER as the Difficulty), adding the number of WILLPOWER points expended plus the Spell bonus to the random number to determine the final score (do not add your own WILLPOWER to this total). If you succeed, the enemy cannot speak for the remainder of the scene or combat, and cannot cast any more Spells during this time.

VIGOUR

This is another useful Spell for Brotherhood members who are expecting to become involved in combat. Casting this Spell infuses

you with increased martial ability and physical strength. If you choose this Spell, write 'Vigour' on your Action Chart.

Using Vigour

To use this Spell, choose an amount of WILLPOWER points to expend, up to a maximum of 4. The amount of WILLPOWER spent is immediately added to your COMBAT SKILL for the next round of combat. As soon as the round of combat is completed, this bonus to your COMBAT SKILL is lost.

You can also use this Spell upon a friendly character. In this instance, you must have an unobstructed view of the recipient of the Spell for it to work effectively.

ABILITY TESTS

Unlike the abilities and disciplines of other heroes, the Spells of the Brothers of the Crystal Star do not typically provide a bonus to tests made for other purposes, or allow a test in themselves. Instead, Brothers of the Crystal Star can make a test to do a 'trick' with their Spells, stretching the boundaries of what they can do and putting them to use in creative ways.

The Narrator is the final arbiter of what can and cannot be done with a Spell, but if the idea seems feasible, a Brother of the Crystal Star may make an ability test to achieve it.

For example, Rashel wants to reach a ledge overhead with Levitation. Unfortunately, the ledge is slightly out of reach. Normally, Levitation only allows movement straight up or down. By modifying the Spell slightly (and succeeding at a test), Rashel can try to have the Spell move her at an angle instead.

Unlike most ability tests, taking a test to creatively modify a Brotherhood Spell costs 1 point of WILLPOWER.

ADVANCEMENT AND MASTERY

Unlike other heroes, when you Advance or Master a Spell the effect is the same no matter the Spell – see below.

Advancement (+2 to tests)

When casting an Advanced Spell, you are so experienced and can cast the Spell so effortlessly that you may do so without making any obvious gestures and incantations.

Mastered (+3 to tests)

When you cast a Mastered Spell, you gain 1 'free' point of WILLPOWER to spend. If the Spell only requires 1 WILLPOWER point to cast, this free point pays this cost. If it costs more than 1 point, or you can spend extra points in its casting, you may use this free point toward the total cost. This free point cannot be used to pay the cost of an Ability test made with this Spell.

STEP THREE: STARTING EQUIPMENT

- You wear the robes of the Brotherhood of the Crystal Star.
- You have a Crystal Star Pendant (Special item – see boxout).
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund).
- To find out how much money you start with, pick a random number and add 20. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

CRYSTAL STAR PENDANT

This pendant is the symbol of the Brotherhood of the Crystal Star, a talisman of good fortune and a ward against evil. It is imbued with a lesser form of the Sense Evil Spell and is a valuable tool for detecting agents of the Darklords. In the presence of such creatures, it will start to vibrate and emit yellow rays of light.

When first worn it adds +2 to your Special Bonus score if you are a Brotherhood Magician, and +1 if you are not. These bonus points originate from the pendant, and cannot be used if you are not wearing it. Once used they are permanently lost, until you advance in Rank. They also replenish once a year at Midnight on the Spring (Fehangor) Equinox.

You may also choose 2 items from the following list:

- Flask of Holy Water (Backpack Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose, restores 4 Endurance points to your total)
- Rope (Backpack Item)
- Short Sword (Weapon)
- Sunrod (Special Item)
- Vial of Antitoxin (Backpack Item, one dose)

Note: A Brother of the Crystal Star may never wear any type of conventional armour, nor use a regular shield.

STEP FOUR: FORCE OF WILL

Magic and mental fortitude are the defining characteristics of the Brotherhood of the Crystal Star. From an apprentice's very first day, constant vigilance against the dangers of magic is as ingrained as words of power and arcane lore. This training brings with it the inner strength needed to channel forces that would likely tear



others apart. It also creates a reserve of energy that Brothers of the Crystal Star can draw upon in times of need.

Force of Will can be used in two different ways. The first way is as a battery of magical power for your best-known Spells. By spending a point of Force of Will after casting any Advanced or Mastered ability, you may pick a random number. If this number is equal to or higher than the amount of WILLPOWER you spent on the Spell, you get all the expended WILLPOWER points back.

The second way is as a last defence against mental effects from any source. After failing to resist a mental effect, you spend one point of Force of Will and make a contested WILLPOWER test just as described in the Sense Evil ability, including the ability to spend WPs for a bonus. If you succeed, the effect is powerless against you and immediately ends.

Force of Will is always reset to its starting value at the beginning of an adventure. See page 11 for how your Force of Will is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR BROTHER OF THE CRYSTAL STAR

The ranks of the Brotherhood is primarily drawn from the Sommlending, though students are accepted from anywhere in the world if they can present themselves to the Guildhall and they have a gift for magic. Because the vast majority of Brothers and Sisters of the Crystal Star are from Sommerlund, the names suggested below reflect this tendency.

Suggested Names:

- **Male:** Acraban, Cerathar, Daemar, Elmyr, Fayliel, Invar, Kanein, Lonnard, Loren, Neo, Raballen
- **Female:** Aera, Clarinda, Duana, Elisa, Heyense, Jenara, Jirasa, Khada, Rashel, Seodah, Unosah

Inscription on a Bronin lantern in the Guildhall of the Brotherhood of the Crystal Star in Toran:

*"We are keepers of the secret names and the ancient words.
We are the guardians of wisdom and the defenders of lore.
We walk in the light of magic and we are not afraid."*

DWARVEN GUNNER OF BOR

The Drodarin Dwarves of Bor are an industrious race with brave traditions and a natural talent for mining and metalwork. 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, particularly because it retains its base value no matter where a merchant's journey takes him.

Bor is perhaps most famous for its boom powder. Developed for the speedy construction of new tunnels, this explosive powder has further been used by the Drodarin to power their primitive firearms. Bor is the only nation on Magnamund that has developed such weapons. Its precise formula is a closely guarded secret; only a few highly trusted nations, most notably Sommerlund and Durenor, are permitted to manufacture boom powder under strict license from Bor.

The Dwarves of Bor are a hardy people with a great deal of stamina and strength that comes from many years spent at the forge and anvil, or mining and exploring the seemingly endless subterranean tunnels which criss-cross the heart of their kingdom.

The most common Dwarves of Bor encountered beyond the borders of their home nation are the Dwarven Gunners. These sturdy soldiers have a long tradition of mercenary work and often they venture far from their homeland, for decades at a time, to sharpen their skills and develop contacts in the outside world. This habit is invaluable for both Gunner and nation, since any knowledge or contact that is acquired becomes an asset to Bor when they return to serve a term in their homeland's standing military. The skills of a Dwarven Gunner of Bor, with all the firepower they bring with them, certainly makes them an attractive prospect for recruitment into any battle unit or adventuring party. The hardy fighting folk of Bor rarely lack employment.

BEING A DWARVEN GUNNER

Because years of mercenary work and travelling are a tradition for the Drodarin, Dwarven Gunners of Bor are always willing to go on adventures. These diverse journeys give them a chance to practice their shooting skills and improve their abilities in many different ways, making them a learning experience worth as much, if not more, than the loot such escapades typically yield. Since Dwarven Gunners of Bor share their people's somewhat notorious vice of avarice, adventuring is a doubly attractive way to spend their time.

Dwarven Gunners are known for three characteristics. Drodarin Dwarves are powerfully built and slightly short of stature. They

almost always carry at least one weapon, which for Dwarven Gunners is typically a Bor Musket. Last, but certainly not least, they always smell faintly of the forge. The scent of coal, iron, burning embers and bitter ash, clings to every inch of a Bor Dwarf's skin, though other Dwarves do not consider this to be a bad thing at all.



The Dwarves of Bor worship their own pantheon of Gods, who are the embodiment of hearth and forge, mountain and sky. It is rumoured that they used to worship Flogar, a River God, but that deity's following has long since faded and the Dwarves of Bor never discuss the reason for Flogar's fall from grace. In fact, Dwarven Gunners never discuss their religious beliefs with anyone they do not consider to be a bondsman, or a trusted comrade in arms, and then usually only over a pint or twelve of their infamously strong Bor-brew beer. On rare occasions when they do discuss their beliefs, the Dwarves of Bor can be very boisterous, and while they do not proselytise their religion, they will never quietly accept any deliberate disdain or disrespect shown in this regard.

Dwarven Gunners are an honoured class of soldier in their homeland and usually train from the time they are very young in the many practical arts of the Drodarin. Dwarven Gunners can forge their own equipment, load and fire anything from a Bor Musket to a cannon or bombard. This kind of superlative skill takes decades of practice to perfect, making their techniques a well-guarded secret that very few warriors from other lands could master to such a refined level of expertise and understanding.

STEP ONE: CHARACTERISTICS

To find out what your Dwarven Gunner's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Dwarven Gunner's ENDURANCE is, pick a random number. Add 25 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 25 and 34.

To find out what your Dwarven Gunner's WILLPOWER is, pick a random number. Add 5 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 5 and 14.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Dwarf Gunners of Bor can use Techniques in combat, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

STEP TWO: DWARVEN GUNNER ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Master Soldier.

While you have a long way to go before you can consider yourself to be a Marksman, you are not an absolute beginner either, as your five Drills show. The Ranks of the Dwarven Gunners, and the titles they are granted at each level of their progress, are shown here:

Rank / Number of Gunner Drills	Gunner Title
1	Recruit
2	Apprentice Gunner
3	Line Gunner
4	Gun Soldier
5	Master Soldier (your character begins play at this Rank)
6	Powder Master / Mistress
7	Pistol Master / Mistress
8	Musket Master / Mistress
9	Cannon Master / Mistress
10	Marksman



A Dwarf Gunner has a number of special abilities known as Drills. You may choose from the following Drills – you know 5 at the start of the game. Having a Drill adds +1 to any tests made while using it during play.

- Accuracy
- Explosives
- Fire Shot
- Gunbutting
- Incoming Fire
- Rapid Reload
- Sharpshooting
- Sniper's Eye
- Thunder Shot
- Two-Gun Mastery

ACCURACY

Hundreds of hours of musket practice inevitably pay off for a Dwarven Gunner, giving them a calm, steady aim even under duress. If you choose this Drill, write 'Accuracy' on your Action Chart.

Using Accuracy

Whenever you are using a Bor Musket in Ranged Combat (or in melee if you also have the Gunbutting Drill), you may re-pick your random number. However, the second random number you pick must be used, even if it is lower than the first random number picked.

You might make an Accuracy test for situations relying on precise, accurate manipulation to succeed.

Advanced Accuracy (+2 to tests)

Your precision becomes such that you simply do not miss in normal combat. Whenever the result on the Combat Results table indicates that no damage is inflicted, even after re-picking the result using Accuracy, you can spend 1 point of WILLPOWER and inflict 3 ENDURANCE damage instead as a glancing blow.

Mastered Accuracy (+3 to tests)

Deadly accuracy is child's play to you. You add +3 ENDURANCE to the damage of each shot you take after the first one in combat, to a maximum of +9 damage for the third and subsequent shots you make. This damage bonus persists until:

- The current combat ends and no enemies attack for one minute or more.
- You do not take a shot on your round.
- You are engaged in melee combat.
- You use Incoming Fire, Fire Shot or Thundershot. For Fire Shot and Thundershot, you may keep your current damage bonus for that attack. The damage bonus then expires immediately afterwards.

EXPLOSIVES

Your love of boom powder knows no bounds! You have moved on from guns and cannon to more devastating applications for your

beloved powdered explosive. You are well versed in all aspects of explosives, including their manufacture, and are an expert in their use. If you choose this Drill write 'Explosives' on your Action Chart.

Using Explosives

You make an Explosives test to place, detonate and disarm explosives during play. You can also make an Explosives test to create explosive devices.

Advanced Explosives (+2 to tests)

When you use an explosive device, it inflicts 3 additional ENDURANCE to living targets and 5 additional ENDURANCE to inanimate objects like vehicles and structures.

Mastered Explosives (+3 to tests)

When you fail a test while using, disarming or creating an explosive, you can spend 3 WILLPOWER and succeed automatically. In addition, you always take half damage from explosions of any kind, including magical ones.

FIRE SHOT

By altering the amount and the compression of the charge that is used to propel a shot, you can cause a halo of flame to encircle the fired shot. If you choose this Drill, write 'Fire Shot' on your Action Chart.

Using Fire Shot

Before you make a ranged attack, you may declare that you are using the Fire Shot Drill. If the target takes damage from a Bor Musket using Fire Shot, they suffer an additional 2 ENDURANCE damage.

You cannot use Fire Shot immediately after a Bor Musket has been Rapid Reloaded.

A Fire Shot consumes two charges of Boom Powder. A Fire Shot cannot also be a Thunder Shot.

Understanding how fire and smoke interact means you can make a Fire Shot test in situations involving increasing or diminishing open flames (ironically, Dwarven Gunners make excellent firefighters).

Advanced Fire Shot (+2 to tests)

An Advanced Fire Shot ignites the clothing and flesh of a target, causing them to take 1 fire damage at the beginning of each turn (Defence cannot prevent this) until they spend a physical action extinguishing the flames.

Mastered Fire Shot (+3 to tests)

You can use Fire Shot in conjunction with the Rapid Reload Drill.

GUNBUTTING

Though a Dwarven Gunner likes to deal with his or her adversaries at range, all too often they need to club back an enemy who has closed to engage in hand-to-hand combat. If you choose this Drill, write 'Gunbutting' on your Action Chart.

Using Gunbutting

So long as you have a Bor Musket in your hands, you never count as being unarmed. Note that this still counts as an improvised attack and so you cannot use a technique with a Bor Musket in melee.

You may add your Drill bonus to Might tests when you wish to break objects or force open doors, and your musket is a feasible tool for doing so.

Advanced Gunbutting (+2 to tests)

You gain +2 to your COMBAT SKILL when using your Bor Musket as a melee weapon.

Mastered Gunbutting (+3 to tests)

When you attack with your Bor Musket in melee, your skill has developed to the point where they can use techniques as though it is a normal melee weapon.

INCOMING FIRE

With almost supernatural reflexes, you are able to track arrows in mid-flight and shoot them out of the air before they strike. If you choose this Drill, write 'Incoming Fire' on your Action Chart.

Using Incoming Fire

So long as you are carrying a loaded Bor Musket, you may destroy one arrow fired directly at you, or at an ally who is standing within your field of vision and line of fire.

You might make an Incoming Fire test in situations that involve reflexes and reaction time.

Advanced Incoming Fire (+2 to tests)

You are capable of reacting fast enough that you shot not only blows the arrow out of the sky, but might still damage the enemy too. When you destroy an arrow, you may also inflict 3 ENDURANCE damage on an enemy within Long Range or closer. This counts as Ranged Combat, and Defence still reduces the damage as normal.

Mastered Incoming Fire (+3 to tests)

Swift reactions and speed allow you to swiftly load your weapon just enough to destroy an arrow. You can use this Drill even if your Bor Musket is not loaded. You may not combine the Mastered Drill with the Advanced Drill; you must have a loaded Bor Musket to damage the enemy as well.

RAPID RELOAD

You are capable of reloading your Bor Musket in a matter of seconds. If you choose this Drill, write 'Rapid Reload' on your Action Chart.

Using Rapid Reload

Whenever you reload your Bor Musket, make a test (Difficulty 10), adding both your Rank and Drill bonus to the result. If successful, you rapidly reload your Bor Musket and may fire in this combat round. If you fail, you miss this round and reload as normal. (Note that at Rank 10, no test is required as success is automatic.)

You may make a Rapid Reload test to load other weapons under duress, as well as for tasks involving ranged weapon construction, repair and operation.

Advanced Rapid Reload (+2 to tests)

Lessons in conservation of powder allow you to get the most from every keg of boom powder. In your hands, a keg of boom powder holds 24 charges instead of 12.

Mastered Rapid Reload (+3 to tests)

You are incredibly swift in combat, capable of loading your weapon so quickly that it takes no appreciable time at all. Loading a Bor Musket no longer counts as a physical action, freeing you to take other physical actions and still be able to fire during your Combat Exchange.

SHARPSHOOTING

The accuracy of the Dwarven Gunner has become legendary in Magnamund, and rightly so. If you choose this Drill, write 'Sharpshooting' on your Action Chart.

Using Sharpshooting

Whenever you are using a Bor Musket, you may add half your current Rank (rounded down) to your COMBAT SKILL. You may make a Sharpshooting test in situations to spot or identify a target in the distance.

Advanced Sharpshooting (+2 to tests)

You may add half your current Rank (rounded down) to your damage when using a Bor Musket in Ranged Combat. This addition happens after doubling, not before.

Mastered Sharpshooting (+3 to tests)

You can exploit any weakness in your opponent's armour, thereby negating its defensive effect. When using your Bor Musket, ignore a target's Defence score in Ranged Combat.



SNIPER'S EYE

You know exactly where to aim a shot in order to cause maximum shock and trauma to their chosen target. If you choose this Drill, write 'Sniper's Eye' on your Action Chart.

Using Sniper's Eye

Whenever you deal damage with a Bor Musket from Far range, count your 'E' result as at least 6, even if the chart indicates less. Attention to detail and weak points allows you to make a Sniper's Eye test in situations that involve a working knowledge of such things, such as destroying physical objects.

Advanced Sniper's Eye (+2 to tests)

Whenever you deal damage with a Bor Musket from Long or Far range, count your 'E' result as at least 6, even if the chart indicates less.

Mastered Sniper's Eye (+3 to tests)

You can hit targets you can barely see, trusting to instinct, experience and the range of your weapon to achieve a hit. You may fire at an additional Range band after 'Far', called 'Extreme'. Firing at targets at Extreme range incurs a -4 penalty to COMBAT SKILL for Ranged Combat.

The Sniper's Eye Drill is usable at Extreme range, but Fire Shot and Thunder Shot are not.

THUNDER SHOT

By packing in a measured amount of additional powder, you can literally stun a weakened enemy with the deafening blast of your shot. If you choose this Drill, write 'Thundershot' on your Action Chart.

Using Thundershot

When you fire your Bor Musket, you must make a test at a Difficulty equal to the target's current ENDURANCE, adding only your Rank to the result. If successful, the target is momentarily stunned and loses its ability to act in its next round.

You may not combine this Drill with Rapid Reload or Fire Shot. A Thunder Shot consumes 2 charges of Boom Powder.

You might make a Thundershot test to distract or scare an opponent when using boom powder.

Advanced Thunder Shot (+2 to tests)

You may add your Drill bonus (+2, or +3 if Mastered) to the test made to stun a target.

Mastered Thunder Shot (+3 to tests)

You are extremely skilled at locking down targets and keeping them from being able to do little more than stagger about, bleeding. You

can now combine this Drill with Rapid Reload, but the process is wasteful and consumes 3 charges of Boom Powder per use instead of 2.

TWO-GUN WIELDER

Dwarven Gunners often carry smaller firearms, such as Bor Pistols, to supplement their main weapon. You are skilled at aiming and firing two Bor Pistols at once. If you choose this Drill, write 'Two-gun Wielder' on your Action Chart.

Using Two-gun Wielder

Whenever you are carrying two loaded Bor Pistols, you may make two attacks with them in the same round. These attacks need not be aimed at the same target.

You may not combine this Drill with any of your other Drills, as they are intended to be used with a Bor Musket.

If you have this Drill, a pair of Bor Pistols only counts as a single weapon for the purposes of carrying them.

Advanced Two-gun Wielder (+2 to tests)

You may use the Rapid Reload and Sharpshooting Drills with your Bor Pistols.

Mastered Two-gun Wielder (+3 to tests)

You may use the Fire Shot and Thunder Shot Drills with your Bor Pistols.

STEP THREE: STARTING EQUIPMENT

- You wear the powder-stained uniform of the Bor army, a pair of sturdy boots, and a patterned neckerchief with which to wipe away gun-soot from your eyes and nostrils.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least while adventuring in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 20. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- You also start the game with a Bor Musket (Weapon), a keg of boom powder (Backpack Item) containing 12 charges, and a small belt pouch containing 36 lead shot (Special Item).
- If you have the Two-gun Wielder Drill, you also start with a Bor Pistol (Weapon) too.

BOR MUSKET

All Dwarven Gunners begin the game with a Bor Musket. It has the following rules

- All damage caused by the Bor Musket in Ranged Combat is doubled.
- Damage from by a Bor Musket in Ranged Combat ignores half a target's Defence, rounded down.
- After it has been fired, you must spend a round (both physical action and exchange) reloading your weapon. You can move, but cannot take any other action other than this if you wish to reload.
- Every time a Bor Musket is fired, it consumes 1 piece of lead shot and 1 charge of Boom Powder.

You may also choose 2 items from the following list:

- Chainmail Waistcoat (Special Item)
- Helmet (Special Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Rope (Backpack Item)
- Shield (Special Item)
- Axe (Weapon)
- Hammer (Backpack Item)
- Sword (Weapon)
- Pipe (Backpack Item)
- Tobacco Pouch (Backpack Item)
- Bor Pistol (Weapon)
- Keg of Boom Powder (Backpack Item, 12 charges)
- Pouch of Lead Shot (Special Item, 36 shots)

STEP FOUR: DWARVEN TENACITY

Dwarven Gunners of Bor never tolerate failure, either in themselves or in anyone on their team. They are constantly striving to improve upon perfection. For a Drodarin, nothing is ever truly good enough. This would make most Borese insufferable if this utter intolerance for complacency was not primarily directed at themselves.

You can draw great strength from this never-ending quest for excellence. Whenever you fail a skill test, you may spend a point of Dwarven Tenacity to pick another random number as though you were retaking the test, adding all applicable bonuses.

If this 'retest' succeeds, the test is still failed but the failure spurs you to improve. You gain a +5 bonus to the next test or combat check you take. You also regain 1 point of WILLPOWER. Nothing fuels a Dwarf to try harder than frustration.

Dwarven Tenacity has an irregular rate of recovery, refreshing one point every time you pick a 0 as a random number, for whatever the reason.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR DWARVEN GUNNER OF BOR

Borese names are rough and harsh, the kinds of soubriquets one might expect from stolid, stoic folk like the Dwarves of Magnamund. Only notable family lines have a surname that sees common use, though every Dwarf worth his stones can recall his lineage back at least six generations.

Suggested Names:

- **Male:** Adal, Bjart, Boran, Dagar, Edrok, Fanar, Garok, Kardon, Kordum, Lardin, Leomin, Lirkin, Losdur, Mirkin, Nolrim, Otmar, Phud, Quan, Radnol, Stenn, Tappen, Torfan, Vogel
- **Female:** Batara, Cyne, Elgede, Gersa, Imma, Linzo, Osula, Rogenna, Sai, Yngrola

Attributed to War-Thane Yurl Firemane at the Battle of Moytura Pass:

"I look out there and I see humans fighting back the tide of abominations that would consume us all. Our keeps are not safe. Our mountains crawl. We cannot run from this evil. Are we going to let others stand fast while we hide behind our walls of stone and steel?"

I say NO! Grab your kegs and roar with fury, my brave brothers. Let us greet Vashna's horde with Drodarin fire and thunder!"

HERBWARDEN OF BAUTAR

The Herbwardens of Bautar – or the Herbalish Druids, as they are also known – were once a tribe of holistic warriors and shamans, whose nature-wise ways attracted the attention of the Elder Magi during the Age of War. Bautarian sages were therefore the first humans to harness Magnamund's primal magic.

During the Age of Awakening, when mortals learned how to wield magical energies with no help from the Gods, they were in turn greatly assisted in their development by the Bautarian Herbwardens.



Fully conscious and worthy of their duty as guardians of nature and magic, Bautarians founded the Herbalish order to nurture and care for the land. They left an indelible mark upon history when they saved Magnamund from devastation at the hands of the Cener Druids and their Great Plague. To this day, Herbwardens remain the oldest and wisest order of human spellcasters, even though their magic differs greatly to that wielded by Brotherhood of the Crystal Star or the Magicians of Dessi.

In MS 5000, Herbwardens are the descendants of the ancient order of Bautarian sages. They are druids, or nature priests, whose abilities and secret knowledge have helped to transform their land into a lush and natural paradise. Although the Herbwardens' speciality is healing magic, nature's primal power is vast and manifests in many other ways. Besides the healing arts, the first Herbwardens had some training in combat, which they used during their 'Green Purge' against the vile corruption of the Cener Druids. Present-day Herbalish have inherited some of these limited martial skills, although rarely do they have the need to use them in the present age.

As a complement to their druidic activities, Herbwardens often explore lush Bautar to gain a higher awareness of its infinite variety, while patrolling and protecting it alongside their brethren and compatriots, the Bautarian Border Rangers. All of Bautar's great gardens and natural sanctuaries fall under Herbwarden supervision, thus the Herbalish become guardians of their land in every aspect, making them the most respected and admired individuals among their fortunate people.

High-level Herbwardens often function as advisors to Bautarian nobles and leaders, for they are the stewards of their realm's moral compass as well as the engines of its soul.

BEING A HERBWARDEN OF BAUTAR

Bautarians are a peace-loving people from an enlightened culture. They rarely seek adventure for its own sake, as they are more interested in fostering a greater understanding of the power of nature. Nevertheless, as soon any threat arises that requires the Herbwardens' special attention, they are quick to respond.

Recently, these threats have included sightings of Cenerese renegades leaving their Dark Realm of Ruel, and evidence of Darklands agents attempting to infiltrate beyond their borders. Whenever their healing arts and natural knowledge are called upon by their allies, the order always sends healers and sages to their aid, for they have pledged themselves to the protection of humanity from the encroachments of evil.

Herbwardens are spellcasters through and through, and they hold the secrets of the most ancient of magical powers that are present among humankind. They are adept at using their ancient curative

powers and have a profound understanding of nature. Yet their power is not about controlling the elements or blasting enemies to pieces. Rather, it taps into a much more powerful energy: the force of life magic.

Herbalish rituals and spells are focused on curing and creation, and the manifest source of their knowledge are not secret words or ancient tomes, but the elemental wisdom of the planet itself. For this reason, they have precious little offensive power and must instead rely on artificial measures to increase their combat abilities.



Herbwardens, contrarily to other spellcasters, do not see themselves as wielders of spectacular power but as nurturers and stewards who have been charged with protecting nature. They possess the knowledge to harvest its living gifts for healing and nourishment. As wardens of nature, it will come as no surprise to learn that the Herbalish worship Natural Spirits. Their religion sees the whole of nature as the most divine force of all. They still maintain a great

respect for Gods Kai and Ishir, for it was they who played the major role in the creation of the world, and it is the Sun and Moon that light its days and nights. Kai and Ishir are the divine ones who first taught the art of natural magic to the Herbwarden elders.

A Herbwarden's life is a daily testament of praise to Kai and Ishir's gifts, yet their view of Magnamund has a religious undertone that is humbler than the overt and sometimes ostentatious displays of faith that are indulged in by the humans of other nations.

Herbwardens begin their training at a very young age, though any Bautarian – in fact any inhabitant of Northern Magnamund with a goodly allegiance – is admitted into the order at any age if their dedication to the protection of nature is genuine. Once a Herbwarden's apprenticeship is ended, they are ordained as a Herbalish Druid in a special ritual, after which they are allowed to either stay in Bautar as a full-time member of the order, or permitted to roam free across Magnamund, bestowing their help and knowledge upon others less gifted than themselves.

STEP ONE: CHARACTERISTICS

To find out what your Herbwarden of Bautar's COMBAT SKILL is, pick a random number. Add 5 to this number and the result will be your COMBAT SKILL.. Your initial COMBAT SKILL will be between 5 and 14.

To find out what your Herbwarden of Bautar's ENDURANCE is, pick a random number. Add 16 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 16 and 25.

To find out what your Herbwarden of Bautar's WILLPOWER is, pick a random number. Add 20 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 20 and 29.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

STEP TWO: HERBWARDEN OF BAUTAR ABILITIES

Your level of training determines your Rank – you normally begin the game as an Acolyte.

While you have a long way to go before you can consider yourself to be a Druid/Druideess, you are not an absolute beginner either, as your five Herbwarden of Bautar Cultivations show. The ranks of the Herbwarden of Bautar, and the titles they are granted at each level of their progress, are shown here:

Rank / Number of Herbwarden Cultivations	Herbwarden Title
1	Aspirant
2	Novitiate
3	Initiate
4	Ovate
5	Acolyte (your character begins play at this Rank)
6	Adept
7	Curate
8	Prefect
9	Spirana
10	Druid / Druideess

A Herbwarden of Bautar has a number of special abilities known as Cultivations. You may choose from the following Cultivations – you know 5 at the start of the game. Having a Cultivation adds +1 to any tests made while using it during play.

- Green Purge
- Healing Arts
- Healing Hands
- Hunter
- One with the Land
- Lore of the Wild
- Natural Ward
- Primal Surge
- Terror to Behold
- Watcher of the Skies

You will have a chance to learn other Cultivations later.

When you have chosen your 5 Cultivations, write them down on your Action Chart.

GREEN PURGE

You have been expertly trained to defend your own peoples and your beloved land. If you choose this skill, write 'Green Purge' on your Action Chart.

Using Green Purge

When fighting Darkspawn, Cenerese Druids or any creatures that are native to Ruel (including Vazhag, Tzarg, Stragnah, Degradon, Giganite, Plaghatar, Plague Hounds, Plague Agarashi, and Ruel War-dogs), you gain a bonus to your COMBAT SKILL equal to half your Rank, rounded up.

Your knowledge of your cultural foes is not limited solely to combat. You might make a Green Purge test in any situation involving tracking, investigating or seeking lore related to your cultural foes.



Advanced Green Purge (+2 to tests)

The same focus that you show to your cultural enemies eventually grows to encompass a related foe, one that threatens the balance of all life: the undead. Undead creatures are added to the list above.

Mastered Green Purge (+3 to tests)

You have concentrated your skills in battle to the point where your techniques are equally effective in any situation. Your current COMBAT SKILL bonus (+5) becomes permanent, regardless of the foe you face. If you face any of your cultural foes, including undead, you gain an additional +2 CS.

HEALING ARTS

The healing arts of the Herbwardens of Bautar are legendary. If you choose this Cultivation, write 'Healing Arts' on your Action Chart.

Using Healing Arts

This Cultivation can be used to restore ENDURANCE points lost through injury. You may use freshly prepared potions in order to heal yourself once per day. You will restore 3 ENDURANCE points for every full hour that you spend brewing your potions and, during this time, you must remain isolated and undisturbed. You may only undertake this activity once your ENDURANCE has fallen below its original level. Each time you use Healing Arts, you must spend 3 points of WILLPOWER plus 1 for every hour after the first.

You may also heal others at the same rate. You can only heal one other character at a time, but you are permitted to heal more than one character consecutively.

You may add your Cultivation bonus to the Medicine skill, or even make a Healing Arts test in its place.

Advanced Healing Arts (+2 to tests)

You are skilled at healing patients even under distracting or adverse conditions. You no longer have to be in an isolated shelter to use Healing Arts, but any given use ends if you or your patient is engaged in combat during its duration.

Mastered Healing Arts (+3 to tests)

You are capable of tending up to four patients at a time, one of whom can be yourself. You must spend 1 additional WILLPOWER point per hour for each additional patient. You still only need to spend 3 points of WILLPOWER to activate Healing Arts, no matter how many patients are involved.

HEALING HANDS

Through the combined use of herbs, potions, and meditative techniques, you can attempt to cure ingested poison or contracted disease. If you choose this Cultivation, write 'Healing Hands' on your Action Chart.

Using Healing Hands

To cure a poison or disease you must first succeed at a Healing Hands test. The Narrator will determine the level of Difficulty based on the virulence or potency of the poison or disease in question. You must also spend a number of points of WILLPOWER equal to the Difficulty of the Test.

Curing a disease or poison does not undo any damage that has already been suffered, though lingering effects like blindness, open sores or other non-ENDURANCE losses may be cured.

You may add your Cultivation bonus to uses of the Medicine skill, or even make a Healing Hands test instead. It might also be used to help identify sickness in others through examination.

Advanced Healing Hands (+2 to tests)

Your touch is a balm for those who are suffering, returning any ENDURANCE previously lost to a disease or poison that you successfully cure.

Mastered Healing Hands (+3 to tests)

When you use Healing Hands, it simultaneously affects every disease and poison currently afflicting the patient. You only spend WILLPOWER points equal to the highest Difficulty test and make a single test. If successful, all current diseases and poisons are purged.

HUNTER

Adopting the mindset and mien of a bear or wolf, you can psychologically transform yourself into a natural predator. You are able to stalk prey and launch a devastating attack upon them at precisely the right time. If you choose this Cultivation, write 'Hunter' on your Action Chart.

Using Hunter

Choose one enemy at the beginning of combat. Until the battle ends, you gain a +2 bonus to your COMBAT SKILL when fighting your chosen target.

You may make a Hunter test in situations involving tracking or hunting, or knowledge about predatory animals.

Advanced Hunter (+2 to tests)

You can expand your predatory skills to include multiple enemies so long as they are all the same type.

For example, if you choose a Giak Raider as your focus, you benefit from a +2 CS against all Giak Raiders. If there is also a Giak Archer or a named Giak Leader present, however, then the bonus would not apply.

The Narrator is the final arbiter on what qualifies for this bonus.

Mastered Hunter (+3 to tests)

You have embraced the notion of the pack, allowing you to extend your basic Hunter bonus (+2 to COMBAT SKILL against **one** target) to everyone in your group. Doing this is tiring, however, costing you 1 WILLPOWER point per ally per round you provide the bonus.

ONE WITH THE LAND

A Herbwarden of Bautar is truly at one with the land, able to find life and sustenance in even seemingly barren terrains. If you choose this Cultivation, write 'One With The Land' on your Action Chart.

Using One with the Land

You will never starve in the wilderness, and can always find food under any circumstances, with the notable exception of the following regions: the Darklands of Northern Magnamund and the Doomlands of Naaros.

You can also communicate with animals and plants (albeit with in a very rudimentary way), and predict their intentions.

You might make a One with the Land test in a variety of different circumstances, such as survival, communing with animals, and navigation by stars and landmarks.

Advanced One With The Land (+2 to tests)

You have gained so much empathy with the natural world that you have attracted a small part of it to your service. You immediately gain a Companion, something appropriate for your current surroundings, and it will serve faithfully for as long as you treat it well. See page 80 of the Book of Kai Training for more information about Companions.

Mastered One With The Land (+3 to tests)

You carry some of the power of nature with you at all times. This harmony with regards to all life precludes the possibility of any natural aggression. Insects and animals of all kinds will refuse to attack you unless magically controlled.

Your Companion gains a permanent +2 bonus to COMBAT SKILL and +4 to ENDURANCE.

LORE OF THE WILD

There are few who understand the ways of the natural world quite like you. You are familiar with most species of animals and plant life, with their habits and habitats, and you can readily identify which ones are dangerous or benign. If you choose this Cultivation, write 'Lore of the Wild' on your Action Chart.

Using Lore of the Wild

This basic wisdom provides a +2 to your Defence score when fighting animals of any sort, even magical and corrupted forms, and a +2 on any test made to resist disease and natural toxins.

You might make a Lore of the Wild test in situations related to wilderness ecology, as well as tests involving knowing something about a plant or an animal.

Advanced Lore of the Wild (+2 to tests)

You can convince animals, even magical and corrupted variants such as Akataz and Doomwolves, to flee your presence. To do this, spend 2 WILLPOWER and engage the animal in Ranged or Melee Combat. If you inflict any ENDURANCE damage, you can forego that damage to force the animal to make a WILLPOWER test (Difficulty 5). The ENDURANCE damage you would have inflicted becomes a penalty to that test. If the animal fails the test, they must flee from you.

Animals forced to flee by this Ability will do so in a logical way, getting as far away from you as they can for at least an hour. Even if the animal cannot flee for some reason, it will not attack you again unless you engage the creature first.

Mastered Lore of the Wild (+3 to tests)

You are the keeper of secrets that were passed down from the Elder Magi at the dawn of the Order. These secrets are so powerful they forever mark you as a Wild Soul. This mark, typically manifesting itself as a birthmark on your face, chest or arms, provides a permanent bonus of +2 to COMBAT SKILL, +4 to ENDURANCE and +1 to Defence.

NATURAL WARD

You are able to place a Natural Ward upon yourself that protects you against harm. If you choose this Cultivation, write 'Natural Ward' on your Action Chart.

Using Natural Ward

You may use Natural Ward once per day, on yourself or one other ally. The recipient gains an additional number of ENDURANCE points equal to your Rank. When the recipient takes damage, these ENDURANCE points are always lost first and they cannot be healed in any way. A Natural Ward lasts for the rest of the day. Creating a Natural Ward costs 5 WILLPOWER, points that cannot be regained by any means while the Ward is in effect.

Advanced Natural Ward (+2 to tests)

Your Natural Ward is now an impressive barrier against harm. Those you shield with this power are capable of shrugging off considerable amounts of damage. In addition to a bonus to ENDURANCE, your Natural Ward now provides +2 points to the recipient's Defence so long as the Natural Ward is in effect.

Mastered Natural Ward (+3 to tests)

You may grant both yourself AND another person with a Natural Ward at the same time, providing a bonus to both ENDURANCE and Defence, as above. This additional Natural Ward costs no extra



WILLPOWER to activate, but if one Natural Ward ends, for any reason, then both will fail.

PRIMAL SURGE

You can channel the arcane power of the planet to fuel the magic of your potions. If you choose this Cultivation, write 'Primal Surge' on your Action Chart.

Using Primal Surge

Once per adventure, you may immediately regain half of your starting WILLPOWER.

You may make a Primal Surge test in situations involving channelling power and imbuing potions, as well as tests involving alchemy and magic of a similar nature.

Advanced Primal Surge (+2 to tests)

The power of life is palpable to you. When you use Primal Surge to regain half your WILLPOWER, you regain half as much ENDURANCE too.

For example, if Primal Surge would give you back 12 WP, you will also heal 6 END.

Mastered Primal Surge (+3 to tests)

You gain a Cultivation few in the world possess, a talent lost when the Elder Magi turned their hand away from manipulating the energies of life. If you can reach an ally within 1 minute of that ally being reduced to 0 ENDURANCE, you can use this power to instantly restore the ally to full ENDURANCE. You may use this power even if you have already used Primal Surge on yourself today.

Once this power is used in this way, you cannot use Primal Surge to save that ally ever again. Nature rarely offers a second chance; it never offers a third.

TERROR TO BEHOLD

Though peaceful, Herbwardens are the keepers of mighty secrets, and many lesser creatures fear them for their knowledge. If you choose this Cultivation write 'Terror to Behold' on your Action Chart.

Using Terror to Behold

You will never be attacked by an enemy whose COMBAT SKILL is lower than your own at the start of an encounter.

You may make a Terror to Behold test to scare or intimidate lesser creatures.

Advanced Terror to Behold (+2 to tests)

Knowing such weighty secrets can be useful even when you are not in combat. You may apply your Cultivation bonus (+2/+3) as a modifier on tests made to influence any sentient being.

Mastered Terror to Behold (+3 to tests)

Fear can be a potent tool, especially when wielded by you. Any creature denied its ability to attack you because of this power cannot use techniques of any kind in that battle.

WATCHER OF THE SKIES

You are so in tune with nature that you can predict local weather with a high degree of certainty. You are also able to manipulate it to a minor extent too. If you choose this Cultivation, write 'Watcher of the Skies' on your Action Chart.

Using Watcher of the Skies

By succeeding at a Difficulty 8 test, you can accurately predict what the weather will do in the immediate location for the next 24 hours. By expending 5 points of WILLPOWER, you can alter the present weather in a subtle way. For example, you can draw rain out of an overcast sky or cause the clouds to part to allow the sun to shine through.

This ability also allows a Herbwarden to whisper a sentence of up to 10 words and have one person within one mile hear it a few seconds later. These words are carried on a breeze and so a moving air current must be able to reach the target. Only the target recipient can hear the message. You may make a Watcher of the Skies test to predict the weather, deal with storms and drought and other climatic issues.

Advanced Watcher of the Skies (+2 to tests)

The change you can make in the weather is more pronounced, allowing you to bring about any weather appropriate to the current season by expending 5 points of WILLPOWER. If this change is significant (a thunderstorm on a clear day), it takes one hour to complete. Weather changes last a number of hours equal to a random number, with 0 equalling 10 hours.

Mastered Watcher of the Skies (+3 to tests)

You can call forth severe weather, the kind capable of inflicting direct damage to an opponent. So long as you are outdoors, you can spend 5 WILLPOWER points, plus up to 5 additional points. Doing so allows you to call down a bolt of lightning, deadly hail or some other significant hazard. This takes up your entire combat round. At the start of the next round, before anyone can act, all enemies in the combat suffer an amount of damage equal to your Rank (plus any additional WILLPOWER points spent). Defence may be applied to this damage.

STEP THREE: STARTING EQUIPMENT

- You wear a set of Herbwarden robes.
- You also have a backpack, a belt, and a leather pouch in for your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.

- To find out how much money you start with, pick a random number and add 15. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

You may also choose 3 items from the following list:

- Alether Berries (Special Item)
- Flask of Holy Water (Backpack Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Rope (Backpack Item)
- Short Sword (Weapon)
- Sickie (Weapon)
- Vial of Antitoxin (Backpack Item, one dose)
- Potion of Finglas (Backpack Item, one dose, counts as two choices)

Note: The Herbwardens of Bautar may never wear any type of conventional armour, nor may they use a regular shield.

STEP FOUR: VERDANT SOUL

Herbwarden carry a heavy spiritual burden, one their peaceful nature and cultural enlightenment make them uniquely qualified to bear. They are the caretakers of primordial lore so intrinsically linked to all life that their ancient mentors – the Elder Magi – did not feel themselves capable of possessing it safely. This lore rests in the heart of every Herbwarden, a power they use with utmost caution.

If you expend a point of Verdant Soul and spend an entire Combat Round focusing your power, you may then pick a random number. This pick gains no bonuses and cannot be re-picked through the use of any power or ability.

Every enemy within Long Range suffers an amount of damage equal to the random number; Defence does not apply. Every ally within Close Range regains an amount of lost ENDURANCE.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR HERBWARDEN OF BAUTAR

Herbwardens come from Bautar, a secluded country of hills, forest and fens located on the western edge of the great estuary of the Galdon River, in the southern part of Northern Magnamund. In their fertile and verdant nation, they enjoy an abundance of health and safety, often living their lives without ever leaving their plenary home. This makes for a tightly woven culture with names that often pay homage to past generations.

Suggested Names:

- **Male:** Babak, Dalimor, Danash, Fennic, Firaht, Kamsada, Mithroal, Namsha, Okam, Papas, Roshna, Takhma, Tennan, Zautro
- **Female:** Adelpha, Chitro, Delasa, Irsiya, Kindrah, Mhanda, Navida, Pashira, Titara, Vestina

Written in runes on a stone outside an Herbwarden's home in Talon, Bautar:

"Come, rest your burdens here. What ails you ails us all. What troubles you troubles us all. You may seek help here without fear or need of payment.

"In healing you, so are we all made whole."

ICE BARBARIAN OF KALTE

The icy realm of Kalte has remained apart from the rest of Magnamund's civilisations since the Shianti left these frozen wastelands two millennia ago. All that remained here was the human culture whom the Shianti had taken as their servants, now reduced to barbarism after finding themselves without guidance and protection in the midst of an icy, isolated wilderness.

Yet, despite the seemingly overwhelming odds, these people did not perish. Instead, they met the challenges of their habitat and became stronger and more resilient. From their parlous state of being a helpless, leaderless, solitary human tribe isolated in an overwhelmingly hostile environment, they became a powerful nomadic tribal nation that now holds sway over some of the most inhospitable territory in all of Magnamund. Their numbers have grown steadily so that their population today rivals that of many civilised realms.

The Barbarians of Kalte are still considered uncivilised when judged by the standards of other nations, but they are never dismissed as primitive or irrelevant. Occasionally, they are known to foray south, especially in times of extreme cold when an ice bridge forms across the Kaltersee, permitting land access to Northern Sommerlund and Durenor. During these times, the threat of an incursion by the Ice Barbarians of Kalte becomes a very real danger to the people of the Lastlands.

Ice Barbarians are naturally accustomed to the harshest living conditions present on Magnamund, save perhaps for those to be found in the Darklands or the Doomlands of Naaros. It is no surprise that they have become an extremely hardy and ruthless people.



They are notorious in war for never giving quarter to their enemies, nor for showing their true feelings when at peace. They have learned to take the most callous and brutally effective measures to ensure their personal survival, and these traits are deeply ingrained in their psyche. As a result they are hard to impress and even harder to defeat. Dealing with an Ice Barbarian is always a daunting challenge, whether on the battlefield or over the negotiating table.



Ice Barbarians have little interaction with the world outside of their icy domain. A few leave their native people to become guides, mercenary bodyguards or traders at the semi-civilised Kaltese outpost of Ljuk. But, apart from these few exceptions, most Ice Barbarians remain ensconced within their closed, isolated

society, which comprises several rival tribal clans. Clan warfare is commonplace among the Ice Barbarians, as they battle daily to survive in their hostile environment. Warriors, scouts and hunters have pre-eminent status in Ice Barbarian clan society.

BEING AN ICE BARBARIAN

Ice Barbarian warriors live in a wild and treacherous land, and feel no natural urge to seek out adventure in the wider world. From carnivorous Baknars to perilous ice fissures, from monstrous Kalkoths to the deadly chill of a Kalte blizzard, the wastes of Kalte offer plenty of challenges to anyone who is looking for a serious test of their courage and stamina. Ice Barbarians do not actively seek 'danger' or 'adventure'; simply surviving in Kalte is dangerous and adventurous enough. For an Ice Barbarian to have an 'adventure' it usually entails them tracking, finding and either killing or chasing away intruders who have strayed into their lands, whether deliberately or by a terrible stroke of misfortune.

Most Ice Barbarians have a warrior's training and mindset and, like their parents, the children are just as fierce and every bit as brave. The typical Ice Barbarian is a hulking, dark-haired, almond-eyed human with high cheekbones and sharp features. They have a fondness for tattoos, which denote personal acts of courage, and bone amulets, which are the trophies of past kills. Their preferred weapons are bone swords and lightweight composite bows fashioned from the ribs of Kalkoths. Although their weapons are less advanced and not as effective as those carried by other warriors of Magnamund, they more than make up for their limitations with savage determination, viciousness and remarkable reflexive speed.

Ice Barbarians do not practice any recognised religion. They consider themselves to have been abandoned by their gods (the Shianti) and, as a consequence, their philosophy is wholly pragmatic and focused upon survival. They have no respect for any kind of magic, having learned from bitter experience that such power inevitably turns upon its wielder and those around them. Many Ice Barbarian prophecies and superstitions warn of a time when one of their tribes will permit sorcerers to live among them. It will sow the seeds of their demise and will lead to their ultimate enslavement. They refer to anything that is magical as "Shik-Rik" which roughly translates as "slaver trickery".

Soon after a young Ice Barbarian has mastered the skill of skiing, they are taught to hunt and kill prey. Mammoths, Baknars and Kalkoths are their main source of food, and these creatures provide all the nutrition they need to endure the endless cold and privations of their harsh existence. They also provide the Ice Barbarians with material and shelter, their hides being used to make clothing and tents. When the winter pack ice recedes during the short summer months, Ice Barbarians supplement their diet with nutritious fauna and fish caught along the edge of the Kaltersee ice shelf.

ICE BARBARIANS AS HEROES

Given their culture and psychology, it might be hard to consider the people of Kalte as 'heroic'. Working one into a group of Heroes certainly demands creativity, as few would choose to travel with strangers and fewer still would leave Kalte for any appreciable length of time. They are an insular, savage people by nature. Although they are not an evil race per se, they are often considered as such.

The key to portraying an Ice Barbarian as a Hero is to remember that all Heroes are rare. They are the rare exceptions willing to face insurmountable odds to achieve great things. A few Kaltese leave their tribes every year to explore the world of Magnamund, seldom returning once they experience the warmth of the sun on their skin or see the beauty of a sunrise in the Lastlands. Others feel the stirring of ancient power in their blood, a rare but still-potent legacy of the time their ancestors were servitors of the Shianti.

Some exceptional Ice Barbarians may be caught in what they call the "Bak-ti-na-Ri", the "Bond of Red Ice". If a Kaltese warrior of any age is in danger and someone saves their life while bleeding on the same snow and ice that they have bled upon, it creates a 'life debt' that must be repaid even if the Ice Barbarian has to leave Kalte and follow their Baka (blood-bonder) to do so.

STEP ONE: CHARACTERISTICS

To find out what your Ice Barbarian's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Ice Barbarian's ENDURANCE is, pick a random number. Add 25 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 25 and 34.

To find out what your Ice Barbarian's WILLPOWER is, pick a random number. Add 10 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 10 and 19.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Ice Barbarians can use Techniques in combat, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

STEP TWO: ICE BARBARIAN ABILITIES:

Your level of training determines your Rank – you normally begin the game at Rank 5, a Survivor.

While you have a long way to go before you can consider yourself to be a Deathgiver, you are not an absolute beginner either, as your five Ice Barbarian Ways show. The Ranks of the Ice Barbarians, and the titles they are granted at each Rank, are shown here:

Rank / Number of Ice Barbarian Ways	Ice Barbarian Title
1	Whelp
2	Scree Stalker
3	Snow Hound
4	Ice Dancer
5	Survivor (your character begins play at this Rank)
6	Ig'snar
7	V'raan
8	Taker
9	Bloodspiller
10	Deathgiver

An Ice Barbarian has a number of special abilities known as Ways. You may choose from the following Ways – you know 5 at the start of the game. Having a Way adds +1 to any tests made while using it during play.

- Blood of Ice
- Bonemaster
- Ice Archery
- Disguise Trail
- Empathy
- Ferocity
- Icebound
- Magic Mistrust
- Snowsight
- War Scream

When you have chosen your 5 Ways, write them down on your Action Chart. You will have a chance to learn other Ways later.

BLOOD ON ICE

You are mentally tough and possess a formidable physical constitution that is highly resistant to infection. If you choose this Way, write 'Blood on Ice' on your Action Chart.



Using Blood on Ice

You may add your Way bonus (+1/+2/+3) when testing to resist diseases and poisons of any kind.

You might make a Blood on Ice test to survive in the icy tundra.

Advanced Blood on Ice (+2 to tests)

There is no normal disease or natural poison on Magnamund capable of putting you down for long. At this level of ability, diseases and poisons only inflict half the damage, penalty or duration of effect. All outside attempts to help you overcome such ailments get a +1 bonus to tests.

Mastered Blood on Ice (+3 to tests)

You cannot be affected by poisons and disease. The only exception to this is any such effect generated by an Agarashi or Shianti source. Against these, you gain a +3 bonus to your Resistance tests instead.

BONEMASTER

You are skilled at turning whatever meagre resources you have at your disposal into tools to aid in your survival. If you choose this Way, write 'Bonemaster' on your Action Chart.

Using Bonemaster

Given a day and a carcass of an animal that is comparable in size to a sheep, or larger, you are capable of fashioning either a sturdy bone weapon or a basic breastplate of bone armour. Consequently, you are rarely found in a situation where you are unarmed or unarmoured.

You may make a Bonemaster test to craft items, butcher animals and work leather.

Advanced Bonemaster (+2 to tests)

The items you make are not just functional, they are exceptional pieces of work. You add the Way bonus (+2/+3) to the COMBAT SKILL of any weapons you make using this Way. You add half the Way bonus (rounded up) to the Defence score of any armour you make.

Mastered Bonemaster (+3 to tests)

You are capable of making masterpieces out of bone. These exceptional items will be passed down to future generations as exemplary examples of the craft. To produce a masterpiece takes at least 7 days for any given item, and can only be achieved if you have access to exceptionally fine bone and hide. The result will be an Heirloom Bone Weapon or Heirloom Bone Armour (see page 156 for more about Heirloom items).

ICE ARCHERY

You are a superb archer, specialising in hitting an enemy on the move, and then evading your target before any reprisal can take

place. If you choose this Way, write 'Ice Archer' on your Action Chart.

Using Ice Archery

In battle, you may always use a bow and then automatically move back one Range band from an enemy before they can retaliate. This is not Evasion and cannot be used if you are within Melee range of a foe – only Close or further.

You may make an Ice Archery test to appraise a bow, craft a bow or in other archery-related tests.

Advanced Ice Archery (+2 to tests)

You can use your speed to great advantage, raining arrows upon your foes while on the move. If, after engaging in Ranged Combat and moving back one Range band, you are still at Long or Far range, you may immediately engage either the same target or another target in Ranged Combat again. This second attack is made at half your COMBAT SKILL.

Mastered Ice Archer (+3 to tests)

You are so swift and skilled that you can shoot and then withdraw from Melee Combat. As long as you inflict at least 4 points of damage, you can move back to Close Range without provoking attacks as a normal Evasion would.

DISGUISE TRAIL

It is often easy to follow an enemy over snow-covered terrain. You have perfected this skill and are adept at covering your tracks over any terrain, often changing them so as to give the impression that they have been made by a different creature entirely. Even gifted trackers find it impossible to follow you in your natural habitat. If you choose this Way write 'Disguise Trail' on your Action Chart.

Using Disguise Trail

Only Kai Lords with the Kai discipline of Tracking or a Hero with a similar ability can attempt to follow you; mundane skills will not suffice.

You may make a Disguise Trail test when tracking prey, trying to evade a pursuer or other situations relating to wilderness lore.

Advanced Disguise Trail (+2 to tests)

Only characters employing Advanced Tracking abilities stand any chance of following your trail. In addition, your false trails are so skilled that you can even fool the creatures you are mimicking. This could prove useful when hunting or luring prey.

Mastered Disguise Trail (+3 to tests)

Only characters employing Mastered Tracking abilities stand any chance of following your trail. In addition, you can now work a false trail around pitfalls, dangerous ice and other hazards so

skilfully that you impose your Way bonus (+3) as a penalty to others trying to detect such dangers.

EMPATHY

You can approach many of Kalte's dangerous beasts, albeit with caution and stealth. Further, you can also pacify ferocious animals, either to capture them or to subdue them prior to the kill, and discern a creature's true intent. If you choose this Way, write 'Empathy' on your Action Chart.

Using Empathy

You may make an Empathy test when dealing with animals, whether calming them down or working out what they want. At a push, it can also be applied when dealing with people too.

Advanced Empathy (+2 to tests)

You gain a Companion creature, one that remains feral but will stay loyal, just so long as it is fed regularly and treated well. See page 80 of the *Book of Kai Wisdom* for more about animal Companions.

Mastered Empathy (+3 to tests)

Your mind is open and sensitive, allowing you to feel emotions and the presence of living creatures. You cannot be surprised by living foes and may use your Way bonus on tests to avoid being swindled, bluffed or in any way deceived.

FEROCITY

The savagery of Ice Barbarians is legendary. If you choose this Way, write 'Ferocity' on your Action Chart.

Using Ferocity

So long as you are using bone melee weapons, you may add half of your Rank (rounding down) to any damage that you deal to an enemy.

Advanced Ferocity (+2 to tests)

You can be a shocking foe for an opponent to face. On the first round of combat with a given enemy, you add your full Rank to

any damage you inflict, and you only suffer half damage in return. A given enemy can only be affected in this way once.

Mastered Ferocity (+3 to tests)

You gain access to a special technique known only to a few Ice Barbarians of Kalte – Shatter Storm, (see boxout below).

ICEBOUND

You are perfectly at home in the worst arctic conditions. If you choose this Way, write 'Icebound' on your Action Chart.

Using Icebound

You are immune to the effects of cold weather and will never starve in any icy wilderness. Additionally, you are an expert in the use of skis and negotiating all types of rough terrain while wearing them, including glacial surfaces, pack ice, fissure fields and mountains (when travelling in a downward direction, at least).

You might make an Icebound test when hunting in cold conditions or trying to navigate in the depths of winter.

Advanced Icebound (+2 to tests)

The hardship and adaptations that you have previously endured have left you stronger. Your ENDURANCE is permanently increased by +2.

Mastered Icebound (+3 to tests)

You are a rock against the blizzard, an unmoving pillar of fortitude against the fiercest cold. You automatically succeed at any Survival or END tests made against winter conditions and suffer only half ENDURANCE damage from magical cold and ice.

MAGIC MISTRUST

Ice Barbarians wholeheartedly distrust magic and all who use it. If you choose this Way, write 'Magic Mistrust' on your Action Chart.

Using Magic Mistrust

You are able to detect magicians of all kinds, including healers, within Close Range by succeeding at a Difficulty 5 test.

SHATTER STORM

You intentionally smash your bone weapon against your opponent's armour, creating an explosion of razor-sharp ivory splinters.

Cost: 1 WP

Use: This technique requires no test. It counts as your basic action this round, however.

Benefit: After using this technique, resolve the combat exchange as normal. Your opponent gets no Defence against any ENDURANCE damage you inflict and enters the next combat round blinded and bleeding, suffering a -4 penalty to COMBAT SKILL for that round only.

Special: After you have resolved this technique, you lose both your weapon and 1 ENDURANCE.



Enemies who are aware of what you are doing can spend up to 5 WILLPOWER points to increase the difficulty of this test by per point spent. Helghasts and other 'infiltrators' always have this option. In addition, you may always add half your Rank, rounded down, to any test made to resist an enemy's spell.

You may make a Magic Mistrust test to recall basic knowledge about magic, spells and casters of all kinds.

Advanced Magic Mistrust (+2 to tests)

You have learned how to fight magic wielders more effectively. If you successfully resist an opponent's spell, you instantly regain 2 points of ENDURANCE and WILLPOWER.

Mastered Magic Mistrust (+3 to tests)

You have a great amount of mental stamina and your magic sense is extraordinary. You can detect magicians and healers up to Long Range and you can spend up to 5 WILLPOWER points whenever you are about to suffer ENDURANCE loss due to a magical effect. The damage is reduced by 2 points for every WILLPOWER point spent in this way.

SNOWSIGHT

With eyes uniquely adapted to screen out ultraviolet light, you are able to pick out the slightest movement or the most subtle of shapes when set against an icy background. If you choose this Way, write 'Snowsight' on your Action Chart.

Using Snowsight

You never suffer any penalties from glare or blinding conditions in the snow. You also have excellent night vision, with only a slight impairment to sight in very low light conditions. So long as there is a small light source (stars for example), you do not need a torch or lantern to see by at night. Additionally, you will never be surprised by an enemy launching an ambush against you at night unless magical invisibility or some other supernatural concealment is put into effect.

You might make a Snowsight test in situations involving awareness, perception and heightened senses made in the blinding light or at night.

Advanced Snowsight (+2 to tests)

Your vision is acute enough that no light is required at all. You can see perfectly well in the dark, so long as it is not magical in origin. Your sensitivity to motion also benefits you in Ranged Combat, providing a +1 COMBAT SKILL bonus with such attacks.

Mastered Snowsight (+3 to tests)

You have highly acute senses, negating your chances of being surprised under any conditions unless powerful supernatural factors are at work. If you also have Advanced Magic Mistrust, even the

supernaturally assisted cannot surprise you. Your greater vision and motion tracking also negates any penalties you would otherwise suffer for making Ranged Attacks at Long and Far Range.

WAR SCREAM

You possess the extraordinary ability to emit a bloodcurdling war scream. If you choose this Way, write 'War Scream' on your Action Chart.

Using War Scream

Once per day, every target – friend or foe – within earshot must succeed at a test with a difficulty equal to your Rank, or suffer a -4 penalty to COMBAT SKILL for the rest of the combat.

You might make a War Scream test when attempting to intimidate a foe or make yourself heard over a long distance or loud background noise.

Advanced War Scream (+2 to tests)

You have learned how to channel your fury and voice into a quick, short-ranged howl if you so wish. You may use this shorter, sharper scream once per combat instead of once per day. It only affects one foe (or Grouped Enemy) and does not harm your allies. Its effects in all other respects are as described above.

Mastered War Scream (+3 to tests)

When you let loose with a War Scream, all of Kalte hears it! The penalty to COMBAT SKILL inflicted by your War Scream is increased to -6 and targets also lose 4 ENDURANCE if they are in Melee or Close Range with you. The penalty and damage are halved for affected allies.

STEP THREE: STARTING EQUIPMENT

- You wear a suit of thick furs and animal skins.
- You also have a backpack and a belt.

You may also choose 3 items from the following list:

- Bone Armour (Special Item, grants a +3 bonus to your ENDURANCE)
- Bone Bow (Weapon)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Quiver (Special Item)
- Rope (Backpack Item)
- Shield (Special Item)
- Bone Spear (Weapon)

STEP FOUR: INDOMITABLE

The Ice Barbarians of Kalte are unyielding men and women who are so hardened by their frozen domain that few things nature can

throw at them will do them much harm. They survive and thrive in extremes that would soon prove fatal to other humans. Whenever you fail a test of any kind to resist negative effects (damage, loss of COMBAT SKILL or WILLPOWER, disorientation and so on) from your environment, you may spend a point of Indomitable, pick a random number, and add that to the result of your failed test. If this succeeds, the negative effects are ignored completely, even if success would normally only lessen them in some way.

Indomitable is always reset to an Ice Barbarian's starting value at the beginning of an adventure.

See page 11 for how your Indomitable is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR ICE BARBARIAN OF KALTE

The Kaltese language is pragmatic in nature, with very few adjectives and short, quick words meant to convey meaning without elaboration. This linguistic style carries over to their names as well, with each one being a simple statement rather than an abstract name. As such, most translate directly into concepts like 'first child' or 'hard birth'.

Suggested Names:

- **Male:** Akiak, Dencka, Ikia, Kamkak, Kzu'Tooa, Manza, Nolak, Pust, Quok, Suluk, Tagzag, Yri'sasa.
- **Female:** Bulla, Iquas, Kangok, Koras, Miku, Ongu, Sakru, Tupsha, Uguu, Yurzu.

Rare Example of Kaltese Poetry, Found Carved Into a Spear Haft:

*"Fly true, bird no wings.
Wet your beak and we live another night."*

KLOON SAGE OF CHAMAN

The state of Chaman, located alongside the deep waters of the Great Tentarias Strait that divides the two continents of Magnamund, is unique in two important respects. Firstly, it is the repository of the largest and most wide-ranging collection of knowledge in the world, and secondly, it is home to one of the last two great Goodly non-human civilisations, the Kloon.

Closely related to Drodarin Dwarves, yet smaller, greener and – as they would argue themselves – quite a lot brighter, the Kloon are an ancient, wise, considerate and resourceful race, whose lifestyle and culture is built upon the acquisition and appreciation of knowledge and wisdom. They are devoted to the accumulation of knowledge and its practical application. They are sometimes called, "The Librarians of Magnamund". The Kloon are known for their excavation of valuable minerals, their building of fine houses (as domiciles for themselves and as repositories for their vast collection of ancient scrolls and tomes), their study of nature and science, their memorising of stories and folklore, their philosophical recitals, their arts and crafts, and their astute and trustworthy trading. Their foremost adventurers are erudite savants known as the Kloon Sages of Chaman.

Kloon Sages of Chaman are not members of some heroic order or arcane society; they are instead typical Kloon adventurers. They are learned in thousands of subjects and willing to share their knowledge with anyone they consider to be deserving of it. Kloon Sages do not see themselves as a single, separate profession; they are representative of the entire Kloon race, and they are all, without exception, well-read and highly intelligent. If you hail from the Free State of Chaman, you are simply a 'Kloon'; the words 'Sage' and 'of Chaman' are somewhat redundant but outsiders, ignorant as they are, will not learn.

Kloon Sages are most often found serving as librarians, priests, architects, healers or scientists in their homeland. Theirs is a truly meritocratic society. However, with their profound knowledge has come an aloofness that many non-Kloons mistake for arrogance. It is true to say the Kloons do not suffer fools gladly. Their wisdom has gained them prestige abroad, and many travellers come to Chaman – particularly to its capital city of Gleesh – to request, beg for or hire the counsel of a Kloon Sage with a specific area of expertise. The Kloon are also in great demand as advisors to rulers of other lands, and they can frequently be encountered in sagely roles throughout the Stornlands' principal cities.

BEING A KLOON SAGE OF CHAMAN

For the Kloon, adventure means learning and vice versa. Their favourite saying is, "Knowledge is a never-ending feast", and when it comes to learning the Kloon have voracious appetites. Many Kloon find true adventure only within the walls of a book-lined study, where they may discover more excitement, mystery, intrigue and rewards than other less-erudite adventurers will find in a lifetime of long journeys and deeds of derring-do. The exploits of a Kloon adventurer are not so much about fighting Evil as discovering new and ingenious ways to defeat it. They take particular satisfaction in rebuilding what Evil has destroyed and in helping worthy allies by imparting knowledge and advice, and inspiring them with their mastery of the High Arts.



Their main concern and source of adventuring, however, is the never-ending task of protecting Magnamund's ancient lore from becoming lost or corrupted. The Kloon homeland of Chaman, and all the wisdom it contains, is under constant threat of destruction by the dark forces of Magnamund. Therefore, naturally, the burden of compiling and protecting this invaluable repository falls upon the shoulders of the Kloon Sages. Sadly, it is not uncommon for them to have to sacrifice their lives in pursuit of this noble duty.

Kloon Sages are no fighters, not by any stretch of the imagination. They should not, however, be considered weak or insubstantial. They are a hardy race and not above keeping a few combat tricks up their sleeve for when the need arises. Their main strength, however, is their seemingly endless capacity to store facts and figures in their prestigious minds. Kloon Sages do their best to learn everything they can from the world around them, and particularly from the first-hand accounts of other adventurers.

When it comes to recreation there is nothing they prefer doing more than speculating and hypothesising about what they have learned. This unique trait results in an extremely eclectic profession,

whose main strength is derived precisely from the variety of the arts and techniques they have studied, not from any one field of specialisation. Besides this great wealth of applied knowledge, Kloon Sages are particularly known for their creativeness and inventiveness. This often enables them to construct useful devices out of components that non-Kloons would summarily dismiss as scrap or junk.

Apart from their ancient Drodarin deities, some of which they share with the Dwarves of Bor, the principal religion of Chaman is Ishirism. They are devoted followers of Goddess Ishir whom they, quite rightly, acknowledge as having created them. The Kloon devote all of their libraries and their scholarly endeavours to Goddess Ishir, and it is common to see Ishir's moon-shaped emblem adorning their buildings, their flags, their clothing and their art.

The finest examples of Kloon Ishirian artistic symbology can be found in the Lycaranium, the Great Library in the centre of Gleesh. In many respects, this edifice represents the essence of the Kloon: their dedication to Ishir and their devotion to knowledge.

Most Kloon Sages come from Chaman's scholar class, having been trained for a life of erudition and academia almost from the day that they are born. Once they begin, a Kloon Sage's training never truly ends until the day they die. They are forever researching and studying, whilst simultaneously developing, perfecting, and revising what they already know.

STEP ONE: CHARACTERISTICS

To find out what your Kloon Sage's COMBAT SKILL is, pick a random number. Add 6 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 6 and 15.

To find out what your Kloon Sage's ENDURANCE is, pick a random number. Add 20 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 20 and 29.

To find out what your Kloon Sage's WILLPOWER is, pick a random number. Add 10 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 10 and 19.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

STEP TWO: KLOON SAGE ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Scholar.

While you have a long way to go before you can consider yourself to be a High Lore Master/Mistress, you are not an absolute beginner either, as your five Kloon Sage Studies show. The ranks of the Kloon Sages, and the titles they grant, are shown here:

Rank / Number of Sage Studies	Sage Title
1	Pupil
2	Student
3	Savant
4	Major Savant
5	Scholar (your character begins play at this Rank)
6	Major Scholar
7	Tutor
8	Sage
9	Lore Master / Mistress
10	High Lore Master / Mistress

BODY AND MIND

The Kloon are always striving to improve themselves. This is reflected in their Studies and in the way they grow and change as they learn. If you gain two versions of Comrade Wisdom at an Advanced level, you receive a free Physical trait to show how they are adapting to their studies (see page 12 for a list of Physical traits). If you gain two versions of Dedicated Learning at an Advanced level, you receive a free Mental trait to show how their research has affected them (see page 15 for a list of Mental traits). If you Master Battle Wisdom, your ENDURANCE increases by +4. If you Master Scholarly Lore, you add +1 to your Pure Thought score.

A Kloon Sage has a number of special abilities known as Studies. You may choose from the following Studies – you know 5 at the start of the game. Having a Study adds +1 to any tests made while using it during play. Unlike many of the abilities of other Heroes, some Kloon Studies may be picked more than once – these Studies are marked with an * on the list below.

- Battle Wisdom
- Comrade Wisdom*
- Dedicated Learning*
- Scholarly Lore

BATTLE WISDOM

You have studied the art of war in great depth, and can now apply your research to a more practical purpose. If you choose this Study, write 'Battle Wisdom' on your Action Chart.

Using Battle Wisdom

Your COMBAT SKILL increases by +2 immediately. This is a permanent bonus. You may also wear conventional armour.

You can make a Battle Wisdom test related to the theory of warfare, tactics, weapon knowledge, war history and other subjects related to battle.

Advanced Battle Wisdom (+2 to tests)

You learn from your combat experiences. Every time you defeat a creature in combat (reducing it to at least half ENDURANCE and surviving the battle as the victor), you may record its type (Giak, Drakkar, Doomwolf, Bandit, etc.) on your Action Chart. You receive a +2 bonus to COMBAT SKILL whenever you face the type again.

You can know as many types of creature equal to your Rank. If you learn a new one after reaching this maximum, you must discard a previously learned type instead.

Mastered Battle Wisdom (+3 to tests)

You can now use techniques in combat. This makes you quite fearsome, especially for a race of beings with little perceived skill in battle.

COMRADE WISDOM

You truly love to learn, readily picking up new skills and knowledge from friends and allies. If you choose this Study, write 'Comrade Wisdom in _____' on your Action Chart. You may choose this Study up to four times, picking a different discipline or ability each time.

Using Comrade Wisdom

When you choose this Study, you may immediately choose any one discipline or ability possessed by another character in your party. You may now use the basic form of this discipline or ability as if it were your own, with an inherent bonus of +1 (even if your ally has a higher bonus due to Advancement or Mastery). You pay a great deal of attention to people and their skills. You make a Comrade Wisdom test for any situation involving attention to detail and personal knowledge. Some Disciplines, Spells and Skills are not available to the Kloon Sage. Kai Disciplines cannot be passed to the Kloon race.

Disciplines requiring great strength (the martial disciplines of the Knights of the White Mountain and the Sommlending Knights of the Realm for example) or specific physiological traits (Noodnic Disciplines) are not available either. However, some gifted Kloon



are able to perform Old Kingdom and Left-handed magic and they can be taught Disciplines from the Vakeros Warrior-Mages, the Brothers of the Crystal Star and the Herbwardens of Bautar, but not from the Magicians of Dessi.

Advanced Comrade Wisdom (+2 to tests)

You have advanced your understanding of your allies' capabilities. You may now use the Advanced form of your chosen discipline or ability. You gain your full Study bonus (+2/+3 if Mastered) when doing so.

Mastered Comrade Wisdom (+3 to tests)

You can recognise the potential in others and replicate it yourself. You may now use the Mastered form of your chosen discipline or ability. You gain your full Study bonus (+3) when doing so.

DEDICATED LEARNING

You are a font of all manner of different knowledge, and can quickly turn your attention to focus on specific areas as needed. If you choose this Study, write 'Dedicated Learning' on your Action Chart.

Using Dedicated Learning

At the start of an adventure, you may turn your attention to focus on a specific area of endeavour, be it a field of knowledge or a specific profession. Pick a skill that you do not currently possess. You immediately gain the ability to use this skill until the end of this adventure.

This skill has a skill bonus of +2 regardless of Rank.

A Kloon Sage is the master of hundreds of different pieces of information and techniques, making them adept at the basics of any skill. You can add your Dedicated Learning bonus to all skill tests.

Advanced Dedicated Learning (+2 to tests)

You gain a +3 skill bonus to any skill learned via this ability instead of +2.

Master Dedicated Learning (+3 to tests)

You can distil some of your knowledge into a permanent set of memories, essentially learning the whole of a subject matter in a very short period of time. You become a prodigy of the skill for the duration of the adventure. Its skill bonus improves to +4. In addition, if the Difficulty for a test using this skill is 9 or less, success is automatic.

SCHOLARLY LORE

The best-known characteristic of Kloon Sages is their ability to answer virtually any question posed to them. Whatever the nature of any given piece of specific knowledge, you have a high

probability of having studied the subject. If you choose this Study, write 'Scholarly Lore' on your Action Chart.

Using Scholarly Lore

You may re-test any failed Sage skill tests once. You must abide by the results of the re-test, however.

You add your Study bonus to any Sage skill test, as well as other scholarly related tests.

Advanced Scholarly Lore (+2 to tests)

You can learn fascinating and useful facts about anything you decide to research. This requires an uninterrupted hour of study, and allows you to use your Scholarly Lore bonus (+2, or +3 if Mastered) as a bonus to both your COMBAT SKILL and WILLPOWER when combating the studied type of foe, and any tests related to the specific subject. This bonus remains until you choose to re-focus, which takes another hour of uninterrupted study, or until the end of the adventure.

For example, a Kloon Sage decides to research Agarashi. After an hour, they emerge from the depths of their books with a +2 CS against Agarashi and a +2 to their WILL if they have to make tests against Agarashi spells and abilities.

Master Scholarly Lore (+3 to tests)

You are at the pinnacle of your academic profession. At this point, you are the source that other people research when it comes to your preferred field of expertise. When you Master this ability, you must choose one narrow field, subject to the Narrator's approval. You cannot fail tests related to this field. If it is a thing that can be known, you know it or can find it quickly.

STEP THREE: STARTING EQUIPMENT

- You wear the distinctive red velvet robes of a Kloon Sage.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 20. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

You may also choose two items from the following list:

- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Rope (Backpack Item)
- Short Sword (Weapon)
- Sunrod (Special Item)
- Vial of Antitoxin (Backpack Item, one dose)

Note: Kloons Sages of Chaman may not wear any type of conventional armour, unless they possess the Study of Battle Wisdom, nor may they use a traditional shield.

STEP FOUR: PURE THOUGHT

The Kloons greatly value learning and intelligence, building their homes around libraries and their culture around academia in every respect. Their racial knowledge is unquestionably great; their skill at researching even the most obscure topic a thing of scholastic legend. The Kloons prize intellect and, with it, the freedom to pursue knowledge no matter where the pursuit may lead.

When you are subjected to any detrimental effect that would affect your mind, your WILLPOWER score, or your ENDURANCE through telepathic Mindblast, you may spend a point of Pure Thought and pick a random number. This number is how many rounds (or minutes, out of combat) you are immune to that power or any similar effect. When the time is up, the effects (if still present) begin as normal.

The Narrator may reduce this duration or require WILLPOWER expenditure in the case of extremely powerful or supernatural mind effects.

Pure Thought is always reset to a Kloons Sage's starting value at the beginning of an adventure. Spent points of Pure Thought are also regained at a rate of one per week, but only if that week is spent deep in study.

See page 11 for how your Pure Thought is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR KLOON SAGE OF CHAMAN

The Kloons are united in their love of words, conjecture, and intellectual pursuits. These traits are seen in their language and in their patterns of naming, both of which are overblown to such a degree that some Kloons devote the whole of their sagacious lives to studying their own linguistics. Kloons names are often very long and complex, with each syllable representative of a concept or theory. Kloons companions almost always have to shorten their proper names to something more manageable.

Suggested Names:

- **Male:** Alserwilryndorxif (Alser), Borghanaphon (Borg), Dakdermanybar (Dak), Elgarquanantor (Elgar), Gilgannamaxidon (Gilgan), Iotaquavelterly (Iotaq),

Lofizgrackerholt (Lofiz), Ninayshambralam (Ninay), Orurosfarver (Oruor), Safizshangdelzin (Safiz), Xalrugatious (Xalru).

- **Female:** Alinevalenlily (Aline), Callisentenwhyte (Calli), Donoabanhanishooshma (Donoa), Helwisehecksberri (Helwis), Iotavatranlancem (Iotav), Kridyseacalamy (Kridys), Mymiphishula (Mym), Nansokokarli (Nanso), Tiflaniqimiphi (Tifla), Urilixyrohana (Urili)

Words Found Embroidered into a Kloons Nursery Blanket:

"Crimson eyes bright, precious one, your lessons in life, have just begun."

KNIGHT OF THE WHITE MOUNTAIN

The order of the Knights of the White Mountain was founded to assist Ulnarian civilisation expand across the north-eastern peninsula that is today the Kingdom of Durenor. The Knights of the White Mountain helped clear the peninsula of Durenor of Cloesian bandits, Vassagonian outlaws and corsairs, and eventually defeated the remaining bandit groups that launched raids across the Rymerift.

Recognisable by their blue cloaks, the Knights of the White Mountain constitute the elite warriors of Durenor. All of the noble families of Durenor yearn for at least one of their sons or daughters to be accepted into their ranks; not all are successful. Joining the Knights of the White Mountain is a difficult achievement. One has to earn it, and the requirements are high. For a large, high-born family not to succeed in placing at least one of their children into the Order of the Knights of the White Mountain is regarded as a great disappointment that often results in a fall from grace within Durenese High Society.

All Knights of the White Mountain, regardless of their division, possess a strength of character that is as legendary as their efficiency and trustworthiness. However, they are also known to be remarkably dour and unemotional, and their steadfast honesty is usually accompanied by a mirthless disposition. Life is not particularly glamorous for a Knight of the White Mountain and they often adopt a too-professional approach to their weighty responsibilities.

The city of Blave, and its surrounding provinces, is the principal military training centre for Knights of the White Mountain. This is where they receive training in warfare in forest and grassland environments. There are also training grounds for the Knights in Hammerdal, and this is where they are stationed while they perfect their mountain warfare techniques.



Following the completion of their training, Knights of the White Mountain operate around the edges of Durenese civilisation. They have little contact with society in the execution of their duties, except for when they are allowed home on leave or when they are travelling across the peninsula on official business. They have the difficult and dangerous job of watching the borders between Durenor and the Wildlands, which obliges them to spend long hours in isolation at wilderness outposts and military encampments such as Skyspike, Tower Oytar or Tower Ratwatch. Except in time of war, Knights of the White Mountain generally operate alone or in pairs, although every so often it is possible to encounter a unit of them riding or training together. Some Knights may be encountered in joint command of a company of Sommlending warriors, or in full command of a regiment of Stornlands mercenaries.



Despite the Spartan discipline of their everyday life, Knights of the White Mountain are treated with utmost respect and supplied with excellent equipment and provisions by the Durenese King and his subjects. They are all too aware of their Knights' inestimable duty to maintain the prosperity and might of the Kingdom of Durenor by keeping its borders and byways free from incursion.

The order comprises three divisions of Knights: the Mountains, the Skies, and the Stars.

THE MOUNTAINS

These knights are specialists in defence and protection. In a land where peace is highly valued, the Mountains are not overly aggressive warriors. But they are stalwart and formidable defenders, and it is very difficult to wound them in battle. They are masters of armour and shield. They will perhaps land a blow upon their enemies less often than their compatriots, but their enemies will have great difficulty slaying them in battle.

Mountains are traditionally tied to the defence of Tarnalin and Port Bax. Tarnalin is a direct way through to the capital, Hammerdal, by way of the road that leads across the northern Wildlands, whereas Port Bax is the first mainland Durenese city in the way of potential invaders from the Darklands and the northern Wildlands. It is considered by the Durenese to be the 'Gateway to the Mountains.'

THE SKIES

These are ranger-knights. Like the unrestricted view one has in a wide open sky, so those knights who follow this devotion see all. They are the sentinels, tasked with warning the Mountains of dangers to come. They play a vital role as, without their forewarning, the Mountains would not be ready to protect the realm from assault. The Skies consider their skills to be undervalued by the Mountains, because of the haughty attitude of the Mountains towards the Skies.

Skies are traditionally tied to Weidon, Lof and Trelsk. Weidon is the least used of the three tunnels through the Hammerdal Range, and it is the one that most Durenese consider to be of least importance. Yet it permits access from Hammerdal to the largest part of the realm. Skies maintain that this is where they are the most needed, although Mountains often contend this view as they consider the gravest threat to national security is likely to emerge from the Wildlands. The Skies apply the same reasoning to Lof and Trelsk too. Lof and Trelsk are coastal cities upon the edge of the Kaltersee surrounded by a large expanse of sea and plain. There have been occasions when the combined forces of the Durenese Navy and the Skies of Durenor have thwarted Ice Barbarian attacks before they have been able to penetrate into the Durenor Plain and the hinterlands.

THE STARS

These are the leaders of the knights. They are the most powerful and the most venerated of the Knights of the White Mountain, and they are also the most important in times of war.

Stars are traditionally tied to Calencut, Blave and Ryme. Calencut is the tunnel located between Tarnalin and Weidon. Ryme is key to the Stars because it is the Durenese city that has most often been attacked by foreign enemies; most commonly southern Wildlands bandits, Vassagonian raiders and Lakuri pirates. Consequently the defenders of Ryme have, over the passing years, become more watchful and militarised than the citizens and defenders of other Durenese towns and cities. Because of its location, Ryme controls sea traffic through the Rymerift that originates in the Kuri Sea. It exacts taxes from trade ships that use the strait, and these taxes provide an important source of revenue to the Durenese Crown. They also provide financial security for the Stars.

BEING A KNIGHT OF THE WHITE MOUNTAIN

For a Knight of the White Mountain there is no 'adventure,' only duty. The most thrilling escapade is viewed in a very pragmatic way as just another task to be done, just another obligation of duty to fulfil. Knights of the White Mountain do not adventure for any reason other than their assigned mission. Of course, since their assigned mission is to thwart and hunt down any bandits or criminals attempting to invade or operate inside their land, they have plenty of opportunities to go on such perilous quests. Besides, Knights of the White Mountain find unexpected adventure much more frequently than one would suppose, since their official duties, and even their routine travels, make it a necessity for them to pass through some of the most lawless territories in Northern Magnamund.

Knights of the White Mountain are soldiers first and foremost. The harsh environments in which they operate, and their formidable training, give them resilience and strength of will that borders upon the super-human. They are always ready to fight, although they seldom consider fighting to be 'fun' or 'exciting'. Their minds are strong enough to resist most magical and psychic attacks, yet they do not feel overly proud of their power. Their training is thorough and exacting, and makes them supremely suited to defending their country. They assume this duty with a sense of professional pride that is shared by no other order in Magnamund, with the notable exception of the Kai Lords of Sommerlund.

Knights of the White Mountain are very pious individuals. They attribute most of what befalls them to the will of the gods, and observe strict religious rites throughout the day. Despite their firm beliefs and devout lifestyle they rarely proselytise. Their job is not to convert, but to protect.

Knights of the White Mountain count many high-born nobles among their ranks. While this has little bearing within the order since all members are treated as nobility by Durenese law, it is true to say that the respect that is conferred upon the Knights of the White Mountain is what attracts many low-born peasants to aspire to joining their ranks.

After a young man or woman is admitted into the order, they must go through many months of rigorous exercise and training before they are deemed ready to serve.

Inexperienced Knights of the White Mountain are assigned to generally easier tasks, although they are coached to face them with the utmost gravitas and sober responsibility. As a Knight of the White Mountain advances through the ranks of the order and proves themselves worthy of higher commissions, so gradually are they given harder and more perilous tasks. As a consequence, they also receive a greater degree of respect and recognition among their peers.

STEP ONE: CHARACTERISTICS

To find out what your Knight's COMBAT SKILL is, pick a random number. Add 12 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 12 and 21.

To find out what your Knight's ENDURANCE is, pick a random number. Add 22 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 22 and 31.

To find out what your Knight's WILLPOWER is, pick a random number. Add 10 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 10 and 19.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Knights of the White Mountain can use techniques in combat, just like a Kai Lord (see the Book of Kai Wisdom, page 37).

WHAT KIND OF KNIGHT ARE YOU?

You must now choose which type of Knight of the White Mountain you wish to become: a Knight of the Mountains or a Knight of the Skies. Only when you reach Rank 8 (Knight Valiant) can you become a Knight of the Stars, for these comprise the officer division, and Knight Valiant is the first of the officer ranks.

After choosing which type of Knight of the White Mountain you wish to become, modify your initial COMBAT SKILL and ENDURANCE scores as follows:



Knight of the Mountains

- Reduce your COMBAT SKILL by 1
- Increase your ENDURANCE by 3.

Knight of the Skies

- Increase your COMBAT SKILL by 1.
- Reduce your ENDURANCE by 3

You cannot change division once you have made your choice. Upon reaching Rank 8 (Knight Valiant), you will receive a promotion and become an officer in the order. You will then be transferred to the Knights of the Stars, and you will receive the following additional modifiers to your COMBAT SKILL and ENDURANCE scores:

Knight of the Stars

- Increase your COMBAT SKILL by 1.
- Increase your ENDURANCE by 3.

STEP TWO: KNIGHT OF THE WHITE MOUNTAIN ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Knight Protector.

While you have a long way to go before you can consider yourself to be a Knight Royal, you are not an absolute beginner either, as your five Knight Pledges show. The Ranks of the Knights of the White Mountain, and the titles they are granted at each Rank of their progress, are shown here:

Rank/Number of Knight Pledges	Knight Title
1	Ward
2	Esquire
3	Knight Brother/Sister
4	Knight Soldier
5	Knight Protector (your character begins play at this Rank)
6	Knight Vigilant
7	Knight of Courage
8	Knight Valiant
9	Knight of Honour
10	Knight Royal

A Knight of the White Mountain has a number of special abilities known as Pledges. You may choose from the following Pledges—you know 5 at the start of the game. Having a Pledge adds +1 to any tests made while using it during play.

- Pledge of Allegiance
- Pledge of Arms
- Pledge of Comradeship
- Pledge of Devotion
- Pledge of Mental Fortitude
- Pledge of Glory
- Pledge of Lordship
- Pledge of the Mount
- Pledge of Nobility
- Pledge of Nature
- Pledge of Truth

PLEDGE OF ALLEGIANCE

You have pledged your labour and your life to maintaining the security of Durenor. If you choose this Pledge, write 'Pledge of Allegiance' on your Action Chart.

Using Pledge of Allegiance

Whenever you are assigned a military task or a posting to a borderland outpost, you are made to swear an oath to never to abandon it. Consequently, you gain a +2 bonus to COMBAT SKILL whenever you fight Darkspawn, creatures of Maakenmire, Ice Barbarians of Kalte, bandits of the Wildlands, Vassagonian raiders or Lakuri Pirates. You can make an Allegiance test in situations involving enemy awareness, personal courage and the ability to stand your ground, making the most of whatever defences are on hand.

Advanced Pledge of Allegiance (+2 to tests)

You dig in your heels and never give an inch of ground. Whenever you are fighting to defend an area, even somewhere as small as a campsite, you gain +1 to your Defence score. The Narrator should decide when this bonus is appropriate.

Mastered Pledge of Allegiance (+3 to tests)

You draw strength from your allies when fighting to defend an area from enemies. So long as at least one ally is alive and conscious within Close range, you can spend 2 WILLPOWER points whenever you would drop below 1 ENDURANCE. If you do so, you remain at 1 ENDURANCE and any extra damage is ignored. This cost must be paid each time an attack or effect would kill you.

PLEDGE OF ARMS

You have achieved a significant degree of expertise with one of the order's most-favoured weapons. When you choose this Pledge, pick one weapon from the following list:

- Broadsword
- Lance
- Spear
- Sword.

Write 'Pledge of Arms in _____' on your Action Chart. Write this weapon down in the Weapons section of your Action Chart as well. Remember that you cannot carry more than two weapons and may still only use one weapon at a time.



Using Pledge of Arms

Whenever wielding your chosen weapon, you gain a +2 bonus to your COMBAT SKILL. You may make an Arms test when you are trying to do something with your weapon other than strike your opponent for lethal damage. You can also make a Pledge of Arms test when examining a weapon to determine its craftsmanship, region of origin and likely techniques for using it in battle.

Advanced Pledge of Arms (+2 to tests)

Advanced training in your weapon of choice increases your COMBAT SKILL bonus to +3 when wielding your chosen weapon. You may also carry a weapon of that type without it counting toward your maximum number of weapons.

Mastered Pledge of Arms (+3 to tests)

You can wield many different weapons with lethal effect. You gain this Pledge's basic bonus (+2 to CS) with the three weapons you did not originally choose. In addition, when you wield your chosen weapon, it gains the Balanced (1) quality if it does not already have it (see the Book of Kai Wisdom, page 60).

PLEDGE OF COMRADESHIP

Knights of the White Mountain establish a special rapport with their fellow knights. If you choose this Pledge, write 'Pledge of Comradeship' on your Action Chart.

Using Pledge of Comradeship

For every Knight of the White Mountain involved in the same combat, you gain a +1 bonus to your COMBAT SKILL (up to a maximum of +4).

You make a Pledge of Comradeship test for situations involving personal interaction with your fellow knights, teamwork and small-unit tactics.

Advanced Pledge of Comradeship (+2 to tests)

Experience fighting alongside heroes from outside your order have expanded your teamwork skills. You now gain a +1 bonus to your COMBAT SKILL for every ally involved in the same combat (up to a maximum of +4).

Mastered Pledge of Comradeship (+3 to tests)

You are capable of coordinating any team to greater victories than they could ever accomplish on their own. Your allies gain a bonus to their own COMBAT SKILL scores equal to half the bonus (rounded down to a minimum of +1) you receive from the Pledge of Comradeship bonus.

PLEDGE OF DEVOTION

Besides protecting your realm from threats originating from beyond its borders, you are also committed to maintaining the strength and purity of your soul. All ordained members of the class must

swear to follow an austere and spiritual lifestyle. If you choose this Pledge, write 'Pledge of Devotion' on your Action Chart.

Using Pledge of Devotion

Whenever you take damage from a magical source, you only suffer half of any ENDURANCE damage inflicted (rounding up).

You may make a Devotion test when seeking information about religion or monasticism, or dealing with members of a religious order.

Advanced Pledge of Devotion (+2 to tests)

You have made an even deeper commitment to your own purity. While this kind of devotion can impose limitations on your actions, these come with a considerable bonus: an immunity to fear and magical charm. With regard to these effects, your mind is untouchable.

Mastered Pledge of Devotion (+3 to tests)

You have an ability to shrug off supernatural assault that would make even a Kai Lord stop and stare in admiration. Whenever you would otherwise suffer magical damage to any characteristic (COMBAT SKILL, ENDURANCE or WILLPOWER), you may pick a random number. If you choose a 0 or 9, you suffer no damage at all. Even if you do not pick a 0 or 9, you only suffer half of any ENDURANCE damage inflicted (rounded down).

PLEDGE OF MENTAL FORTITUDE

You have a tremendous strength of character and an innate resistance to psychic attacks. If you choose this Pledge, write 'Pledge of Mental Fortitude' on your Action Chart.

Using Pledge of Mental Fortitude

Upon taking this Pledge, you immediately gain a +5 bonus to your WILLPOWER score.

Whenever you take damage from a psychic (Mindforce) source, you may instead elect to deduct it from your WILLPOWER rather than your ENDURANCE.

You can make a Mental Fortitude test to resist mind control or other psychic powers, making a test to avoid a psychic effect other than ENDURANCE damage.

Advanced Mental Fortitude (+2 to tests)

You have trained constantly to reinforce your mental defences. You reduce any ENDURANCE damage inflicted by a psychic attack by your Pledge bonus (+2, or +3 if mastered), before deciding whether to apply it to ENDURANCE or WILLPOWER.

Mastered Mental Fortitude (+3 to tests)

You can create a psychic shield that provides a very high level of protection. When you suffer damage or a detrimental effect from a



mental source, you may spend a point of Unyielding to ignore the damage or effect completely.

PLEDGE OF GLORY

Though you may be reluctant to admit it, the quest for greater glory is a major driving force in you. If you choose this Pledge, write 'Pledge of Glory' on your Action Chart.

Using Pledge of Glory

Once per adventure while attacking an enemy in combat, you may automatically choose a '9' when you pick a random number. It is rare that you will be asked to make a Pledge of Glory test.

Advanced Pledge of Glory (+2 to tests)

If you choose a 9 at random during combat, you gain a second use of your Pledge of Glory. You can never 'save up' more than two uses of Pledge of Glory at a time.

Mastered Pledge of Glory (+3 to tests)

You revel in battle to a degree that could be considered unseemly of a noble warrior. You must constantly struggle to keep your thirst for combat under control. You never achieve less than a 3 on the Combat Results Table. If you pick a 0, 1, or 2, count it as a 3 instead.

PLEDGE OF LORDSHIP

You may only select this Pledge when you become a Knight Valiant. Upon attaining this exceptional rank, you earn recognition and reward from the King himself. You immediately receive a deed granting you landowner rights to a small estate, and a stronghold (usually a fortified chateau or small castle) within the boundary of this estate. This stronghold becomes your home and base of operations whenever you reside in Durenor. If you choose this Pledge, write 'Pledge of Lordship' on your Action Chart.

Using Pledge of Lordship

As well as the boon detailed above, you also receive a reward of 50 Gold Crowns from the King at the end of every successful adventure.

You may make a Lordship test to engage in any of the minor skills needed to run and manage an estate, including basic diplomacy, money management and rudimentary leadership of personnel.

Advanced Pledge of Lordship (+2 to tests)

The estate and chattel you receive are superior to most other Knights, a mark of your great ability and special worth to the Kingdom of Durenor. Your home is now a small castle, your royal reward is 100 Gold Crowns at the end of every adventure, and you have a trustworthy seneschal to manage your holdings while you are away on adventures. This seneschal is a Rank 3 Knight of the White Mountain in his own right.

Mastered Pledge of Lordship (+3 to tests)

You are a true son or daughter of Durenor and your new home reflects this status. Your estate consists of a medium-sized castle either on fertile land or in a tactically valuable location, and your royal reward is now 150 Gold Crowns.

As well as your seneschal, you also receive a Master of Arms (a Rank 5 Knight of the White Mountain) who follows you and serves you faithfully as a personal bodyguard and envoy.

You may create this Knight yourself or the Narrator can do so.

PLEDGE OF THE MOUNT

You are an expert horse rider and skilled in the handling of all other types of mounts (excluding winged mounts). Whether it is in aiding them in the negotiation of difficult terrain, or calming them when they are startled, you develop a powerful empathy and bond with all such creatures. If you choose this Pledge, write 'Pledge of the Mount' on your Action Chart.

Using Pledge of the Mount

Whenever you fight whilst mounted, you gain a +2 bonus to your COMBAT SKILL.

You can make a Pledge of the Mount test for any test involving horses, horsemanship and the proper care of such creatures.

Advanced Pledge of the Mount (+2 to tests)

Your chosen mount becomes a Companion animal (see page 80 of the *Book of Kai Wisdom* for more on Companions).

Mastered Pledge of the Mount (+3 to tests)

You are capable of amazing feats of combat equestrianism. When fighting from horseback, you automatically succeed at any technique tests you choose to attempt unless they are opposed (such as Disarm). When making an opposed technique test, you gain your Pledge bonus (+3) to this test.

PLEDGE OF NOBILITY

It is the mark of a true and noble knight that they are willing to sacrifice themselves for the protection of those who are of a lower social standing. If you choose this Pledge write 'Pledge of Nobility' on your Action Chart.

Using Pledge of Nobility

Whenever you are engaged in a combat that directly involves the defence of common folk, or those of a lower military rank, you are virtually unstoppable. Under these circumstances, you may carry on fighting for 3 combat rounds after you have been reduced to 0 ENDURANCE. Each round you sustain yourself in this way, you must spend 1 WILLPOWER or perish.



You may be healed during this extended period of time, but you will die if your ENDURANCE score is still 0 after your third round spent in this state.

You might make a Nobility test when dealing with common-folk or lower-ranking officers.

Advanced Pledge of Nobility (+2 to tests)

You have come to realise that all life is worthy of defence and that falling in battle could cost your people dearly in the future, even if you do not die fighting Durenor's enemies directly. You may now use the Pledge of Nobility in any combat.

Mastered Pledge of Nobility (+3 to tests)

Once engaged in battle, you do not fall until your opponents do, or you are literally cut to pieces. So long as you have WILLPOWER points to spend and enemies to fight, you may carry on fighting indefinitely.

PLEDGE OF NATURE

Knights of the White Mountain have a special affinity with the Herbwardens of Bautar. These Bautarian masters of herbcraft share many of the skills that their native Durenese Herbwardens possess, who are descendants from the Herbalish that settled many centuries ago in the Durenor peninsula. If you choose this Pledge, write 'Pledge of Nature' on your Action Chart.

Using Pledge of Nature

Once per combat when you are fighting alongside a Herbwarden of Bautar, you can instantly choose to heal 5 points of ENDURANCE. This effect can be triggered at any stage of the combat, including at any point at which your ENDURANCE score falls to 0 or less, thereby saving you from death.

Receiving this healing does not count as an action on anyone's part and can even take place in the middle of an enemy's action.

You may make a Pledge of Nature test when recalling natural lore, using healing skills or knowing something about the Herbwardens' history.

Advanced Pledge of Nature (+2 to tests)

You have mastered some small amount of Herbwarden healing magic on your own. You may spend 1 WILLPOWER point and heal 2 points of ENDURANCE. This takes a full round in combat, permitting no other action or movement.

Mastered Pledge of Nature (+3 to tests)

You have chosen to honour both nature and nobility, becoming a capable champion of both. When you spend a point of WILLPOWER, you now heal 3 ENDURANCE. This is now a physical action, which means you can potentially move or engage in combat too.

PLEDGE OF TRUTH

The most important of all the Knight of the White Mountain pledges, the Pledge of Truth requires you to be unwaveringly honest and sincere in all dealings with others, and in all verbal statements that you make. All members of the order must swear an oath to never speak a lie, whether it be for your own good or ill, or for the good or ill of others. If you choose this Pledge, write 'Pledge of Truth' on your Action Chart.

Using Pledge of Truth

Upon taking this oath, you become adept at identifying lies and falsehoods perpetrated by others. A Pledge of Truth test can be made to discern falsehood and investigate the truth.

Advanced Pledge of Truth (+2 to tests)

You can sense Evil or malevolence in your immediate vicinity. By expending 2 points of WILLPOWER, you are able to determine whether one person or creature that you can see is either intrinsically evil or harbours evil intent.

You can also detect evil entities transformed into mundane beings or hidden by basic illusion spells. Only beings can be detected thus; objects are not subject to this ability.

Supernatural creatures warned of this ability use may spend WILLPOWER to resist its effects. You may spend WILLPOWER to counter this resistance. Both you and your target may spend up to 4 WILLPOWER points on a contested test. Each point provides a +1 bonus to that test. The highest result wins.

Mastered Pledge of Truth (+3 to tests)

You can expunge darkness, such is the power of your honesty. When confronting evil creatures, including malicious lawbreakers of your own race, you may expend 1 WILLPOWER to inflict your Pledge bonus (+3) in ENDURANCE damage to a target within Close range. This injury is drawn from the power of Light and ignores Defence. It takes a full round to use, but does not count as an engagement and requires no check on the Combat Results Table.

STEP THREE: STARTING EQUIPMENT

- You wear the uniform of the Knights of the White Mountain and a suit of Full Plate Armour (Special Item; adds +5 to your Defence).
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Durenor and Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 15. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.



- If you have Pledge of Arms, you will also start with the weapon you selected. Write this in the Weapon section of your Action Chart.

You may also choose 1 item from the following list:

- Broadsword (Weapon)
- Lance (Weapon)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Rope (Backpack Item)
- Shield (Special Item)
- Spear (Weapon)
- Sword (Weapon)

The armourers of Durenor are some of the finest weaponsmiths in all Magnamund. One of the weapons chosen is a Superior Weapon (+1 COMBAT SKILL; see page 156).

STEP FOUR: UNYIELDING

Clad head to toe in Durenese plate steel, a Knight of the White Mountain is an impressive sight to behold. Their strength is matched by their stamina, resulting in a warrior who can take a great deal of punishment before falling in battle. In the Freelands, legends are told of brave Knights of the White Mountain holding the line against their enemies long after they should have died, and succumbing to their wounds only after vanquishing their foes.

This die-hard spirit is represented by your Special Bonus: Unyielding. By spending a point of Unyielding, you may pick a random number and add it to your ENDURANCE immediately, even if this takes that characteristic above its maximum value. This can be done at any time and does not count as an action.

After combat ends or in one hour (whichever comes first), this same number is subtracted from their ENDURANCE score. If this brings the Knight to 0 END, they succumb to their injuries.

Unyielding is always reset to a Knight of the White Mountain's starting value at the beginning of an adventure. See page 11 for how Unyielding is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR KNIGHT OF THE WHITE MOUNTAIN

The aristocracy of Durenor, where many Knight candidates are drawn from, are an elite and refined breed, with stylish names that harken back to the founders of their nation and its finest families.

All Knights of the White Mountain have surnames, each one the moniker of one of these noble houses. Hundreds of these houses exist, some great and others less so, having been eclipsed by the passage of time and fortune.

Suggested Names:

- **Male:** Amery, Axim, Bedil, Chantrey, Dorier, Esme, Ferand, Ganan, Gennan, Laniyar, Perivel, Quinel, Vardon.
- **Female:** Allura, Corisante, Destine, Edsa, Geneve, Jerwie, Leala, Mavis, Noelle, Raina, Tempeste.
- **Surname:** Balise, Desmarais, Gravett, Landroche, Morval, Nevuis, Rendeux, Syme, Taksen, Travaine, Ure.

Written on the Charge of a Broken Shield, Hanging above Hammerdal's Main Gate:

"Honour and Fealty, Strength and Steel."

MAGICIAN OF DESSI

While magical orders like the Brotherhood of the Crystal Star have imprinted their will upon the forces of magic and harnessed these arcane energies through the disciplined use of spells and incantations, the Magicians of Dessi have no need to indulge in such conceits. They are descended from the Elder Magi, the first Goodly magicians to set foot upon the world of Magnamund. The Elder Magi themselves are in decline, but their descendants have risen to the fore and are equipped in mind and body to wield the spells of the Old Kingdom: the battle-magic inherited from their illustrious forefathers.

Magicians of Dessi have access to a great source of power, a power much coveted by other less-able sorcerers of Magnamund. They must maintain their vigilance against those who would seek to capture them, and either trick or force them to divulge their precious secrets. The Darklands are an especially dangerous territory for them to venture near, as the Darklords of Helgedad have the power to consume them entirely and extract their knowledge to further their evil cause. No Magician of Dessi would ever willingly enter the Darklands or traffic with Nadziranim, the practitioners of evil magic who assist the Darklords and strive to help them conquer and despoil all of Magnamund.

Many long years of study are required for Brothers of the Crystal Star to acquire and master their magical arts, yet the Magicians of Dessi are born with their innate sorcerous power and need only learn how to control and channel it to optimum effect. Willpower,

not intellect, governs their abilities, and while the descendants of the Elder Magi may not be able to kill themselves in the course of wielding their magic, in the way that a careless Brother of the Crystal Star might accidentally do, expending too much of their natural arcane energy at any one time can leave them spiritually drained and physically exhausted. It is at times like this that a Magician of Dessi becomes especially vulnerable; a target for those who would seek to capture them and steal their precious secrets.



BEING A MAGICIAN OF DESSI

The wise and learned High Council of Dessi – the Magi Regnanti – knows all too well that the spells of the Old Kingdom can only be taught to a certain level of expertise and understanding. Beyond this point, the recipient of their training must journey alone on a path of enlightenment and self-discovery in order to further improve their magical talents. To this end, Magicians of Dessi often travel far from their jungle homeland and venture deep into the furthest reaches of Magnamund in search of epic adventures and encounters that will augment and enhance their powers.

The Magicians of Dessi are, as a consequence of their ancestry, a secretive, mysterious and enigmatic breed. They are often given to talking in riddles. Their cryptic conversations result from their training, much of which is esoteric in nature. When a Magician of Dessi is in the company of trusted friends and compatriots, much of this obfuscation falls away and they become approachable and convivial. Such times are rare occurrences when they venture beyond the fertile borders of their homeland, for they must constantly be on their guard against agents of the Darklords.

The Elder Magi command great love and devotion from the people of Dessi. Yet it is apparent to all that their powers are waning and a new age is approaching when they will disappear entirely from the face of Magnamund. The younger generations of Dessi are now stepping forward to pick up the legacy that their illustrious forebears are leaving for them. Centuries earlier, when the power of the Elder Magi was not in such evident decline, they were widely revered as demi-gods amongst men. But now their powers have faded to the point where they can no longer provide an effective check against the rising might of evil practitioners of magic and corrupted nature, such as the Nadziranim of the Darklands and the Cener Druids of Ruel.

The Magicians of Dessi are the rightful heirs to the Elder Magi, but they are young and unseasoned. They have yet to be pitted in direct conflict against the Dark God Naar's champions of evil. They have been born with innate powers, but they can only develop these natural abilities to their fullest potential by spending many long and perilous years away from their homeland. Keeping these innate powers in check during their adventures abroad can pose a unique set of problems for Magicians of Dessi. It is vital that they learn how not to release the full might of their magic by accident, and this can only be achieved by the force of their willpower. Development of this mental strength is often achieved at a cost to their physical stamina and well-being.

STEP ONE: CHARACTERISTICS

To find out what your Magician of Dessi's COMBAT SKILL is, pick a random number. Add 5 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 5 and 14.

To find out what your Magician of Dessi's ENDURANCE is, pick a random number. Add 16 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 16 and 25.

To find out what your Magician of Dessi's WILLPOWER is, pick a random number. Add 20 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 20 and 29.



Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

STEP TWO: MAGICIAN OF DESSI ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Magician. While you still have a long way to go before you can consider yourself to be a Maginatus, you are not an absolute beginner either, as your five Magician of Dessi Spells show. The ranks of the Magicians of Dessi, and the titles they are granted at each Rank of progress, are shown here:

Rank/Number of Magician Spells	Magician Title
1	Cadet
2	Apprentice
3	Sorcetti
4	Alumni
5	Magician (your character begins play at this Rank)
6	Journeymage
7	Validicti
8	Auguri
9	Omnimancer
10	Maginatus

A Magician of Dessi has a number of special abilities known as Old Kingdom Spells. You may choose from the following Spells – you know 5 at the start of the game. Having a Spell adds +1 to any tests made while using it during play.

- Energy Grasp
- Flameshaft
- Hold Enemy
- Invisible Fist
- Martial Training
- Penetrate
- Power Word
- Shield
- Spell Shatter
- Splinter

You may also choose the following spells or skills from the Magical Abilities and Scholar Abilities from the Archetypes section in place of some Old Kingdom Spells (you know 5 at the start of the game). The Elder Magi passed down many skills and spells available to every Adept which are also accessible to the Magicians of Dessi. Having such a Spell/Skill adds +1 to any tests made while using it. The available Spells/Skills are: Fiery Soul, Burning Blast, Flamewave, Unbreakable Grasp, Chicanery, Ethereal Image, Body

Double, Alchemy, Ancient Lore. You will have a chance to learn other Spells later.

When you have chosen your 5 Spells, write them down on your Action Chart.

ENERGY GRASP

This magic wreaths your hand in a corona of electricity. If you choose this spell, write 'Energy Grasp' on your Action Chart.

Using Energy Grasp

You can discharge its power into an item or creature on contact. Unlike Lightning Hand (see page 33), you cannot use this in Ranged Combat. Instead, it gives you an effective 'weapon' to use in melee, allowing you to attack without suffering the usual -4 for entering combat without a weapon. It costs 1 WILLPOWER to use this spell and it lasts for a single combat round. As a magical attack, it ignores Defence. You can also increase the power of this spell. Choose how many extra points of WILLPOWER you wish to expend. When consulting the Combat Results Table, multiply the damage your enemy takes by the number of additional WILLPOWER points you have spent. The total number of additional WILLPOWER spent during a round cannot exceed half your Rank, rounding down.

Advanced Form: Shocking Glyph

You may enhance a weapon by inscribing it with a Shocking Glyph as a physical action. For the duration of the current (or next) combat, any ENDURANCE damage caused by this weapon is increased by 2 points that bypass Defence.

FLAMESHAFT

You touch the tip of a ranged projectile and cast this spell, igniting it instantly even if it not made of a flammable material. If you choose this spell, write 'Flameshaft' on your Action Chart.

Using Flameshaft

Most often used on an arrow, Flameshaft allows any damage inflicted by that projectile to light a target on fire, causing 2 ENDURANCE damage to it every round at the start of its turn until it devotes a full combat round to extinguishing itself. Casting this spell is a physical action and so can be performed in the same round as attacking with a ranged weapon, if you are otherwise free to engage.

Casting Flameshaft costs 1 WILLPOWER point. You may spend up to 4 additional WILLPOWER points, increasing the fire damage taken by your target each round by the same amount.

Advanced Form: Kindling Glyph

You can inscribe a Kindling Glyph on an arrow or other small projectile, even a dagger. When this weapon is next used in combat, it sets its target alight as above. You can have as many unused

projectiles and small ranged weapons engraved with this glyph at one time equal to your Rank.

HOLD ENEMY

You can paralyse an enemy with a word and a baleful glance, freezing them in place for a time. If you choose this spell, write 'Hold Enemy' on your Action Chart.

Using Hold Enemy

Your foe is denied their next round of action in combat or movement for one minute when not in battle. If your foe has not yet inflicted damage in an engagement this round, it loses the ability to do that until its next round.

To use this spell, expend 1 point of WILLPOWER. You may spend a number of additional WILLPOWER points equal to half your Rank, rounded down, to extend the duration of the spell by an equal amount of rounds.

Advanced Form: Motionless Glyph

You may ward an object up to the size of a normal door with a Motionless Glyph, making it dangerous for an intruder to touch. The first living creature to touch an object inscribed with this glyph is paralysed for up to 1 hour, until they break contact with the object or when you decide to free them, whichever comes first. Motionless Glyphs cannot be used offensively; the target must willingly touch the warded object.

INVISIBLE FIST

By focusing your innate magic, you can conjure a bolt of force the size of a clenched fist. If you choose this spell, write 'Invisible Fist' on your Action Chart.

Using Invisible Fist

Invisible Fist costs 1 WILLPOWER point to hurl a bolt of force at an enemy. This is done in exactly the same way as engaging in ranged combat at up to Long Range (see the *Book of Kai Wisdom*, page 30).

You can also feed more power into the spell, if you so wish, in order to increase its destructive effects. Choose how many extra points of WILLPOWER you wish to expend (up to 3). You may add +3 to your COMBAT SKILL per point of WILLPOWER spent for this Invisible Fist attack only.

Advanced Form: Striking Glyph

You may imbue this glyph onto one object you wear on one hand, be that a ring, a bracelet, a glove or some other adornment. You may have as many Striking Glyphs on your hand as you have Ranks as a Magician of Dessi. When you cast Invisible Fist, you may expend one of your Striking Glyphs. Doing so lets you either attack at Far Range or use this spell in Melee Range.

MARTIAL TRAINING

By studying some of the same weapon skills as the Vakeros and the Arcane Guard of Dessi, you have developed a passable level of skill in melee and ranged combat. If you choose this spell, write 'Martial Training' on your Action Chart.

Using Martial Training

When you wield a melee or ranged weapon, you receive a +3 bonus to your COMBAT SKILL. In addition, when you learn this ability you may also choose one technique and use it in combat as you wish.

Advanced Form: Glyph of Battle

You may have been trained to fight with a weapon but you are still a magician. You can imbue a single weapon with a Glyph of Battle. Whenever you use this weapon in combat, you can choose to spend 2 points of WILLPOWER before picking a number from the Combat Results Table. If you do, whatever ENDURANCE damage you inflict (if any) is considered magical and bypasses Defence completely.

PENETRATE

Your magic can imbue a projectile with the power to strike true and penetrate deeply. This makes arrows, daggers, and other small ranged weapons very lethal, especially as they are launched from your hand with great force by this spell and rarely miss your target. If you choose this spell, write 'Penetrate' on your Action Chart.

Using Penetrate

When you cast this spell, you make a Ranged Attack and your number from the Combat Results Table is automatically a 9.

You may spend up to 3 additional WILLPOWER points when casting this spell. Each point spent adds +2 ENDURANCE damage to the attack and 1 to the Piercing Quality of the weapon, even if it has none to begin with.

Advanced Form: Biting Glyph

You may draw a Biting Glyph on any weapon with a blade or point, enhancing its ability to penetrate armour and injure its target. You may only have one Biting Glyph active at a time and it only works for you. A weapon with a Biting Glyph has the Piercing (1) quality, or +1 to that quality's rating if it already possesses Piercing.

POWER WORD

This magical utterance calls forth a ball of energy and unleashes it with deadly intent. This energy hits with incredible force and it is especially effective against multiple targets if they are grouped closely together. If you choose this spell, write 'Power Word' on your Action Chart.

Using Power Word

You expend between 1 to 5 WILLPOWER points and make a Melee or Ranged Attack at a target up to Close range. You add the E



damage result on the Combat Results Table to the WILL you spent, and double it. This is the ENDURANCE damage inflicted on your target. If your target is a Grouped Enemy, you triple the value instead.

Advanced Form: Power Glyph

By condensing the powerful explosive force of this magic into a symbol, you ward a door, chest lid, locket, desk drawer or other opening item against intrusion. If anyone other than you (or one other person you are in physical contact with when the spell is cast) touches the object, they will suffer ENDURANCE damage equal to your Rank plus a random number.

SHIELD

This spell creates a barrier that holds back damage and detrimental effects of all kinds. It conjures a field of force, invisible unless you wish it to glow as bright as a torch in any colour you choose. If you choose this spell, write 'Shield' on your Action Chart.

Using Shield

You must spend 1 WILLPOWER point to call up the Shield. It lasts for one minute or until depleted, whichever elapses first. Your Shield has a Defence of 3.

You can spend up to an additional 10 points of WILLPOWER when casting Shield. If you do so, any ENDURANCE damage you take first comes from these WILLPOWER points after being reduced by its Defence, which can also reduce magical and psychic damage.

Advanced Form: Barrier Glyph

You can imbue a physical object of human size or smaller with a Barrier Glyph. Doing so gives it a Defence score of 2, or increases its Defence by +1. A common use for this glyph is as an imbue for a robe, turning the garment into a form of armour for the wearer. In addition, an item imbued with a Barrier Glyph is immune to the Splinter spell and similar effects.

SPELLSHATTER

The innate connection you have to the power of magic allows you to directly counter the spells of others. If you choose this spell, write 'Spellshatter' on your Action Chart.

Using Spellshatter

When you encounter a lasting spell – whether it is a spell with a duration, a magical ward or some other standing enchantment – you may spend 3 points of WILLPOWER to end its effects.

If the spell's source is more powerful than you (at the Narrator's discretion), the spell and its effects will return in a random number of minutes.

Spellshatter can also be used as an active defence against combat magic directed at you. If you are the target of a spell or magical

ability, you may immediately choose to spend WILLPOWER points equal to the cost of the spell, plus 1 point. If you do so, the spell is negated.

This ability does not require an action and can be done at any time, even during your enemies' turn. Spellshatter does not work on psychic (Mindforce) abilities.

Advanced Form: Erasure

By spending 1 point of WILLPOWER, you may instantly and automatically erase one Glyph within Close Range. You must know of the spell's existence but you do not have to be able to see it or know precisely where it is when you use this ability.

SPLINTER

You have the power to shatter inanimate objects at a distance through applied magical force. If you choose this spell, write 'Splinter' on your Action Chart.

Using Splinter

You can cast this spell on any normal, non-magical item out to Long Range. If the item is unattended, you must spend between 1 and 3 WILLPOWER points, depending on the size of the object. (Small objects cost 1 point and are roughly the size of a hat or wash basin. Medium items cost 2 points and are the size of a chair or breastplate. Large objects are 3 points to destroy and can be the size of a desk or dungeon door. Objects larger than this cannot be affected.)

Items possessed by another person have a special form of resistance. The person holding or wearing the object can spend WILLPOWER points equal to the amount you spent. If they do, the spell is negated harmlessly.

You may spend up to 3 extra points when casting this spell to make it harder to resist.

Advanced Form: Shattering Glyph

You may place a Shattering Glyph on any non-magical object that could be affected by the spell. Once imbued, you may speak a word, chosen by you and whispered at the time of imbue, and destroy the object instantly. You can do this at any distance and the destruction happens instantly. Even if the object is being held, there is no resistance to this glyph's effect.

You may have as many Shattering Glyphs active equal to your Rank.

ABILITY TESTS

Like the Brothers of the Crystal Star, the Spells of the Magicians of Dessi do not typically provide a bonus to tests made for other purposes, or allow a test in themselves. Instead, Magicians of Dessi can make a test to do a 'trick' with their spells, stretching the

boundaries of what they can do and putting them to use in creative ways. The Narrator is the final arbiter of what can and cannot be done with a spell, but if the idea seems feasible, a Magician of Dessi may make an ability test to achieve it.

For example, Enduro wishes to engrave an item with lettering using his Splinter spell. This takes a lot of fine control but sounds like a creative and worthy use of magic. The Narrator allows it, stipulating that if the Splinter test succeeds, Enduro will have to pay an additional point of WILLPOWER.

Unlike most ability tests, taking a test to creatively modify an Old Kingdom Spell costs 1 point of WILLPOWER.

ADVANCEMENT AND MASTERY

Unlike other heroes, when you Advance or Master a Spell the effect is the same no matter the spell – see below.

Advancement (+2 to tests)

When casting an Advanced Spell, you can create a Glyph, a secret magical symbol, containing its power. Each Old Kingdom Spell has a different effect when inscribed as a Glyph – see the Spell's description for more information.

Creating a Glyph costs 1 point of WILLPOWER instead of the Spell's normal cost.

Glyphs are cast by touch, take 1 minute to create, and cannot be created during combat.

Mastered (+3 to tests)

When you cast this spell, you gain 1 'free' point of Willpower to spend. If the spell only requires 1 WILLPOWER point to cast, this free point pays that cost. If it costs more than 1 point, or you can spend extra points in its casting, you may use this free point toward that cost. This free point can be used to pay the cost of an ability test made with this spell, making a Magician of Dessi slightly more flexible than a Brother of the Crystal Star.

STEP THREE: STARTING EQUIPMENT

- You wear the fine woolen and silk robes of the Magicians of Dessi.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 15. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

You may also choose 2 items from the following list:

- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Quiver (Special Item) and 6 Arrows
- Dagger (Weapon)
- Rope (Backpack Item)
- Short Sword (Weapon)
- 3 Fireseeds (Special Items)

Note: Magicians of Dessi may not wear any traditional piece of body armour, nor may they use a regular combat shield.

STEP FOUR: ELDER BLOOD

The Magicians of Dessi are not simply the inheritors of the Elder Magi; they are their literal and spiritual descendants. Some small portion of the Elder Magi's great power flows through their veins, making the Magicians of Dessi slightly more than human or, as they would say, "a few heartbeats beyond mortal". This ancient legacy can be used to empower your spells far beyond your normal limits. By spending a point of Elder Blood after casting any spell, you may pick a random number. You immediately channel a number of 'free' WILLPOWER points equal to half this random number, rounded up, into the spell, potentially increasing its effects. You may also spend WILLPOWER points to boost the spell as normal. Elder Blood's bonus can take a spell beyond its normal limits. Immediately after casting this spell, you lose ENDURANCE equal to the random number picked. If this takes you to 0 ENDURANCE, you drop to 1 END instead and lose consciousness.

Elder Blood is always reset to its starting value at the beginning of an adventure. See page 11 for how your Elder Blood is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR MAGICIAN OF DESSI

Dessi is an elegant and exotic nation, its language a complex tableau of vowels and soft consonants. As more than one observer has noted, the native tongue of the Dessi 'sounds as if it were born directly from spellcasting'. Even when whispered, the Dessi language is easily understood and carries well. Every Dessi name sounds like a word of power. Indeed, many of them are.

Suggested Names:

- **Male:** Alisec, Althean, Dansas, Enduro, Filadas, Gaetano, Honos, Lurse, Manaso, Oecho, Pandras, Sokan, Vittas.
- **Female:** Beress, Conseta, Elvus, Fhara, Gemas, Iolana, Maside, Pura, Rachise, Seva, Vitosa.



**Engraved on an Unnamed Tomb in
Elzian's Grand Necropolis:**

*"I am now one with the power of my ancestors.
When Night Falls, I shall be with them.
I am Light. I am Hope."*

BUCCANEER OF SHADAKI

People from the Shadakine Empire are seldom trusted, rarely welcomed outside of their borders and never taken for granted. On countless occasions during their long and chequered history, Shadaki has given rise to powerful and ruthless tyrants who have waged war against their neighbours, only to be defeated and forced back behind their borders. And yet, each time this occurs, the rulers of Shadaki recover to become ever-more powerful. Many nations believe that it is only a matter of time before the army of Shasarak the Wytch-King sweeps forth from this shadowy coastal realm to threaten the peace of Magnamund anew.

For all of their sinister reputation, the vast majority of Shadakine are not the monsters that history paints them to be. Most are just normal folk trying to survive in a nation dominated by a corrupting combination of fabulous wealth and unbridled power. While the rulers of Shadaki are unmistakably – and by any definition – dictators, the common people of the land are no more or less evil than the citizens of any other realm. This disparity is made quite clear in the two different kinds of Shadakine sailors who ply their trade upon the southern seas.

For the most part, the Buccaneers of Shadaki are honest seafarers, catching the breeze and working their coastal waters in search of fair trade and innocent adventure. However, there are those among them who are cruel, black-hearted brigands, with ships outfitted especially for the plundering of merchantmen. Many are the grim tales of their wanton, insatiable thirst for blood and swift profit on the High Seas.

It is important to make a clear distinction between Shadaki Buccaneers and regular Shadakine sailors. Everyday sailors (Shadakine or otherwise) are not Buccaneers; they lack the ambition and the daring of this class. While sailors may indeed partake of fighting, brawling and an occasional daring escapade, the Buccaneers throw themselves into all such things with bravado, panache and not-inconsiderable skill. Even on a feared Shadakine pirate vessel there may only be a handful of true Buccaneers aboard. The rank and file of a Shadakine ship may be composed

of sailors and marine warriors, but it is a virtual certainty that its captain will be a true and formidable Buccaneer.

BEING A BUCCANEER OF SHADAKI

A Shadakine Buccaneer's life is all about adventure. From their first days as a young sea dog, or a foundling kidnapped during a port or sea raid, to their years spent as a member of a cut-throat crew, to their later glories as captain of their own ship, a Buccaneer celebrates each day as if it were their last. Living on the High Seas under the constant shadow of the cutlass, a Shadakine Buccaneer captain soon gets accustomed to living life to the full. Yet, this persistent shadow is not a burden to a true sailor, for it is the vulnerability of their existence that defines and accentuates their universe.





A murderous stroke of a pirate's blade or the roar of a thunderous sea storm might be the last thing on Magnamund that this Buccaneer experiences, so it is up to them to make sure that everything they do before that final fatal moment is as passionate and as enjoyable as possible.

Three things stand out about a Buccaneer's life: hard work, hard fighting, and hard playing. The first might be surprising, as a strong work ethic is not exactly the virtue that one would readily ascribe to someone who prowls the seas looking for cargo to snatch or rival pirates to slay. But the truth is that life aboard a pirate ship is far from easy. When storm or battle erupts, everyone must do their part if they are to have any hope of pulling through and surviving the situation. Even the ship's captain is not above throwing their back into whatever needs doing, especially if their crew require a strong example of leadership to rouse their weary spirits and galvanise their flagging loyalty.

Hard fighting is a given. Few opposing crews will willingly surrender their vessels when faced with the prospect of being slaughtered upon the decks, or seized and hurled to a watery doom. Cornered rats fight fiercely, and so do the meekest of sailors when bloodthirsty Buccaneers run up alongside and then come swarming aboard. As for hard playing, it is true that the lifestyle of a pirate does afford certain occasional pleasures, especially when the bounty has been plentiful and the next port of call is hospitable. Drinking, dancing and cavorting are all part and parcel of the joys of pirate life. Play today, bleed tomorrow and pray to a kindly God that your bleeding will cease and you will live to play another day!

Despite the grim reputation of the Shadakine Empire, not all of the Buccaneers that hail from this realm are evil. Some are desperate men and women who have been dealt a poor hand in the game of life and have nothing left to live for. Others may be smitten with wanderlust and enamoured of the glory of being part of a successful pirate crew. They are lured by the promise of riches and adventure, but often they will draw the line and retreat from crossing it when put to the ultimate test.

The line between right and wrong is often blurred. Only one thing is for certain: goodly Buccaneers are those who truly uphold and respect the code of the High Seas.

Buccaneers of Shadaki come from all walks of Shadakine life. Many are orphans for whom the ship and crew become a surrogate home and family. Yet, just as many originate from working and well-to-do family backgrounds. These Buccaneers are most likely to be those who have made a conscious decision to pursue adventure and glory on the ocean waves. But no matter what their personal backgrounds may have been, they usually have one thing in common: a deep and abiding love for the mien, the might and the majesty of the open ocean.

STEP ONE: CHARACTERISTICS

To find out what your Buccaneer's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Buccaneer's ENDURANCE is, pick a random number. Add 20 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 20 and 29.

To find out what your Buccaneer's WILLPOWER is, pick a random number. Add 5 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 5 and 14.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Buccaneers can use Techniques in combat, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

STEP TWO: BUCCANEER OF SHADAKI ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Buccaneer.

While you have a long way to go before you can consider yourself to be a Buccaneer Captain, you are not an absolute beginner either, as your five Buccaneer Edges show. The Ranks of the Buccaneers of Shadaki, and the titles they are granted at each Rank of their progress, are shown here:

Rank/Number of Buccaneer Edges	Buccaneer Title
1	Sea Dog
2	Coastal Corsair
3	Brigand
4	Pirate
5	Buccaneer (your character begins play at this Rank)
6	Sea Rover
7	Sea Wolf
8	Sea Reaver
9	High Seas Marauder
10	Buccaneer Captain



A Buccaneer has a number of special abilities known as Edges. You may choose from the following Edges – you know 5 at the start of the game. Having an Edge adds +1 to any tests made while using it during play.

- Blessing of Ishir
- Blood Tempest
- Deadly Edge
- Evasion
- Golden Eye
- Holding the Gauge
- Navigation
- Pirate's Luck
- Reputation
- Superstition
- Swashbuckling

You will have a chance to learn other Edges later.

When you have chosen your 5 Edges, write them down on your Action Chart.

BLESSING OF ISHIR

By invoking the name of Goddess Ishir in her form as the Queen of Tides, you can call upon the blessing of her healing powers to mend wounds. If you choose this Edge, write 'Blessing of Ishir' on your Action Chart.

Using Blessing of Ishir

You may place yourself into a meditative prayer trance in order to restore lost ENDURANCE. You will restore 1 Endurance point at a cost of 1 WILLPOWER for every 5 minutes that you maintain the trance, up to a maximum of 1 hour per day. In order to use this divine gift, you cannot be engaged in combat and your trance must not be disturbed.

You may also attempt to heal someone else. You must touch them and then enter a healing trance. Your subject remains awake and aware throughout. You may make a Blessing of Ishir test to recall something about Ishir or her followers, or to employ medical knowledge in some other fashion. It might also be used as an Ability Trump to the Medicine skill.

Advanced Blessing of Ishir (+2 to tests)

The Goddess Ishir rewards devotion and you are now a devoted follower of the Queen of Tides. You heal 2 ENDURANCE per 5 minutes of trance.

You may also expend 5 points of WILLPOWER to enter a deeper trance – this lasts 10 minutes and purges you of the effects of one disease or poison.

Mastered Blessing of Ishir (+3 to tests)

You are now considered to be a religious figure among the seafaring folk of Shadaki and are afforded a great deal of respect so long as you are willing to share your gifts among those in need. Most

Shadakine would not expect you to do this without payment. As such, you can profit from selling your services.

The benefit that makes you so prized is your ability to extend your Blessing of Ishir to everyone within Close Range. Those healed in this way must pay any WILLPOWER points themselves, whether for ENDURANCE healing or the removal of a poison or disease.

BLOOD TEMPEST

The Buccaneers of Shadaki generally prefer to eschew the use of shields, as these can be burdensome to carry during ship-to-ship boarding actions. Over the years, this decision to do away with traditional shields has prompted them to adopt an aggressive style of close blade fighting which favours the use of two weapons simultaneously. If you choose this Edge, write 'Blood Tempest' on your Action Chart.

Using Blood Tempest

A Buccaneer carrying two melee weapons may re-pick their random number when fighting in melee combat.

You might be called upon to make a Blood Tempest test when you are trying to do two different things at once.

Advanced Blood Tempest (+2 to tests)

You become a red blur in battle. You gain the ability to inflict damage twice in any given round, although you can still only initiate an engagement once.

Mastered Blood Tempest (+3 to tests)

You have few equals in combat speed; your strikes are so swift and your blades so keen that many opponents fall before they even realise they have been struck. You can inflict damage three times in a given round, though you still have the limitation of initiating one engagement as normal.

DEADLY EDGE

Deck-board combats are often fast and furious affairs, and battles can often turn in favour of the combatant with the sharpest blade. Hours spent honing blades to razor-sharpness, strengthening hilts and shaping pommels, can often make a vital difference when you find yourself in the thick of battle. Weaponcraft is a highly regarded pastime, and you are assured of commanding the respect of your less-talented shipmates.

When you learn this Edge, choose one edged weapon in your possession that has benefited from hours of work spent honing it to perfection. Write 'Deadly Edge _____' on your Action Chart.

Using Deadly Edge

Whenever you use this designated weapon, you gain a +2 bonus to your COMBAT SKILL.

You may make a Deadly Edge test when maintaining or repairing a weapon, appraising a weapon or even haggling for better prices at market regards such items.

Advanced Deadly Edge (+2 to tests)

There are few Buccaneers with this level of ability, as it requires the kind of discipline and hard work that most people take to the sea in an effort to avoid. You have honed your chosen weapon to provide a +3 bonus and gain an additional +1 bonus to any technique tests made while wielding it in battle.

Mastered Deadly Edge (+3 to tests)

You are considered a treasure to any crew lucky enough to have you aboard. As long as you are allowed to tend to your allies' equipment, every weapon carried by you and your allies gains the Superior (1) quality, unless it already has a higher rating. You can apply this benefit to the weapons of up to 5 allies at any one time.

EVASION

The physical agility of a Buccaneer of Shadaki is maintained by a rigorous daily regimen of exercise and exertion. Strength and agility are vital attributes when engaged in shipboard combats. The fortunes of war can turn far quicker than any spring tide, and the ability to extricate oneself from a sticky combat situation can mean the difference between life and death. If you choose this Edge, write 'Evasion' on your Action Chart.

Using Evasion

You can always attempt to flee from a battle that turns against you (unless the Narrator rules otherwise). Evading a combat with this Ability prevents any attempt by enemies to strike at you.

You may be called upon to make an Evasion test in situations involving athletic effort, acrobatics, quick reflexes or dodging a trap.

Advanced Evasion (+2 to tests)

There are few pirates among the Shadakine fleets with this kind of focused alertness to danger. Knowing that the best way to escape an enemy is to ensure it cannot threaten you again, you can get a 'last lick' in on your foes. When you use Evasion to escape a combat, if you wish the exchange is resolved as normal but instead of only your opponent inflicting damage, *you* are the only one who can do so. This makes a fleeing Buccaneer especially dangerous.

A given opponent can only be injured in this way once. After being struck once in this way, enemies will become too wary to be fooled again.

Mastered Evasion (+3 to tests)

You have mastered a nearly perfect form of dodge and escape, just the sort of agility that can keep you alive through any adversity.

Once per adventure, you can declare 'Evade' when faced with any situation that is about to reduce your ENDURANCE to 0. If the situation is one where you could physically avoid the source of the attack, you automatically negate the loss.

GOLDEN EYE

Even the most cunning of merchant captains cannot hide or disguise their most precious valuables from your keen eyes. You can often pick out subtle clues and minor details that will open the way to finding a hidden stash of booty. You are said to be able to cast your gaze upon a harbour full of ships and know instinctively which one carries the most valuable cargo. You have an infallible instinct for profitable adventuring, and can also spot a real gem among a treasure chest overflowing with paste and fakes. If you choose this Edge, write 'Golden Eye' on your Action Chart.

Using Golden Eye

You can make a Golden Eye test to appraise any potentially valuable item, or to know the true value or worth of something. You may also make a Golden Eye test to find a concealed item, or even a secret compartment or hold.

Advanced Golden Eye (+2 to tests)

You become something of a financial terror in any given marketplace. You have truly mastered the art of buying low and selling high. You can always buy goods and items at 75% of their usual price and can sell things in a way that will always ensure you at least a small profit. The Narrator is the final arbiter on how effective Golden Eye can be in this regard.

Mastered Golden Eye (+3 to tests)

Your power to sense wealth and treasure takes on near-mythical proportions. No tests are needed now to know the true worth of any object you can see, and if you are within Close Range of hidden treasure, you become aware of it automatically. This prescience extends to hidden doors, panels and compartments too.

HOLDING THE GAUGE

Having spent much of your life at sea, you are well accustomed to shipboard life and all that it entails. When it comes to fighting at sea, you are a gifted helmsman who can steer a ship so that the wind will always fill its sails. If you choose this Edge, write 'Holding the Gauge' on your Action Chart.

Using Holding the Gauge

This Edge gives you a great tactical advantage when closing upon any chosen target or hostile enemy vessel. The ability to position a vessel thusly is called 'holding the gauge'.

You also know where all the best ports and safe havens are located, and the safest sea routes to follow in order to reach them. You are also a master at sailing a ship in adverse weather conditions.



You may make a Holding the Gauge test when sailing in adverse and dangerous conditions. It may also be used as an Ability Trump alongside the Vocation skill.

Advanced Holding the Gauge (+2 to tests)

There are times when skill with a ship and sails can overcome any obstacle, even those not set at sea. You now gain the ability to use this Edge on land, including navigating in poor weather and the ability to steer a carriage or similar vehicle with the same skill as sailing a ship.

Mastered Holding the Gauge (+3 to tests)

You are capable of steering a ship through a narrow strait in the midst of a hurricane without scraping so much as a barnacle off the keel. When performing any nautical task or any skill use aboard a ship at sea, you can add your Edge bonus (+3) in addition to any other modifiers. Years spent at sea have also tempered you physically, providing a permanent +1 to your COMBAT SKILL and +2 to ENDURANCE.

NAVIGATION

You are an expert at enabling your ship to reach its destination in the quickest time possible. If you choose this Edge, write 'Navigation' on your Action Chart.

Using Navigation

In the course of your maritime career, you have accumulated dozens of ocean charts and land maps that give you invaluable information about tides, currents, hazards and prevailing wind directions.

You have also developed an infallible sense of direction and instinctively know the position of true north, even at night or when you are in the midst of dense sea fog. You are regarded as a 'human compass' by your less-gifted shipmates. This intuitive navigational skill can also be used on dry land and underground.

You can make a Navigation test to read a map, work out the direction or find a path, whether on sea or land. It makes a fine Ability Trump when combined with Vocation (Sailor).

Advanced Navigation (+2 to tests)

You are no longer capable of getting lost in normal mazes and you have an excellent sense of distance, range and spatial geometry. You also gain a +3 bonus to COMBAT SKILL when engaged in Ranged Combat.

Mastered Navigation (+3 to tests)

You have honed your directional sense to a form of intuition. Guided by the stars and your instinct, you can chart a course with no tools at all and be as accurate as any chart or sextant. You automatically succeed at Vocation (Sailor) tests and all non-combat tasks related to travel.

Their surety and confidence also provide you with a rare gift – an additional point of Scarlet Sails permanently added to your base total.

PIRATE'S LUCK

Physical strength and mental agility are highly desirable attributes for a Buccaneer to possess, but most would forego them in a heartbeat for good old fashioned luck. If you choose this Edge, write 'Pirate's Luck' on your Action Chart.

Using Pirate's Luck

You can ignore a failed Luck test and retry it if you so wish. You must accept the result of the second test. This ability can only be used twice during the course of any adventure. You may make a Pirate's Luck test during a game of chance.

Advanced Pirate's Luck (+2 to tests)

There are no limits to your fortune. You can now retry any number of failed Luck tests during an adventure, although you must still abide by the results of the second test.

Once per adventure, you can now also re-test any one failed test, including a combat test. The result of the second test must be kept.

Mastered Pirate's Luck (+3 to tests)

Once per adventure, you can declare 'Lucky'. Doing so allows you to automatically pick a 9 when taking a test of any kind, including in combat.

In addition, your opponents are always just a little unlucky in your presence. Once per adventure, you can force an enemy to pick a 1 when taking a test of any kind, including in combat.

REPUTATION

Tales of your exploits have spread far and wide, and so too has your reputation. This can be both a good and a bad thing. While other Buccaneers, rogue merchants, and fellow Shadakine adventurers may be favourably disposed towards you, and extend help and provisions when you need them most, those in positions of authority will likely take note of your transgressions and decide to put a stop to them once and for all. If you choose this Edge, write 'Reputation' on your Action Chart.

Using Reputation

When you learn this Edge, you automatically gain Influence as a free skill. If you already have the Influence skill or choose it later, you gain an additional +1 bonus on Influence tests instead.

You may make a Reputation test regarding rumours, notoriety and social interaction, although you are more likely to use it as an Ability Trump alongside the Influence skill.

Advanced Reputation (+2 to tests)

A good reputation is a valuable thing to have. Even a bad one can be useful if one knows how to wield a poor public image to best effect. In combat, you can spend 1 point of WILLPOWER and your physical action to make a speech or statement that invokes your name and reputation. For the rest of the battle, all sentient enemies capable of understanding your words will suffer a penalty to their COMBAT SKILL equal to your Edge bonus (+2, or +3 if Mastered).

Mastered Reputation (+3 to tests)

At this level, you have no need to invoke your reputation. You are so (in)famous that your reputation is automatically invoked at the beginning of any combat with a sentient foe.

General fear and panic also reduce the first damage inflicted on you each round to 0, so long as the foe in question is under the influence of your Reputation.

SUPERSTITION

Life on the seas of Magnamund can be one of extremes. One day you may find yourself becalmed in fog; on another, you could be caught up in a storm force gale. In the close confines of a ship, sailors will talk about anything and everything, especially their fears. This talk culminates in a vast pool of collective knowledge that any among them can draw upon to fuel an anecdote or tall sea story when the need arises. However, just like the weather, this knowledge can prove both good and ill. If you choose this Edge write 'Superstition' on your Action Chart.

Using Superstition

You can use this vast repertoire of myths, legends and sea wisdom to make any WILLPOWER-based skill test as if you had the skill in question, although you will suffer a -1 penalty to the test when doing so.

Superstition cannot be used as part of an Ability Trump for a skill you possess.

You might make a Superstition test in its own right to know something about folklore, religious beliefs or the supernatural.

Advanced Superstition (+2 to tests)

You have made a focused study of maritime lore, legends and sea shanties. By so doing, you have learned of things more outlandish than most pirates could ever imagine. You no longer suffer a -1 to skill tests made using Superstition.

Mastered Superstition (+3 to tests)

You are a repository of maritime superstitions and knowledge, capable of finding a snippet of wisdom appropriate to any situation. Whenever an ally within Close Range attempts a WILLPOWER-based skill test, you may spend a point of WILLPOWER to provide

them with a +1 bonus. These studies have also broadened your mind, providing a permanent +2 to your WILLPOWER.

SWASHBUCKLING

You are the epitome of a daring pirate. You have deep reserves of courage and determination that serve you well in times of trouble. You are adept at utilising your environment to your favour in battle, swinging from ropes, leaping from gunwales and dazzling your opponents with rapier-sharp wit and bravado. If you choose this Edge write 'Swashbuckling' on your Action Chart.

Using Swashbuckling

You have a base Defence of 3, even though you cannot wear armour. This Defence is innate and does not act as a penalty to your Order of Battle.

You might make a Swashbuckling test to leap about the battle, balance upon a beam or swing from a rope.

Advanced Swashbuckling (+2 to tests)

Your toughness and dexterity is heightened to the point where you can withstand danger that you could not normally avoid. Your Defence is now effective against magical (but not psychic) ENDURANCE loss.

Mastered Swashbuckling (+3 to tests)

You are a pirate of legendary skill and daring, capable of braving the greatest odds and living to tell the tale afterwards, most likely with some extra embellishment. Once per adventure, you are able to return from 0 ENDURANCE as if you were only rendered unconscious and not dead. At the end of a battle in which you were 'killed', or one minute after 'dying' if out of combat, you can 'awaken' so long as you are a safe distance away from any danger. You awake with 1 ENDURANCE and, most likely, an interesting scar; a lasting souvenir of your close encounter with death.

The Narrator can determine the exact nature of this wondrous recovery and is entirely in control of where and when you return from apparent death.

STEP THREE: STARTING EQUIPMENT

- You wear loose-fitting clothing made of brightly coloured silks.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.



You may also choose three items from the following list:

- Bow (Weapon)
- Cutlass (Weapon)
- Helmet (Special Item)
- Leather Armour (Special Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Rope (Backpack Item)
- Spear (Weapon)
- Sword (Weapon)

STEP FOUR: SCARLET SAILS

Every colour means something on the open waves, from banners and hulls to the sails that billow from a ship's masts. Any vessel bearing red sails is often seeking adventure, fortune and more than a little trouble.

Sailing under red sails is a declaration, a challenge that shouts to the world, "Try and take me down, scally-sons, if you dare!"

This bold, brash approach to all of life's challenges can inspire a Buccaneer of Shadaki when they need it most. Whenever you fail an Athletics or Stealth test, you can spend a point of Scarlet Sails and pick a random number to add to your result.

You can also do this to add to your COMBAT SKILL for one exchange, but to do so you must be outnumbered in combat at least three to one. If you fight alongside allies, your entire group must be outnumbered at least two to one.

Scarlet Sails resets to its starting value at the beginning of an adventure. Spent points are also recovered at a rate of one point each time you defeat an enemy with a higher COMBAT SKILL, or you pick a 9 on a physical skill test with at least three characters watching. You cannot recover more than 3 points during a single adventure this way. See page 11 for how your Scarlet Sails score is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR BUCCANEER OF SHADAKI

The Shadaki have a language that has developed in harmony with their need to speak quickly yet be understood over the noise of a rough sea. As such, their vowels are harsh enough to be audible and their words tend to be clipped. Their names are similar, though most Buccaneers choose (or are given) nicknames to make their monikers and their exploits more interesting.

Suggested Names:

- **Male:** Buano, Elkad, Frad, Iot, Keam, Lamir, Noak, Rayko, Seak, Wekar.
- **Female:** Ariol, Cayla, Darsa, Kalsa, Mishla, Ninu, Paerl, Rheza, Tatlur, Vivas.

Prayer spoken by many Shadakine upon leaving Port:

*"Lady of Tides, see me safely out and safely back.
If blood be shed, let it be another's.
If my ship should sink, embrace me quickly.
Lady of Tides, I sail upon your mercy."*

SOMMLENDING KNIGHT OF THE REALM

Sommerlund has the distinction of being the only realm in all of Magnamund to have defeated the armies of the Darklands in battle. It has reaped the rewards of this achievement in fame, honour, respect and peace. Its hard-won respite from its war with the Darklands has bought it time enough in which to cultivate its lands into the fertile and verdant realm that it has become in the present age. Many nations share the surface of Magnamund but none shine more brightly than the blessed realm of mighty Sommerlund.

Successful Sommerlund has acquired many enemies down through the ages. Some simply covet its success and look upon it with envious eyes. Others may be less avaricious but are minded, nonetheless, to resent the land of the Sun because they are allied or enslaved to its mortal enemies, the Darklords of Helgedad. Yet the many foes of Sommerlund would long ago have accomplished what Archlord Vashna could not were it not for the inspired leadership of its wise kings, the effective stewardship of its brave Barons and the steadfast selfless loyalty of its Knights and Ladies of the Realm.

Although its standing armies are a potent force in their own right, the true reason for Sommerlund's steadfast survival and martial security is thanks in great part to the Order of the Kai, the Brotherhood of the Crystal Star, and the Sommlending Knights and Ladies of the Realm. This latter fraternity, comprising brave and noble warriors of Sommlending lineage, has produced some of the greatest heroes and heroines ever to have walked the Lastlands of Northern Magnamund. These warriors are expertly trained from a young age to wield sword, lance and shield in unswerving fealty to Sommerlund and its King. They are each a powerful warrior in

their own right, and when they are banded together as brothers and sisters in arms during times of war, these courageous Knights and Ladies become a formidable fighting force that strikes fear into the hearts of their enemies on the field of battle.



BEING A SOMMLENDING KNIGHT OF THE REALM

While most Knights and Ladies of Sommerlund serve their entire lives with proud distinction in their homeland, and never have cause to leave it, there is a time-honoured tradition among the younger members of taking up the banner of Sommerlund and travelling the highways and byways of Magnamund to gain insight and experience of the ways of other nations. Some Sommlending Knights and Ladies are tasked with delivering messages from the King's court in Holmgard to its ally nations far afield, or they are allotted the duty of escorting higher nobles and dignitaries safely through dangerous territory. Possibilities for adventure abound for Sommlending Knights and Ladies of the Realm, even though their first and foremost duty is to maintain the security of their beloved

homeland. In times of war, they are in charge of cassels of men-at-arms and are answerable to the marshals who command the Army of the North and the Army of the South. In times of peace, Knights and Ladies of the Realm are answerable to the higher ranking nobles (Basanets, Counts, Fryearls and Barons) who rule the Sommlending region where they have their estate.

Those who know a true Knight or Lady of the Realm would say that honour is their most prominent virtue. Valour runs a near second, followed closely by a selfless devotion to those they have pledged themselves to serve. It would be naïve to expect every Knight and Lady of the Realm to be a paragon of these virtues, yet most fulfil their vows with courage and dedication. All have certainly earned the right to bear the sun crest and scarlet flag of their beloved homeland.

Honourless blackguard knights and venal turncoats, with no loyalty or devotion worth speaking of save their craven desire to enrich themselves at the expense of their realm's security, are among the most reviled of all villains in Sommerlund. The rumour that one of these despised outcasts has been seen on Sommlending soil is enough to draw an entire company of Knights and Ladies of the Realm to search for them. And woe betide those who are caught, for the Knights and Ladies of the Realm are empowered by the King of Sommerlund to summarily execute any blackguard or traitor they capture without need of a formal trial.

The majority of Sommlending folk are devoted followers of God Kai and Goddess Ishir. The Knights and Ladies of the Realm are unique in regards to their religious fealty, for their chosen deity is that of the Goodly demi-god Salor, the Righteous Lord of Battle. They celebrate their faith with humble and modest daily rituals. They also conduct an annual ceremony every Maesmarn (Mid-summer's Day), filled with martial pomp and splendour. The symbol of Salor is a gleaming broadsword, and all Sommlending Knights and Ladies of the Realm have the arms of Salor – a kite shield with a broadsword positioned vertically upon it – etched into the blade of their preferred weapon and tattooed on the bicep of their fighting arm.

STEP ONE: CHARACTERISTICS

To find out what your Knight's COMBAT SKILL is, pick a random number. Add 12 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 12 and 21.

To find out what your Knight's ENDURANCE is, pick a random number. Add 20 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 20 and 29.

To find out what your Knight's WILLPOWER is, pick a random number. Add 5 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 5 and 14.



Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Knights and Ladies of the Realm can use Techniques in combat, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

STEP TWO: KNIGHT/LADY OF THE REALM ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Knight Dexter/Lady Dexter.

While you have a long way to go before you can consider yourself to be a Honour Knight / Honour Lady of the Realm, you are not an absolute beginner either, as your five Knight/Lady Codes show. The Ranks of the Knights and Ladies of the Realm, and the titles they are granted at each Rank of their progress, are shown here.

Rank/Number of Knight Codes	Knight Title
1	Companion
2	Banneret/Bannerette
3	Squire/Squiere
4	Challenger
5	Knight Dexter/Lady Dexter (your character begins play at this Rank)
6	Knight Vindicant/Lady Vindicant
7	Knight Champion/Lady Champion
8	Knight Superior/Lady Superior
9	Knight of Salor/Lady of Salor
10	Honour Knight of the Realm/ Honour Lady of the Realm

A Knight or Lady of the Realm has a number of special abilities known as Codes. You may choose from the following Codes – you know 5 at the start of the game. Having a Code adds +1 to any tests made while using it during play.

- Code of Arms
- Code of Compassion
- Code of Fortitude
- Code of Honour
- Code of Might
- Code of the Mount
- Code of Right
- Code of Strength
- Code of Valour
- Code of Virtue

You will have a chance to learn other Codes later.

When you have chosen your 5 Codes, write them down on your Action Chart.

CODE OF ARMS

You have been trained from an early age to wield a sword with skill and pride, for it symbolises your God, your country and your undeniable authority upon the field of battle. If you choose this Code, write 'Code of Arms' on your Action Chart.

Using Code of Arms

This skill grants you the ability to wield a broadsword effectively with one hand so that you can also make use of your shield. When wielding a broadsword in this way, you still gain the benefit of any qualities it may have.

You might be called upon to make a Code of Arms test when repairing or making a sword, appraising a weapon or other weapon-related situations.

Advanced Code of Arms (+2 to tests)

When you wield a broadsword and shield together, both become more effective. Your broadsword gains the Cleaving quality (or an additional +1 if it already has it). Your shield loses its Cumbersome quality, if it has it.

Mastered Code of Arms (+3 to tests)

You are unrivalled in your skill with a sword and shield, your deadly tools of war. Once a round, at the start of your turn, you can perform a Shield Bash. This immediately inflicts 5 ENDURANCE damage on any one foe (or Grouped Enemy) in Melee Range and penalises them with a -2 to their COMBAT SKILL until the start of your next turn. Shield Bash does not cost you your ability to engage and inflict damage as normal during your round.

CODE OF COMPASSION

The Gospel of Salor teaches that compassion and mercy are not signs of weakness; they are the hallmarks of a truly honourable knight. If you choose this Code, write 'Code of Compassion' on your Action Chart.

Using Code of Compassion

The Code of Compassion enables you to heal others by selflessly absorbing the pain of their wounds. When you use this ability, expend any number of ENDURANCE points up to your maximum. For every point of ENDURANCE you sacrifice in this way, you may heal 2 points of ENDURANCE suffered by another character in close proximity.

You can make a Compassion test to carry out basic battlefield aid and medicine. You may also use it as an Ability Trump with the Medicine skill.

Advanced Code of Compassion (+2 to tests)

When you wish to heal someone, you may expend WILLPOWER points instead of ENDURANCE.

Mastered Code of Compassion (+3 to tests)

You heal 3 points ENDURANCE for every point of ENDURANCE or WILLPOWER you spend. You may also spend 10 points of ENDURANCE or 5 points of ENDURANCE and 5 points of WILLPOWER (your choice) to completely purge someone of disease and poison.

CODE OF FORTITUDE

The mental and physical courage that you display during battle is a great inspiration to all those who witness it. If you choose this Code, write 'Code of Fortitude' on your Action Chart.

Using Code of Fortitude

You may continue to fight for 3 rounds after you have been reduced to 0 ENDURANCE, so long as there is at least one ally character within Close range. You may be healed during this extended period of time, but after the 3 rounds are completed you will die immediately if your ENDURANCE remains at 0.

You may make a Fortitude test in situations where endurance and stamina apply.

Advanced Code of Fortitude (+2 to tests)

Tenacity becomes your watchword. While you fight with your ENDURANCE at 0, you gain half your Rank (rounded down) as a bonus to your COMBAT SKILL. This bonus only lasts while your ENDURANCE is at 0, disappearing immediately if you are healed.

Mastered Code of Fortitude (+3 to tests)

You are fearsome to behold in the heat of battle, immovable and invulnerable while you have allies by your side. You can now continue fighting when reduced to 0 ENDURANCE indefinitely, until there are no more enemies to fight in melee, or your allies move out of Close range.

While you remain at 0 ENDURANCE, you cannot move from your location unless you can close with an enemy and engage it in one round.

CODE OF HONOUR

It is only by upholding your personal honour at all times that you may earn and maintain the trust and respect of your fellow warriors. It is the light of honour that illuminates your path during your journey through life.

It transforms you from being a mere fighter into a Warrior Lord or Lady of true worth and distinction. If you choose this Code, write 'Code of Honour' on your Action Chart.

Using Code of Honour

You are able to recognise spoken lies and illusions. You may make a Code of Honour test to investigate your immediate environment and discern the truth of a situation.

Advanced Code of Honour (+2 to tests)

Lies and falsehoods ignite a righteous fire in your soul. Whenever you fight an enemy who has directly lied to you, used deception (such as the Stealth skill or an ambush) or has an illusion or shapechanging method of deceit (especially a Helghast), you gain your Code bonus (+2, or +3 if Mastered) to any ENDURANCE damage you inflict.

Mastered Code of Honour (+3 to tests)

You can scourge deception from those you face. Whenever you successfully inflict ENDURANCE damage on any opponent as described above, that enemy loses the ability to lie, use any form of stealth, conjure illusions or shapechange for a number of hours equal to your Rank, or until midnight (whichever is first).

CODE OF MIGHT

You strike fast, strike accurately and strike hard with a polearm. If you choose this Code, write 'Code of Might' on your Action Chart.

Using Code of Might

Whenever you use a lance, quarterstaff or spear in combat, you deal double the normal damage to your opponent.

If you also possess the Code of the Mount, all damage you inflict upon an enemy with a lance, spear or a broadsword will be tripled whilst riding your warhorse as part of a charge. You may use Code of Might in situations involving feats of strength, when competing in a tourney or to appraise or repair a polearm.

Advanced Code of Might (+2 to tests)

You can now use your lance's reach to its fullest extent. Once per combat, you may engage an opponent from Close range instead of Melee. Unless the enemy also has a weapon with reach (but not a ranged weapon) they may not inflict damage during that exchange. After the exchange is resolved, the enemy may either Evade without fear of suffering a counter-attack, or move to Melee range for free.

Mastered Code of Might (+3 to tests)

You may use the Charge technique for free. You gain your Code bonus (+3) to your COMBAT SCORE when doing so. You may only benefit from this bonus whilst you are mounted and wielding either a lance a spear or a broadsword.

CODE OF THE MOUNT

Upon attaining the rank of Challenger, all Sommlending Knights and Ladies of the Realm receive a personal steed and advanced training



in mounted combat. You have become an expert battle-rider and have been given a warhorse in addition to your personal steed. If you choose this Code, write 'Code of the Mount' on your Action Chart. Also write in the Notes section that you possess a Warhorse.

Using Code of the Mount

Whenever you initiate combat and make a Charge while armed with a lance and riding your warhorse, you may choose a 7 rather than pick a random number.

If you also possess the Code of Might, all damage you inflict upon your enemy with a lance, a spear or a broadsword is tripled whilst riding your warhorse as part of a Charge.

You may make a Code of the Mount test to care for your mount, ride one skilfully into battle and travel effectively overland even when heavily burdened. You may also use it as an Ability Trump with the Riding skill.

Advanced Code of the Mount (+2 to tests)

You possess horsemanship training that few in Sommerlund could hope to equal. When mounted and Charging, or engaging with an opponent that is on foot, you can choose to trample your foe. This is a free attack that automatically inflicts an amount of ENDURANCE damage equal to your Rank. It is subject to Defence, and is resolved at the end of your round.

Mastered Code of the Mount (+3 to tests)

Clad in steel and perched atop your mighty warhorse, you can rout enemies without even having to lift and level your lance. With a perfect combination of strength and speed, you can engage and hold enemies without fear of failure. Opponents cannot Evade combat once you are engaged unless they can fly or spirit themselves away magically.

In addition, your mounted skills have improved to such a degree that you add +2 to your Defence score when you are mounted. Your warhorse also gains this bonus too.

CODE OF RIGHT

The Code of Right teaches that the use of arms is deemed dishonourable if it is not directed towards a just and proper end. Those who live by the Code of Right are assured the respect and admiration of their fellow Sommlending. The aspiration of a Knight or Lady of the Realm should not simply to be a capable leader; they should also aspire to become a consummate diplomat and a paragon of righteous virtue. If you choose this Code write 'Code of Right' on your Action Chart.

Using Code of Right

Whenever you engage in a fight that you cannot morally justify, you will suffer a cumulative penalty of -1 to your COMBAT SKILL

per round of combat. Conversely, whenever you engage in a fight that you can fully justify, you gain a cumulative +1 bonus to your COMBAT SKILL per round of combat. The total bonus or penalty from this Ability may never exceed your Rank. The Narrator is the final arbiter of what can and cannot be morally justified. You might make a Code of Right test when arbitrating a dispute, commanding a force of soldiers or leading a group of men.

Advanced Code of Right (+2 to tests)

Your aura of command is so impressive that you inspire your allies with your righteous deeds. All allies within Long Range receive your Code of Right bonus (or penalty, as your aura of command cuts both ways).

Mastered Code of Right (+3 to tests)

You have the ability to focus your faith and might into a single, devastating blow once per adventure. So long as the target is unquestionably Evil and the battle is undeniably just, you can declare your intention to perform a Righteous Strike. This is a melee attack but, regardless of the outcome on the Combat Results table, it is treated as E: Kill / H: 0 END.

This Ability does not work on Agarashi, Darklords and other extremely powerful targets as determined by the Narrator.

CODE OF STRENGTH

When using your broadsword, you are a truly formidable force on the field of battle. Whereas a lesser warrior might struggle to wield such a cumbersome weapon, you can use your mighty blade to its maximum effect. If you choose this Code, write 'Code of Strength' on your Action Chart.

Using Code of Strength

Whenever you use a broadsword in combat with both hands, you deal double the normal damage to an opponent.

If you also have the Code of the Mount, you will inflict triple damage when wielding a broadsword, while mounted as part of a Charge. You may be called upon to make a Code of Arms test when repairing or making a broadsword, appraising a weapon or in certain strength-based situations.

Advanced Code of Strength (+2 to tests)

As an advanced wielder of the broadsword, you are physically imposing. Whenever you are armed with a drawn broadsword and use the Taunt technique, you can make opponents flee instead of attacking them. Upon a successful Taunt, you can opt to have the target immediately Evade combat. While you are morally barred from attacking an opponent that flees because of this ability, your companions may well have no such compunctions. Any enemy compelled to flee cannot initiate melee combat with you or your party for one hour thereafter.

Mastered Code of Strength (+3 to tests)

Your physical power is very impressive. Combined with the righteous might of your devotion to Salor, you can inflict full damage in combat against targets normally harmed only by magical or psychic attacks.

You may also, once per adventure, make a melee attack that completely bypasses the Defence of the target. If the attack inflicts 10 ENDURANCE damage or more, any armour worn on the opponent's body is rendered useless.

CODE OF VALOUR

The Gospel of Salor states that it is the valorous that carry the field of battle. Only those who live by the Code of Valour can be assured of receiving the blessing of Salor when armies clash and the fate of Sommerlund is decided by bloody combat. If you choose this Code, write 'Code of Valour' on your Action Chart.

Using Code of Valour

Once per adventure, you can invoke the Shield of Salor in combat at the beginning of any of your rounds. It is a powerful barrier that can render you immune to the effects of magical and psychic abilities. The Shield of Salor lasts for a number of rounds equal to your Rank.

You will rarely be called upon to make a Code of Valour test, but sometimes a test may be required to resist a magical or psychic power.

Advanced Code of Valour (+2 to tests)

You have some fine control over your Shield of Salor. You may now use it in for a total of rounds equal to your Rank +1, but these do not need to be consecutive.

Mastered Code of Valour (+3 to tests)

You are constantly protected by your faith in Salor. Even when you are not invoking the Shield of Salor, you can avoid any magical or psychic effect that would inflict ENDURANCE damage (such as a Power Glyph's explosion, or the effects of Lightning Hand) by spending 1 point of WILLPOWER and then succeeding at a Luck test.

CODE OF VIRTUE

Virtue is defined in the Gospel of Salor as "that which is noble and pure in the heart and soul of a true Knight". It is the spiritual embodiment of everything you are, and everything you aspire to be.

Your virtue is what steadies your hand in battle, what steels your nerve in the face of seemingly overwhelming danger, what carries you through conditions that would destroy a lesser mortal. If you choose this Code, write 'Code of Virtue' on your Action Chart.

Using Code of Virtue

You are able to stand your ground and fight effectively in adverse combat situations that would normally cause a hero to turn and flee. Whenever the Narrator requires you to test to resist a break in morale, magical Fear or a psychic effect that does not inflict ENDURANCE damage, you will automatically pass the test. You may make a Code of Virtue test in any situation related to mental fortitude, courage or perseverance, or leading others to overcome their fears and failings.

Advanced Code of Virtue (+2 to tests)

Leading by example, you can spend 1 WILLPOWER whenever an ally within Long Range, and in line of sight, fails a test as listed above. The Code of Virtue lets them pass the test automatically. There is no limit to how often you can do this, aside from your WILLPOWER score.

Master Code of Virtue (+3 to tests)

You are an exemplar of bravery. All allies within Close Range benefit from your Code of Virtue, making them as immune to fear and broken morale as yourself.

STEP THREE: STARTING EQUIPMENT

- You wear the tunic, breeches, and leather boots of a Sommlending Knight/Lady of the Realm, and a suit of Full Plate Armour (Special Item; adds +5 to your Defence).
- To find out how much money you start with, pick a random number and add 20. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If you have the Code of Might, you will also start with a Lance (Weapon).
- If you have the Code of Strength, you will also start with a Broadsword (Weapon).

You may also choose one item from the following list:

- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Rope (Backpack Item)
- Sommlending Greatshield (Special Item)
- Spear (Weapon)
- Sword (Weapon)
- Broadsword (Weapon). This will be superfluous if you possess Code of Strength.
- Lance (Weapon) This will be superfluous if you possess Code of Might.

STEP FOUR: BEACON OF LIGHT

Sommlending Knights and Ladies of the Realm are paragons of strength, bravery, faith and all things aristocratic. They are among



the finest examples of Sommerlund's lesser nobility. This reputation is a powerful boon at times but it also comes with the heavy burden of constantly having to live up to these ideals. So long as they do, Sommlending Knights and Ladies of the Realm inspire though word and deed wherever they go.

By spending a point of Beacon of Light, you can pick a random number and add it to the COMBAT SKILL of any ally within Close Range who is about to make a physical skill test or Combat Results test. This bonus only applies to a single test. You cannot benefit from the use of Beacon of Light yourself.

Beacon of Light points refresh completely at the beginning of every adventure and also return at a rate of 1 point every sunrise so long as you are conscious and personally able to witness the dawn. An overcast sky does not negate this recovery. See page 11 for how your Beacon of Light score is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR SOMMLENDING KNIGHT OR LADY OF THE REALM

Sommlending Knights and Ladies of the Realm have traditional Sommlending names. While there are a few very rare exceptions, virtually all Knights and Ladies of the Realm are born and raised in Sommerlund. Most hail from noble Sommlending families, although it is not unusual for the gifted children of commoners to be inducted into the household of a Knight or Lady and receive martial training that can lead to membership of the order in due course.

Suggested Names:

- **Male:** Audin, Cerik, Erik, Fars, Jen, Merok, Oren, Rhygar, Rosk, Tor, Venn, Werlan.
- **Female:** Avo, Bersa, Duana, Gracelyn, Jena, Leyana, Petra, Petrea, Qinefer, Seosha, Talestra, Vaesa.
- **Surnames:** Durston, Grenly, Hedalon, Jethlan, Kalsken, Langstor, Nelkin, Penlon, Torsun, Yenson.

Part of the Benediction of Battle; a Prayer to Salor:

"Blessed are those who take up arms against the enemies of Light. They who stand firm twixt the innocent and the guilty shall shine like the Sun in Darkness."

TELCHOI WARRIOR

The realm of Telchos is a vast desert that dominates the western coastal region of Southern Magnamund; a hard, sun-bleached land filled with howling winds that sweep persistently over dusty plains and broken hills. Telchos was once a rich coastal territory with dozens of small farming villages, mighty cities, and home to a vibrant, thriving civilisation. However, like so many of the countries of Southern Magnamund, Telchos has since been blighted by the legacy of Agarash the Damned. The tale of Telchos is one filled with tragedy and triumph in an age of adversity.

The most enduring legacy of the fall of Telchos and the suffering of the Telchoi – its noble peoples – lives on in the form of the Telchoi Warrior. A hardened, tough-as-granite fighter with the ferocious swiftness of the desert winds and the deadly strike of a maki-scorpion, a Telchoi Warrior is just as equally effective attacking in the blistering heat of the desert sun as they are in the cold ashen shadows of a cloudless wilderlands night. Renowned for their toughness and deadly efficiency in battle, they are perhaps most famous for their ability to inflict a flurry of fatal wounds with their shiel-fa, the "flashing spears of the desert".

Almost all Telchoi Warriors are women. These female fighters are the first line of defence and the mainstay of the army in their matriarchal society. They are also most likely to be found travelling beyond the borders of their desert realm. Male Telchoi Warriors are few in number and are rarely allowed to wander far from their homelands, although it is not unknown for Telchoi menfolk to be found in foreign lands. Typically, these male warriors are exiles, renegades or adventurers who have chosen to explore the wider world before returning to Telchos to raise a family.

BEING A TELCHOI WARRIOR

For a Telchoi Warrior, every day is an adventure. Most of them, at some time in their tours of military duty, are assigned to long range desert patrols. They are expected to be able to fend for themselves in adverse conditions, without any rations or supplies, while they maintain the borders of their barren homeland and keep it free from intrusion. Yet the most challenging and perilous adventures undertaken by Telchoi Warriors are those that take them into the territorial region known as the Verdari Coast. This long strip of coastal plain is very fertile and rich in flora, fauna and mineral wealth. Consequently, it is also very attractive to Klarnos, the Telchoi's warlike northern neighbour, and it suffers foraging raids from that avaricious nation repeatedly each year.

There is an old Drodarin saying: "The only thing deadlier than the sun of Telchos is a son of Telchos. The only thing deadlier than he is his sister." Those who have ever crossed a Telchoi Warrior know

this saying has the ring of truth about it. The mien of a Telchoi Warrior is one of cool detachment. They rarely speak and, when provoked, they can fly into a deadly storm of thrown spears and lashing sinew-cords in the blink of a disbelieving eye. It would be true to say that most well-trained Telchoi Warriors react so swiftly to a perceived threat that they are already in mid-strike before anyone else even knows that they are in danger.



The official religion of Telchos is rigorously upheld by the Council of Thirty, the matriarchal ruling body of the Telchoi. They are charged with maintaining high standards of fundamental devotion to Goddess Ishir. This takes a much stricter and more demanding form of worship than can be found in other nations. Unlike elsewhere, the Telchoi adulate the triple aspects of Ishir as Mother, Healer and Protector. To a devout Telchoi, Goddess Ishir is seen as a strict matriarch. She will only protect those of her children who are worthy of her protection. She will not give aid or comfort to a

Telchoi Warrior who cannot first help themselves. Although there are Telchoi who are known to have renounced their faith in Ishir following the demise of their nation state, they are relatively few in number.

Telchoi Warriors are swift and fearsome fighters. They have been trained from an early age to combat the harsh environment of Telchos in addition to the enemies and predators that plague their people. They say that the Telchoi are not children for long. They are considered to have reached adulthood at the age of 12, by which time they will have become adept at hunting for food and precious water in one of the most unforgiving environments on Magnamund. Their harsh training regimen may do little to help develop their social skills, but it certainly equips them with an instinct and a capacity for survival that is second to none among the warrior classes of Magnamund.

STEP ONE: CHARACTERISTICS

To find out what your Telchoi Warrior's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Telchoi Warrior's ENDURANCE is, pick a random number. Add 20 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 20 and 29.

To find out what your Telchoi Warrior's WILLPOWER is, pick a random number. Add 10 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 10 and 19.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Telchoi Warriors can use Techniques in combat, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

STEP TWO: TELCHOI WARRIOR ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Sayasai (Sand Sister). Male Telchoi Warriors are called Sayasao (Sand Brother).

While you have a long way to go before you can consider yourself to be a Telchoi Far Runner, you are not an absolute beginner either, as your five Warrior Disciplines show. The Ranks of the Telchoi Warriors, and the titles they are granted at each Rank of their progress, are shown here:



Rank/Number of Warrior Graces	Telchoi Warrior Title (Female/Male)
1	Oyal/Oyai
2	Aminatural/Aminaturai
3	Kahina/Kahinai
4	Batuti/Batutai
5	Sayasai/Sayasao (your character begins play at this Rank)
6	Mulani/Mulanai
7	Desert Nalaxi/Desert Nalaxai
8	Artemisari/Artemisarai
9	Enyoi/Enyai
10	Far Runner

A Telchoi Warrior has a number of special abilities known as Graces. You may choose from the following Graces – you know 5 at the start of the game. Having a Grace adds +1 to any tests made while using it during play.

- Blessing of Ishir
- Dunerunning
- Impale
- Mind Wall
- Palefire
- Savage Survival
- Scorpions Speed
- Serpent's Kiss
- Voice of Thunder
- Winds of Telchos

BLESSING OF ISHIR

By evoking the name of Goddess Ishir, you can call upon her powers to heal injuries. If you choose this Discipline, write 'Blessing of Ishir' on your Action Chart.

Using Blessing of Ishir

You can either use this ability on yourself or on another person that you can lay both hands upon. To heal yourself, you enter a meditative trance, restoring 1 ENDURANCE point for every 5 minutes you are able to maintain the trance, uninterrupted and undisturbed. It is therefore impossible to use this skill while engaged in combat.

To heal another person, you do not need to enter a trance. You may spent 1 point of WILLPOWER per point of ENDURANCE healed. You can only heal 12 points of ENDURANCE per adventure, whether this is to yourself, another, or a combination thereof.

You might make a Blessing of Ishir test to recall some aspect of medical wisdom, faith or religion.

Advanced Blessing of Ishir (+2 to tests)

Ishir is the Goddess of the Moon and this Grace is more powerful at night. The amount you can heal yourself at night doubles to 2 points of ENDURANCE per 5 minutes of trance. Healing of others at night does not require WILLPOWER expenditure. You are now able to use the latter ability in combat at night.

Mastered Blessing of Ishir (+3 to tests)

You can use your ability to channel Ishir's blessing into a curse against one of Ishir's most hated enemies: the undead. By spending 3 WILLPOWER, you can inflict 8 points of ENDURANCE against every undead enemy within Long Range. Grouped undead enemies suffer 15 points of ENDURANCE loss. In addition, the total amount of ENDURANCE you can heal per day increases to 24 points.

DUNE-RUNNING

You are very adept at moving across terrain without leaving any trace, making it virtually impossible for you to be tracked by enemies and desert predators. You can also traverse long distances at great speed and with little need for rest. Your running gait resembles a gliding dance, one in which you move with the terrain rather than in spite of it. If you choose this Grace write 'Pass without Trace' on your Action Chart.

Using Dune-running

You might make a Dune-running test in athletic situations, feats of endurance, situations where stealth or tracking are important and other desert survival-based situations. You can also use it when tracking others.

Advanced Dune-running (+2 to tests)

You can move two Range levels in a single round instead of one. You can also use the Charge Technique whenever desired, free of cost.

Mastered Dune-running (+3 to tests)

You can freely move around in combat as you desire. You always Evade combat without suffering retaliation and you can move from engagement to engagement without penalty.

If you leave your current engagement and join another that you have not already fought in during the current combat, it counts as being the first round of combat for you once again.

IMPALE

The power locked in the depths of your soul can be called forth to make you a more effective fighter. You can temporally harden the tip of your spear or sword so that it will penetrate any metallic or rocky surface. Diamond is the only known mineral capable of resisting this power. If you choose this Grace, write 'Impale' on your Action Chart.

Using Impale

Once per combat, instead of picking a random number you can automatically pick a '9' by expending 2 WILLPOWER points.

An Impale test may also be made to gain a rudimentary understanding of materials or weaponcraft.

Advanced Impale (+2 to tests)

The hardness of your weapon tip lingers for longer. On the round following your use of Impale, you can choose a 7 rather than pick a random number if you are still wielding that weapon. On the third round, you can pick a 5 if desired. The power fades after this.

Mastered Impale (+3 to tests)

You have discovered how to apply this Grace's effect to anything you are carrying or wearing. Once per combat, you may spend 3 WILLPOWER to increase your Defence to 9 for the next attack that strikes you.

You may use this ability at any time, even in the middle of an enemy's action.

MIND WALL

Long exposure to the strange and psychically deadly predators of your desert homeland has inured you to their powers. If you choose this Grace, write 'Mind Wall' on your Action Chart.

Using Mind Wall

If you have the Mind Wall Grace, you will be immune to most forms of psychic damage. You will be told by the Narrator if you are not immune to a psychic attack. You will rarely be called upon to make a Mind Wall test. Normally the Narrator will only call for a test when you confront an adversary with specialised mental attacks. In these cases, you may be asked to make a test to avoid a psychic effect other than ENDURANCE damage.

Advanced Mind Wall (+2 to tests)

You are exceptionally resilient against superior mental assault. When you suffer an effect that would harm you, even one that would normally bypass mental defences, you only take half damage (rounded down).

You may also add your Grace bonus when making WILLPOWER tests against other psychic powers.

Mastered Mind Wall (+3 to tests)

You rarely stay on the defensive for long when faced with a psychic predator. Tapping the dormant Mindforce ability that all Telchoi possess, you can turn your Mind Wall into a weapon. Whenever you are attacked by a psychic power, you can spend 3 WILLPOWER points to turn it back on its source. Non-damaging psychic powers will stun the user for one round instead.

PALEFIRE

You can imbue your weapons with the power of Ishir's moonlight. By evoking this power, you can cause the striking surface of a hand-held weapon to burst into pale white flame when it hits an adversary in combat. If you choose this Grace, write 'Palefire' on your Action Chart.

Using Palefire

At the beginning of your combat round you may spend either 1 point of ENDURANCE or WILLPOWER to activate this ability. Until the start of your next round, you add +3 to any damage you inflict upon your enemy. This ability converts your melee strike into magical fire damage, for the purposes of injuring supernatural creatures. You might make a Palefire test to build, sustain or extinguish flames.

Advanced Palefire (+2 to tests)

You have discovered how to add its burning bite to your handbolts and other small ranged projectiles. You can now use it in Ranged Combat.

Mastered Palefire (+3 to tests)

The moon-flames you create are much brighter and hotter than those less trained in this art.

The bonus damage inflicted by Palefire increases to +5

You also no longer need a weapon to channel it, causing flickering flames to cocoon your fists. You may engage in Melee and Ranged Combat unarmed without suffering any penalty for doing so. You may also activate your Palefire, as described above, to increase the damage of your unarmed attacks by +3.

SAVAGE SURVIVAL

The desert of Telchos is a very hostile environment. It is filled with danger and is starved of the resources necessary for sustaining human life. Yet the Telchoi are the mistresses of this sun-bleached wilderness, able to extract from its rocks and sands sufficient water and nutrients to sustain themselves indefinitely. If you choose this Grace, write 'Savage Survival' on your Action Chart.

Using Savage Survival

You do not need to cross off a Meal when instructed to eat. You have also developed immunity to the effects of the burning desert sun. Any ENDURANCE points lost due to the effects of heat and/or fire are reduced by -2.

You may not use Savage Survival to provide meals or shelter for any other character but yourself.

You can make a Savage Survival test to hunt and survive in the desert, as well as to predict the weather and recall lore about your sun-bleached realm.



Advanced Savage Survival (+2 to tests)

In Telchos, you can merely survive. In more fertile and abundant lands, you can thrive. Once an hour, regardless of whether you have rested or not, you regain 1 point of lost ENDURANCE.

Mastered Savage Survival (+3 to tests)

You can detect prey anywhere and always find a way to endure the worst that your environment can throw at you. You can track and hunt prey (acting as an Ability Trump if you already have the Track skill) and this permits self-sustenance even in severely blighted places like the Darklands.

SCORPION'S SPEED

You have learnt well the primary rule that governs combat in the harsh and burning sandscape of your desert realm; there are only two kinds of combatant, the swift and the dead. If you choose this Grace, write 'Scorpion's Speed' on your Action Chart.

Using Scorpion's Speed

You will always gain a first strike advantage in a fight. Regardless of comparative COMBAT SKILL and other factors, you will automatically be first in the Order of Battle. This does not negate the possibility of Surprise, but when you are eligible to act, you will act first. You might make a Scorpion's Speed test in any situation where quick motion, athletic movement and good eye-hand coordination apply.

Advanced Scorpion's Speed (+2 to tests)

Your first attack in each combat is especially deadly. When you resolve your first attack in any combat, pick a random number and add the result to any ENDURANCE damage you inflict. If the random number picked is 0, the attack is treated as an 'E: Kill' result instead. Against exceptionally powerful or hard-to-kill enemies, 0 is treated as 10 instead (at the Narrator's discretion).

Mastered Scorpion's Speed (+3 to tests)

You have learned much from the deadly creatures of your desert home. You know where and when to strike, and also how to maintain your guard at all times. If you are conscious, you are focused and ready for attack. You cannot be surprised.

SERPENT'S KISS

Upon reaching physical and mental maturity, you are strong enough to withstand the rigours of the Telchoi Snake Ritual. Under the supervision of the female elders, you brew a potion made of venom you have extracted from deadly Telchoi desert snakes, and then drink it after a night of ritual prayer and meditation.

It is a painful and traumatic experience for a young Telchoi to endure, yet very few do not survive it. As a consequence, you become immune to all poisons for the rest of your life. If you choose this Grace, write 'Serpent's Kiss' on your Action Chart.

Using Serpent's Kiss

You are immune to all forms of poison. You may make a Serpent's Kiss test in situations involving endurance, alchemy or even a modest amount of animal handling (poisonous reptiles and snakes).

Advanced Serpent's Kiss (+2 to tests)

The venom mixture you consumed has had a potent effect, continuing to change you over the course of your entire life. Your blood becomes a caustic bile, which can burn and blacken the unprepared.

When you are struck in combat and suffer 5 or more ENDURANCE damage, your blood sprays over every enemy in Melee range. This deadly red mist inflicts 1 ENDURANCE damage on each enemy. Grouped Enemies suffer 3 ENDURANCE instead. This damage ignores Defence.

Mastered Serpent's Kiss (+3 to tests)

You are capable of consuming poisons and carrying diseases. You are now immune to disease as well as poison. In addition, when you are exposed to a new poison or disease, you instantly heal an amount of ENDURANCE equal to half your Rank (rounded down). This benefit only applies the first time you are exposed to a poison or disease – subsequent exposure has no effect.

VOICE OF THUNDER

You speak with the power of a desert storm. You are able to utter a short but loud and deep cry that will stagger all creatures within earshot. If you choose this Grace, write 'Voice of Thunder' on your Action Chart.

Using Voice of Thunder

Every enemy within Melee or Close Range suffers 2 ENDURANCE points of damage, ignoring Defence. They will also have their COMBAT SKILL reduced temporarily by 2 points for the duration of the combat.

This Grace should be exercised with caution when you are fighting a combat with allies by your side. The ENDURANCE and COMBAT SKILL losses that are suffered by the enemy will similarly be inflicted upon any friendly character within its effective range.

You may make a Voice of Thunder test in any situation where a strong, clear voice or an air of authority will help, such as overawing or intimidating a foe.

Advanced Voice of Thunder (+2 to tests)

The power of the roaring cry unleashed is loud enough that those closest to you suffer an even more devastating impact. Everyone in Melee Range suffers 4 ENDURANCE points of damage, and suffers a -4 to their COMBAT SKILL for the duration of the fight.

Mastered Voice of Thunder (+3 to tests)

You are capable of unleashing a Telchoi Maelstrom, a thunderous howl that echoes through the bodies and minds of your enemies, inflicting lasting injuries and making any battle with you a deafening nightmare. When you use your Voice of Thunder, as described above, it continues to inflict 3 damage to all enemies within Close Range at the start of each of your subsequent rounds. Allies suffer the initial damage, but are immune to the subsequent echoes. These 'echoes' are psychic in nature and may be mitigated by mental defences at the Narrator's discretion.

WINDS OF TELCHOS

Your swift and swirling fighting style is modelled upon the whirling eddies and cyclonic winds that sweep across the barren hills and sands of your desert homeland. If you choose this Grace, write 'Winds of Telchos' on your Action Chart.

Using Winds of Telchos

You receive a +2 bonus to your COMBAT SKILL whenever you use a hand-held weapon in Melee or a handbolt in Ranged Combat. You will rarely be called upon to make a Winds of Telchos test.

Advanced Winds of Telchos (+2 to tests)

Your skills in battle have been greatly refined. All technique tests you make receive a special +1 bonus. Your Defence also increases by +1. This better protection is based on speed, not armour, and has no bearing on your position in the Order of Battle.

Mastered Winds of Telchos (+3 to tests)

You gain a very powerful ability: the Reaping Gale. This form of melee attack relies on your innate battle skills and channels even greater speed and strength into your attacks. Once per adventure, you can whirl around the battlefield, striking every enemy within Close range. This is resolved like a private engagement between you and each of your targets in turn. Add up any damage you suffer but do not apply it until after the Reaping Gale is resolved. Not even death can stop you from punishing those who stand against you in battle!

STEP THREE: STARTING EQUIPMENT

- You wear a dun-coloured tunic, leather boots and a sturdy sand-cloak.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 5. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

You may also choose 4 items from the following list:

- Handbolt Quiver (Special Item, contains 12 Handbolts)
- Hide Armour (Special Item)
- Potion of Laumspur (Backpack Item, one dose)
- Quarterstaff (Weapon)
- Rope (Backpack Item)
- Shiel-fa (Weapon)
- Spear (Weapon)
- Sword (Weapon)

STEP FOUR: MOON-BLESSED

Just as the Kai Lords and the Sommlending have a special connection with God Kai, so the people of Telchos are sacred to the Moon Goddess Ishir. Ishir's devotion to the Balance, and her role in forging the current state of affairs between the Gods of Aon, prevent her from taking any direct role in preserving the Telchoi. Yet she is not above tipping the scales slightly and assisting whenever she can.

When you make a Luck test, you can spend a point of Moon-Blessed and automatically succeed at the test. Alternatively, you can spend the point and take the test anyway. If you fail it, you suffer the consequences as normal. If the test is passed, however, pick a random number. You may heal a total amount of WILLPOWER and/or ENDURANCE equal to the number picked +1, in any combination desired.

Moon-Blessed is always reset to a Telchoi Warrior's starting value at the beginning of an adventure. See page 11 for how your Moon-Blessed score is calculated.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR TELCHOI WARRIOR

The language of Telchos is unexpectedly soft and refined, especially considering the Telchoi people are anything but. Their words are lilting, their sentences almost lyrical, and even the coarsest Telchoi is prone to speak or write poetry in their native style, called 'Tahrishi Verse'. Telchoi names echo the liltingly musical nature of their language.

Suggested Names:

- **Female:** Ara, Chenza, Dorah, Elshai, Fahru, Guura, Hesisah, Kaiya, Lhama, Medessa, Mohsa, Nala, Omshah, Peyvah, Siala, Tahra, Treth, Tyishi, Vula.
- **Male:** Akka, Ashai, Bezhai, Dorak, Ehzhah, Heydai, Jalhai, Kavai, Nahvu, Rahn, Sohl, Tomaris, Yahdai.



A prayer spoken over sleeping Telchoi infants:

"Sleep and grow.

Sleep when the sun is high, for he brings fire and fury.

Wake when the moon arises, for she brings comfort and cool shadow.

Father Day and Mother Night, always watching.

Sleep now. Sleep and grow."

VAKEROS WARRIOR-MAGE

The Elder Magi of Dessi were the first Goodly magicians to ever set foot upon Magnamund. They are now in a period of decline, but their descendants have risen to the fore and are well-equipped in body and mind to wield the arcane gifts that they have inherited from their illustrious progenitors. As wielders of the purest form of magic, the Elder Magi could never allow such an invaluable resource as theirs to fall into the wrong hands. One might expect that their secrets would be sought after by their sworn enemies – the Cener Druids of Ruel and the Darklords of Helgedad – yet there are many more besides who covet their arcane knowledge. In recent times, the despotic rulers of Vassagonia have emerged as a persistent threat in this regard.

The Vakeros are an early race of humans indigenous to Dessi. They were first created by Goddess Ishir and were especially receptive to the transmission of the goodly magical power of the Elder Magi, more so than any other human race. Not all humans are receptive to the Old Kingdom Magic. The Vakeros race came into existence a few centuries before the Great Plague and was created especially to save and preserve the arcane secrets of the Elder Magi. Goddess Ishir, foreseeing the Elder Magi were ultimately bound for extinction, gifted them the Vakeros. It was a divine act that was to save the Elder Magi and their legacy. The Vakeros were already established in Dessi when the Elder Magi survivors sought sanctuary there following the Great Plague of 2514 MS. Once primitive tribesmen, the Vakeros were adopted by the Elder Magi who trained them in Old Kingdom Magic. More than seven thousand years have passed since that ancient time, and a great and lasting transformation of the Vakeros has taken place. No longer are they a primitive tribal race of humans; they are now one of the most capable and gifted of peoples. The Elder Magi passed on their Old Kingdom magic to the Vakeros race who, in turn, gave rise to the Magicians of Dessi and the Vakeros Warrior Mages. With the benign guidance and tutelage of the Elder Magi, the bravest of Dessi's native warriors have learned some of the arcane secrets of battle-magic. This represents but a tiny fragment of the sum total of knowledge possessed by the Elder

Magi, yet it is sufficient enough to enhance their fighting ability and to ensure the security of their jungle and coastal borders. The best of the Vakeros military are the Warrior-Mages.



Vakeros Warrior-Mages share their homeland with the Magicians of Dessi but, unlike the Magicians, most of them do not share a bloodline with the Elder Magi. They differ in capability to the Magicians of Dessi in so much as their battle-magic is more limited than the arcane powers wielded by Magicians. Conversely, the Magicians of Dessi can never hope to match the formidable fighting prowess of the Vakeros Warrior-Mages. No rivalry has ever existed between the two factions and neither harbours any resentment or feelings of disdain towards the other.

In Dessi, Vakeros Warrior-Mages command the respect and gratitude of their people. They are organised into cadres throughout

the Magiocracy, with contingents posted in the border towns and outposts. Their highest-ranking officers serve on the Magi Regnanti and command armies in times of war. Outside of Dessi, the existence of the Vakeros Warrior-Mages is not widely known. Neither is their existence actively promulgated by the Elder Magi. However, the Darklords and the Cenerese are well aware of the Vakeros Warrior-Mages, especially since these warrior elites are specifically trained by the Elder Magi to fight and slay Darkspawn.

BEING A VAKEROS WARRIOR-MAGE

The majority of missions undertaken by a Vakeros Warrior-Mage entail the investigation, or the countering, of a Darklord or Cenerese threat. Recently, however, there has been a need to thwart the machinations of the Vassagonians, especially their increasingly bold encroachments into the mountainous northern territories of Dessi where it shares a common border with the desert empire.

Vakeros Warrior-Mages possess a combination of combat and sorcery skills. They have no formal training in stealth or diplomacy, which are areas of expertise better suited to the Magicians of Dessi. The Vakeros Warrior-Mages and the Magicians of Dessi possess complimentary abilities. Unlike the spells of the Magicians, those of the Vakeros Warrior-Mages are specifically attuned to enhancing their fighting prowess. This results in the creation of a formidable fighting entity unique to Dessi.

Vakeros Warrior-Mages are deeply spiritual and introspective individuals, dedicated to the philosophical doctrine of their mentors, the Elder Magi. They acknowledge the existence of the God Kai and the Goddess Ishir, but they do not worship them overtly in the way that many of the warriors of other Goodly nations do. They live by a strict code of principles and eschew prayer or ritual. They are a proud breed of humans who are confident in the knowledge that by adhering rigidly to their code of principles, throughout their lives, their souls will be assured of a lasting peace when the day comes for them to depart from the material plane of existence.

All Vakeros Warrior-Mages are human natives of Dessi. Their dark skin, their white or flaxen hair (usually worn in long braided plaits) and their amber cat-like eyes make them instantly recognisable to those who know of them. They are trained from a young age in the art of Battle-Magic by the Elder Magi. When they have mastered the rudimentary skills, they are sent to military academies located in Anasundi and Hikas - the principal cities of Dessi. Here they undergo a tough military regimen of physical training. Upon graduation, they spend a final year being tutored by members of the Magi Regnanti in the Dessian capital, Elzian. They are taught the art of war from a strategic and tactical viewpoint. Exceptional students receive an additional year of intense training to prepare them for positions of command within the Dessian army.

STEP ONE: CHARACTERISTICS

To find out what your Vakeros Warrior-Mage's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Vakeros Warrior-Mage's ENDURANCE is, pick a random number. Add 16 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 16 and 25.

To find out what your Vakeros Warrior-Mage's WILLPOWER is, pick a random number. Add 15 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 15 and 24.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Vakeros Warrior-Mages can use techniques in combat, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

STEP TWO: VAKEROS WARRIOR-MAGE ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Bladerunner. While you have a long way to go before you can consider yourself to be a Magus Battlemaster, you are not an absolute beginner either, as your five Vakeros Warrior-Mage Blade Rites show. The Ranks of the Vakeros Warrior-Mages, and the titles they are granted at each Rank of their progress, are shown here:

Rank/Number Warrior-Mage Blade Rites	Warrior-Mage Title
1	Cadet
2	Apprentice
3	Adept
4	Tactician
5	Bladerunner (you begin at this level)
6	Journimage
7	Avenger
8	Vindicator
9	Magiator
10	Magus Battlemaster



A Vakeros Warrior-Mage has a number of special abilities known as Blade Rites. You may choose from the following Blade Rite – you know 5 at the start of the game. Having a Blade Rite adds +1 to any tests made while using it during play.

- Contramagic
- Daernath
- Will Stealer
- Kaenos
- Veronios
- Puuros
- Sanctuary of the Vakeros
- Valos
- Vakeros Ra
- Veerok Mastery

You will have a chance to learn other Blade Rites later. When you have chosen your 5 Blade Rites, write them down on your Action Chart.

CONTRAMAGIC

This Blade Rite is a well known favourite of the Vakeros Warrior-Mages, for it is a most effective means of countering the magical attacks of a determined enemy. Through Contramagic, the Vakeros provide the strong defensive force that protects Dessi and its people from the dangers of the magical world. If you choose this Blade Rite, write 'Contramagic' on your Action Chart.

Using Contramagic

When an enemy casts a spell, you can immediately use Contramagic by expending any number of WILLPOWER points, up to your current total. Your enemy will do the same as they start to direct more power to their spell in order to overcome your Contramagic. Both you and your enemy must then take a test, adding the number of WILLPOWER points you have each decided to use. If you succeed in scoring equal to or higher than your enemy's total, their spell is completely nullified and ceases to function. If you scored less than your enemy, their spell will work as they intended. You may find that Contramagic will not work against some extremely skilled spell-users or exceptional magical artefacts, as they are simply too powerful for Contramagic to negate. The Narrator will inform you if this is the case.

DAERNATH

You have been trained in the battle-magic used by the Elder Magi during the Age of War and are rarely without a reserve of firepower. You can always take the power of your magic and transform it into a bolt of pure arcane energy or into a magical shield. If you choose this Blade Rite, write 'Daernath' on your Action Chart.

Using Daernath

This Blade Rite allows you to use the following Old Kingdom battle-spells: Shield, Power Word, Invisible Fist, Splinter and Flameshaft, as described on pages 66-68, as well as certain Archetype Magical Abilities – Fiery Soul, Burning Blast, Flamewave described on pages 107-113.

Each such Spell is considerably more costly than it would be for a true magician; in addition to the WILLPOWER cost listed, you must also pay 1 ENDURANCE from the physical strain of the spell. If you are reduced to 5 or less ENDURANCE, you cannot use the powers of your Daernath Blade Rite at all.

WILL STEALER

Taught only to the most talented of Vakeros Warrior-Mages, Will Stealer enables you to leech an enemy's mental strength. If you choose this Blade Rite, write 'Elder Arts' on your Action Chart.

Using Will Stealer

You can target any enemy who possesses WILLPOWER. Both you and your enemy make an opposed test, adding your respective ENDURANCE scores to the total. If your total is equal to or higher than your enemy's, they will immediately suffer a loss of WILLPOWER that is equal to the difference between your respective scores, while you gain that amount of WILLPOWER. If your total score is less than your enemy's total, nothing happens.

This is a rare incidence where your WILLPOWER may rise above its initial level. This 'surplus' WILLPOWER dissipates in one hour if it is not used before then.

KAENOS

You are a well-centred and stable individual who is sure of your place in the grand scheme of things. You wield magic of a cerebral nature with supreme confidence and expertise. If you choose this Blade Rite, write 'Kaos' on your Action Chart.

Using Kaenos

You are able to focus your power to communicate telepathically with any sentient creature within Close Range. In addition, at any time you may sacrifice your ENDURANCE to gain WILLPOWER. For every 2 points of ENDURANCE points you choose to expend in this way, you regain 1 point of WILLPOWER. You may not reduce your ENDURANCE to 0 in this way, however.

VERONIOS

Some extremely skilled Vakeros Warrior-Mages are trained in one of the arcane powers wielded by the Elder Magi and the Magicians of Dessi. When you choose this Blade Rite, select any one Spell from the list on page 66. If you choose this Blade Rite, write 'Veronios: _____' on your Action Chart.

Using Veronios

You may use your chosen Spell with impunity, exactly as described on pages 66-68.

If the Spell is one also granted by Daernath (Invisible Fist, Shatter, Shield, Power Word or Flameshaft) and you possess Daernath as well, you can use this Spell without spending any ENDURANCE or



WILLPOWER points. If the spell can be enhanced with additional WILLPOWER, that cost must still be paid as normal.

PUUROS

You are especially well-suited to the role of bodyguard. You have the courage and ability to put yourself in harm's way in order to protect your ward, be it a Magician of Dessi, an important noble of a foreign court or a comrade in arms who is fighting at your side. If you choose this Blade Rite, write 'Puuros' on your Action Chart.

Using Puuros

During combat, you may spend 1 point of WILLPOWER to swap places with an ally in the same engagement as you. You can use this ability any time, even in the midst of an enemy's action. An enemy fighting your ward will instead have to fight you, using your COMBAT SKILL and inflicting damage on you instead. If you have not yet inflicted damage in the current round, you can take this opportunity to do so.

SANCTUARY OF THE VAKEROS

This is one of the most powerful spells that any lower-ranking Vakeros Warrior-Mage can cast. When you cast it, a brilliant blue-white radiant halo of light surrounds the subjects of your spell, protecting them from attacks, and causing all enemies with whom they are engaged in combat to suffer for their transgressions against you. If you choose this Blade Rite, write 'Sanctuary of the Vakeros' on your Action Chart.

Using Sanctuary of the Vakeros

You may cast this spell once per adventure by expending 3 WILLPOWER points. It affects all combatants – friend and foe – involved in the same battle as you.

All allies affected by the spell immediately recover 8 ENDURANCE points. All enemies affected instantly suffer 8 ENDURANCE damage.

This spell is particularly effective against Darkspawn. When affected by it, they instead incur 12 ENDURANCE damage.

VALOS

You are an exceptionally swift and agile warrior, able to teleport a short distance. If you choose this Blade Rite, write 'Valos' on your Action Chart.

Using Valos

When you learn this Blade Rite, you gain +2 to your COMBAT SKILL as a permanent bonus. You can also teleport yourself elsewhere in an instant by spending 4 WILLPOWER. You may teleport yourself to anywhere within Long Range that is visible when you use this Blade Rite. You may use it during your round, and it allows for automatic, safe Evasion.

Your chosen destination must be fully visible in advance of using this spell, and there must be no obstruction standing between you and your chosen destination. For example, it cannot be used to teleport oneself out of a totally confined space, such as a locked prison cell. Small personal obstructions, like ropes or manacles, do not prevent you from using this Blade Rite and will be left behind if you wish.

VAKEROS RA

You are able to suffuse your swordplay with your magical art. If you choose this Blade Rite, write 'Vakeros Ra' on your Action Chart.

Using Vakeros Ra

You may use this Blade Rite as a physical action. It costs 2 WILLPOWER points. You gain an immediate +2 bonus to your COMBAT SKILL until the start of your next turn.

Further, you are then able to parry any one melee or ranged weapon attack that you suffer before the bonus fades, ignoring any damage from it you would otherwise sustain. If this parry negates a blow causing 8 or more points of ENDURANCE damage, Vakeros Ra dissipates immediately thereafter.

VEEROK MASTERY

You have mastered the art of taming and handling a Veerok Eagle. These giants of the skies, which are closely related to the Itikar of Vassagonia, are fiercely independent giant birds of prey. They are only to be found in the Xulun Mountains of north-western Dessi, and rarely do they bond with any humans other than the Vakeros.

Upon successful graduation from military academy, and after having received your Blue-Steel Sword, you must journey to the Xulun Mountains in search of a Veerok Eagle mount. Your quest may take several months, and there is no guarantee that it will be successful, but if it is then you will acquire one of these magnificent feathered steeds. Once the bond between Veerok and Vakeros has been forged, it is unbreakable. The Veerok will be loyal to you for life and will protect you whenever you are threatened whilst travelling across open territory. If you choose this Blade Rite, write 'Veerok Mastery' on your Action Chart.

Using Veerok Mastery

You gain a Veerok Eagle. You may ride it as others would a horse. You also learn the Veerok-ka, a magical technique whereby you can use your Eagle's senses as if they were your own. To do so you must expend 3 WILLPOWER points. The effect lasts for 5 minutes. When it ends, both you and your Veerok regain 1 ENDURANCE point as part of the spiritual exchange.

ABILITY TESTS

The Blade Rites of the Vakeros are very specific and rarely include lessons that might apply to other situations, so may only be used



as tests in their own right and at the Narrator's discretion. Instead, you can use Kyparathi, an Old Kingdom technique lost to other traditions. Kyparathi simulates the training of a single skill you do not already possess for the duration of one test.

You may use Kyparathi once per adventure at Rank 5, twice at Rank 7, and three times at Rank 10. You may add the highest Blade Rite bonus you possess to this magical skill test.

Using Kyparathi is mentally and physically demanding, costing 1 WILLPOWER and 1 ENDURANCE per use.

ADVANCEMENT AND MASTERY

Unlike other heroes, when you Advance or Master a Blade Rite the effect is the same no matter the Blade Rite – see below.

Advancement (+2 to tests)

When casting an Advanced Blade Rite, you are so experienced that you can draw power from your Blue-Steel Sword to enhance its effect. This bonus depends on the Blade Rite:

- If the Blade Rite inflicts damage, you may add half your Rank (rounded down) to the amount inflicted.
- If the Blade Rite requires a test, you gain a +1 bonus.
- If the Blade Rite grants ENDURANCE or WILLPOWER as a form of healing, the amount healed is increased by 1.
- If it has another effect that incurs a WILLPOWER cost, that cost is reduced by 1 (to a minimum of 0).

Mastered (+3 to tests)

When you use a Mastered Blade Rite, your mastery of its arcane nuances and your bond with your Blue-Steel Sword combine to generate a powerful magical charge. This charge can be stored in the blade itself, to be called upon. A Blue-Steel Sword can only contain one such charge at a time.

You can call forth the charge in your sword as a physical action, spending a point of Spirit of Blue-Steel. Both the blade and your eyes flare with a bright white glow of Old Kingdom power.

The effect depends on the Blade Rite:

- **Contramagic, Puuros or Sanctuary of the Vakeros:** You are protected by an energy field until the beginning of your next turn. This grants +5 Defence, effective against magical (but not psychic) damage.
- **Daernath or Veronios:** You may infuse any Blade Rite you know with great power. You get 5 'free' WILLPOWER points to spend on the Blade Rite, so long as you invoke it during this turn or the next.
- **Will Stealer, Kaenos or Vakeros Ra:** A flood of energy rushes through you, restoring 3 WILLPOWER and 3 ENDURANCE instantly. This can only be used once in any given combat,

though a second charge can be generated and held as normal. It cannot be used until after the battle ends.

- **Valos and Veerok Mastery:** Channelling ancient Old Kingdom magic, you create a pair of glowing blue-fire wings and take to the skies! This power allows flight for 1 minute and, if used in combat where such movement is possible, automatic safe Evasion. If you do not land when the fire wings fade, you magically teleport to the nearest solid ground at the end of their duration.

STEP THREE: STARTING EQUIPMENT

- You wear the gold and scarlet tunic, boots, and breeches of your order.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund).
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- You carry a Blue-Steel Sword (see box on pg. 93).

You may also choose 2 items from the following list:

- Bow (Weapon)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Quiver (Special Item, contains 12 arrows)
- Rope (Backpack Item)
- Short Sword (Weapon)
- Spear (Weapon)
- 3 Fireseeds (Special Items)

Note: A Vakeros Warrior-Mage may not wear armour, nor can they carry a shield.

STEP FOUR: SPIRIT OF BLUE-STEEL

The Vakeros are born in two worlds and never quite fit in with either pure warriors nor devoted magicians. This causes them to become very dependent on their own abilities and on other Vakeros for companionship and acceptance. While some might feel lessened by this isolation, the Vakeros take great pride and draw even greater strength from what they are. As the Warrior-Magi of their homeland, they are a respected and revered force. The main use of their inner strength – the Spirit of Blue-Steel – is a means of drawing upon the power of their weapons and magic combined. They can also directly access their Spirit to regain their strength, but doing so is dangerous.

If you wish, you can choose either ENDURANCE or WILLPOWER, spend a point of Spirit of Blue-Steel, and pick a random number.

BLUE-STEEL SWORD

These wondrous weapons are so called because of the unique blue-steel alloy used to forge their super-sharp blades. It is rare for these unique swords to be found anywhere beyond the borders of Dessi. Blue-Steel swords are forged by the Elder Magi in a sorcerous furnace in Elzian. The precise location of this forge has remained a well-guarded secret for thousands of years. The swords are given to Vakeros Warrior-Mages on the day of their graduation from military academy. No Vakeros Warrior-Mage would ever willingly surrender their Blue-Steel sword, therefore, it is very rare indeed to encounter anyone in possession of this weapon other than a Vakeros Warrior-Mage.

Whilst wielding a Blue-Steel sword, a you gain a +1 bonus to your COMBAT SKILL. A Blue-Steel Sword is a weapon capable of wounding creatures which are invulnerable to normal weapons, such as the Helghast.

Whenever you engage in combat armed with this weapon, you may expend any number of WILLPOWER points. Each time you do this, the damage you deal on your next attack is increased by double the number of WILLPOWER points you spent. You may do this in any combat round, so long as you have WILLPOWER enough to do so.

If this number is higher than your current value in END or WILL as you chose, you immediately restore 10 points of it. If the number is equal to or lower than your END or WILL, you instead fall unconscious for 1 hour from the strain.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR VAKEROS WARRIOR-MAGE

Dessi is an ancient and exotic nation, its language a complex tableau of vowels and soft consonants. As more than one observer has noted, the native tongue of the Dessi “sounds as if it was born directly from spellcasting”. Even when whispered, the Dessi language is easily understood and carries well. Every Dessi name sounds like a word of power. Indeed, many of them are.

Suggested Names:

- **Male:** Aldamo, Arkhas, Cantos, Elkamo, Finadur, Haelo, Kasin, Kamoah, Manakar, Maraeno, Paido, Puurkas, Taeno, Viktoro.
- **Female:** Burumae, Colea, Darkama, Festiive, Kaelia, Mortama, Oaena, Rashell, Sevta, Uuna.

Translated inscription from the blade of a Blue-Steel Sword

*“Kaamos to the North, where I will be your shield.
Aaros to the West, where the blue fire burns.
Timios to the South, where your enemies fall.
Vastos to the East, where the light returns.”*

NOODNIC SCAVENGER OF DURENOR

Durenor, the land of great forests, great plains and the great mountains of Hammerdal. Where the mighty Suukon once ruled in ages past, ringed by the mountains of the Hammerdal Range, the men of Durenor now live and toil beneath the lofty peaks. These same mountains, where the great tunnels of Tarnalin, Calencut and Weidon excavated through solid rock to connect the capital of Hammerdal with the plains and forests of the south, now boast a constant stream of travellers – soldiers and merchants, caravans and troubadours – that walk through the vast bulk of the mountain to travel to and from the capital, yet they are not the owners of these mountains. In times long past, before the ships of the Ulnarians arrived to fill the void left by the Suukon, another race had claimed the Hammerdal mountains for its own; a mischievous race that would, with time, become known as the Noodnics.

The Noodnics have proved themselves to be an exception to the truism that creatures born of the evil of Naar are forever enslaved to evil and can aspire to nothing else. These creatures were first created millennia ago to serve Agarash the Damned. They infested many regions of Magnamund and were aggressive pack hunters. During the Age of Awakening (1600 MS – 0 MS) their numbers greatly reduced and they became isolated in small areas. One of these areas was the eastern Hammerdal Mountains, and it was here that Noodnics evolved from their ancient Agarashi forms into the race they are today.

The reason for their evolution was the presence of the Fount of Ishir close to their burrows in the mountains. This famous pool gives off a very fine mist that permeates mountains and forest for miles around. Although the blessed water of the fount was poison to the Agarashi Noodnics, over many centuries they absorbed fine



mist particles through their skin and it slowly transformed them. They changed from being large, voracious murines into smaller, leaner, more intelligent tribal creatures perfectly adapted to living in their tunnel environment. Their lust for blood and chaos was gone. Now, all they lust for are extravagantly loud clothes and a hoard of shiny things.



Noodnics can be found inhabiting a matrix of tunnels and caverns in the Hammerdal Range. These have been excavated, slowly and methodically, for several millennia. From this hidden network, they can access the three large tunnels excavated by the Durenese. Every Noodnic has a deep desire to pilfer and hoard and few of their number can suppress this basic instinct. The traffic passing through these tunnels gives the Noodnics ample opportunity to 'scavenge' their cargoes. They are exceptionally agile when stealing from the wagons and few of their victims ever see the creatures at work; the loss often undiscovered until they check their cargo upon arrival at their destination.

BEING A NOODNIC SCAVENGER

The aim of every Noodnic Scavenger, regardless of time and place, is always to acquire as many shiny objects as possible and bring them back safely to add to the Noodnic hoard. Coins, scraps of colourful

fabric, jewellery, shiny crystals, polished buttons, anything that twinkles, sparkles or gleams. The monetary value is of no interest to a Noodnic; it's how shiny it is that counts.

Opportunities for travel are as varied as the ways in which a Noodnic Scavenger can be convinced that there are shiny things to be had elsewhere. Angry Szalls in the woods? Run away! Angry Szalls with a big sack of gold and silver coins? The Noodnic Scavenger will surely be the first to find and steal it.

Given their relatively small physical size and height (2-3 ft), it's unlikely that a Noodnic Scavenger will ever be mistaken for a warrior. They shun combat whenever possible and their natural instinct is to flee from a foe and hide in an inaccessible location. However, in circumstances where they are at direct risk of losing their personal belongings, especially any shiny things they may have in their backpacks, then they will fight hard to hang on to them.

Training for a Noodnic Scavenger is not something that starts at a given age or opportunity, as with other heroic roles. It is the sum total of the stage of evolution they have reached. Their natural abilities mature and grow stronger with age and their agility increases until they enter old age.

STEP ONE: CHARACTERISTICS

To find out what your Noodnic Scavenger's COMBAT SKILL is, pick a random number. Add 5 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 5 and 14.

To find out what your Noodnic Scavenger's ENDURANCE is, pick a random number. Add 5 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 5 and 14.

To find out what your Noodnic Scavenger's WILLPOWER is, pick a random number. Add 5 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 5 and 14.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

STEP TWO: NOODNIC SCAVENGER ABILITIES

Your level of training determines your Rank – you normally begin the game at Rank 5, a Scavenger.

While you have a long way to go before you can consider yourself to be a Hoard Sergeant, you are not an absolute beginner either, as your five Noodnic Scavenger Knacks show. The Ranks of the

Noodnic Scavengers, and the titles they are granted each Rank, are shown here.

Rank/Number of Scavenger Knacks	Noodnic Scavenger Title
1	Noodkin
2	Gruntail
3	Snicket
4	Tunnelrunner
5	Scavenger (your character begins play at this Rank)
6	Forager
7	Finder
8	Trover
9	Hoarder
10	Hoard Sergeant

SMALL CREATURE

Due to their diminutive size – 2-foot tall compared to the almost 6-foot tall humans – Noodnics have several advantages – and disadvantages – over larger heroes.

- **Small Size:** All Noodnic Scavengers gain a +1 bonus to all tests made with the Stealth skill.
- **Small Body:** Due to their smaller, more sensitive physiology, all Noodnic Scavengers suffer double the normal effect when ingesting potions and poisons.
- **Small Stature:** Noodnic Scavengers are too small to use human-sized weapons; this prevents them from using any weapon with the Two Hands or Heavy quality. They must use both hands to wield any normal weapon that does not have either the Quick or Small quality.

Small Creature is an innate ability of the Noodnic Scavenger, and you will always start with it – write ‘Small Creature’ on your Action Chart. It does not affect how many other abilities, skills or traits you may have.

A Noodnic Scavenger has a number of special abilities known as Knacks. You may choose from the following Knacks – you know

5 at the start of the game, as well as your Small Size ability (see box out). Having a Knack adds +1 to any tests made while using it during play.

- Forager
- Fur Frenzy
- Nose for Trouble
- Patchwork Tinker
- Rat Reflex
- Rodent Agility
- Silent Paws
- Slippery Survivor
- Sneaky Fingers
- Tunnel Dweller

FORAGER

Foraging in the mountains of Durenor has always been a difficult task, and few manage it as well as the Noodnic Scavengers of the Hammerdal Range. They have always found enough food to sustain themselves, just so long as they are in a jungle, forest, mountain or underground tunnel complex. If you choose this Knack, write ‘Forager’ on your Action Chart.

Using Forager

You never need to cross off a Meal when instructed to do so, so long as you are in a jungle, forest, mountainous region or underground tunnel complex. You may make a Forager test in any situation related to foraging for food in one of the listed terrain types. It can also be used to identify herbs and plants, and determine whether or not they are beneficial when consumed.

Advanced Forager (+2 to tests)

You can squeeze the most out of every consumed morsel of food and drop of drink. Whenever you consume any food or potions that would restore ENDURANCE, you may restore a further 1 ENDURANCE.

Master Forager (+3 to tests)

You are not only adept at finding the right foodstuffs to eat, you are able to survive in most instances where something poisonous has been ingested. When making any Resistance tests regarding ingested poisons, you may add half your Rank as a bonus (rounded down).

FUR FRENZY

While individual Noodnics will always prefer flight over fight, when formed into small packs they have been known to hold their ground and fight back, especially if their nests or their hoard is threatened. The shy, timid creatures with glossy black eyes are thus transformed into a frenzied mass of fur, teeth, sharp claws and myriad pointy weapons. A Noodnic Scavenger fights best when he has the odds firmly on his side. If you choose this Knack, write ‘Fur Frenzy’ on your Action Chart.

Using Fur Frenzy

Whenever you are caught in a fight you cannot Evade, your survival instincts drive you into a battle rage. You gain +5 to COMBAT SKILL and +1 to DEFENCE until the fight ends. You cannot



willingly put yourself in a no-escape situation in order to gain this bonus. You might make a Fur Frenzy test to gain courage from fighting alongside your companions, or when launching an ambush of your own.

Advanced Fur Frenzy (+2 to tests)

You can attack a target, even if that target has already been attacked by 4 other characters. Additionally, you may temporarily increase your COMBAT SKILL by 1 point if attacking a target that has already been attacked by another character during that round of combat.

Master Fur Frenzy (+3 to tests)

You draw strength from fellow Noodnics that are fighting with you, even in different sections of the battle. In any round of combat, you may temporarily increase your COMBAT SKILL by 1 point for every other friendly Noodnic that is engaged in combat during that round to a limit of +4 COMBAT SKILL.

NOSE FOR TROUBLE

One of your greatest talents is your acute sense of smell. This permits you to follow the faintest of trails left behind by any living creature. If you choose this Knack, write 'Nose For Trouble' on your Action Chart.

Using Nose for Trouble

You can make a Nose for Trouble test in any situation where an acute sense of smell is needed, such as when tracking a target, or when attempting to identify a substance.

When tracking by smell, you are able to identify the species and precise type of the creature that left the trail.

Advanced Nose for Trouble (+2 to tests)

You can determine whether a trail is leading to an ambush, usually well before the ambush location is reached. When trying to determine if an ambush lies ahead, you may add your full Rank to a Nose for Trouble test.

Master Nose for Trouble (+3 to tests)

Your sense of smell allows you to not only detect ambush situations well in advance, but also to determine the number and type of creatures waiting in ambush. You can also detect any organic substances that they might be carrying with them, like food, potions or herbs.

PATCHWORK TINKER

While the pickings from the Hammerdal tunnels might be frequent, the quality thereof is not always very good. True to form, the Noodnic Scavengers have adapted accordingly. Where others see worthless garments, they see the potential for patchwork cloaks and pocketed vests. Where others see broken utensils and scrap material, the Noodnics see weapons and tools well suited for their small hands.

Nothing that has ever been found in the tunnels has been so broken that a Noodnic Scavenger could not find a use for it. If you choose this Knack, write 'Patchwork Tinker' on your Action Chart.

Using Patchwork Tinker

You may make a Patchwork Tinker test to repair a broken item, or to create a new item from pieces of other items. Turning a worn-out old boot into a set of Noodnic-sized leather bracers, filing a broken sword down into a dagger, repairing a shattered vest of chainmail are all within your abilities.

Advanced Patchwork Tinker (+2 to tests)

You can, given the time and materials, produce a Patchwork Vest (Special Item) that offers a measure of protection when worn in combat. 4 hours of work will give a Patchwork Vest of Noodnic size, increasing your Defence by +1 when worn; 6 hours will give a Patchwork Vest of human size, providing the same benefit. This armour can be worn in addition to leather torso armour.

Master Patchwork Tinker (+3 to tests)

You can take any piece of armour and resize it to fit your body size. This process takes a minimum of 6 hours, and reduces the Defence bonus of the armour by 1 point, to a minimum of 1. Additionally, if you fail any repairing or tinkering-related test, you will not damage the items further – you may keep trying until you get it right!

RAT REFLEX

Coupled with your natural agility, you also possess incredible reflexes. These have been acquired from many generations of ancestors. Your lightning fast reflexes are perfectly suited to the dark and often hostile environment in which your kind have evolved. These fast reflexes allow you to dodge all manner of unwelcome missiles directed at you, as well as giving you the ability to catch things in flight that are too quick or too small for other heroes to intercept. If you choose this Knack, write 'Rat Reflex' on your Action Chart.

Using Rat Reflex

You may make a Rat Reflex test whenever speed of reaction is needed. This includes dodging traps, catching something in flight or reacting in sudden surprise situations.

Advanced Rat Reflex (+2 to tests)

You can dodge attacks delivered in close combat. If any single attack would deal ENDURANCE damage equal to or less than your Rank, make an opposed COMBAT SKILL test against the COMBAT SKILL of the attacker. If your total is equal to or greater than your enemy's, you successfully dodge the attack and sustain no damage.

Mastered Rat Reflexes (+3 to tests)

You can add half your Rank (rounded down) when attempting to dodge an attack in Melee. You may now also attempt to dodge ranged attacks, although you do not get to add your Rank to the test to do so.



RODENT AGILITY

Noodnic Scavengers are naturally agile creatures. You can clamber up rock walls and swim through rivers as easily as you can walk upright on your hind legs. If you choose this Knack, write 'Rodent Agility' on your Action Chart.

Using Rodent Agility

You may make a Rodent Agility test whenever you need to make use of your agility, especially when it comes to climbing, swimming and avoiding damage from falls. You may add your full rank to any applicable tests made with this Knack. You are rarely thrown off balance by the weight of your equipment – loot, mostly – when crossing difficult terrain or swimming, just so long as the weight of your equipment does not exceed your own body weight.

Advanced Rodent Agility (+2 to tests)

You can subtract your full Rank from any ENDURANCE damage sustained during a fall, to a minimum of 0.

Master Rodent Agility (+3 to tests)

You can use your tail in a prehensile manner, allowing you to grip and carry an extra weapon, but not fight with it. It also helps you to climb. If you should fall at any time, pick a random number. If this random number is less than your Rank, you can grab on to any nearby surface after falling no more than 6 feet.

SILENT PAWS

Where assassins may train for years to perfect the Silent Walk, most Noodnics are born with this as a natural ability. It is said, with good reason, that no ear can hear the paw of a Noodnic Scavenger unless they wish it. No loose rattling of weapons or the faintest clink of buckles will ever betray their silent and stealthy movement. If you choose this Knack, write 'Silent Paws' on your Action Chart.

Using Silent Paws

You may make a Silent Paws test in any situation where silence of movement is important. Sneaking past a guard, lifting a necklace without making a sound, breaking a pane of glass without drawing attention – all of these are situations where Silent Paws can be especially useful. It can also be used as an Ability Trump for the Stealth skill.

Advanced Silent Paws (+2 to tests)

When moving across any type of terrain capable of retaining a physical trail, such as sand, snow, dirt or a dusty floor, you leave no paw prints behind to mark your passage. You may not use this Knack if your paws are covered by boots or heavy wrappings.

Master Silent Paws (+3 to tests)

You can hide the trail of any other creature that has gone before you. If you are travelling at the rear of a pack, you can hide your entire group's passage from detection by conventional tracking techniques.

SLIPPERY SURVIVOR

Noodnics are innate cowards and will run rather than fight in a direct confrontation. But when their personal possessions are at risk, or if they are cornered and there is no way out, then a Noodnic Scavenger will fight... but only until a chance to run away presents itself during the fight! Ducking under sword arms, diving between legs, jumping over heads; all of these are favourite evasive moves employed by a Noodnic Scavenger to avoid contact with a fighting foe and thereby survive the encounter. If you choose this Knack write 'Slippery Survivor' on your Action Chart.

Using Slippery Survivor

You may make a Slippery Survivor test in any situation when escaping confinement or getting out of a dangerous area. This can include evading combat or avoiding an ambush.

Advanced Slippery Survivor (+2 to tests)

Years of experience have taught you that the quickest ways to evade an attacking foe are to go through him or under him, when his legs are spread and his weapon is raised to strike. You may attempt to Evade combat by diving through the legs of your attacker and making an opposed COMBAT SKILL test, adding your Rank as a bonus. On a success, you take only half damage during that round of combat, and end up behind your opponent. As per a normal Evasion, you deal no damage during that round.

Master Slippery Survivor (+3 to tests)

You can still deal damage even when Evading a fight. When attempting to dive underneath your opponent, as above, a success will put you behind your target as well as dealing half your normal damage to that target in passing.

SNEAKY FINGERS

Noodnic Scavengers are naturally-born experts at stealing things from under peoples' noses without being caught. If you choose this Knack, write 'Sneaky Fingers' on your Action Chart.

Using Sneaky Fingers

You may perform a Sneaky Fingers test against a chosen target. This test can only be carried out if the target is unaware of your presence when the theft is first attempted. You make an opposed COMBAT SKILL test, versus the target's COMBAT SKILL test. If your total is equal to or higher than your target's, you steal 1-9 Gold Crowns (or an item of equivalent value) without being detected.

The size of the target item is something that Narrators should consider when setting the test Difficulty. A Noodnic Scavenger will likely have more success attempting the palming of a jewel from a display case, or plucked from a belt pouch, than if he tries to steal a framed portrait or a heavy chest of gold.



You might also make a Sneaky Fingers test whenever attempting other light-fingered activities, such as trying to take the key from the belt of a prison guard.

Advanced Sneaky Fingers (+2 to tests)

You can not only target coin pouches, but also backpacks. On a successful test, you may now choose to take a single, random Backpack Item from the target instead of coins. Your choice – coins or Backpack Item – must be made before the test is carried out.

Master Sneaky Fingers (+3 to tests)

You can choose between coins, a Backpack Item or a Special Item when performing a Sneaky Fingers test. Your choice does not need to be stated before the test is carried out; it can be made following a successful test result.

TUNNEL DWELLER

Years of life in the darkness of the Hammerdal Range, combined with their Agarashi blood, has given the Noodnic race excellent vision in low-light conditions. As they mature, this ability grows stronger, eventually allowing them to see clearly in pitch darkness. If you choose this Knack, write 'Tunnel Dweller' on your Action Chart.

Using Tunnel Dweller

You can make a Tunnel Dweller test in a situation where the lack of light might be a hindrance, or to take advantage of another's blindness in the dark.

Advanced Tunnel Dweller (+2 to tests)

You always retain your sense of direction. Consequently, you will never get lost underground, even when following the most torturous of routes.

Master Tunnel Dweller (+3 to tests)

At the peak of your development, your eyes are able to detect light in the infrared spectrum. This allows you to see in complete darkness by detecting minute differences in the surface temperature of your surroundings. A Noodnic Scavenger at this level need never take any sight-related penalties during combat.

STEP THREE: STARTING EQUIPMENT

- You wear a battered hat and patchwork cloak.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Durenor) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 5. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

- If you have the Patchwork Tinker Knack, you will also start with a Patchwork Padded Vest (Special Item, increases Defence by 1 when worn).

You may also choose 5 items from the following list:

- Meal (Backpack Item)
- Rope (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Dagger (Weapon; human size)
- Small Knife (Weapon; Noodnic size)
- Noodnic Spear (Weapon; Noodnic size; Luck test or it will break after first Combat exchange.)
- Tinderbox (Backpack Item)
- Sling (Weapon) with pouch with 12 Stone Pebbles (Special Items)
- Ball of Coloured Glass (Backpack Item)

STEP FOUR: THE FIRST LAW

To the Noodnics, life revolves around three important rules: serve the pack, survive, and collect shiny things. The first and foremost law is survival. A Noodnic Scavenger will do whatever it takes to survive any situation. Noodnics display a fierce tenacity in this regard that can be frightening for other races to witness.

You can spend a point of The First Law to cancel out damage taken from any source. Doing this requires you to also spend a number of Willpower points equal to the amount of damage negated. You can choose not to negate all the damage suffered. This ability cannot be used if you only have 1 point of WILLPOWER left.

Every time you use The First Law to escape damage, it leaves scars and physical trauma in its wake. You should work with the Narrator to create interesting marks and minor defects that you will bear henceforth.

Step Five: Traits – As described on page 11.

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR NOODNIC SCAVENGER

Noodnics speak a language all of their own. The most intelligent of their kind can speak Durenese and Sommlending. The following are common Noodnic names that have been translated into Sommlending.

Suggested Names:

- **Male:** Gashgiss, Stoosh, Toksha, Tikshish, Sahshee.
- **Female:** Shoosha, Mioksh, Sheshoo, Gishy, Shesash.

CHAPTER THREE

ARCHETYPES

The first half of *Heroes of Magnamund* covers a variety of well-known organisations and groups, each of which is iconic in Magnamund. They are the famous faces, the easily identifiable bands of brothers and sisters that bring with them both reputation and expectation. When someone sees the red sash of a Buccaneer or the pendant of a Brother of the Crystal Star, they have some idea of what they may be capable of doing.

There is some power to be gained from this expectation. For example, the added value of carrying the Banner of the White Mountain is that it can shake an enemy's morale, cause dissension in the ranks of lesser foes, and even rout companies of lesser troops who fear the martial prowess and traditions that that billowing standard represents.

Assumption can also be a double-edged sword. Knowing who and what your opponent is will also give you an advantage. If you know you are facing a Magician of Dessi, your viable tactics and your choices become clearer. There are ways to fight a wizard of any kind, ways you will use if you know your foe.

ROLES VERSUS ARCHETYPES

While creating a character based on a Role, such as a Sommlending Knight of the Realm or a Herwarden of Bautar, will result in a focused Hero belonging to a centuries-old tradition, those very traditions can leave a Player without as much room to customise their character as they might like. This is where the Archetype comes in, a much looser, almost tool-box like way to create a Hero that is unique to the Player. What they lose in focused choices and iconic, instantly recognisable status, they more than make up for in customisable flexibility.

Any two Archetypes might share some common elements but each one is unique, distinctly tailored to the Player who created a Hero using it. No two Hunters stalk their prey in quite the same way. A group of Alchemists, faced with a problem, may find solutions resulting from their different types of training. Any given Archetype may share an overall name with its fellows, but each one may be different in its personal capabilities.





This variation is at the heart of an Archetype. It allows Players to create a bespoke Hero of their own design without the constraints of a Role and its limited selections. It also allows Narrators to populate their games with capable characters, giving both allies and enemies a variety of different abilities to keep encounters and combats fresh.

For example, if the Heroes are ambushed by a squad of Drakkarim, the ensuing battle will go very differently if the Narrator has prepared a surprise by using this chapter to make each 'warrior' a little different.

Rules for enhancing enemies are included below. They can make for some very memorable stories.

CREATING AN ARCHETYPE

STEP ZERO: CHOOSE YOUR ARCHETYPE

There are ten Archetypes listed here. Unlike the Roles presented earlier, each one is light on details – that's where you come in! Some suggestions and examples of each Archetype's place in the world are provided but the rest is up to you. Who are you? Where are you from? What motivates you to do what you do?

You do not have to answer these questions immediately. You can continue with Character Creation and let your choices inspire you. There are Random Number Tables available for you to generate options for Abilities, Traits, and Skills if you are stuck for a choice, or if you just want to see what Fate may have in store. You are never forced to accept these random picks; just use whatever path feels right to create the Hero you want to play.

Choose an Archetype from the list below, or a pick a random number (0 = 10).

1. Adept (page 125)
2. Alchemist (page 126)
3. Bounty Hunter (page 129)
4. Devout (page 131)
5. Expert (page 133)
6. Mercenary (page 135)
7. Rogue (page 136)
8. Scout (page 138)
9. Soldier (page 140)
10. Wanderer (page 142)

Once you have picked your Archetype, find a copy of the relevant Action Chart. You can then create your Hero using the step-by-step guide below, referring to the Archetype for more information.

STEP ONE: CHARACTERISTICS (PAGE 10)

- **COMBAT SKILL:** Choose a random number and add a bonus depending on your Archetype.
- **ENDURANCE:** Choose a random number and add a bonus depending on your Archetype.
- **WILLPOWER:** Choose a Random Number and add a bonus depending on your Archetype.

STEP TWO: ABILITIES AND RANK (PAGE 11)

- You start at Rank 5 (unless your Narrator states otherwise).
- Referring to your chosen Archetype, create a master list of TEN abilities.
- Then pick FIVE Abilities from the master list and write them down on your Action Chart.
- Make a note of your Archetype's Rank Title.

ARCHETYPE ABILITIES AND SKILL INTERACTIONS

Because of the often incomplete or self-taught nature of many Archetype abilities, they tend to include only what a Hero needs in order to use their power or talent effectively. There is little carryover and seldom much in the way of useful background knowledge. This means they are seldom used for Ability tests in their own right, and do not offer an Ability Trump unless specifically noted in the Ability's description.

Instead, Archetypes are more flexible when it comes to what Heroes can learn as they adventure, and personal skills and traits become more important. This is evidenced by the fact that Archetypes start play with 3 skills and 3 traits.

Some Archetypes may even gain a fourth skill during play; these are noted as such in their descriptions.

STEP THREE: STARTING EQUIPMENT (PAGE 11)

- You wear a set of clothes appropriate to your Archetype or vocation.
- You begin play with a backpack, a belt and a leather pouch in which to store your currency.
- If you possess an Ability that provides one, you may receive an appropriate weapon.
- You may select additional items from the list provided in the Starting Equipment section for your specific Archetype. Each type of Hero begins with a different set of options.
- Statistics and information for your Equipment can be found on page 145.

STEP FOUR: SPECIAL BONUS – ADVENTURER (PAGE 102)

- All Archetypes share the same Special Bonus. This is called Adventurer.
- Calculate how many Adventurer points you begin with at the start of play (see page 11).
- Note that Narrator characters do not possess Adventurer points; Special Bonuses are for Players only.

STEP FIVE: TRAITS (PAGE 11)

- You may choose TWO traits from the traits section, or randomly pick from the table at the bottom of the page.
- You automatically receive the Background trait – you must choose a related background to accompany it, defining where you are from (see page 18).
- Unless noted in a specific trait's description, each trait may only be taken once.

STEP SIX: SKILLS (PAGE 21)

- You may choose **THREE** skills from the list on page 21, or randomly select from the table below.
- Beside each skill you have chosen, write '+1'. This indicates your bonus when using this skill for tests.

RANDOM SKILL TABLE

(Pick a random number if desired, treat 0 as 10.)*

1	Acrobatics
2	Crafting or Escape*
3	Influence
4	Investigate or Medicine*
5	Might
6	Occult or Perception*
7	Riding
8	Sage or Stealth*
9	Survival
10	Tinkering or Vocation*

*For options with an 'or', flip the Luck token. If Kai is showing, choose the first skill. If Naar is showing, choose the second skill.

RANDOM TRAIT TABLE

(Pick a Random Number. On 1-3, use Chart A. On 4-6, use Chart B. On 7-9, use Chart C. On 0, re-pick.)

Chart A: Physical Traits*		Chart B: Mental Traits*		Chart C: Special Traits*	
0	Ambidextrous	0	Aristocratic	0	Background
1	Agile or Athletic*	1	Commanding or Dedication*	1	Destiny or Enlightened*
2	Brawny	2	Erudite	2	Green-blooded
3	Diehard or Fleet*	3	Ferocious or Germaine*	3	Higher Mind or Lucky*
4	Ironskinned	4	Insightful	4	Magical Soul
5	Hardy or Healthy*	5	Inspiring or Judicious*	5	Night Owl or Obligation*
6	Nimble	6	Keen Senses	6	Mark of the Shianti
7	Quick or Massive*	7	Linguist or Militant*	7	Old Blooded or Sensitive*
8	Striking	8	Sharp Wit	8	Sunworthy
9	Tireless or Savage*	9	Sympathetic or Vigilant*	9	Transcendent or Wild Bond*

*For options with an 'or', flip the Luck token. If Kai is showing, choose the first trait. If Naar is showing, choose the second trait.



STEP SEVEN: DEFENCE (PAGE 24)

- Calculate your Hero's Defence by adding up the Defence bonuses from any equipment you selected during Step Three. Record this number in the appropriate box on your Action Chart.

STEP EIGHT: NAME YOUR HERO

- You can either use the names suggested for the Roles elsewhere in this book, or make up one of your own choosing.

And that is all there is to do it. Your Hero is complete. Now on to adventure!

SPECIAL BONUS: ADVENTURER

Relying solely on one's own skill and prowess to survive teaches an Archetype Hero how to overcome any obstacle. They make their own luck, find their own path and fight their own battles. When they band together, Archetype Heroes tend to focus on themselves rather than rely on anyone else. They may fight as a group but they succeed – and fail – entirely on their own.

The special bonus used by Archetype Heroes is called 'Adventurer'. A Player may spend 1 point of Adventurer to accomplish one of the following:

- Negate any current penalties to CS, WILL or tests (as specified in the Archetype itself) the character may be suffering. In combat, this lasts one round. Out of combat, it lasts 5 minutes.
- Immediately attempt to Evade combat, even if it is not the Player's turn. If Evasion is possible during this fight, the Adventurer evades without allowing enemies to strike at him. If Evasion is normally impossible, enemies still get their attack.
- If the Adventurer is reduced to 0 ENDURANCE, he is knocked unconscious and left at 1 ENDURANCE instead.

MARTIAL ABILITIES

Martial Abilities are those that pertain to the swirling melee of battle, and are most often possessed by warriors, soldiers and knights.

- | | |
|-------------------|---------------|
| • Body Guard | • Man o' War |
| • Combat Modifier | • Sawbones |
| • Command | • Second Skin |

- | | |
|-----------------|-----------------|
| • Determination | • Shieldbearer |
| • Duelist | • Shock and Awe |
| • Enemy Lore | • Skirmisher |
| • Farstriker | • Stamina |
| • Heavy Impact | • Supply Chain |
| • Keen Edge | • Tactics |
| • Long March | • Whirlwind |

BODYGUARD

You are trained in the defence of others.

Using Bodyguard

In melee you may nominate any one ally by your side (or within Close Range if not in combat). They gain +1 to their Defence. Using this ability counts as your physical action each round.

If your nominated ally takes damage after subtracting their Defence, you may opt to take up to your Ability Bonus' worth of damage instead. This damage is subtracted from the amount the ally suffers and is applied to you instead. Your Defence cannot reduce this damage in any way.

Advanced Bodyguard (+2 Ability Bonus)

Your skills as a Bodyguard improve survival chances for both your beneficiary and yourself. The Defence you add to your ally is now equal to your Ability Bonus. If your own Defence score is higher than your ally's, the bonus you provide is increased by an additional +1.

Mastered Bodyguard (+3 Ability Bonus)

No one dies on your watch. As long as you are still alive in combat, the nominated ally currently under your protection cannot be reduced to 0 ENDURANCE. Every time that this would normally be the case, you lose 3 ENDURANCE instead. This loss cannot be mitigated by Defence.

COMBAT MOBILITY

You have an ability to move during combat that others find either fascinating or frustrating.

Using Combat Mobility

If you have not yet initiated an exchange with an enemy, you can attempt to Evade from combat with them without getting attacked in return.

Advanced Combat Mobility (+2 Ability Bonus)

Your speed and mobility let you engage opponents quickly. You can always use the Charge technique (see the *Book of Kai Wisdom*, page 37) for free, even if you cannot normally use techniques.

Mastered (+3 Ability Bonus)

Speed is your sword and shield in combat. In any round in which you have moved at least one Range Band, such as from Short Range to Melee, or have Evaded from a fight, you add your Ability Bonus (+3) to both COMBAT SKILL and Defence.

COMMAND

When you take charge of a situation, things tend to go your way. Those under your command benefit from your leadership.

Using Command

When your allies are within Short or closer range, they gain a +1 to any test or combat exchange where your presence and advice can aid them. The Narrator has final say on when this ability can and cannot be used.

You might make a Command test when ordering troops about, or planning large-scale tactics in a battle or other united endeavour.

Advanced Command (+2 Ability Bonus)

You can focus your efforts on helping one specific ally rather than everyone around you. Your chosen ally must be within Long Range and adds your Ability Bonus to their test or combat exchange. Using your Command ability in this way counts as a physical action.

Mastered Command (+3 Ability Bonus)

You are an exceptional leader, capable of inspiring everyone around you to dig deeper and fight harder. Your presence provides a continual +1 bonus to all tests and combat exchanges to all allies within Long Range. As long as you remain in combat, no Narrator-controlled ally will flee or Evade unless you order it to.

DETERMINATION

The word stubborn will likely be your epitaph! Once you set your mind to a task, you will not give up until you succeed or victory becomes impossible.

Using Determination

You may pay 1 WILLPOWER point before taking a skill test or determining the results of your exchange in combat. You may then add +1 to the random number picked.

Advanced Determination (+2 Ability Bonus)

Your determination can serve you well for as long as your will holds out. When you use Determination, you add your Ability Bonus to the random number picked instead.

Mastered Determination (+3 Ability Bonus)

Mastering your will brings with it great benefits. When you use this ability, you may spend a second WILLPOWER point to re-pick your number. You must use the second number even if you have another ability or trait that would allow you to choose a third time.

DUELLIST

Your fighting style incorporates two weapons and very swift movement. You eschew heavy protection to gain faster strikes.

Using Duellist

When you fight with two weapons, and your armour's total Defence score is 4 or less, you may add your Ability Bonus (+1/+2/+3) to your COMBAT SKILL.

Advanced Duellist (+2 Ability Bonus)

Your strikes are lightning fast, often hitting home before they are seen. If you do enough damage in a melee exchange to kill your opponent, you suffer no ENDURANCE from that foe's attack even if the Combat Results Table indicates that normally you would.

Mastered Duellist (+3 Ability Bonus)

You have mastered the art of the duel and become an opponent that only fools would engage one-on-one. When you are facing a single target (not a Grouped Enemy) and no one else is in your engagement – friend or foe – you always go before them in the Order of Battle and all your attacks gain the Piercing quality (1) (or +1 if your weapon already has this quality).

ENEMY LORE

You have an in-depth knowledge of a specific enemy's tactics and weaknesses.

Using Enemy Lore

This insight allows you to better face them in battle, resulting in a permanent +1 bonus to your COMBAT SKILL. In addition, choose one of the following categories of enemy.

- National (Your choice of any nation on Magnamund, except the Darklands)
- Drakkarim
- Darkspawn
- Agarashi
- Animals
- Spellcasters
- Undead
- Cenerese

When facing your chosen enemy, you gain an additional +1 to your COMBAT SKILL. (When you Advance and Master this ability, you may then change the enemy focus.) You might make an Enemy Lore test when investigating an attack by your chosen enemy, tracking said enemy or recalling some related fact.

Advanced Enemy Lore (+2 Ability Bonus)

You have studied your foes so closely that you may now gain your Ability Bonus to any skill tests involving them. You also add +1 to your Defence in battle when fighting your chosen enemy.



Mastered (+3 Ability Bonus)

You are as knowledgeable about your enemy as it is possible to be. Your bonuses to COMBAT SKILL and Defence increase equal to your Ability Bonus.

FARSTRIKER

Your aim is deadly accurate and your eagle eye lets you pick off targets at a distance that few others could hit.

Using Farstriker

You no longer suffer a COMBAT SKILL penalty for Ranged Attacks made at Far Range. Instead you gain your Ability Bonus (+1/+2/+3) as a positive modifier when at Far Range.

Advanced Farstriker (+2 Ability Bonus)

When you attack at Far Range, your attacks are preternaturally accurate. You may pick two numbers when resolving Ranged Combat at that distance and use whichever one you prefer.

Mastered Farstriker (+3 Ability Bonus)

You have learned to lead your shots and wait for the perfect opportunity to strike. If you spend an entire round motionless and take no other action, you are considered to have Aimed on your next round. Any ranged attack you make whilst Aimed doubles the ENDURANCE damage listed on the Combat Results Table plus double your Ability Bonus (+3, doubled to +6!).

HEAVY IMPACT

Some warriors appreciate the advantages of speed, but you further understand the application of strength. What good is a fast hit if it does not fell your opponent?

Using Heavy Impact

When you use a single weapon with both hands, you may add your Ability Bonus (+1/+2/+3) to your COMBAT SKILL.

Advanced Heavy Impact (+2 Ability Bonus)

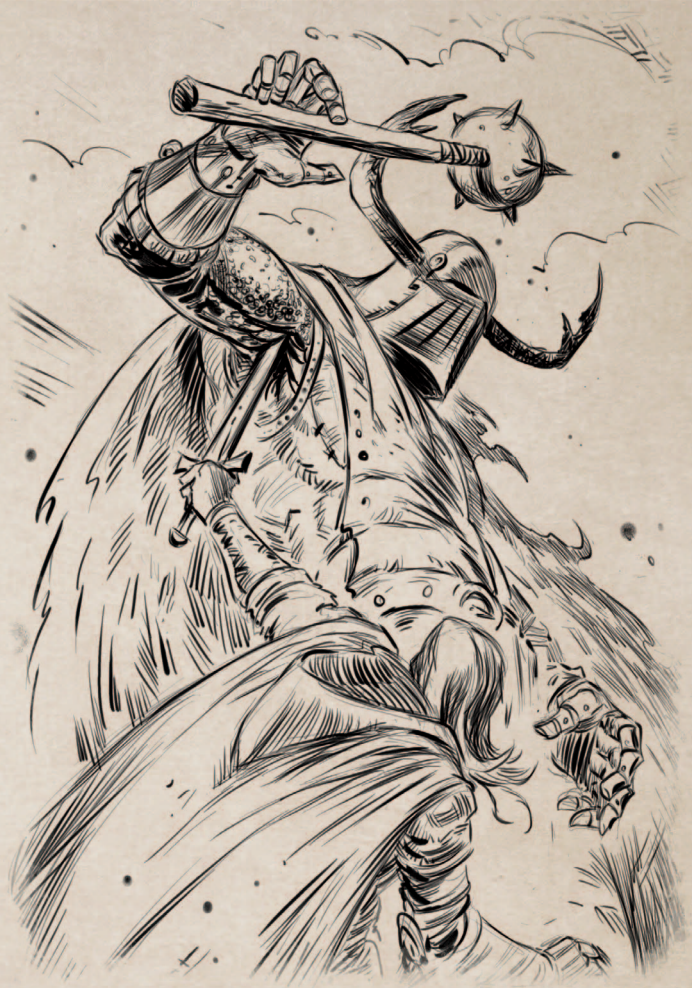
You strike with the force of a charging bull. Weapons with the Two Hands or Heavy qualities gain Impact (1) when you wield them. If they already have this quality, its rating increases by +1.

Mastered Heavy Impact (+3 Ability Bonus)

You generate immense kinetic energy when you wield your weapon, sundering the air and your foes with similar ease. You may double your Ability Bonus (from +3 to +6) when fighting with a weapon with the Heavy or Two Handed quality. If you are fighting a Grouped Enemy, you may triple your Ability Bonus instead (to a mighty +9!).

KEEN EDGE

You have a gift for wielding edged weapons and can find vulnerabilities in the strongest armour.



Using Keen Edge

When you use a bladed weapon in battle, you reduce your enemy's Defence by your Ability bonus. If your weapon already reduces your enemy's Defence, the reduction stacks with Keen Edge.

Advanced Keen Edge (+2 Ability Bonus)

You gain a +1 bonus to your COMBAT SCORE when wielding a bladed weapon. This bonus is not counted twice if you are dual wielding blades.

Mastered Keen Edge (+3 Ability Bonus)

You may perform a Fatal Slash once per adventure. This is resolved like any attack but it ignores all Defence your opponent may have. If your listed result on the Combat Results Table is 'E: 7' or more, your Fatal Slash is treated as a 'K' (an instant kill).

LONG MARCH

Years of experience have taught you how to move for long distances without exhaustion. Your stamina is extraordinary and you can walk for hours without slowing or breaking your stride.



Using Long March

Once per adventure, you may ignore the first time you are required to take a rest or a cross off a Meal. You might occasionally be called upon to make a Long March test when your endurance is being tested.

Advanced Long March (+2 Ability Bonus)

Your increased resistance to fatigue shows in your ability to withstand punishment. Your ENDURANCE score is permanently increased by an amount equal to your Ability Bonus (+2).

Mastered Long March (+3 Ability Bonus)

The keys to surviving a forced march are distribution of weight and wise management of one's reserves. Your WILLPOWER increases by 1 point and you gain an additional Backpack Slot.

MAN O' WAR

You are a fighting machine, capable of defeating formidable enemies and living to tell the tale.

Using Man O' War

Choose one weapon from your Starting Equipment List. When wielding this weapon, you gain +1 to your COMBAT SKILL. When wearing armour, increase its Defence score by +1.

Advanced (+2 Ability Bonus)

Your skills as a well-rounded warrior have progressed to the use of shields and advanced weapon techniques. When you carry a shield into battle, you may increase either its COMBAT SKILL bonus or its Defence score by your Ability Bonus. You may also add your Ability Score to all technique tests. If you cannot normally use techniques, you may choose one to be able to use in battle.

Mastered (+3 Ability Bonus)

You are a master of any weapon you hold, capable of dealing death yet avoiding its embrace in equal measure. You may choose any quality of the weapon you are wielding and increase its rating (if it has one) to equal your Ability Bonus. If you are wielding two weapons, you may still only choose one quality to raise. If your weapon does not normally have a quality, you may instead pick a quality for it to now have.

SAWBONES

The application of first aid on the battlefield is often crude and rudimentary, with life-saving decisions needed to be made between every failing heartbeat. You are capable of doing some amazing things with bandages, simple herbs, and surgical implements that would make a Royal Healer green with envy.

Using Sawbones

As a full round action (or 1 minute if used out of combat), you may automatically extinguish someone who is on fire, stop a bleeding

effect or heal a number of ENDURANCE points equal to your Ability Bonus (+1/+2/+3). A character can only benefit from this ability once per battle.

You can make a Sawbones test in place of the Medicine skill. If you have both, it can be used as an Ability Trump to that skill.

Advanced Sawbones (+2 Ability Bonus)

You can bring someone back from the edge of death, provided they died during the current battle or in the past 5 minutes. You must spend a full round and pass a Medicine skill test (Difficulty 10). Success restores the target to 1 ENDURANCE. You may try this test more than once, but after 5 minutes or 3 failed tests, the target expires and cannot be saved.

Mastered Sawbones (+3 Ability Bonus)

Injuries are minor challenges for you to overcome, and death is naught but a deep sleep that you have dispelled many times. You may now add your Ability Bonus (+3) to Medicine tests.

When you use battlefield medicine on another character, they recover 3 ENDURANCE instead of 1.

SECOND SKIN

You are so used to the feel and weight of your armour that you often forget you are wearing any. You do not move like you are burdened by defensive gear even when others would be slowed.

Using Second Skin

You may subtract your Ability Bonus from the Heavy quality rating of any armour you wear.

Advanced Second Skin (+2 Ability Bonus)

You get more protection from your gear. Full suits of armour and chest plates (including those with the qualities: Body or Full) grant you an additional +1 to their Defence scores.

Mastered Second Skin (+3 Ability Bonus)

Armour becomes more than just a protection from harm. Its plates provide striking surfaces and its edges can be as deadly as any blade. When you wear a full suit of armour, or armour on your body, hands, arms or feet, you may add your Ability Bonus (+3) to your COMBAT SKILL.

SKIRMISHER

You thrive most when you are unencumbered and able to move freely in battle.

Using Skirmisher

As long as your armour (if any) has a combined Defence score of 2 or less, and you carry no shield, you may add your Ability Bonus to your COMBAT SKILL (+1/+2/+3).



Advanced Skirmisher (+2 Ability Bonus)

You move fast and strike even faster, often finishing an opponent before they know they are under attack. When you go before your opponent in the Order of Battle, you add your Ability Bonus (+2, or +3 if Mastered) to any ENDURANCE damage you inflict, even if that value was 0.

Mastered Skirmisher (+3 Ability Bonus)

Knowing that the way to win any battle is to hit first and hit hardest, you make your speed count. You may move yourself to the top of the Order of Battle by spending an Adventurer point. If you do so, your first attack inflicts double the ENDURANCE damage listed on the Combat Results Table.

SHILDBEARER

Any soldier can carry a shield but only a true warrior can utilise the full potential of one.

Using Shieldbearer

When you use a shield in battle, its Defence bonus is increased by your Ability Bonus (+1/+2/+3).

Advanced Shieldbearer (+2 Ability Bonus)

You know how to turn a shield into an effective weapon. You learn the ability to use the Shield Dance technique even if you cannot normally use techniques (see the *Book of Kai Wisdom*, page 37).

If you use Shield Dance and apply its bonus to COMBAT SKILL, you may add your Ability Bonus as well.

Mastered Shieldbearer (+3 Ability Bonus)

You wield your shield in combat like an extension of your arm. You are wary of any threat and can intercept it with ease, while constantly ready to smash your shield into your enemies and feel them shatter beneath your assault.

You may use the Heavy Strike and Second Strike techniques while armed with a weapon and a shield, even if you cannot otherwise use techniques in battle (see the *Book of Kai Wisdom*, page 37).

SHOCK AND AWE

Your training in combat includes ways to intimidate your opponents and convince them to flee.

Using Shock and Awe

At the beginning of combat, you may use your movement and physical actions to force your opponent(s) to make a WILLPOWER test (Difficulty 6). Failure means that the enemy suffers a -2 penalty to COMBAT SKILL for the duration of the battle. Enemies who pick a 0 immediately flee. Enemies immune to psychic attacks are also immune to Shock and Awe.

Advanced Shock and Awe (+2 Ability Bonus)

Your skill at frightening your opponents has become far more effective. You may now add your Ability Bonus (+2, or +3 if Mastered) to the Difficulty of the WILLPOWER test to resist Shock and Awe.

Mastered Shock and Awe (+3 Ability Bonus)

Your fearsomeness is now so effective you can drive shaken opponents into a panicked flight from the field of battle. On the second round of combat, you may use Shock and Awe again. Any opponent who failed the first WILLPOWER test to resist this ability immediately flees if they fail this second WILLPOWER test.

STAMINA

You can draw upon your seemingly boundless energy to endure and overcome adversity.

Using Stamina

If you fail a resistance test against a poison, disease or any effect that would otherwise impose a penalty on you, you may pay as many ENDURANCE points as you failed the test by to pass it instead.

Advanced Stamina (+2 Ability Bonus)

Your reserves of stamina replenish themselves quickly when you are not in combat. Any ENDURANCE points you spend using this ability return at the rate of 1 plus your Ability Bonus every hour. Alternatively, you can eat a Meal and spend two hours resting instead. At the end of this time, you regain all spent ENDURANCE.

Mastered Stamina (+3 Ability Bonus)

Your stamina serves you so well that you can sometimes survive on nothing but sheer determination. Once per adventure, you may recover from being reduced to 0 ENDURANCE. You recover at the start of your next round (or within 1 minute if not in combat) with a random number plus your Ability Bonus in ENDURANCE points.

SUPPLY CHAIN

An army marches on its stomach and no soldier can be effective without supplies. You understand and appreciate this truism and you can always get the most from your gear and the space it takes in which to store it.

Using Supply Chain

A single backpack space now holds 2 Meals or 2 Potions, not just 1. When you drink potions that affect your characteristics, such as Laumspur, their benefits increase by +1. You also get a free weapon at Rank 5, chosen from any option shown on your starting list.

Advanced Supply Chain (+2 Ability Bonus)

You gain an additional backpack space and may carry an additional weapon. Your belt pouch can hold 100 coins. Potion benefits now increase by an amount equal to your Ability Bonus.



Mastered Supply Chain (+3 Ability Bonus)

You are so efficient when it comes to optimising the use of space and equipment, you can bestow some of this benefit upon your allies. You can prepare Meals and Potions so that they only take up half a space each regardless of who is carrying them in your group. You can also prepare characteristic-affecting potions so that their effects are increased by +1 for your allies too. It takes you 1 hour per Meal or Potion to achieve this.

TACTICS

You understand that battles are more than a clash of weapons. You can predict the actions of your opponents and help steer yourself and your allies to victory.

Using Tactics

Every round after the first full round (Surprise Rounds do not count), you and your allies gain a cumulative +1 to COMBAT SKILL. You might be called upon to make a Tactics test when orchestrating larger groups of soldiers in battle, or when anticipating the actions of an enemy army.

Advanced Tactics (+2 Ability Bonus)

As useful as your insights are to others, you reap an even better advantage yourself. After the first full round, you (and only you) gain your Ability Bonus (+2, or +3 when Mastered) to COMBAT SKILL. After this, you gain +1 each round, as above.

Mastered (+3 Ability Bonus)

In the heat of battle, your tactical skills are exemplary. When you have time to prepare, they are peerless. If you have at least 1 hour to prepare for an upcoming battle, and know something of the location it will be fought or the specific enemy it will be fought against, you can add your Ability Bonus (+3) to you and your allies when calculating your place in the Order of Battle, and to the first ENDURANCE damage each of you inflict during the combat.

WHIRLWIND

You are a storm of destruction, a deadly vortex of steel and blood.

Using Whirlwind

When you fight in an engagement that includes more than one target (Grouped Enemies count as a single target), you may inflict damage on every enemy in that engagement in a given round. You may only initiate an engagement once, so to harm the rest, they have to attack you.

Advanced Whirlwind (+2 Ability Bonus)

You are never still in combat, constantly weaving and striking to avoid a counter assault. You may add your Ability Bonus (+2, or +3 if Mastered) to your Defence as long as your movement is not in any way impaired.

Mastered Whirlwind (+3 Ability Bonus)

Once per adventure, you can call up a Storm of Blades. This allows you to initiate an engagement on every opponent in Melee Range with you, then move to any opponent in Close Range, engage that foe, and initiate another engagement with them. Note that your enemies can still inflict damage in each of these engagements as normal, unless they have already acted, so be sure to use this power carefully!

MAGICAL ABILITIES

Magical Abilities are supernatural or magical abilities, and are most often possessed by magicians, druids and priests.

- Barrier of Brilliance
- Burning Blast
- Caustic Touch
- Chicanery
- Cloud of Death
- Coldsnap
- Ethereal Image
- Fell-blooded
- Fiery Soul
- Flamewave
- Force Strike
- Frost Lance
- Grasp of the Leech
- Loresight
- Second Chance
- Second Step
- Spectral Wisp
- Unbreakable Grasp
- Winter's Embrace

BARRIER OF BRILLIANCE

You can create a wall of magical energy that will defend you from harm.

Using Barrier of Brilliance

This spell takes a physical action to cast, and requires you to spend between 1 and 5 points of WILLPOWER. The Barrier of Brilliance has an ENDURANCE equal to 5x the WILLPOWER spent to cast it – any attacks that would normally deal damage to you inflict damage to the Barrier instead. The Barrier lasts until it is destroyed by damage, one minute elapses, or the battle ends. This spell's effect is visible and you may choose the colour of the wall it creates.

Advanced Barrier of Brilliance (+2 Ability Bonus)

Once the Barrier has been cast, you may spend an additional point of WILLPOWER in any subsequent turn. This requires no action. Then choose to either heal the Barrier 5 ENDURANCE; or cause it to flare brightly, inflicting a COMBAT SKILL penalty to enemies in Melee Range equal to your Ability Bonus until your next turn.

Mastered Barrier of Brilliance (+3 Ability Bonus)

Your Barrier of Brilliance can now repair itself and grow stronger during battle. At the start of your turn, any Barrier of Brilliance that you have in place automatically heals your Ability Bonus in



ENDURANCE and its maximum ENDURANCE increases by the same amount. You may now spend up to 3 WILLPOWER points each round to repair the barrier, as above.

BODY DOUBLE

You are able to call forth a perfect replicant. This convincing illusion is precise in every detail and it appears at your side with a flash of blinding light. Enemies that attack you will be drawn towards your Body Double.

Using Body Double

Casting this spell is a physical action and costs 5 WILLPOWER points. Your Body Double intercepts all attacks except psychic attacks, and vanishes when its ENDURANCE (which is equal to your normal maximum without equipment) reaches 0 or the battle ends.

Advanced Body Double (+2 Ability Bonus)

Your Body Double is now real enough that its actions reinforce your own. While it is active, you add your Ability Bonus to your COMBAT SKILL and the damage inflicted by your magical, melee and ranged attacks.

Mastered Body Double (+3 Ability Bonus)

Mastery of this spell allows you to lend your Body Double some autonomy of action. While it is active, you gain the ability to initiate two exchanges each round. Your second exchange carries the full cost (WILLPOWER for attack spells) but only inflicts half ENDURANCE damage.

BURNING BLAST

You call forth a bright gout of fire to strike a distant opponent.

Using Burning Blast

You may spend up to 4 WILLPOWER points to cast this spell as a ranged attack. Each point you spend adds a bonus of +1 to your COMBAT SCORE when attacking with this spell and +2 to the ENDURANCE damage it inflicts. If the Combat Results Table indicates you inflict no damage, the spell misses and this bonus damage does not occur.

Advanced Burning Blast (+2 Ability Bonus)

You are deadly accurate with your magical flames. You may add your Ability Bonus to your COMBAT SCORE when attacking with this spell. You also get a free WILLPOWER point to spend to enhance this spell, but you must spend at least 1 point of your own to use. This can take the total WILLPOWER to 5 for this spell.

Mastered Burning Blast (+3 Ability Bonus)

Each Burning Blast you cast sets your enemies on fire. After suffering ENDURANCE damage from your spell, an enemy is ignited and suffers an amount of fire damage equal to your Ability

Bonus at the start of their turn until it, or one of its allies, takes a full round action to extinguish the flames.

CAUSTIC TOUCH

You can cause a powerful acid to form on your hands, giving you the ability to damage objects and enemies by touch. You are not harmed by this acid.

Using Caustic Touch

This spell costs a physical action and 1 WILLPOWER point to use. It lasts until the start of your next action and, while it is active, you count as if you are wielding a weapon in combat. Your damage is magical and bypasses Defence. However, while this spell is active, you cannot hold other weapons or objects without ruining them.

Advanced Caustic Touch (+2 Ability Bonus)

Your acid now becomes far more potent. You may pool acid in your palms and fling it as a Ranged Attack, up to Short Range. Whether used at range or in melee, you may add your Ability Bonus as extra ENDURANCE damage inflicted by this spell, even if the Combat Results Table indicates that no damage is inflicted.

Mastered Caustic Touch (+3 Ability Bonus)

You can extend the duration of this spell for 1 minute, or throughout the current combat, whichever is longest. Any creature damaged by your acid attack suffers an amount of corrosive damage equal to your Ability Bonus at the start of its turn, for the next three turns. Creatures thus affected can only suffer from this attack once in a battle.

CHICANERY

You have a repertoire of lesser spells and minor magics that can cause small changes to occur.

Using Chicanery

Examples of the effects created by this spell include the ability to change the colour of an item, create tiny flames, heat or chill objects, or move something small (that you can comfortably hold in the palm of one hand) slowly through the air to another location within Short Range. Chicanery costs 1 WILLPOWER per one hour's use and it can never cause intentional harm. The Narrator is the final arbiter on what can and cannot be done using this spell.

Advanced Chicanery (+2 Ability Bonus)

Your Chicanery costs no WILLPOWER and its harmless effects can linger for 24 hours. While its effects still cannot inflict intentional damage, they may cause minor impairment. Examples of this would be forcing a target to spend a round sneezing, coughing or becoming partially blind. Any use of Chicanery against an unwilling target is an attack and allows for a WILLPOWER test (Difficulty 4 plus your Ability Bonus) to negate. A target can only be successfully affected by Chicanery once per battle.

Mastered Chicanery (+3 Ability Bonus)

Chicanery magic is second nature to you. You can cast it with no outward sign of doing so and you no longer need to use your attack action to use it against a target.

The Difficulty for resisting your Chicanery is increased to 5 plus your Ability Bonus.

CLOUD OF DEATH

By sowing the air around you with droplets of acid, you can create a cloud of stinging mist that obscures vision.

Using Cloud of Death

This spell counts as an attack action to cast, requiring the expenditure of 3 WILLPOWER points, and an additional point of WILLPOWER at the start of every round (or minute) thereafter. All living or Undead enemies within Short Range of you suffer your Ability Bonus in acid damage and suffer a -4 to their COMBAT SKILL. You are unaffected, and you may choose for the spell to not damage allies of your choice, although they will still be temporarily blinded and incur the -4 penalty to COMBAT SKILL.

Advanced Cloud of Death (+2 Ability Bonus)

The Cloud of Death now only requires 1 WILLPOWER to cast, and an additional point of WILLPOWER at the start of every round (or minute) thereafter. If you spend an additional point of WILLPOWER each round (so 2 points of WILLPOWER at the start of every round), the amount of damage inflicted is increased by +2.

Mastered Cloud of Death (+3 Ability Bonus)

Your mastery over Cloud of Death has developed to the point where you can voluntarily end the spell by designating one area within it, or one enemy affected by it, and collapsing the whole cloud upon that point of focus. If you should choose an enemy, it will automatically suffer double damage.

COLDSNAP

With a word and a snap of your fingers, you can radiate a pulse of bitter cold in all directions.

Using Coldsnap

Casting this spell is an attack action and costs 1 WILLPOWER. Every living creature within Melee range suffers 2 plus your Ability Bonus ENDURANCE points of damage and drops five places in the Order of Battle.

Advanced Coldsnap (+2 Ability Bonus)

By expending an additional WILLPOWER point, you can cause the chill of your spell to be so severe that everyone affected misses their next round entirely. Creatures thus affected can only suffer from this ability once in a battle.

Mastered (+3 Ability Bonus)

Your Coldsnap feels as if it has been drawn from the icy heart of Kalte itself. You may expend an additional WILLPOWER point to increase the damage inflicted by an amount equal to a random number. However, this power carries with it a dire risk. If the random number is 0, then the spell fails and you will suffer an immediate loss of 5 ENDURANCE points.

ETHEREAL IMAGE

This magic allows you to weave intricate illusions that can appear to be either faint and ghostly or quite solid and real.

Using Ethereal Image

Ethereal Image costs 3 WILLPOWER to cast and 1 WILLPOWER per round (or minute, when not in combat) to maintain. You are free to determine the manner of the illusion at the moment of its casting. You can only create one illusion at any given time. It may be as simple as a glowing light or as complex as a multi-faceted and interactive scene that encompasses everything within Short Range.

If your intention is to fool opponents into thinking your Ethereal Image is real, they receive a Willpower test to 'see through' your illusion (Difficulty equal to 4 plus your Ability Bonus). Enemies immune to psychic attack will still see your images but they will know that they are illusory.

Your illusions cannot cause harm, though they may obscure potentially harmful things like pits or hostile creatures. The Narrator will always have the final say when it comes to determining what is and what is not possible to achieve by the use of Ethereal Image.

Advanced Ethereal Image (+2 Ability Bonus)

Your illusions can now become very complex. They possess enough solidity to convince the majority of observers of their veracity. The Difficulty to see through your Ethereal Image is increased to 5 plus your Ability Bonus. Ethereal Image now only costs 1 WILLPOWER to cast, and automatically lasts for the duration of the combat (or ten minutes when not in combat) for no additional cost.

Mastered (+3 Ability Bonus)

You can create illusions so convincing that you can trick enemies into believing that they have been critically injured or slain. If an enemy fails to 'see through' your illusion and you wish to 'kill' them, you can force them to take a second WILLPOWER test.

If the enemy fails to resist this time, it immediately falls unconscious for one hour as a result of severe shock. Only living creatures capable of understanding the danger inherent in your illusion can be affected in this way.



FELL-BLOODED

You can magically convert your blood into a deadly poison.

Using Fell-blooded

This spell takes 5 WILLPOWER to cast but its effects last for the duration of the adventure. While Fell-blooded is in effect, you are immune to all poisons and you do not need to eat or drink.

Advanced Fell-blooded (+2 Ability Bonus)

While Fell-blooded is active, you may use it to enhance your natural attacks. You add your Ability Bonus to your COMBAT SKILL and can bite enemies or scratch them with your tainted nails during combat. You are considered armed and do not suffer the normal penalty for entering combat without a weapon. These attacks only inflict regular ENDURANCE damage; they have no lasting poisonous effect. They do, however, bypass Defence. If the target enemy has an immunity to poisons, it will negate this damage.

Mastered Fell-blooded (+3 Ability Bonus)

You may choose to make this spell permanent, thereby changing yourself forever with the use of magic. You permanently lose 5 points of WILLPOWER when you first do this, thereby reducing your maximum by this amount. In return, you gain all the spell's active effects. You can also spit caustic venom as a Ranged Attack, up to Short Range.

FIERY SOUL

You can call forth a wreath of flame that surrounds you and defends you from attack by harming anyone foolish enough to attempt it.

Using Fiery Soul

You can spend 1 point of WILLPOWER and a physical action to create a halo of flame. This burns anyone attacking you in melee, inflicting an amount of damage equal to 2 ENDURANCE plus your Ability Bonus. You can spend 1 WILLPOWER point every round to maintain it without taking any further action.

Advanced Fiery Soul (+2 Ability Bonus)

Your flame burns so brightly and with such heat that weapons used against you melt and ignite. While you are surrounded by a Halo of Fire, Physical Ranged Attacks only do half damage to you. Non-magical melee weapons that are used to attack you are destroyed if they strike you twice in the same battle.

Mastered (+3 Ability Bonus)

You become a blazing inferno. Physical Ranged Attacks cannot harm you and non-magical weapons are ruined after inflicting only half damage.

FLAMEWAVE

Drawing your hand through the air, you ignite the wind and unleash a wave of flames.

Using Flamewave

This spell takes a full round action to cast and costs 3 WILLPOWER points. Everyone in front of you, friend and foe, within Short Range, suffers 5 points of fire damage. Grouped Enemies suffer 10 points instead.



Advanced Flamewave (+2 Ability Bonus)

You now have control over your Flamewave and can avoid your allies. However, the close proximity of the fire still inflicts 2 ENDURANCE damage to allies, unless they possess some protection from extreme heat.

Mastered Flamewave (+3 Ability Bonus)

You command flames readily and easily, reducing the cost of this spell to 1 WILLPOWER. Your extraordinary skill at controlling them now results in your allies suffering no damage at all from the spell.

FORCE STRIKE

You concentrate the power of your magic into your melee strikes with a weapon, greatly enhancing the force of your blows.

Using Force Strike

You may spend up to 3 WILLPOWER points as part of a weapon attack. If you do so, you add a bonus equal to WILLPOWER spent to your COMBAT SKILL for resolving that exchange, and the ENDURANCE damage you inflict. This additional damage is affected by Defence and is treated as a separate source of damage.

Advanced Force Strike (+2 Ability Bonus)

You no longer need a weapon in order to use this spell. So long as you cast this as part of an attack, you are considered armed. You gain your Ability Bonus in additional points of ENDURANCE damage inflicted. You can now spend up to 6 WILLPOWER when you cast Force Strike, increasing COMBAT SKILL and damage by the same amount, as above.

Mastered Force Strike (+3 Ability Bonus)

You can cast this spell as a Ranged Attack, with or without the use of a ranged weapon. You can use this spell at up to Far Range. When you cast this spell the bonus to your COMBAT SKILL and damage is equal to 2x the amount of WILLPOWER points spent, to a maximum of +6.

FROST LANCE

You can conjure forth a shard of ice with a moment's concentration.

Using Frost Lance

This spell costs 1 point of WILLPOWER to cast. This ice shard can be of variable length and wielded like a Dagger, Short Sword, Sword, Broadsword, Spear or Lance, as decided by you when cast. The Frost Lance grants you a bonus to your COMBAT SKILL equal to your Ability Bonus and lasts for either one minute or the duration of the current combat.

Advanced Frost Lance (+2 Ability Bonus)

Focus and skill allow you to refine your Frost Lance into a deadlier weapon. You may choose to bestow it with either the Piercing (1) or Cleaving (1) quality by spending an additional Willpower point.

Mastered Frost Lance (+3 Ability Bonus)

Further Mastery of ice conjuration allows you to use its advanced form without spending an additional WILLPOWER point. The quality rating bestowed upon your Frost Lance is now equal to your Ability Bonus.

GRASP OF THE LEECH

This spell is a dangerous tool to employ as it treads a fine line between Left-Handed Magic of the Light and the Darkness of the Right-Handed path.

Using Grasp of the Leech

Casting this spell requires the expenditure of 2 WILLPOWER points and counts as a melee attack. Any damage inflicted to a living target as indicated on the Combat Results Table heals you of the same amount of ENDURANCE. Attacking in this way counts as being armed.

Advanced Grasp of the Leech (+2 Ability Bonus)

The cost of Grasp of the Leech is reduced to 1 WILLPOWER point. You now add your Ability Bonus to any ENDURANCE damage you inflict, and the amount healed too.

Mastered Grasp of the Leech (+3 Ability Bonus)

When you use this spell, you can choose to cause bleeding wounds to suddenly appear in your target's flesh. If you do, your foe suffers an amount of ENDURANCE damage at the start of its turn every subsequent round equal to your Ability Bonus.

This effect lingers until your target is healed of at least 5 ENDURANCE or receives medical attention. A target can only suffer from one bleeding effect at a time. Undead enemies are immune.

LORESIGHT

Magic and knowledge are inextricably linked, and with this ability you can use this synergy to your advantage.

Using Loresight

By spending 1 WILLPOWER you can see magical items and illusions within Short Range for what they really are. Loresight lasts for 1 minute or the duration of the current battle, whichever is longer. While this spell is in effect, you cannot spend WILLPOWER points on other abilities without first dismissing Loresight. While it is active, you may retest any failed Sage Skill tests. You must keep the second result, even if it is less favourable than the first.

Advanced Loresight (+2 Ability Bonus)

Your Loresight can now be cast for free, but you still cannot spend WILLPOWER points on other abilities without first dismissing Loresight. While it is active, you gain small insights into the actions and reactions of those around you that allow you to add your Ability Bonus to your COMBAT SKILL.



Mastered (+3 Ability Bonus)

Loresight has become as natural as your other senses. If you spend 1 WILLPOWER point at any point during an adventure to invoke your Loresight, rather than invoking it for free, you may keep it active indefinitely while still spending WILLPOWER on other abilities.

SECOND CHANCE

You can reinforce your life energy, creating a sudden surge of healing power when you need it most.

Using Second Chance

This spell requires a 1-minute ritual to cast, which you may initiate at any time. Once cast, you may then spend any number of WILLPOWER points – make a note of this number as a ‘Second Chance’. This Second Chance lasts indefinitely, until used. If you are reduced to 0 ENDURANCE while you have an active Second Chance, you are instantly brought back with ENDURANCE equal to the WILLPOWER you set aside previously.

You may only have one Second Chance active at any time. While Second Chance is active, you cannot regain the WILLPOWER spent on it in any way. You can dismiss Second Chance as a physical action and regain your invested WILLPOWER.

Advanced Second Chance (+2 Ability Bonus)

Your life energy receives a boost from your advanced skill. You may add your Ability Bonus to the ENDURANCE you regain when you use your Second Chance.

Mastered Second Chance (+3 Ability Bonus)

When you cast this spell you may add a number of ‘free’ WILLPOWER points to your Second Chance equal to your Ability Bonus, although you must still spend at least one ‘real’ WILLPOWER point to cast it. You can also perform this ritual on an ally, though you may still only have one active Second Chance at a time.

SECOND STEP

This is one of the more complex forms of magical spell; the ability to vanish from one place and reappear in another. Because this spell teleports you through the Neverness for a brief moment, the spell is only safe when transitioning a very short distance. Those who attempt to travel farther than this spell allows will run the grave risk of disappearing into the Daziarn Plane, never to be seen or heard from again.

Using Second Step

You may spend 4 WILLPOWER points as a movement action to teleport one Range band instantaneously, ignoring any obstacles in the way. If you are bound, you may leave your bindings behind if you so wish. If you use Second Step to enter Melee Range with a foe, you may still engage and initiate an exchange in the same round.

Advanced (+2 Ability Bonus)

By spending 4 WILLPOWER points you can now teleport two Range bands instead of one. To transport yourself only one band, it will only cost you 2 WILLPOWER points.

Mastered (+3 Ability Bonus)

Stepping through the Void has become much easier for you. Now you pay only 1 WILLPOWER point for each Range band you wish to travel, up to a maximum of 4 WILLPOWER points to move 4 Range bands in a single instance. If you pay 4 WILLPOWER points, you may travel to Extreme Range, which is anywhere within your line of sight.

SPECTRAL WISP

You create a small flying orb of spiritual energy.

Using Spectral Wisp

Calling forth a Spectral Wisp costs 2 WILLPOWER and 4 ENDURANCE points. A Spectral Wisp lasts until you choose to dispel it, but all the while it is active the WILLPOWER and ENDURANCE spent on its creation cannot be regained. Spectral Wisps cannot travel further than Long Range from you and are automatically dispelled if forced to do so. If ‘slain’, a Spectral Wisp’s costs are returned to you but it cannot be called forth again during your current adventure.

A Spectral Wisp has the characteristics of a flying Companion (see the *Book of Kai Wisdom*, page 80) and can attack, emitting pale white bolts of lightning in Melee Range. Its attack ignores Defence.

Advanced (+2 Ability Bonus)

Your Spectral Wisp gains a bonus to its ENDURANCE equal to your Ability Bonus. If your Spectral Wisp is slain whilst you are injured, you automatically heal an amount equal to your Ability Bonus.

Mastered (+3 Ability Bonus)

You no longer have to spend WILLPOWER to create a Spectral Wisp but, if you choose to do so, you form a bond with it. A bonded Spectral Wisp grants a bonus to your COMBAT SKILL equal to your Ability Bonus and it can be consumed to regain an Adventurer point. Consuming your Wisp in this way prevents you from regaining its WILLPOWER and ENDURANCE cost or healing as noted above.

UNBREAKABLE GRASP

You are able to concentrate upon a human-sized object or opponent and magically fix them in place.

Using Unbreakable Grasp

You must spend 3 WILLPOWER plus an attack to cast this spell. Once cast, a target of your choice will be held immobile. Living

targets can make a COMBAT SKILL test or Escape test (Difficulty 9 for both) to immediately break free. Failure to pass the test results in total paralysis for a full round.

You can choose to pay 1 WILLPOWER as an attack action to maintain your Unbreakable Grasp. If you do so, your target can spend its entire round attempting to retest.

Advanced Unbreakable Grasp (+2 Ability Bonus)

As well as holding them in place, you may choose to crush your target too. Inanimate objects will likely be destroyed, while enemies suffer an amount of ENDURANCE damage equal to 3 plus your Ability Bonus. Defence applies to this damage.

Mastered Unbreakable Grasp (+3 Ability Bonus)

The magical field of force that is holding your enemies can now be used to physically move them. By expending 2 points of WILLPOWER you can move your target one range band at the end of your round. This power can be used on allies, and yourself, as a crude form of flight.

WINTER'S EMBRACE

You are supernaturally inured against the cold.

Using Winter's Embrace

You become permanently immune to natural extremes of cold and only suffer half damage from magical cold attacks. As a physical action you may expend 2 WILLPOWER points. You then freeze yourself solid for 1 minute or the duration of the current combat, whichever is longer, remaining alive and mobile.

During this time, you have a Defence of 3 plus your Ability Bonus, you do not need to breathe, and you are immune to all forms of poison and disease.

Advanced Winter's Embrace (+2 Ability Bonus)

While this spell is active, you inflict an extra amount of cold damage equal to your Ability Bonus when you fight in Melee. Your ice-cold fists count as weapons, negating any penalty for fighting unarmed.

Mastered Winter's Embrace (+3 Ability Bonus)

You are now completely immune to all forms of cold, natural or magical. Now when you freeze yourself solid, the magical energy that sustains you will prevent most forms of harm. Your Defence score from this spell counts against all forms of ENDURANCE damage, including magical attacks.

SCOUNDREL ABILITIES

Scoundrel Abilities are supernatural or magical abilities, or abilities gained by experience. They are most often possessed by rogues, thieves and other ne'er-do-wells.

- Anonymity
- Bounty Hunting
- Charms
- Connections
- Contortion
- Daredevil
- Fugitive
- Imposter
- Itinerant
- Mean Streets
- Parkour
- Privateer
- Rat Catcher
- Springer
- Stand and Deliver
- Thieves' Guild Business
- Trailblazer
- Wages of Sin
- Waylay
- Whispers

ANONYMITY

You have the ability to become remarkably inconspicuous when you choose to be. You may simply have 'one of those faces' that enable you to blend in with your surroundings unnoticed, or you may possess the ability to skilfully disguise yourself.

Using Anonymity

Within one hour of seeing you, most passers-by will forget everything about you. They will be unable to recognise you again or provide any useful description of you to a third party. You also add your Ability Bonus to Stealth tests.

Advanced Anonymity (+2 Ability Bonus)

You have developed an extraordinary ability to hide in plain sight. Unless you are making overt or suspicious actions (such as fighting in combat, or carrying weaponry openly in an area where weapons are prohibited), people tend to assume you have a right to be where you are and will not interrupt or attempt to apprehend you. Characters with Ranks in any Role or Archetype, and adversaries with the Veteran trait, are immune to this ability.

Mastered Anonymity (+3 Ability Bonus)

You may use Anonymity as an Ability Trump for the Stealth skill.

BOUNTY HUNTING

Bounty Hunting is the pursuit of fugitives from justice for a reward or a bounty. It is a profitable business in many areas of Magnamund, particularly in the Stornlands.

Using Bounty Hunting

You may add your Ability Bonus to Influence test made specifically to taunt or intimidate your opponents.



Advanced Bounty Hunting (+2 Ability Bonus)

You may add your Ability Bonus to tests made to track your prey. In addition, you have gained a reputation as a Bounty Hunter and may use it once per adventure to obtain free lodging or information without having to make any tests. The Narrator will decide on the quality of the information you obtain.

Mastered Bounty Hunter (+3 Ability Bonus)

You now have a reputation as an exceptional Bounty Hunter. Few fugitives on the run will evade you once you are on their trail. You automatically succeed at Tracking tests. The years you have spent bringing fugitives to justice has resulted in you benefiting from a bonus of +2 to your ENDURANCE and +1 to your WILLPOWER.

CONNECTIONS

For successful thieves it is often a case of who they know, rather than what they know. You have a network of contacts with whom you are familiar, who possess useful skills, and are in positions that can be of practical use to you.

Using Connections

Once per adventure, you can spend a point of Adventurer to find a helpful character who is nearby and willing to assist you. The Narrator will determine who this is and what they can do for you. When appropriate, your contact gains your Ability Bonus when they are acting on your behalf.

Advanced Connections (+2 Ability Bonus)

Your circle of contacts is wider and more diverse, and so are their capabilities. You may now use this ability twice per adventure. Alternatively, you can spend both uses at once to make your contact especially helpful or highly placed. Again, the Narrator is the final judge regarding the details of your advanced contact.

Mastered Connections (+3 Ability Bonus)

As a consequence of your past deeds and your current reputation, you have acquired a loyal follower. With the Narrator's assistance, create a Rank 7 character using any Role or Archetype that makes sense considering your past adventures. This follower is under your control during play but will only remain loyal if they are treated well.

CHARMS

Your looks and personality can be very attractive when you wish them to be.

Using Charms

In any situation that involves influencing others, you may add your Ability Bonus. If you ever fail a test while using this bonus, the target(s) will become inured to your charms and your bonus cannot apply to them until you advance a Rank. You might make a Charm test in place of the Influence skill, so long as you are smooth-talking your way to your goal.

Advanced Charms (+2 Ability Bonus)

Your ability to enchant and manipulate targets comes easily to you, allowing you to use this ability as an Ability Trump for Influence skill tests.

Mastered Charms (+3 Ability Bonus)

After only a brief period, typically within one minute of your first meeting, your Mastered Charm ability can render a person helpless in the presence of your beguiling charisma.

If you ever pick a 9 when using the Influence skill, your target(s) will remain well disposed towards you and treat you like a close friend until you give them a compelling reason not to. While this period of empathy lasts, you never need use Influence tests on these targets.

CONTORTION

Your body is extremely supple, allowing you to perform feats of physical manipulation that most humans cannot. Your double-jointedness and lithe musculature provide you with an extraordinary ability to escape from many forms of confinement.

Using Contortion

You may add your Ability Bonus to all Escape tests.

Advanced Contortion (+2 Ability Bonus)

Flexibility and resilience have benefits beyond simply slipping out of chains and squeezing through the bars of a gaol cell. You may now add your Ability Bonus to your Defence score so long as you are not wearing armour of any kind.

Mastered Contortion (+3 Ability Bonus)

Mastering the art of contortion means that no prison can hope to contain you for long. Once per adventure, you may automatically succeed at an Escape or Acrobatics skill test. At all other times, your Escape and Acrobatics tests may use Contortion for an Ability Trump.

DAREDEVIL

You relish living your life to the full, albeit recklessly, and you are always ready and eager to take risks. Fortunately for you, risking your life has paid off. At least, so far.

Using Daredevil

As a result of your reckless courage, you gain a permanent bonus of +1 to your COMBAT SKILL. You also add your Ability Bonus to all skill checks involving Acrobatics, Might and Riding.

Advanced Daredevil (+2 Ability Bonus)

Your dangerous gambits have an amazing tendency to succeed in a spectacular fashion. You may now use Daredevil as an Ability Trump for the Acrobatics, Might and Riding skills.



Mastered Daredevil (+3 Ability Bonus)

You are so bold and lucky that you have never failed when undertaking actions that would have seriously injured or killed you if they had failed. If you attempt any Acrobatics, Might or Riding test when failure will cause you physical harm, any 0 you pick is treated as if it were a 5.

FUGITIVE

At some point in your life, rightly or wrongly, you have been on the run from the law. You know the best places to hide, and you have made contacts that will harbour fugitives albeit for a substantial up-front payment of Gold Crowns. You are familiar with how town guards and armed patrols operate, and you are adept at avoiding them.

Using Fugitive

You gain Stealth as a skill. If you already have it, you may choose Perception, Investigate or Escape instead. If you have all of these, you gain no further benefit. You may add your Ability Bonus to Stealth tests.

Advanced Fugitive (+2 Ability Bonus)

You have learned the art of defending yourself when you are cornered and have no conventional weapon to hand. You can fight bare handed without incurring the penalty for entering combat without a weapon.

Mastered Fugitive (+3 Ability Bonus)

Your time spent living on the run has made you entirely self-sufficient. You can always find a Meal and water in any settlement with more than 100 people, and you can find shelter and gain restful sleep virtually anywhere, even in desolate wastelands. You thrive on such adversity. Your remarkable resilience has resulted in you gaining a permanent point of Adventurer. This increases both your current total and your maximum rating.

IMPOSTOR

Most rogues acquire some rudimentary knowledge about the art of disguise and how to use it to their best advantage. Your knowledge of disguise is far beyond rudimentary; it has become a speciality of yours.

Using Impostor

If you are able to study someone for 1 hour, you may use a disguise kit (or other appropriate materials) to transform your appearance so that you closely resemble that person. This transformation process requires between 1-3 hours to achieve, plus a WILLPOWER test with a Difficulty of between 5 and 9. The Narrator should determine the precise time needed and the level of Difficulty depending on the nature of your target, and how much effort will be needed to successfully impersonate him or her. People who are well acquainted with the target, or those who are very likely to

recognise them, may make a Perception test with a Difficulty equal to your result on your Disguise test. If this test is successful then your attempt at disguise has failed under scrutiny.

Advanced Impostor (+2 Ability Bonus)

Your talent for disguise has markedly improved, allowing you now to add your Ability Bonus to Disguise tests. You also gain the ability to mimic voices and replicate physical mannerisms with uncanny accuracy. Your greater level of skill allows you to force others to retake successful Perception tests in order to detect your disguise.

Mastered Impostor (+3 Ability Bonus)

You are capable of making a personal transformation that can seem almost magical. When you make Disguise tests, you treat any 0 picked as a 5 instead. When others make Perception tests to see through your efforts, they must treat any 9 picked as a 4.

ITINERANT

You have travelled with one of several nomadic communities that exist in Northern Magnamund. During your time on the road, you picked up a few tricks and secrets that they do not readily share with anyone outside their close-knit community. You will always find refuge with the nomadic peoples of Magnamund, although locating them when you need to can often be challenging.

Using Itinerant

You may pick one Weapon from your Starting List. When wielding a weapon of this type, you gain a +1 to your COMBAT SKILL and may increase the rating of one of its qualities by 1, if it has any.

Advanced Itinerant (+2 Ability Bonus)

Your time spent with the nomadic communities continues to provide you with benefits even though you no longer travel with them. You may pick any one Scholar Ability from the list on page 119. You gain its basic use as if you had the Ability yourself. However, this Scholar ability can never be Advanced or Mastered.

Mastered Itinerant (+3 Ability Bonus)

You were taken into the inner circle of the nomadic family who temporarily adopted you and some of their most precious lore was revealed to you. You may now choose any one Magical Ability from the list on page 107. You gain its basic use as if you possess the Ability yourself. However, this Magical Ability can never be Advanced or Mastered.

MEAN STREETS

You are very street wise and well equipped and suited to survival in an urban environment. You have an empathy with the downtrodden and the homeless, as you have experienced their predicament and plight yourself during your early life.



Using Mean Streets

You can ignore the need for Meals if you are in a settlement with a population in excess of 1000 people, for you are able to scavenge sufficient food and water on the streets to sustain and maintain your health. You gain your Ability Bonus on Survival tests in urban areas. You might also make a Mean Streets test to find your way about the lower-rent parts of town, or to have dealings with the downtrodden.

Advanced Mean Streets (+2 Ability Bonus)

Living on the streets for long periods has given you a unique insight into the culture of the urban dispossessed. Once per adventure, you may spend a point of Adventurer to call upon your street contacts for one piece of information or one favour that is within their power to grant. The Narrator will decide what is possible in your given surroundings when you choose to exercise this ability.

Mastered Mean Streets (+3 Ability Bonus)

You are completely in your element when you find yourself in an urban street environment. In any settlement larger than 1000 people, you can re-test any failed Stealth or Survival test. However, you must adhere to the second result.

Your advanced resourcefulness means that you never lack for a weapon and can always find something to serve as a make-shift Mace or Dagger when it is needed. The choice of improvised weapon type is entirely at your discretion. As a consequence, you always count as armed no matter where you are, including a barren wilderness. The exceptions to this rule are the Darklands of Northern Magnamund and the Doomlands of Naaros.

PARKOUR

Parkour, or city-running, is a holistic training discipline using movement that developed from military obstacle course training. Parkours aim to get from A to B in the most efficient way possible. This is done using only your body and your environment for propulsion, with a focus on maintaining as much momentum as possible while still remaining safe. Parkour can include obstacle courses, running, vaulting, jumping, climbing, swinging, rolling, quadrupedal movement and the like, depending on what movement you deem to be most suitable for any given situation.

Using Parkour

When you are in an urban environment, you never suffer penalties to Acrobatics tests or COMBAT SKILL due to obstacles and terrain. You can also use the Charge technique, even if you cannot normally use techniques, and you can use it for free so long as you are in a settlement of any size.

Advanced Parkour (+2 Ability Bonus)

Your agility has greatly improved after years of practice. You automatically succeed at any Acrobatics skill test with a Difficulty of

8 or less. In an urban environment, you can use your surroundings to move 2 Range Bands in a single turn. You can also make optimum use of the terrain to automatically and safely evade combat in such an environment.

Mastered Parkour (+3 Ability Bonus)

You are able to move through urban environments with remarkable speed. You may now spend a round of actions and move 3 Range Bands. If this brings you to Melee Range, you may initiate an exchange in the same turn.

PRIVATEER

You possess Letters of Marque, an official sanction that permits you to go after other scoundrels and seize their stolen loot. Most Privateers are former pirate captains who operate on the open ocean, but there are also Land and Wilderness Privateers.

Using Privateer

As a Land and Wilderness Privateer, you are entitled to keep 25% of any loot you recover from thieves and brigands and return to the authority which issued your Letters of Marque. Over the years, your challenging and dangerous profession has hardened you significantly, adding +1 to your COMBAT SKILL and WILLPOWER scores.

Advanced Privateer (+2 Ability Bonus)

Your years spent scoundrel-trapping have educated you in the ways of the criminal underworld. You may add your Ability Bonus when using Sage to research thieves, black markets and criminal activities. Your share of seized loot has now increased to 30%.

Mastered Privateer (+3 Ability Bonus)

You are a Mastered Privateer. Royal Courts seek your help in dealing with the most notorious of brigands. If you are an experienced seaman, a fully crewed sailing ship will be placed at your disposal and you are authorised to fly the flag of the realm that has commissioned you to act as a Privateer on its behalf. If you wish to remain a Land or Wilderness Privateer, a wagon complete with an iron cage and horse team will be placed at your disposal. You receive Letters of Marque from your sponsor, which you can use to gain free lodging in any town or port that recognises your writ of authority. Your share of seized loot has now increased to 40%. You also gain +2 to your ENDURANCE score.

RAT CATCHER

Nobody considers your profession to be a noble one, but ridding a town or city of its vermin is a service which benefits its inhabitants greatly.

Using Rat Catcher

You may make a Rat Catcher test to track down their prey and set traps for them. You gain your Ability Bonus when doing so.



Rat Catchers are expert at using bladed weapons and poisons to kill their quarry. You may choose Dagger, Short Sword or Spear. When wielding your choice of bladed weapon, you gain +2 to your COMBAT SKILL. You may also obtain rat poisons from state approved apothecaries free of charge. You are licensed to use poison in the course of your work; they may not be used on humans under any circumstances. To do so will render you liable to arrest, detention, a heavy fine, loss of your livelihood and, in some circumstances, may result in your public execution.

Advanced Rat Catcher (+2 Ability Bonus)

Your frequent exposure to unsanitary locations has built up your resistance to infection and disease. You may add your Ability Bonus to any resistance tests made to resist poisons and diseases.

Mastered Rat Catcher (+3 Ability Bonus)

Little escapes your notice when you are engaged in the business of finding and eradicating vermin. Your skills now extend to humans as well. You can track down your quarry even if they are skilled at avoiding common methods of tracking. You are able to see clearly in the dark out to Short Range, and partially so out to Long Range.

SPRINGER

You have a quick mind and super quick reflexes. You are capable of very fast movement, especially when caught by surprise.

Using Springer

In any combat that initiates as a result of ambush or surprise, including combats where you are capable of acting in the Surprise Round due to some other Ability or trait, you gain a bonus equal to 1 plus your Ability Bonus to COMBAT SKILL for the duration of the battle. This increase affects your position in the Order of Battle.

Advanced Springer (+2 Ability Bonus)

You are able to channel the rush of adrenaline that occurs when you are subjected to an ambush or surprise, further enhancing your already-fast reflexes. You gain your Ability Bonus to your Defence during battles that commence immediately after you have been surprised or ambushed.

Mastered Springer (+3 Ability Bonus)

You have developed complete control over your natural fear reflex. You are now immune to fear from any source, including magical abilities used against you. Once per adventure, you can choose to gain the above bonuses to Defence and COMBAT SKILL for the duration of one combat, regardless of whether or not the combat initiated as a result of ambush or surprise.

STAND & DELIVER

Through a combination of overt style and covert intimidation, you can issue commands that most people will feel compelled to obey without hesitation.

Using Stand & Deliver

You may issue a simple order (surrender, drop your belongings, hand over the item, or similar) and make a WILLPOWER test (Difficulty 8). If you succeed, your target(s) must spend up to 1 minute obeying your command. Stand and Deliver cannot be used in combat.

Stand & Deliver will not work on Darkspawn, Drakkarim, undead or beings that are immune to fear. A target may spend 1 WILLPOWER to ignore your command. No target can be affected by this ability more than once per adventure. You might make a Stand & Deliver test to threaten or coerce a target too.

Advanced Stand & Deliver (+2 Ability Bonus)

Your charisma and your persuasive skill have become more effective. You may now add your Ability Bonus to your WILLPOWER test when using this ability.

Mastered Stand & Deliver (+3 Ability Bonus)

You have mastered the art of beguiling and intimidating your targets to a near-irresistible level. Only Undead are completely inured to your mastery of Stand & Deliver. When you use this ability on Darkspawn and Drakkarim, you have to spend one 1 WILLPOWER as a consequence of the intense focus that is required of you to overcome their natural resistance.

THIEVES' GUILDS BUSINESS

You are very familiar with how Thieves' Guilds organize their members and work the streets of Magnamund's cities.

Using Thieves' Guilds Business

When you are in any settlement with a population in excess of 5000 people, you are able to locate a Thieves' Guildhall, or a member of a Thieves' Guild, that is willing to provide Meals and a place to sleep for you and your allies. Of course, this service does not come free of charge!

You might make a Thieves' Guilds Business test to find out gossip or rumour whilst there, or to determine what you know of the local Thieves' Guild and its members.

Advanced Thieves' Guilds Business (+2 Ability Bonus)

Your friends in low places can vouch for you with corrupt law enforcement officers and officials, and fence any goods you may be looking to dispose of for a good price. When you use Influence, Vocation or Investigate in a settlement with more than 5000 inhabitants, you may add your Ability Bonus to the tests.

Mastered Thieves' Guilds Business (+3 Ability Bonus)

Thieves' Guilds are powerful clandestine organisations and can leverage a lot of influence with the right people at the right time. Once per adventure, you can take advantage of this influence for



your own ends in any settlement with more than 5000 inhabitants. This Ability can be used to free someone (such as you and your allies) from prison, hire a mercenary for 7 days or persuade a city official to take your side in a dispute or other such matter.

Keep in mind that Thieves' Guilds are not charities. Whatever benefit you obtain from them, you will be expected to repay with interest in the not-too-distant future. Narrators are encouraged to make said repayment and interest both interesting and a little awkward.

TRAILBLAZER

You are a skilled scout and an experienced traveller. You are capable of finding the safest and speediest route across difficult or treacherous terrain.

Using Trailblazer

You begin play with a Quarterstaff and a Mapmaker's Kit. You are skilled in the use of both. You also gain a +2 to your ENDURANCE score. You might make a Trailblazer test to find your way in the wilderness, or learn something about your environment or route.

Advanced Trailblazer (+2 Ability Bonus)

Your growing ability as a Trailblazer permits you to ignore the need for Meals when you are travelling in wilderness environments, and you may now use Trailblazer as an Ability Trump for Survival tests made in the wild.

Mastered Trailblazer (+3 Ability Bonus)

No known route is impassable to you, and if no known route exists in any given area of wilderness, then you will make one. Your unique ability is much sought after by cartographers wishing to map uncharted areas. You can always move normally, even in combat situations, and you never need to make Acrobatics tests due to obstructions. In addition, the years you have spent blazing trails in the wild has resulted in an increase of your ENDURANCE by a further +2.

WAGES OF SIN

You have developed a keen ability to pilfer and can usually secure for yourself the most valuable items in any given area without getting caught.

Using Wages of Sin

Part of this questionable skill provides you with the ability to Steal. You may perform a Steal test on a chosen target. This test can only be carried out if the target is unaware of your presence when the theft is first attempted. You and your target both make opposed COMBAT SKILL tests. If your score is equal to or higher than your opponent's, you steal 1-9 Gold Crowns or a random Backpack Item without being detected. If your test is lower, you are caught red-handed by your would-be victim.

Advanced Wages of Sin (+2 Ability Bonus)

You may add your Ability Bonus to any Steal tests you attempt. In addition, a failed Steal test does not result in you being detected and you can make a second attempt. If you fail this second time, you are detected as normal.

Mastered Wages of Sin (+3 Ability Bonus)

Your ability to identify valuables and attempt to steal them is preternatural. When you succeed at a Steal test, you can always get 9 coins (assuming your target has that many), a piece of jewellery that the target is wearing or one Backpack Item of your choice. This means you will get to learn the contents of a target's backpack before you choose the item you steal.

WAYLAY

There are times when bringing your opponent down does not necessarily mean killing them. Often it is better to incapacitate a foe, as dead enemies will not enable you to demand a ransom for their release.

Using Waylay

You may claim any melee exchange you make as a Waylay attempt. If the exchange reduces your target to 0 ENDURANCE, they are not slain but rendered unconscious instead. If the attack does not take your opponent to 0 ENDURANCE, it will only do half its normal damage. This is the price you must pay for pulling your punches!

Waylay can only be used on living targets and only while you are using your bare hands or wielding a blunt weapon. If you attempt to Waylay a Grouped Enemy, you can only render one of them unconscious; the others are slain.

Advanced Waylay (+2 Ability Bonus)

Your greater skill allows you to add your Ability Bonus to your ENDURANCE damage on Waylay attempts. If your attempt fails, you cannot add this extra damage.

Mastered Waylay (+3 Ability Bonus)

You may now attempt to Waylay your opponents with any kind of weapon. If you should fail to Waylay a single target, or a Grouped Enemy, you may now elect to inflict no damage instead of half damage. This will allow you to try again to subdue your foes if you so wish.

WHISPERS

You are privy to rumours, secrets, and gossip. This often allows you to put what other people know to good use.

Using Whispers

When it is feasible for you to seek information from others, you may add your Ability Bonus to Investigate, Occult and Sage tests.



Advanced Whispers (+2 Ability Bonus)

Your powers of deduction provide you with a further insight into gathered information. Pick either Investigate, Occult or Sage. You may now use this ability to gain an Ability Trump for the chosen skill.

Mastered Whispers (+3 Ability Bonus)

You have obtained a wealth of reliable sources of information about all manner of subjects. When seeking new information from people you meet for the first time, your past experience can be put to great effect. You no longer need to go in search of sources of information; invariably these sources will seek you out and willingly share with you what they know, or at least what they believe to be true. You may now use Whispers as an Ability Trump for Investigate, Occult and Sage Skill tests.

SCHOLAR ABILITIES

Scholar Abilities are abilities gained through wisdom or hard study, and are most often possessed by sages, adepts and other studious types.

- Academician
- Aficionado
- Air of Authority
- Alchemy
- Ancient Lore
- Bad Medicine
- Craftsman
- Discern Flaw
- Discerning Sight
- Goldwise
- Healer
- Higher Calling
- Interrogator
- Kingdom of Tomes
- Master Scribe
- Polymath
- Rapier Wit
- Stargazer
- Uncommon Sense
- Wild Rapport

ACADEMICIAN

Intellectuals often form societies in a similar way that wolves form packs. They gather together, discuss their work, acknowledge a leader and agree to keep each other's confidences. These secret societies exist all over Magnamund, mostly centred in capital cities and locations of concentrated political power.

Using Academician

With this ability, you are a low-ranking member of your society yet held in high regard. This elite status provides you with a +1 bonus you can permanently apply to any one characteristic (COMBAT SKILL, ENDURANCE or WILLPOWER).

You and the Narrator can determine the particulars of your intellectual society, including its geographical location, its goals and its perceived rivals. When you first gain this Ability, you may not know all of the details of your association, but this is one of the reasons they are called secret societies.

Advanced (+2 Ability Bonus)

You have worked your way up the ranks and you are now a full member of your secret society. Although you are not yet a part of its inner circle, you now know some valuable secrets and have access to resources that were previously denied to you. This enables you to obtain for free one Superior version of any item on your Starting List at the beginning of an adventure, as long as you have access to a settlement with a population of no fewer than 1000 people. You also gain another +1 permanent bonus to a characteristic of your choice.

All of these benefits come at a price that must be paid. Your secret society can and will call upon you for assistance, occasionally at rather inconvenient times.

Mastered (+3 Ability Bonus)

Your high Rank has now been recognized by your superiors. You are invited to join your secret society's inner circle, a significant event which could form the basis of an adventure in its own right. Your access to the greater secrets of your accomplished society provides you with an additional +1 bonus to a characteristic of your choice.

AFICIONADO

You have a favourite subject that fascinates you above all others. You are committed to finding out everything you can about it and collecting any objects you can find that are associated with it. When you gain this ability, specify your chosen subject.

Using Aficionado

Your tireless and obsessive devotion to your chosen subject has granted you a permanent +1 to your WILLPOWER. If you spend at least 10 minutes each day pursuing your interest, you regain an extra WILLPOWER point when you take a minimum of 4 hours sleep. You are free to decide upon the precise nature of the object of your obsession.

Advanced Aficionado (+2 Ability Bonus)

The process of striving to discover more and more about your favourite subject has improved you in several ways, including physically. You gain a permanent +1 to ENDURANCE, and if you spend 1 hour per day pursuing your interest, you regain 2 extra WILLPOWER points when you take a minimum of 4 hours sleep.

Mastered Aficionado (+3 Ability Bonus)

You are the most devoted of any Aficionado of your favourite subject. It is your overriding passion in life, and you are proud and grateful for the benefits and insight you have gained as a consequence. Whenever you make a Sage, Investigate, Occult or Vocation Skill test and pick a 9, you instantly regain 1 WILLPOWER point. You can only benefit from this three times per adventure.



AIR OF AUTHORITY

You have a commanding air about you, causing folk to stop and listen to what you have to say.

Using Air of Authority

By spending 1 WILLPOWER, you can become very charismatic and commanding for 1 minute. Your first Influence test made during this time automatically succeeds if the Difficulty is 8 or less. In addition to this, normal animals will not attack you and most sentient beings will listen intently to anything you say.

Advanced Air of Authority (+2 Ability Bonus)

Your Air of Authority has become longer lasting and more effective. It now lasts 5 minutes per point of WILLPOWER spent and ensures that you automatically succeed on as many as three Influence tests taken during this time period. If you make a reasonable suggestion while your Air of Authority is active, sentient beings with lower WILLPOWER scores than your current value will automatically obey you.

Mastered Air of Authority (+3 Ability Bonus)

Your Air of Authority is strong enough to serve as a defence against unwanted psychic effects. Any time that you would otherwise be affected by a psychic power or ability, you can spend 1 WILLPOWER to override it. The Narrator is free to rule that some beings are too powerful for you to resist this way.

ALCHEMY

You have a gift for fundamental alchemy, the science of elemental transmutation.

Using Alchemy

The experience you have gained from your past experiments allow you to always add +1 to the effects of any potion that increases or restores your characteristics. You might make an Alchemy test to identify a potion, or to conduct some sort of experiment involving chemicals.

Advanced Alchemy (+2 Ability Bonus)

You can now create potions, though materials may not always be easy to find. In any wilderness setting, you can always find enough raw materials to create the equivalent of a Potion of Laumspur. It takes you 4 hours to create one dose. Each potion is a Backpack Item. You may create no more than two potions per adventure. The Narrator will determine if you can create other potions with beneficial effects that are different to Laumspur, and what raw materials you will need to gather in order to do so.

Mastered Alchemy (+3 Ability Bonus)

Your mastery of alchemy has several advantageous effects. You gain a permanent +1 to your COMBAT SKILL, ENDURANCE, and WILLPOWER due to your years of research and experimentation.

You increase the numerical effects of any potion by an amount equal to your Ability Bonus. Any Potions of Laumspur you manufacture yourself are sufficient for 2 doses per bottle. Each two-dose bottle only takes up one Backpack slot.

ANCIENT LORE

You know some secrets that have been lost to present day scholars. You may be privy to secrets from the Age of Dragons, or be able to decipher and understand obscure elements of ancient Shianti language.

Using Ancient Lore

Whatever the source, the capacity of your mind has been expanded by this secret lore. You gain a permanent +2 bonus to your WILLPOWER.

Advanced Ancient Lore (+2 Ability Bonus)

Through long hours devoted to introspection and tireless study, you have further expanded on your knowledge of Ancient Lore. Your WILLPOWER is increased by an additional +1. You may retake failed Sage and Occult tests related to ancient history and lost wisdom.

Mastered Ancient Lore (+3 Ability Bonus)

Your deep understanding of the mysteries of the past provides you with profound enlightenment. You gain a further +2 to your WILLPOWER.

BAD MEDICINE

For most, poison is a dangerous hazard best avoided. For you, it is a source of endless fascination. You have studied venomous animals and insects, toxic plants, and myriad deadly substances. In the course of your research, you have deliberately ingested tiny amounts of toxins and venoms that have since immunized you from their deadly effect.

Using Bad Medicine

You may add your Ability Bonus to resistance tests against poisons. You begin play with one Potion of Gallowbrush (Backpack Item, one dose). You might make a Bad Medicine test to identify a poison or work out a likely antidote.

Advanced Bad Medicine (+2 Ability Bonus)

Your studies and experiments have further strengthened your immune system, allowing you to add your Ability Bonus to resistance tests versus disease.

Mastered Bad Medicine (+3 Ability Bonus)

You have become immune to non-magical poisons of all kinds. You are also proficient at manufacturing and using your own poisons too. In any given locale, you can always find enough raw materials to create a dose of poison with an effect identical to either

Gallowbrush or Graveweed. It takes a minimum of four hours to create such a potion. Each dose of created poison is a Backpack Item. You may create no more than two potions of poison per adventure.



The Narrator will determine if you can create poisons with effects different to those stated previously, and what raw materials you will need to gather in order to do so.

CRAFTSMAN

Skilled craftsmanship is recognised and admired throughout Magnamund. You have the ability to create original works of art and functionality.

Using Craftsman

You may add your Ability Bonus to any Crafting or Tinkering tests you make. You also gain 10 Gold Crowns at the start of every adventure from a work of art that you have sold in the interim.

Advanced Craftsman (+2 Ability Bonus)

Your skills have steadily improved through use and accumulated experience. You may now use Craftsman as an Ability Trump for any Crafting or Tinkering test. The bonus Gold Crowns that you receive at the start of an adventure increases to 20.

Mastered Craftsman (+3 Ability Bonus)

You are now a master craftsman. You never need to take a skill test to create normal items provided you have the materials and facilities needed to do so. You can now improve existing items, transforming them from normal quality to Superior quality. This improvement costs 100 Gold Crowns per item and takes you a number of hours equal to 1 plus a random number. This improvement does not require a skill test.

DISCERN FLAW

You have a keen eye for detecting flaws in physical objects, whether they are the signs of a forgery, of prior damage or a weak spot in armour to exploit in battle.

Using Discern Flaw

As a physical action, you can study an object or an opponent of up to human size. This requires the expenditure of 1 WILLPOWER point and a WILLPOWER test. The difficulty of the test is 2 plus the target's Defence.

In the case of an inanimate object, assume that wood has Defence 2, stone Defence 4 and metal Defence 6. The Narrator may see fit to modify these values according to the circumstances.

Success on this test doubles the next Combat Result Table 'E' entry you obtain in battle against your opponent. If the target of the test is an object, you successfully break or significantly damage it the next time you strike it, if you wish to do so.

Advanced Discern Flaw (+2 Ability Bonus)

Your skill at spotting weakness has improved significantly. You may now add your Ability Bonus to your WILLPOWER tests for this Ability.

Mastered Discern Flaw (+3 Ability Bonus)

Once you spot a flaw, you never lose track of it. Success with this ability now allows you to double your Combat Results Table results against this target for the duration of the current combat. If your target manages to escape you, you will gain a +1 to all Discern Flaw tests made against it in the future.

DISCERNING SIGHT

You have very keen eyesight and a fine intellect. You are able to retain a wealth of detailed knowledge. Your memory is such that there is little of what you see that you cannot later recall in photographic detail.

Using Discerning Sight

You may add your Ability Bonus to all Investigate and Perception Skill tests. This Ability also provides you with the skill needed to track prey too.



Advanced Discerning Sight (+2 Ability Bonus)

You have worked tirelessly to hone your senses to a point where the smallest detail of what you have seen or learned can be of great help to you in any given situation. You may now use Discerning Sight as an Ability Trump for Investigate and Perception.

Mastered Discerning Sight (+3 Ability Bonus)

Very little escapes your attention and, when you muster all the facts you know about a given topic or situation, your conclusions are almost always correct. Once per adventure, you can automatically succeed at an Investigate or Perception Skill test.

GOLDWISE

You have a good grasp of your personal finances and you can always find ways to stretch your resources.

Using Goldwise

You gain a second money pouch (also capable of holding 50 Gold Crowns), one extra Starting Item, and the maximum amount of gold listed for your Archetype. If you choose this Ability after the start of the campaign, you still get the free item, the extra pouch but only 10 additional Gold Crowns. You may make a Goldwise test to negotiate or haggle, so long as money is involved in some way.

Advanced Goldwise (+2 Ability Bonus)

You are skilled at acquiring and conserving your money, and you always spend it wisely. When you purchase gear or pay for services, you always pay 20% less (rounded down to the nearest Gold Crown, to a minimum of 1 GC). Sellers with private stocks always make them available to you, if you request to see them.

You may choose one item you already own. Your financial acumen has enabled you to acquire a Superior version of it. This Superior version replaces the original item and costs you nothing extra. See page 156 for more about Superior items.

Mastered Goldwise (+3 Ability Bonus)

You are an expert at negotiating and you always make sound financial decisions. You pay 50% less for everything you buy, and when you search for rare goods, you always find them if they exist and are available. Every item you now own is of Superior quality (if it can be upgraded to Superior).

HEALER

You have a natural aptitude for healing and a good knowledge of beneficial herbs and potions.

Using Healer

You gain the Medicine skill, if you do not have it already. Whenever you use the Medicine skill to heal someone, you restore an additional point of ENDURANCE. If you are treating the effects of

poison or disease, your patients may add +1 to their next resistance test to overcome their condition.

Advanced Healer (+2 Ability Bonus)

Your healing skills provide you with an ability to draw upon natural resources in your environment and assist ill or injured patients between scenarios. You begin every adventure with a Potion of Laumspur and a Healer's Bag. Your patients can now be healed by up to 10 ENDURANCE per day as a consequence of your care and attention, rather than 5.

Mastered Healer (+3 Ability Bonus)

Once per adventure, you may attempt to restore life to a slain ally. The ally cannot have been dead for longer than 10 minutes, you cannot be in combat, and you must spend 1 minute, a Potion of Laumspur (or other healing potion) and 3 WILLPOWER points in order to make the attempt. You may then spend a point of Adventurer to succeed automatically, otherwise, use the following procedure: the Narrator picks a random number and adds from 0 to 3, depending on the severity and circumstances of the death. You choose a random number and add your Ability Bonus. You may deplete a Healer's Bag to add an additional +1. If you succeed, your patient returns to life with 1 ENDURANCE, but will remain unconscious for a number of hours equal to a Random Number +1. If you fail, they die as normal.

HIGHER CALLING

You draw great strength from your faith.

Using Higher Calling

Once per adventure, you can spend 5 minutes in silent meditation and prayer. If you complete this meditative period without interruption, you may pick a random number and regain ENDURANCE and/or WILLPOWER points (in whatever combination you choose) equal to this number.

Advanced Higher Calling (+2 Ability Bonus)

You have become markedly more faithful, allowing you to add your Ability Bonus to the random number you choose. If you also spend a point of Adventurer when you use this Ability, you gain your Ability Bonus as a positive modifier to your COMBAT SKILL for 1 hour, or until the end of your next battle, whichever is sooner.

Mastered Higher Calling (+3 Ability Bonus)

You have mastered several rituals of faith and can call upon the most holy of them in times of great need. You can choose to forego this Ability's normal use and spend a full round's worth of actions invoking your divinity directly. If you do so, your ENDURANCE or WILLPOWER (your choice) is restored to its full value. However, this will expend your use of Higher Calling for the rest of your current adventure.

INTERROGATOR

You have ways of making people talk. More importantly, you have ways of making people tell you what you need to know.

Using Interrogator

When you are using the Influence skill to convince an unwilling subject to cooperate with you, you may add your Ability Bonus to the test. The stubbornness and attention to detail that are required to be an effective interrogator grants you a +1 bonus to your WILLPOWER.

Advanced Interrogator (+2 Ability Bonus)

You almost always know when someone is telling a lie, unless they are using magic to cover their deception. However, knowing that someone is lying does not mean you will know what the truth is. Subjects with the Stealth skill can try to make a Difficulty 10 test to deceive you.

Mastered Interrogator (+3 Ability Bonus)

With enough time, you can erode the will of anyone who tries to resist your interrogation. Once per hour you may spend 1 WILLPOWER and retake a failed Influence test that was made to coerce cooperation from a target. You may take these re-tests for as long as you wish to, so long as you can afford the 1 WILLPOWER cost each time – note that this is an exception to the normal rule about making only one re-test.

KINGDOM OF TOMES

You feel most at home in a library, more so than you do anywhere else.

Using Kingdom of Tomes

If you are in a library or any other repository of knowledge, and you are familiar with the language of the majority of its literary stock, you may re-take any failed Sage tests. You may also make a Kingdom of Tomes test to find a particular book in a library, or conduct similar researches.

Advanced Kingdom of Tomes (+2 Ability Bonus)

The comfort of being in the confines of a library provides you with a profound feeling of inner peace. This is similar to a meditative trance, and it grants you the ability to regain 1 expended point of WILLPOWER for every hour you remain in this repository of knowledge. You may only regain 8 points of WILLPOWER per day in this way.

Mastered Kingdom of Tomes (+3 Ability Bonus)

With such a wealth of knowledge at your command, there are few problems that you cannot fathom out a way of overcoming. You may automatically pass Sage tests with a Difficulty of 10 or less. The Narrator may rule that passing tests by this way requires one or more hours of research.

MASTER SCRIBE

You are either a professionally trained scribe or a very gifted amateur. You have exemplary writing skills, your sketch work is very clear and precise, and you understand the processes of bookbinding, ink making and parchment preparation.

Using Master Scribe

You begin play with a Scribe's Kit and you gain Sage as a free skill. If you already possess the Sage skill, you may take Investigate or Occult instead. If you already have these, you gain no additional benefit. You might make a Master Scribe test to compose a particularly inspired piece of writing, to appraise a musty old tome or analyse writing for signs of forgery.

Advanced Master Scribe (+2 Ability Bonus)

You can produce works of art with charcoal, quill, ink, parchment and canvas. This skill is very marketable and you can use it to generate 25 Gold Crowns in income before each adventure, so long as you are within reach of a buyer or a market for your work. These lucrative opportunities also enhance your studies; you may apply your Ability Bonus to Sage tests.

Mastered Master Scribe (+3 Ability Bonus)

Your calligraphic skills and your enviable reputation are well established. Your pre-adventure income rises to 50 Gold Crowns. You may use Master Scribe for an Ability Trump to the Sage skill.

POLYMATH

You may not know a great deal about any one specific subject, but you know a little about almost all subjects.

Using Polymath

Once per adventure, you may pick a skill you do not have and treat it as if you know it with a +1 Skill Bonus. The skill choice and bonus last until the end of the adventure.

Advanced Polymath (+2 Ability Bonus)

Your skills grow as you do, allowing you to add your Ability Bonus to tests made with the skill you choose. You can also spend an Adventurer point to choose a second skill this way. Both choices last until the end of the adventure.

Mastered Polymath (+3 Ability Bonus)

The greatest blessing for a Polymath is their ability to draw on a wealth of knowledge at the time they need it the most. Once per adventure, you may spend a point of Adventurer to automatically succeed at any one skill test, assuming the test has a realistic possibility of success.

RAPIER WIT

Although you are sometimes prone to adopting an overly intellectual attitude to the concept of battle, you are extraordinarily adept with your weapon of choice.



Using Rapier Wit

Pick any weapon from your Starting List. You may add your Ability Bonus to your COMBAT SKILL whenever you wield this weapon.

Advanced Rapier Wit (+2 Ability Bonus)

Like other academic pursuits in your life, you never cease to study the techniques of combat and the art of war. You may now add your Ability Bonus to your place in the Order of Battle. You may also select a second weapon to qualify for your Rapier Wit bonus. This weapon need not be from your Starting List – it may be any type of weapon you have personally encountered.

Mastered Rapier Wit (+3 Ability Bonus)

Your thorough study of close combat and war has provided you with a deep understanding of all combat techniques and battle strategies. You may choose any three techniques for your use (see the *Book of Kai Wisdom*, page 37 for the list). If you can already use techniques because of an Ability, or your chosen Archetype, you may now add your Ability Bonus to technique tests.

STARGAZER

You are able to read the stars and gain insight from the information contained within the constellations of Aon.

Using Stargazer

You gain 1 WILLPOWER for every hour you spend outside in the open air, under a clear night sky. This requires no action to achieve. You may also re-test any Luck tests taken on a clear night, though you must adhere to the second result. Your ability is negated whenever the stellar panoply of a night sky is obscured by cloud. You might also make a Stargazer test to observe celestial phenomenon, identify constellations and as a rudimentary means to navigate.

Advanced Stargazer (+2 Ability Bonus)

Your astrological readings are more precise and effective. Once per adventure, you can divine the stars to catch a glimpse of future events. This grants you one automatic success to any test with a Difficulty of 9 or less. You can provide this success to yourself, or to an ally, but if it is not used before the end of the adventure then it cannot be saved.

Mastered Stargazer (+3 Ability Bonus)

Your astrological insight is such that it allows you to literally cheat death. Once per adventure, when you or an ally within Long Range drops to 0 ENDURANCE, you may declare that you have had a Forewarning. The ENDURANCE loss, be it from a combat injury, a trap or another source, is completely negated as if it never happened. The recipient dodges the attack, avoids the trap, or whatever else is needed in order to put themselves out of harm's way. Continuing effects like poison and disease are not cured and may well still prove to be lethal at a later time.

UNCOMMON SENSE

There are many people who lack common sense, but you possess it in abundance. Uncommonly sensible, you often get a sinking feeling in the pit of your stomach when an idea or a course of action is unlikely to succeed.

Using Uncommon Sense

Once per adventure, you may ask a Yes or No question of the Narrator in regards to a plan or choice that crops up in the game. For example, while standing at a fork in the road, you may ask, "Does the left way lead to our goal?"

Advanced Uncommon Sense (+2 Ability Bonus)

Your senses have sharpened to the point where you are able to discern degrees of success and failure. Your question may now include a minor judgement call on the part of the Narrator. For example, you can now ask, "Which route is the safest way to get to our goal?" You may also spend Adventurer points to ask the Narrator additional questions during the adventure, at a cost of one point per question.

Mastered Uncommon Sense (+3 Ability Bonus)

Common sense and good judgement are your staunchest allies. After any Uncommon Sense question, you may make a Luck test. If you succeed, the question does not cost you the use of this ability or an Adventurer Point. You also gain a permanent +1 bonus to WILLPOWER to reflect the potency of your wisdom and experience.

WILD RAPPORT

You possess a wealth of knowledge about nature, especially flora and fauna.

Using Wild Rapport

When taking skill tests involving natural creatures and plant life, you may add your Ability Bonus. You also gain a Companion animal (see the *Book of Kai Wisdom*, page 80), one that will remain loyal to you for as long as you treat it well.

Advanced Wild Rapport (+2 Ability Bonus)

You may use Wild Rapport as an Ability Trump for skill tests involving natural flora and fauna. You may also add your Ability Bonus to your COMBAT SKILL when fighting hostile animals.

Mastered Wild Rapport (+3 Ability Bonus)

Your bond with your Companion is strengthened by your Mastery of this ability. Your Companion animal gains your Ability Bonus to its COMBAT SKILL and WILLPOWER. You may now spend 1 WILLPOWER point to share its senses for 1 minute. You can do this as a physical action as often as you wish, but the Companion animal must be within Far Range. Barriers do not block this bond, but magic may do so.

ADEPT

Adepts have the skill to wield magic and the innate gift to do so effectively. Large groups, like the Brotherhood of the Crystal Star, take in many skilled wizards when they are very young, educating them properly and saving them from the oft-dangerous world of attempting to learn magic on their own or with less scrupulous organizations.

Not every Adept is a self-taught mage. There are gatherings and circles in almost every nation in Magnamund, North and South, who follow their own traditions and train spellcasters according to their own ideals of magical perfection. Some are benevolent and open with their skills, like the Magicians of Delden, while others demand unwavering loyalty and obedience, like the Jadin Circle in Chai. Adepts usually owe a debt to their teachers, although this obligation does not always prevent them from having a rich and fulfilling life of their own beyond their oaths.

BEING AN ADEPT

The daily life of someone versed in the ways of magic can be a trying one if their gifts become obvious. Those with allies or a small college behind them might have some support if things get dangerous, but for the most part, Adepts are on their own. A few may prefer it that way, surviving as best they can on their own terms. These 'lone magi' include those rejected from larger organisations. More than a few failed Brothers of the Crystal Star and Magicians of Dessi carry on as Adepts.

Most Adepts, however, prefer safety in numbers. If they do not travel with other spellcasters, they often find allies to cover their weaknesses and offer their magical skills in exchange for protection and companionship. It is not unusual to see Adepts keeping eclectic company, serving as reserve firepower behind a group of bandits or an advisor to a merchant caravan. Intellect, magical power, and innate talents are all part of being an Adept. No matter where someone of this Archetype hails from, or what their true agenda might be, these character traits will never be far from the surface.

STEP ONE: CHARACTERISTICS

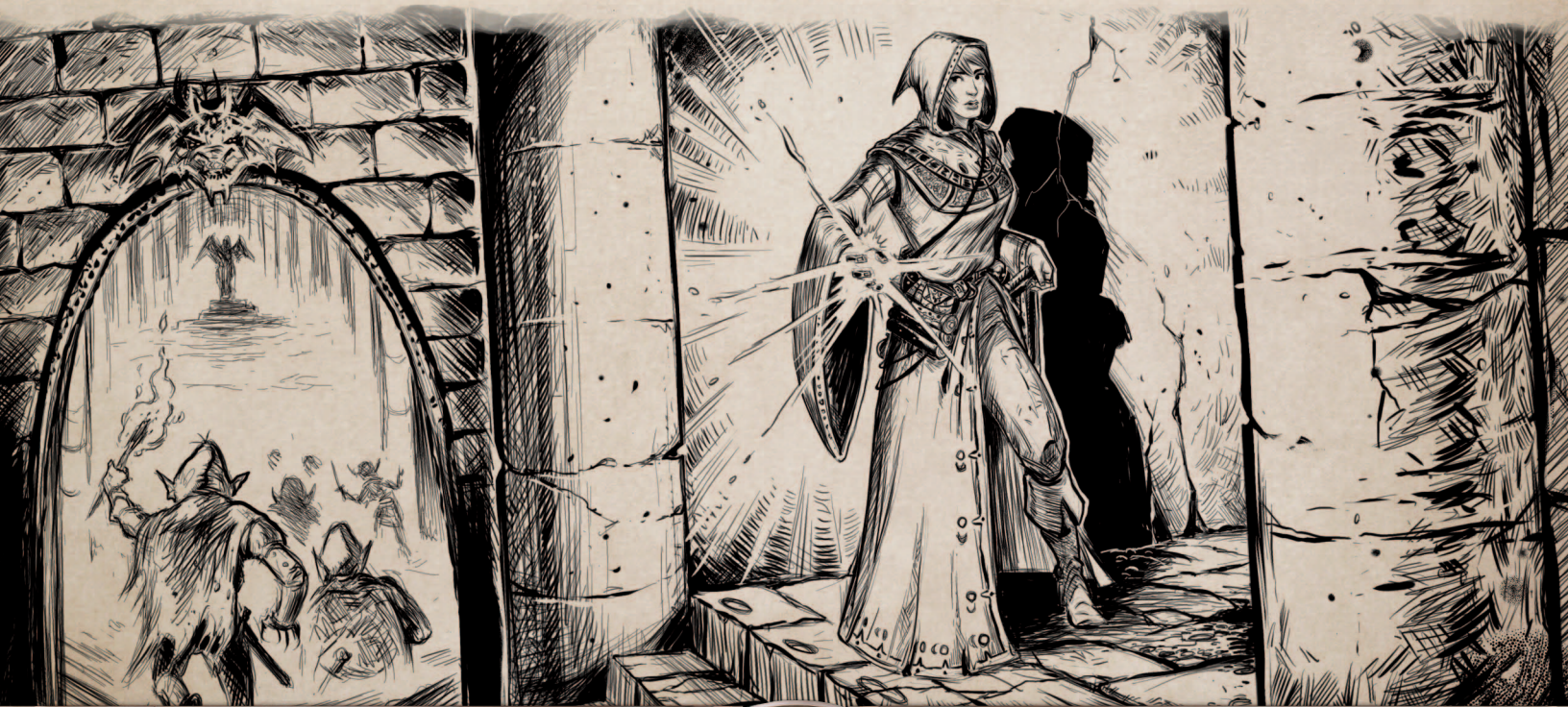
To find out what your Adept's COMBAT SKILL is, pick a random number. Add 5 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 5 and 14.

To find out what your Adept's ENDURANCE is, pick a random number. Add 15 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 15 and 24.

To find out what your Adept's WILLPOWER is, pick a random number. Add 20 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 20 and 29.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

You cannot use techniques.





STEP TWO: ADEPT ABILITIES

You begin the game as an Adept, a spellcaster with all the powers of magic and all the trouble they bring. Your level of training determines your Rank – you normally begin the game at Rank 5, a Spellcaster. While you have a long way to go before you can consider yourself to be a Mage or Magess, you are not an absolute beginner either, as your five Adept Abilities show. The Ranks of the Adepts, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Adept Abilities	Rank Title
1	Adept
2	Prestidigitator/Prestidigitatress
3	Galigali
4	Enchanter/Enchantress
5	Spellcaster (your character begins play at this Rank)
6	Obeah
7	Sortilege/Sortilegess
8	Gramaryer/Gramaryess
9	Conjurator/Conjuratress
10	Mage/Magess

First create a list of 10 potential Abilities from the following options.

- Any **SIX** Magical Abilities (see page 107)
- Any **THREE** Scholar Abilities (see page 119)
- Any **ONE** Ability from any chart

Then choose 5 of these Abilities to know at the start of the game. Having an Ability adds +1 to any tests made while using it during play. You will have a chance to learn other Abilities later. When you have chosen your 5 Abilities, write them down on your Action Chart.

STEP THREE: STARTING EQUIPMENT

- You wear comfortable travelling clothes and boots.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.

- If one of your Abilities provides you with a COMBAT SKILL bonus when wielding a specific weapon or limited set of weapons, you may choose **ONE** of those weapons to begin play with it.

You may also choose 3 items from the following list:

- Dagger (Weapon)
- Lantern (Backpack Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Quarterstaff (Weapon)
- Rope (Backpack Item)
- Scribe's Kit (Backpack item)

Adepts may not use conventional armour of any kind, nor may they use a shield.

STEP FOUR: SPECIAL BONUS – ADVENTURER

An Adept's Adventurer bonus affects their ENDURANCE and WILLPOWER.

Adventurer is always reset to an Adept's starting value at the beginning of an adventure. An Adept may regain spent Adventurer points at a rate of 1 per day, but only if that day is spent in undisturbed study with at least 2 hours of meditation and ritual focus. This is rarely possible during an adventure. See page 11 for how your Adventurer score is calculated.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR ADEPT

Pick a name for your Adept. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

ALCHEMIST

Alchemists exist throughout Magnamund, often going by different names. They are also known as apothecaries, healers, herbalists and chemists. They are skilled with tinctures, extracts and medicines of all kinds, though most specialise in a few specific forms of their craft. What unites them is their devotion to alchemy, regardless of the form it takes for them.

While their skills can easily mimic magic in some respects, Alchemists do not often have to suffer the same prejudice and distrust as Adepts and other spellcasters. Their gifts are generally thought of as being helpful and beneficial, a reputation mostly due to the healing properties of Laumspur. Laumspur, one of Magnamund's most prolific and widely-known herbal palliatives, has saved many lives over the centuries. Usually it is found in leaf form, potions and tinctures prepared by Alchemists who specialise in selling such draughts.

BEING AN ALCHEMIST

Their beneficial reputation is a generalisation. For every Alchemist crafting healing philters, you can find another distilling poisons from Graveweed or grinding up Alether berries for gladiators looking to enhance their fighting abilities. For Alchemists, the study of Alchemy is the only thing they truly have in common with one another; they differ from each other in almost every other way.



This is not to say that there are not small groups of Alchemists focused on achieving similar goals. There are many such associations and minor guilds located across Magnamund, the most notable being those that are housed in the Halls of Learning of Varetta. Travelling Alchemists may be part of one such organisation, albeit as field agents doing research or tasked with gathering rare components. The science of Alchemy is ever-changing and evolving, in much the same way as the natural world upon which it depends. New plants and compounds are constantly being discovered and refined, and each new discovery requires months or years of dedicated study and research to unlock its full potential.

Alchemist Heroes can be drawn from this adventurous stock. While few Alchemists can put up much of a fight in a physical brawl, their knowledge of chemicals and potions makes them quite capable of defending themselves in other, more subtle ways. There are few things more terrifying to a bandit looking for an easy mark than to find himself at arm's length from an Alchemist with a loaded Bor Pistol in one hand and a dagger smeared with Gnadurn sap in the other!

STEP ONE: CHARACTERISTICS

To find out what your Alchemist's COMBAT SKILL is, pick a random number. Add 5 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 5 and 14.

To find out what your Alchemist's ENDURANCE is, pick a random number. Add 15 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 15 and 24.

To find out what your Alchemist's WILLPOWER is, pick a random number. Add 15 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 15 and 24.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

You cannot use techniques.

STEP TWO: ALCHEMIST ABILITIES

You are an Alchemist, an intellectual craftsman with a gift for concocting potions and elixirs from natural resources. Your ability to heal is equal to your power to harm. Your level of training determines your Rank – you normally begin the game at Rank 5, a Potionsmith. While you have a long way to go before you can consider yourself to be an Elixiator, you are not an absolute beginner either, as your five Alchemist Abilities show. The Ranks



of the Alchemists, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Alchemist Abilities	Rank Title
1	Alchemist
2	Apothecary
3	Posologist
4	Pharmacopolist
5	Potionsmith (your character begins play at this Rank)
6	Provendur/Provendress
7	Succourer/Succouress
8	Nostrumer/Nostrumess
9	Concoctor/Concoctress
10	Elixator/Elixatress

First create a list of 10 potential Abilities from the following options.

- Any **TWO** Martial Abilities (see page 102)
- Any **THREE** Magical Abilities (see page 107)
- Any **THREE** Scholar Abilities, one of which must be Alchemy (see page 119)
- Any **TWO** Scoundrel Abilities (see page 113)

Then choose 5 of these Abilities to know at the start of the game. Having an Ability adds +1 to any tests made while using it during play. You will have a chance to learn other Abilities later. When you have chosen your 5 Abilities, write them down on your Action Chart.

STEP THREE: STARTING EQUIPMENT

- You wear comfortable travelling clothes and sturdy boots.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a COMBAT SKILL bonus when wielding a specific weapon or limited set of weapons, you may choose ONE of those weapons and begin play with it.

- If one of your abilities provides you with a Borese weapon, you begin play with a Bor Pistol and a Small Powder Horn, as described below.

You may also choose 5 items from the following list:

- Dagger (Weapon)
- Lantern (Backpack Item)
- Meal (Backpack Item)
- 2 Potions of Laumspur (Backpack Item, one dose each, counts as one choice)
- Potion of Alether (Backpack Item, one dose)
- Dose of Gallowbrush (Backpack Item, one dose)
- Quarterstaff (Weapon)
- Rope (Backpack Item)
- Scribe's Kit (Backpack item)
- Small Powder Horn (Special Item, contains 12 charges of Boom Powder)

Alchemists may not use conventional armour of any kind, nor may they use a shield.

STEP FOUR: SPECIAL BONUS – ADVENTURER

An Alchemist's Adventurer bonus affects their ENDURANCE, and either WILLPOWER or COMBAT SKILL. You choose which of the latter is affected at character creation; this choice is permanent.

Adventurer is always reset to an Alchemist's starting value at the beginning of an adventure. An Adept may regain spent points of Adventurer at a rate of 1 per day, but only if that day is spent with 6 hours of rest and then undisturbed study in a laboratory. This research time can also be used to produce potions, as the Narrator sees fit to allow.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR ALCHEMIST

Pick a name for your Alchemist. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

BOUNTY HUNTER

The pursuit of fugitives from justice for a reward or bounty is a profitable business in many areas of Magnamund, particularly in the Stornlands. Bounty Hunters are often stereotyped as a group of renegades, but this is neither wholly accurate nor fair. Many law enforcement agencies do not have sufficient manpower or resources to track down criminals who have evaded justice in their jurisdiction and they will often call upon the special talents of Bounty Hunters to do this difficult and dangerous work on their behalf. Fugitives can and will cross thousands of miles to evade capture. In so doing, they will likely enter a sovereign realm that does not have official ties with the land where they committed their crime, in the belief that this will put them beyond the reach of justice. Unlike the official law keepers of any given realm, Bounty Hunters can often enter a land where a fugitive has sought sanctuary and track them down without drawing undue attention to themselves in the process.

Bounty Hunters are a morally diverse group of professional man hunters. Some will only undertake a fugitive hunt after receiving an official warrant to do so. Others will start a man hunt by their own volition in order to capture and then deliver their prey to whoever has placed a bounty upon them, regardless of the severity or validity of their alleged crimes. In these instances, a Bounty Hunter may be acting as an agent of revenge for less-than-scrupulous entities. And there are those who will hunt down and kill their prey for the reward, whether or not they are guilty of any crime. This latter breed are more accurately known as Bounty Killers.

BEING A BOUNTY HUNTER

Successful Bounty Hunters have good tracking skills, many useful and well-established contacts throughout the territories in which they operate, a strong physical constitution, close combat experience, the command of several languages and excellent powers of reasoning and deduction.

It is often a lonely and dangerous profession, one that is not best suited to family men or women. Yet it can also be a highly lucrative profession, and it is invariably this aspect that entices suitable candidates to become Bounty Hunters. Most typically, Bounty Hunters have a limited career term by choice. They will set themselves a financial goal to achieve and, having met their target, they will retire from their work and establish themselves in more mundane, and far less dangerous, roles such as dwelling house landlords, innkeepers and shopkeepers.

There are, of course, some notable exceptions to this general rule. A few very special individuals pursue their careers over decades and become wealthy and famous as a consequence of their exceptional skills. This rare breed are known as Heroic Bounty Hunters.

STEP ONE: CHARACTERISTICS

To find out what your Bounty Hunter's COMBAT SKILL is, pick a random number. Add 15 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 15 and 24.





To find out what your Bounty Hunter's **ENDURANCE** is, pick a random number. Add 15 to this number and the result will be your **ENDURANCE**. Your starting **ENDURANCE** will be between 15 and 24.

To find out what your Bounty Hunter's **WILLPOWER** is, pick a random number. Add 10 to this number and the result will be your **WILLPOWER**. Your starting **WILLPOWER** will be between 10 and 19.

Once you have determined what your **COMBAT SKILL**, **ENDURANCE** and **WILLPOWER** scores are, enter them on your Action Chart.

Bounty Hunters can use techniques if their list of potential Abilities contains at least 5 chosen from the Martial list. They do not have to know all of these options at the start of the game.

STEP TWO: BOUNTY HUNTER ABILITIES

You are a Bounty Hunter, skilled at tracking and finding fugitives and either bringing them to justice, or delivering summary justice to them. Your level of training determines your Rank – you normally begin the game at Rank 5, a Roguefinder. While you have a long way to go before you can consider yourself to be an Enforcer, you are not an absolute beginner either, as your five Bounty Hunter Abilities show. The Ranks of the Bounty Hunters, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Bounty Hunter Abilities	Rank Title
1	Bounty Hunter
2	Rewardsmith
3	Solator
4	Deliverer
5	Roguefinder (your character begins play at this Rank)
6	Equaliser
7	Mantrapper
8	Castigator
9	Amercer/Amercess
10	Enforcer

First create a list of 10 potential Abilities from the following options.

- Any **THREE** Martial Abilities, one of which must be Enemy Lore (see page 102).

- Any **THREE** Scoundrel Abilities, one of which must be Bounty Hunting (see page 113).
- Any **THREE** Abilities from the Martial, Scholar or Scoundrel lists (see pages 102, 113 and 119).
- Any **ONE** Ability from any list.

STEP THREE: STARTING EQUIPMENT

- You wear hardy travelling clothes and boots.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 15. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a **COMBAT SKILL** bonus when wielding a specific weapon or limited set of weapons, you may choose **ONE** of those weapons to begin play with.

You may also choose 4 items from the following list:

- Mace (Weapon)
- Chainmail Hauberk (Special Item)
- Lantern (Backpack Item)
- Manacles (Backpack Item)
- Bow (Weapon)
- Quiver (Special Item with 12 arrows)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Sword (Weapon)
- Quarterstaff (Weapon)
- Battle Axe (Weapon)
- Rope (Backpack Item)
- Helmet (Special Item)
- Small Powder Horn (Special Item, contains 12 charges of Boom Powder)

STEP FOUR: SPECIAL BONUS – ADVENTURER

A Bounty Hunter's Adventurer bonus affects their **ENDURANCE** and **COMBAT SKILL**.

Adventurer is always reset to a Bounty Hunter's starting value at the beginning of an adventure. A Bounty Hunter may regain spent points of Adventurer at a rate of 1 per day, but only if at least 8 hours of that day are spent in pursuit of a fugitive with a Bounty on their head. 1 point is also regained whenever a fugitive is legitimately turned in and the reward is paid over. See page 11 for how your Adventurer score is calculated.



Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR BOUNTY HUNTER

Pick a name for your Bounty Hunter. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

DEVOUT

In the universe of Aon, the gods are real and worshipping them can provide the faithful with rewards of power. Some divine beings are benevolent, like God Kai and Goddess Ishir, while others are malicious and evil, like Dark God Naar. The Gods have concerns that reach far beyond Magnamund, yet their focus rarely strays far from this special planet because it holds the key to ultimate victory in the Great Struggle between the Gods of Light and Darkness.

The Devout are worshippers at both ends of the cosmic scale, fervent believers who venerate their chosen God (or Gods) to the exclusion of other professions or callings. Some Devout are leaders and gain a following of like-minded devotees, while others pledge themselves to their betters and live their lives in single-minded piety.

By their constant focus and faith, some Devout are able to channel the power of their divine patrons into magic they could never have otherwise mastered. Of those who receive such immense gifts, many are unprepared for their new power and break under the weight of its demands. The lucky ones among these poor, doomed souls simply expire and fade away. The rest invariably become insane, disfigured or are forced to bear the shattered remnants of their former-selves hidden within a fragile façade. Those of an evil disposition often reveal themselves through the enactment of monstrous deeds and deranged or depraved rituals.

BEING A DEVOUT

Heroes among the Devout rarely walk a tragic road. Their faith uplifts them and sets them on the path to salvation, both for themselves and others. Because the Gods of Aon rarely show their influence, and never do so directly without profound consequence, their faithful followers will usually only know them by supernatural feelings and periods of personal enlightenment. Magnamund rarely witnesses the enactment of divine miracles, even when those who are most devoted to their Gods beg for them to occur.

The Devout act as the surrogate hands of their Higher Powers. Goodly Devout are drawn to those who are suffering and they will do all in their power to heal the afflicted. When drawn into events of great import, they seek to sustain life and thwart evil. Heroic Devout are those who lay their lives down for those in urgent need. Many wield magic, but not all. The latter are armed with little more than their devotion and an unshakable determination to help in the Great Struggle between the forces of Good and Evil.





STEP ONE: CHARACTERISTICS

To find out what your Devout's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Devout's ENDURANCE is, pick a random number. Add 15 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 15 and 24.

To find out what your Devout's WILLPOWER is, pick a random number. Add 15 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 15 and 24.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Devout can use techniques in combat if their list of potential Abilities contains at least 5 chosen from the Martial list. They do not have to know all of these options at the start of the game.

STEP TWO: DEVOUT ABILITIES

You begin the game as a Devout, a person devoted to the Divine Powers of Aon. Your level of training determines your Rank – you normally begin the game at Rank 5, an Acolym.

While you have a long way to go before you can consider yourself to be a Cerobite, you are not an absolute beginner either, as your five Devout Abilities show. The Ranks of the Devout, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Devout Abilities	Rank Title
1	Devout
2	Cleric
3	Ordinand
4	Santon
5	Acolym (your character begins play at this Rank)
6	Postulant
7	Thurifier
8	Consecrator
9	Sacramentalist
10	Cerobite

First create a list of 10 potential Abilities from the following options

- Any **ONE** Scoundrel Ability (see page 113).
- Any **TWO** Martial Abilities (see page 102).
- Any **THREE** Scholar Abilities, one of which must be Higher Calling (see page 119).
- Any **FOUR** Abilities from any list.

STEP THREE: STARTING EQUIPMENT

- You wear comfortable travelling clothes, boots and a Holy Icon around your neck– a small medallion engraved with the symbol of your faith.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a COMBAT SKILL bonus when wielding a specific weapon or limited set of weapons, you may choose ONE of those weapons and begin play with it.

You may also choose 4 items from the following list:

- Mace (Weapon)
- Leather Vestment (Special Item)
- Lantern (Backpack Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Sword (Weapon)
- Quarterstaff (Weapon)
- Rope (Backpack Item)
- Helmet (Special Item)
- Scribe's Kit (Backpack item)

STEP FOUR: SPECIAL BONUS – ADVENTURER

A Devout's Adventurer bonus affects their ENDURANCE and WILLPOWER.

Adventurer is always reset to a Devout's starting value at the beginning of an adventure. A Devout may regain spent points of Adventurer at a rate of 1 per day, but only if at least 8 hours of that day is spent in prayer, either alone or with at least one other follower of their faith.

1 point is also regained when the Devout is directly involved in the defeat of a Darkspawn, Drakkarim, or Agarashi with both

COMBAT SKILL and ENDURANCE scores at least 5 points higher. Only 1 point a day can be regained this way. See page 11 for how your Adventurer score is calculated.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR DEVOUT

Pick a name for your Devout. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

EXPERT

Not every hero wields a sword, casts a spell or prays to the Gods for the power to defeat evil. Some fight using their wits and their wisdom. If knowledge is truly power then Expert Heroes are some of the most powerful champions on Magnamund. They have varying fields of expertise, but all Experts are masters at what they do and flexible enough to learn very quickly when the need arises. Experts are craftsmen, sages, investigators and administrators. Some are good with people, while others are most effective when left alone in the splendid isolation of their workshops and studies.

Experts may not be physically gifted, but one should never think of them as being weak or helpless. Most can defend themselves well enough from common threats, employing reason and clever tactics to thwart their adversaries. Yet they often perform to their best alongside stalwart allies, especially when their adventures take them out of their safe environs and thrust them into the wider, wilder world of Magnamund.

BEING AN EXPERT

Experts can be found in almost every nation and settlement on Magnamund; guildmasters and artisans, scholars and philosophers, academicians and sages. Some have been hardened by years of toil, while others have become somewhat soft and docile after spending their time ensconced in study and research at their desks. What they may lack in physical strength is often compensated for by their prodigious cerebral powers and their high social standing. What entices an Expert away from their professional pursuits and into the life of a Hero can be as varied as the many crafts and skills they master. Personal tragedy might drive a gifted artisan to take up his hammer in pursuit of vengeance. An untimely or unfortunate

political shift in a sage's home court may result in him being assigned to a band of visiting heroes from distant lands as a 'Royal Liaison' – which is often a nice way of being exiled with honour!. The how and why are just the beginning; fulfilment for an Expert Hero can be found in what comes next.



STEP ONE: CHARACTERISTICS

To find out what your Expert's COMBAT SKILL is, pick a random number. Add 10 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 10 and 19.

To find out what your Expert's ENDURANCE is, pick a random number. Add 10 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 10 and 19.

To find out what your Expert's WILLPOWER is, pick a random number. Add 20 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 20 and 29.



Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

You can use techniques if your Abilities list contains the Tactics Ability and any one other Martial Ability. You do not have to know both Abilities at the start of the game but you may not use techniques until you learn Tactics.

STEP TWO: EXPERT ABILITIES

You begin the game as an Expert, a person with a gift for some field of study and a passion for using their knowledge for good. Your level of training determines your Rank – you normally begin the game at Rank 5, a Meticulor.

While you have a long way to go before you can consider yourself to be a Sage, you are not an absolute beginner either, as your five Expert Abilities show. The Ranks of the Experts, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Expert Abilities	Rank Title
1	Expert
2	Loresmith
3	Ascertainor
4	Exactor/Exactress
5	Meticulor (your character begins play at this Rank)
6	Gharu/Gharuse
7	Prudencer/Prudencess
8	Etiologist
9	Professor
10*	Sage

*At Rank 10, you may pick a new skill. This skill has a bonus of +1. Gaining this skill does not increase the Skill Bonus of your previously learned skills.

First create a list of 10 potential Abilities from the following options.

- Any **ONE** Martial Ability (see page 102)
- Any **ONE** Scoundrel Ability (see page 113)
- Any **FIVE** Scholar Abilities, one of which must be Craftsman, Master Scribe or Kingdom of Tomes (see page 119)
- Any **THREE** Abilities from any list.

STEP THREE: STARTING EQUIPMENT

- You wear comfortable travelling clothes and boots.
- You carry a writing implement and a journal.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a COMBAT SKILL bonus when wielding a specific weapon or limited set of weapons, you may choose **ONE** of those weapons and begin play with it.

You may also choose 3 items from the following list:

- Mace (Weapon)
- Leather Vestment (Special Item)
- Lantern (Backpack Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Short Sword (Weapon)
- Quarterstaff (Weapon)
- Rope (Backpack Item)
- Scribe's Kit (Backpack item)

STEP FOUR: SPECIAL BONUS – ADVENTURER

An Expert's Adventurer bonus affects their ENDURANCE and WILLPOWER.

Adventurer is always reset to an Expert's starting value at the beginning of an adventure. An Expert may regain spent points of Adventurer at a rate of 1 per day, but only if at least 8 hours of that day are spent studying his or her skills and putting them to some non-combat use such as crafting artefacts, scribing documents or researching new skills.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR EXPERT

Pick a name for your Expert. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

MERCENARY

Mercenaries are professional soldiers for hire to the highest bidder. Sommerlund and Durenor have regular standing armies and do not normally hire mercenaries to fight for them. The opposite is true in the Stornlands where mercenaries are the preferred troops of choice of the kings and princes of that war-torn region. Mercenaries can be human or humanoid in origin. Most are human, but some of the best mercenaries in the Stornlands are Drodarin Dwarves and Ogrons. They are invariably skilled professional fighters and veterans of several campaigns. So long as they have been paid and are allowed to loot an enemy settlement that they have fought for and secured for their paymasters, they can be relied upon to stand firm under fire and fight to the best of their ability. Many specialise in a particular type of weapon with which they exhibit a high degree of expertise, but all, with few exceptions, will also have an above-average proficiency in swordsmanship.

BEING A MERCENARY

Mercenaries are notoriously selfish and avaricious individuals; their only true loyalties are to themselves and their mercenary company. This is because their personal wealth is wholly dependent upon their success in battle. Mercenaries will fight only if they are paid to do so. In some instances, the promise of substantial loot following the successful storming of a city, or the capture of an enemy army's baggage train, can be enough to persuade them to serve a paymaster for a reduced fee. Although they are professionally bound to serve those who pay them, it is not uncommon for mercenary companies to leave the battlefield prematurely if the tide of battle appears

to be turning against their side. Mercenaries who have not been fully paid by their paymasters can be notoriously fickle when called upon to fight. They may refuse the order to engage in combat, or they may simply turn their backs on their errant paymasters and march away, in keeping with the old Stornlands Mercenary adage: "No pay, no slay, no stay!"

STEP ONE: CHARACTERISTICS

To find out what your Mercenary's COMBAT SKILL is, pick a random number. Add 15 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 15 and 24.

To find out what your Mercenary's ENDURANCE is, pick a random number. Add 15 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 20 and 24.

To find out what your Mercenary's WILLPOWER is, pick a random number. Add 5 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 5 and 14.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Mercenaries can use techniques in battle, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).





STEP TWO: MERCENARY ABILITIES

You are a Mercenary, a warrior with strong skills in battle and a willingness to sell those skills to others. Your level of training determines your Rank – you normally begin the game at Rank 5, a Battler. While you have a long way to go before you can consider yourself to be a Veteran, you are not an absolute beginner either, as your five Mercenary Abilities show. The Ranks of the Mercenaries, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Mercenary Abilities	Rank Title
1	Mercenary
2	Rookie
3	Sentry
4	Scouter
5	Battler (your character begins play at this Rank)
6	Dog o' War
7	Militarist
8	Soldier of Fortune
9	Contractor
10	Veteran

First create a list of 10 potential Abilities from the following options.

- Any **SIX** Martial Ability (see page 102).
- Any **TWO** Scoundrel Abilities (see page 113).
- Any **TWO** Abilities from any list.

STEP THREE: STARTING EQUIPMENT

- You wear comfortable travelling clothes and sturdy boots.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 15. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a COMBAT SKILL bonus when wielding a specific weapon or limited set of weapons, you may choose ONE of those weapons and begin play with it.

You may also choose 4 items from the following list:

- Mace (Weapon)
- Chainmail Hauberk (Special Item)

- Helmet (Special Item)
- Lantern (Backpack Item)
- Meal (Backpack Item)
- Spear (Special Item)
- Potion of Laumspur (Backpack Item, one dose)
- Potion of Alether (Backpack Item, one dose)
- Sword (Weapon)
- Shield (Special Item)
- Short Sword (Weapon)
- Rope (Backpack Item)
- Warhammer (Special Item)

STEP FOUR: SPECIAL BONUS – ADVENTURER

A Mercenary's Adventurer bonus affects their COMBAT SKILL and ENDURANCE.

The Adventurer score is always reset to a Mercenary's starting value at the beginning of an adventure. A Mercenary may regain spent points of Adventurer at a rate of 1 per day, but only if at least 8 hours of that day is spent in weapon training or intense physical exercise in a suitable place to practice their skills such as a military training compound or mercenary guild hall. 1 point is also regained when the Mercenary is directly involved in the defeat of an enemy whose COMBAT SKILL is at least 5 points higher and its ENDURANCE score is at least 10 points higher. Only 1 point per day can be regained this way. See page 11 for how your Adventurer score is calculated.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR MERCENARY

Pick a name for your Mercenary. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

ROGUE

Rogues have a deservedly poor reputation but not all of them are thieves and cheats by choice. For many it is the only way of life they have ever known, the only way they have been able to survive in a difficult and hostile world. Others prey on them as much as they prey on those who are gullible, or vulnerable, or both. Whilst there are some who yearn to break free from the yoke of their dishonourable

existence, there are Rogues who revel in their outlawry and would never contemplate changing their ways. Not every Rogue is a villain, but there are those that easily qualify for this damning title. The exception are Rogue Heroes, the precious few who seek to do some good in the world of Magnamund despite their unfortunate circumstances. Their noble aspirations may provide the motivation needed to make them undertake extraordinary, exciting and worthy adventures.

BEING A ROGUE

Slyness and guile are a Rogue's stock and trade. Although capable of meeting most enemies head on, they prefer to defeat their foes with trickery and thereby avoid combat altogether. Some strike their targets from the shadows, whilst others like to weave a little magic into their mayhem. No two Rogues do things in quite the same way, but all Rogues are capable of carrying out great and terrible deeds. A noble Rogue might be a champion of the common people, a gentleman bandit preying upon arrogant members of high society to provide succour for the downtrodden and the helpless. Ignoble Rogues might be assassins or brutal thugs who never engage in a fair fight, and always choose to employ vile and underhand tricks to disadvantage and devastate their enemies. The line between good and evil may be indistinct for most Rogues, but Hero Rogues will always reveal their noble hearts and worthy natures when given the opportunity to do so.

STEP ONE: CHARACTERISTICS

To find out what your Rogue's COMBAT SKILL is, pick a random number. Add 15 to this number and the result will be your COMBAT

SKILL. Your initial COMBAT SKILL will be between 15 and 24.

To find out what your Rogue's ENDURANCE is, pick a random number. Add 15 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 15 and 24.

To find out what your Rogue's WILLPOWER is, pick a random number. Add 10 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 10 and 19.

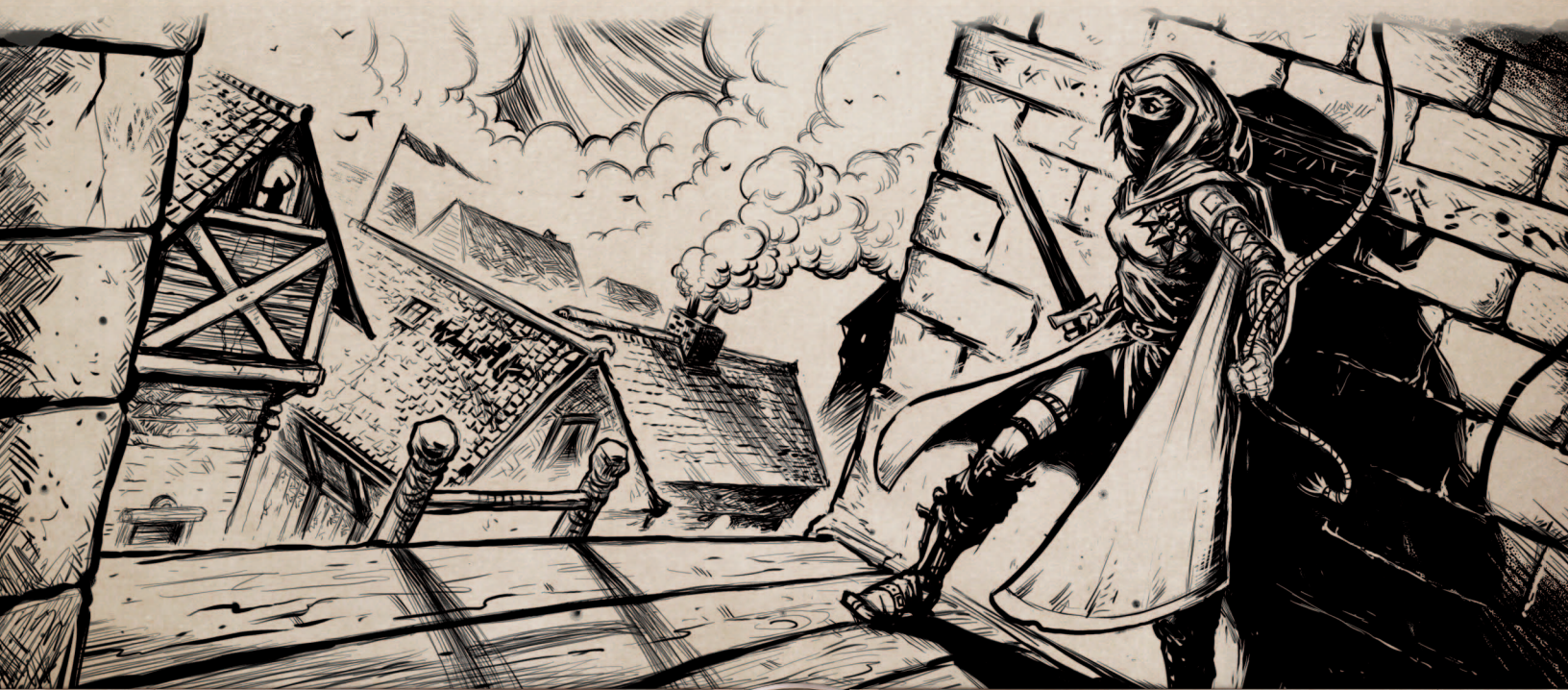
Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Rogues can use a select few techniques in battle: choose one at Rank 5, a second one at Rank 7, and a third at Rank 9. Once chosen, these techniques cannot be changed.

STEP TWO: ROGUE ABILITIES

You begin the game as a Rogue, a scoundrel with an affinity for deeds best done in the dark. Your level of training determines your Rank – you normally begin the game at Rank 5, a Rapsallion.

While you have a long way to go before you can consider yourself to be a Villain, you are not an absolute beginner either, as your five Rogue Abilities show. The Ranks of the Rogues, and the titles they are granted at each new Rank, are shown here.





Rank/Number of Rogue Abilities	Rank Title
1	Rogue
2	Cad
3	Rascal
4	Recreant
5	Rapscallion (your character begins play at this Rank)
6	Knave
7	Rake
8	Varlet
9	Blackguard
10	Villain

First create a list of 10 potential Abilities from the following options.

- Any **SIX** Scoundrel Ability (see page 113).
- Any **TWO** Martial Abilities (see page 102).
- Any **TWO** Abilities from any list.

STEP THREE: STARTING EQUIPMENT

- You wear basic clothes, a hooded cloak and leather boots.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 5. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a COMBAT SKILL bonus when wielding a specific weapon, or limited set of weapons, you may choose ONE of those weapons and start play with it.

You may also choose 5 items from the following list:

- Mace (Weapon)
- Dagger (Weapon)
- Bandolier (Special item, if you also choose Dagger, contains five other Daggers)
- Leather Vestment (Special Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Potion of Gallowsbrush (Backpack Item, one dose)
- Sword (Weapon)

- Short Sword (Weapon)
- Rope (Backpack Item)
- Bow (Weapon)
- Quiver (Special Item, contains six arrows)

STEP FOUR: SPECIAL BONUS – ADVENTURER

A Rogue's Adventurer bonus affects their COMBAT SKILL and ENDURANCE.

The Adventurer score is always reset to a Rogue's starting value at the beginning of an adventure. A Rogue may regain spent points of Adventurer at a rate of 1 per day, but only if 8 hours are spent either in complete solitude or in the sole company of other Rogues. See page 11 for how your Adventurer score is calculated.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR ROGUE

Pick a name for your Rogue. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

SCOUT

There are many great nations on the face of Magnamund, their mighty cities a living testament to the power of their peoples and the leaders who rule them. Yet no matter how grand a nation or a city may be, civilised lands make up only a relatively small part of Magnamund.

Beyond the bastions of civilisation, such as Holmgard, Hammerdal and Elzian, untamed wilderness accounts for the greater part of Magnamund's vast domain. Although many areas have been explored and charted, even today most of Magnamund remains remote and trackless.

Scouts are part-spy and part-warrior. They are most at home in regions where civilisation has yet to make its mark. Some scouts work for their lieges, exploring, mapping and monitoring the borders of their domains with a skilled hand and a watchful eye. Others focus their attentions wholly upon the movement of their nation's enemies, providing their leaders with an early warning of incursions that may be a precursor to invasion and war.

BEING A SCOUT

Heroic Scouts embody both roles, being pathfinders and skirmishers in equal measure. Two such organisations, the Border Rangers of Sommerlund and the Eruan Pathfinders, are skilled and renowned throughout the Freelands of Magnamund. Many nations employ their own native scouts, training them in the proficient use of the skills needed to map and maintain the security of their borders.

Some Scouts lay no claim to being noble protectors of their realm. They prefer to live in quiet isolation on the fringes of civilisation and have honed the abilities they need to survive in order to preserve their rugged independence. These self-sufficient individuals make for unlikely Heroes, but when their lives and their lands are threatened, they can change from remote recluses to wilderness warriors in the blink of a Giak's eye.



STEP ONE: CHARACTERISTICS

To find out what your Scout's COMBAT SKILL is, pick a random number. Add 15 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 15 and 24.

To find out what your Scout's ENDURANCE is, pick a random number. Add 20 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 20 and 29.

To find out what your Scout's WILLPOWER is, pick a random number. Add 10 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 10 and 19.

Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Scouts can use techniques in combat if their list of potential Abilities contains at least 4 chosen from the Martial list. They do not have to know all of these options at the start of the game.

STEP TWO: SCOUT ABILITIES

You begin the game as a Scout: an explorer and survivalist with a rugged spirit and no dependence upon the comforts of civilisation. Your level of training determines your Rank – you normally begin the game at Rank 5, a Reconnoitrer. While you have a long way to go before you can consider yourself to be a Trailblazer, you are not an absolute beginner either, as your five Scout Abilities show. The Ranks of the Scouts, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Scout Abilities	Rank Title
1	Scout
2	Searcher
3	Seeker
4	Snoopsmith
5	Reconnoitrer (your character begins play at this Rank)
6	Explorer
7	Questor
8	Scourer
9	Spy
10	Trailblazer



First create a list of 10 potential Abilities from the following options.

- Any **THREE** Martial Abilities (see page 102).
- Any **THREE** Scoundrel Abilities (see page 113).
- The Wild Rapport Scholar Ability (see page 124) **or** The Trailblazer Scoundrel Ability (see page 118).
- Any **THREE** Abilities from any list.

STEP THREE: STARTING EQUIPMENT

- You wear basic outdoor clothing, a hooded cloak and sturdy leather boots.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 5. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a **COMBAT SKILL** bonus when wielding a specific weapon, or limited set of weapons, you may choose **ONE** of those weapons and begin play equipped with it.

You may also choose 4 items from the following list:

- Axe (Weapon)
- Dagger (Weapon)
- Leather Vestment (Special Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Sword (Weapon)
- Short Sword (Weapon)
- Rope (Backpack Item)
- Bow (Weapon)
- Quiver (Special Item, contains 6 arrows)
- Lantern (Special Item)
- Mapmaker's Pack (Backpack Item)

STEP FOUR: SPECIAL BONUS – ADVENTURER

A Scout's Adventurer bonus affects their **COMBAT SKILL** and **ENDURANCE**.

Adventurer is always reset to a Scout's starting value at the beginning of an adventure. A Scout may regain spent points of Adventurer at a rate of 1 per day, but only if a minimum of 8 hours are spent either in complete solitude or in the sole company of other Scouts. See page 11 for how your Adventurer score is calculated.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR SCOUT

Pick a name for your Scout. Once you have decided where your adventurer hails from, you can find suggested names for heroes from different regions earlier in this book.

SOLDIER

Martial history and tradition is well established on Magnamund, and armed forces of varying sizes and effectiveness can be found in most nations. Some of these armies, such as the Army of Sommerlund, have been forged in the fires of war over many centuries. In the Lastlands of the North, conflict with the Darklands has given rise to proud and powerful companies, such as the Sommlending Knights and Ladies of the Realm, the Durenese Knights of the White Mountain, the War-thanes of Bor, and the Kai Lords who are, at their core, an elite martial order.

In Southern Magnamund, ancient battles fought against the forces of Agarash the Damned, and present day struggles against that foul creature's evil descendants, the Agarashi, have given rise to Human and Drodarin armies capable of holding the line against the encroachments of Evil, such as the Sword Knights of Ilion, the Imperial Guardsmen of Chai and the Paladin Knights of Siyen. Whilst most of these armies are aligned to their parent nations, others patrol far and wide, preserving a fragile peace through discipline and force of arms.

BEING A SOLDIER

Soldier Heroes are many and varied. Some are noble knights, well-equipped and well disciplined. Others are of common stock and have chosen to pursue a military career in the service of their king and country. Most regular Soldiers are trained to fulfil a specific role on the battlefield. Soldier Heroes invariably have mastered more than one battlefield role and will be assigned to a variety of tasks and duties. They may be called upon to act as bodyguards for commanders, or sent out on missions that call for their skill, discipline and proven expertise.

STEP ONE: CHARACTERISTICS

To find out what your Soldier's **COMBAT SKILL** is, pick a random number. Add 15 to this number and the result will be

your **COMBAT SKILL**. Your initial **COMBAT SKILL** will be between 14 and 24.

To find out what your Soldier's **ENDURANCE** is, pick a random number. Add 20 to this number and the result will be your **ENDURANCE**. Your starting **ENDURANCE** will be between 20 and 29.

To find your Soldier's **WILLPOWER**, pick a random number. Add 5 to this number and the result will be your **WILLPOWER**. Your starting **WILLPOWER** will be between 5 and 14.

Once you have determined what your **COMBAT SKILL**, **ENDURANCE** and **WILLPOWER** scores are, enter them on your Action Chart.

Soldiers can use techniques in battle, just like a Kai Lord (see the *Book of Kai Wisdom*, page 37).

Rank/Number of Soldier Abilities

Rank Title

1	Soldier
2	Sergeant
3	Senior Sergeant
4	Colour Sergeant
5	Quartermaster Sergeant (your character begins play at this Rank)
6	Sergeant Major
7	Sub-Captain
8	Captain
9	Major
10	Colonel

STEP TWO: SOLDIER ABILITIES

You begin the game as a Soldier with martial training, impressive self-discipline and battlefield experience. Your level of training determines your Rank – you normally begin the game at Rank 5, a Quartermaster Sergeant. While you have a long way to go before you can consider yourself to be a Colonel, you are not an absolute beginner either, as your five Soldier Abilities show. The Ranks of the Soldiers, and the titles they are granted at each new Rank, are shown here.

First create a list of 10 potential Abilities from the following options.

- Any **SIX** Martial Abilities (see page 102).
- Any **TWO** Martial or Scoundrel Abilities (see page 113).
- Any **TWO** Martial or Scholar Abilities (see page 119).

STEP THREE: STARTING EQUIPMENT

- You wear hardy outdoor clothes, a tabard and leather boots.





- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your abilities gives you special abilities when riding a mount, you begin play with a Horse, a bridle, a saddle and a saddle blanket.

You may also choose 5 items from the following list:

- Axe (Weapon)
- Dagger (Weapon)
- Leather Vestment (Special Item)
- Chainmail, full (Special Item)
- Full Plate Armour (Special Item)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose)
- Sword (Weapon)
- Short Sword (Weapon)
- Shield (Special Item)
- Rope (Backpack Item)
- Bow (Weapon)
- Quiver (Special Item, contains 6 arrows)
- Lantern (Special Item)
- Helmet (Special Item)
- Mace (Weapon)
- Spear (Weapon)

STEP FOUR: SPECIAL BONUS – ADVENTURER

A Soldier's Adventurer bonus affects their COMBAT SKILL and ENDURANCE.

Adventurer is always reset to a Soldier's starting value at the beginning of an adventure. A Soldier may regain spent points of Adventurer at a rate of 1 per day, but only if 8 hours are spent either in martial training, battle manoeuvres with other Soldiers, or other military-related activity such as crafting weapons and armour. See page 11 for how your Adventurer score is calculated.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR SOLDIER

Pick a name for your Soldier. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.

WANDERER

There are some Heroes that defy classification. They may be mysterious travellers who have a knack for arriving where they are needed most, and yet they rarely know why. They may be enigmatic warriors or wizards with an impressive list of skills, and no memory at all of who they are or how they acquired and perfected their abilities. They might also be outlaws on the run for a crime they have no recollection of, anxious to find some respite from the pressures of the chase before they are thrust once more into the arms of their misadventure.

Regardless of who they really are and what they know about themselves, Wanderers are each a unique and enigmatic Hero. They do not fit conveniently into any given category and thus they are a type of Hero that stands apart from all the rest. While their undefined nature can be a benefit, it can also be a curse. Few people trust them and even fewer understand their true nature and purpose.

BEING A WANDERER

Wanderers are a special type of Hero that Players can choose if they want to play a unique and enigmatic character in the game, one who does not have the defined attributes of any other character. Not all Wanderers are nameless travellers with obscure pasts and an intriguing air of mystery. Some are simply misfits who are unable to settle into any role that exists in the many and varied societies of Magnamund.

Wanderer Heroes offer Players and Narrators an opportunity to create and introduce a unique and bespoke character into their games. Whereas other Heroes are somewhat cast from moulds predefined by their backgrounds, Wanderers bring no historical baggage with them. They will be judged purely by their actions during play. Some Wanderers have strong martial skills while others have a propensity for magic. Some have a mix of both. You are free to make of them what you will.

STEP ONE: CHARACTERISTICS

To find out what your Wanderer's COMBAT SKILL is, pick a random number. Add 15 to this number and the result will be your COMBAT SKILL. Your initial COMBAT SKILL will be between 15 and 24.



To find out what your Wanderer's ENDURANCE is, pick a random number. Add 15 to this number and the result will be your ENDURANCE. Your starting ENDURANCE will be between 15 and 24.

To find out what your Wanderer's WILLPOWER is, pick a random number. Add 15 to this number and the result will be your WILLPOWER. Your starting WILLPOWER will be between 15 and 24.

You may increase one of your characteristics' base numbers from 15 to 20 if you wish. If you do so, reduce another from 15 to 10. Alternatively, you can leave all your characteristics at a base of 15 and pick an additional skill. As with all other skills that you start with, this skill has a skill bonus of +1. Once you have determined what your COMBAT SKILL, ENDURANCE and WILLPOWER scores are, enter them on your Action Chart.

Wanderers can use techniques if their list of potential Abilities contains at least 5 chosen from the Martial list. They do not have to know all of these options at the start of the game.

STEP TWO: WANDERER ABILITIES

You begin the game as a Wanderer, a mysterious and enigmatic hero with no clearly defined path or purpose in life. You are free to write your own life story from the moment you start play. Your

level of training determines your Rank – you normally begin the game at Rank 5, a Visitant. While you have a long way to go before you can consider yourself to be an Ambigutor, you are not an absolute beginner either, as your five Wanderer Abilities show.

The Ranks of the Wanderers, and the titles they are granted at each new Rank, are shown here.

Rank/Number of Wanderer Abilities	Rank Title
1	Wanderer
2	Traveller
3	Voyager
4	Trekker
5	Visitant (your character begins play at this Rank)
6	Rover
7	Landloper
8	Ambulist
9	Pacer
10	Ambigutor





First create a list of 10 potential Abilities from the following options.

- Any **TEN** Abilities from any Archetype list

STEP THREE: STARTING EQUIPMENT

- You wear a set of basic outdoor clothes, a tabard and boots.
- You also have a backpack, a belt, and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick one random number. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- If one of your Abilities provides you with a **COMBAT SKILL** bonus when wielding a specific weapon or limited set of weapons, you may choose **ONE** of those weapons and begin play with it.
- If one of your abilities gives you special abilities when riding a mount, you begin play with a Horse, tack, bridle, a saddle, and a blanket.

You may also choose 3 items from amongst the lists of all of the other Archetypes. You may choose items from one list, three different lists, or any combination you desire.

STEP FOUR: SPECIAL BONUS – ADVENTURER

A Wanderer's Adventurer bonus only affects their **ENDURANCE**. Adventurer is always reset to a Wanderer's starting value at the beginning of an adventure.

Wanderers can determine a condition by which they can regain 1 point every day, but that condition must be approved by the Narrator. See page 11 for how your Adventurer score is calculated.

Step Five: Traits – As described on page 11. Remember that in addition to 2 traits, you must also pick a specific Background trait as a bonus third trait (see page 17).

Step Six: Skills – As described on page 21.

Step Seven: Defence – As described on page 24.

STEP EIGHT: NAME YOUR WANDERER

Pick a name for your Wanderer. Once you have decided where your adventure hails from, you can find suggested names for heroes from different regions earlier in this book.



CHAPTER FOUR EQUIPMENT

A Hero does not need gear in order to be able to fight the forces of evil, but a well-crafted weapon and a sturdy shield certainly help. This chapter contains much of the information found in the Equipment chapter in the *Book of Kai Wisdom*, as well as adding in items of appropriate interest to the Heroic Roles and Archetypes presented in this book.

Note that cost does not reflect usefulness, nor is it an accurate indicator of how well a given item performs in play. Cost is a commercial consideration that reflects several factors such as perceived value, the cost of labour, the cost of materials, the availability of materials at the time of construction, quality, and the scarcity or the abundance of the item in question.

SELLING

Usually, a Player can expect to sell something for half its listed price, but this assumes that there is actually a market for the items he or she puts up for sale.

The Narrator might decide that there are simply too many of the same or similar items available at the present time, and decide to lower their listed value when the market becomes saturated with that particular type of merchandise. Conversely, if there is a strong demand for the item that is being offered for sale, then the Player should expect to receive slightly more for it than half its listed value.

This chapter and its contents are tailored for *Heroes of Magnamund*, although it does incorporate all the gear from *The Lone Wolf Adventure Game*. For a larger Currency & Equipment chapter with even more options, look to that found in *The Realm of Sommerlund*. Both chapters can be used in conjunction with one another.

ARMOUR

Armour is worn by prudent characters who expect to find themselves in harm's way, but not all Heroes are permitted to make use of it. Consult your character's Starting List before

making any purchase of armour, as the items shown there are typical of what your Role or Archetype commonly wears.

For game purposes, items of armour are considered to be Special Items and count toward your limit of 12 Special Items.

Armour

Buckler	20 gc
Chainmail Waistcoat	80 gc
Chainmail Hauberk (Full suit)	100 gc
Hide Armour	45 gc
Plate Armour (Full)	800 gc
Leather Armour (Vestment)	30 gc
Helmet	25 gc
Sommlending Shield, Type 1 (Greatshield)	45 gc
Sommlending Shield, Type 2 (Standard)	30 gc
Studded Leather Armour	35 gc

WEAPONS

Weapons are tools of violence to be used to overcome one's adversaries when guile, wit, subtlety and diplomacy have all failed. The following list details the different types of weapons that you can expect to encounter during your adventures in Magnamund. These are most likely to be found for sale in armouries, weaponsmithies and city markets.

Bor Muskets and Bor Pistols usually can only be purchased directly from the Dwarves of Bor, or from their appointed agents. Boom powder is available in Bor, Sommerlund, Durenor, Mhytan, Chai, Lissan, Shadaki, Vassagonia, the civilised nations bordering upon the Tentarias and throughout the Stornlands of northern central Magnamund. Its sale is often restricted by law, and it is typically unavailable or in short supply elsewhere.

Shiel-fa and Handbolts can only be purchased in Telchos.



Weapons

Axe	8 gc
Bor Musket	375 gc
Bor Pistol	175 gc
Bow	25 gc
Broadsword	25 gc
Cutlass / Naval Short Sword	7 gc
Dagger	5 gc
Handbolt	2 gc
Knife	3 gc
Lance	15 gc
Mace	10 gc
Quarterstaff	1½ gc
Shiel-fa	10 gc
Sickle	3 gc
Short Sword	7 gc
Spear	4 gc
Sword	10 gc
Warhammer	10 gc

Backpack Items

Alchemical Tools	40 gc
Alether Berries (handful; 5 doses)	3 gc
Antitoxin (vial)	50 gc
Boom Powder (per keg)	15 gc
Holy Water (flask)	20 gc
Lamp / Lantern	1½ gc
Meal	2 gc
Potion of Alether	4 gc
Potion of Gallowbrush	2 gc
Potion of Laumspur	5 gc
Potion of Finglas	10 gc
Rope (50 ft)	2 gc
Scribe's Kit	10 gc
Tobacco Pouch	3 gc
Torch	1 gc
Tools, Standard	8 gc

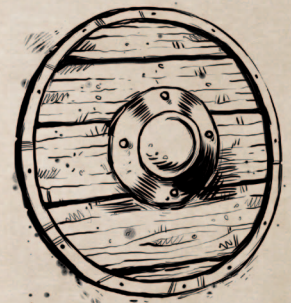
Special Items

Arrows (x2)	1 gc
Backpack	2 gc
Bedroll	1 gc
Belt Pouch (empty)	1 gc
Fireseed (1)	5 gc
Healer's Bag	20 gc
Horse	250 gc
Manacles (with 2 keys)	3 gc
Potions Belt	2 gc
Quiver / Bandolier	2 gc
Sunrod (x3 including striker)	12 gc
Mapmaker's Pack	10 gc

ARMOUR

BUCKLER

This small metal shield is worn strapped to the bearer's forearm. The bearer can use a bow or crossbow without penalty while carrying it, though it does not increase COMBAT SKILL when using a ranged weapon.



Adds +1 to COMBAT SKILL and +1 to Defence

CHAINMAIL WAISTCOAT

A shirt, which can be long or short sleeved, constructed of interlocking rings of metal. A chainmail waistcoat is the light armour of choice for many warriors looking to acquire some effective protection without it unduly restricting their freedom of movement. Its only real disadvantage is its weight.

Adds +2 to Defence.

CHAINMAIL HAUBERK

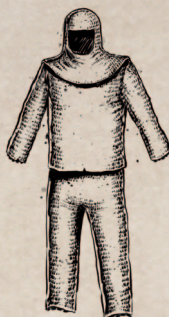
A chainmail waistcoat with a second layer of rings at the shoulders, longer sleeves, and light chain leggings, this suit provides better protection at the cost of greater weight and bulk.

Adds +3 to Defence.

HIDE ARMOUR

Thicker than leather, hide armour tends to only cover vital areas but it does so very efficiently. Hide armour is binding in places and a little more restricting of movement than regular leather armour.

Adds +3 to Defence



SHIELD

Shields vary in form as much as helmets do, ranging in size and shape from large greatshields to small Bucklers. Because skilled shieldbearers can also use them offensively, shields are doubly useful for defence and attack.

Adds +2 to COMBAT SKILL and +1 to Defence.



LEATHER ARMOUR

A thick yet supple, close-fitting tunic of leather with reinforcement over the heart and vitals, leather armour is the traditional type of light armour worn by foresters, hunters, and archers. Kai Lords often dye their leather armour green so that it can serve as a Kai tunic.

Adds +1 to Defence.



SOMMLENDING TYPE 1 SHIELD

This large wood and steel reinforced shield, also called a greatshield, is most commonly used by infantry in the Sommlending Army. It offers good protection from ranged weapons, but it is heavy and tiring to use for long periods, particularly in protracted combats.

Adds +3 to COMBAT SKILL and +2 to Defence.

FULL PLATE ARMOUR

Made of polished steel and consisting of a breastplate with a reinforced back, separate plates for the extremities and vulnerable areas of the body, and plate to protect the shoulders and neck (called pauldrons), full plate is the most effective form of armour available. The suit includes gauntlets, heavy leather boots, a visored helm and a thickly padded woollen under-suit which is worn beneath the armour itself.

Adds +5 to Defence.



SOMMLENDING TYPE 2 SHIELD

This medium-sized wood and steel reinforced shield is most commonly used by Guard infantry and pioneers in the Sommlending Army. It offers adequate protection from ranged weapons. There is a slightly smaller variant of the Type 2 shield that is issued to Sommlending cavalry. The cost of this smaller variant is typically the same as the larger standard one.

Adds +2 to COMBAT SKILL and +1 to Defence.



HELMET

Metal helmets come in many different shapes and sizes, but they all serve the same purpose – turning aside blows that strike the wearer on the head. Most warriors prefer simple steel helmets with an open face and nose bar for frontal protection that does not obscure their senses.

Adds +1 to Defence.



STUDDED LEATHER ARMOUR

This armour is reinforced with metal studs and small plates of steel that are riveted or sewn onto the tunic to improve its protective qualities at no great additional cost.

Adds +2 to Defence.



ARMOUR QUALITIES

Much like weapon qualities (see *The Book of Kai Wisdom*, page 60), armour qualities present the Narrator with a toolbox of optional abilities that can be used to differentiate and customise different types of armour in the game, or to invent completely new pieces of armour. Not every piece of armour will have a quality, and no piece should have more than three.

The example below suggests how qualities might be applied to make different types of armour.

Heavy (X): Armour with this quality is bulky, cumbersome and can slow movement, especially in combat. Add together the total value of X from all Heavy armour worn, and subtract this value from your position in the Order of Battle. Narrators may also penalize certain physical skills (Stealth, Athletics, etc.) at their discretion.

Striking: When you are wearing this piece of armour, you are considered armed in combat even if you are not carrying a weapon. This negates the normal -4 COMBAT SKILL penalty for entering combat without a weapon.

Tiring (X): If a combat lasts more than (X – typically 3) rounds, the weight of this item becomes troublesome and exhausting to bear. At the start of the turn after X and on all subsequent rounds, you must subtract 1 from the Defence bonus of the item.

Once its Defence bonus would go below 0, you must discard the item or suffer a -2 penalty to COMBAT SKILL. You may discard the item before this happens as a physical action on your turn. Once combat ends, you recover enough that the item can be used to full effect again.

An Example of Applying Armour Qualities

You can make your own unique pieces of armour by combining different armour qualities.

For example, you could make a suit of heavy plate mail by applying the Heavy (4) quality to a regular suit of plate mail.

A scythed gauntlet could be made by applying the Striking quality to a regular gauntlet.

A particularly bulky shield could be made by applying both the Heavy (2) and Tiring (3) qualities to a Sommlending Type 1 army shield.

CARRYING ARMOUR

- Equipped armour and shields are either carried or worn on the body. They take up no inventory space. Armour can be carried, unequipped, in case of emergencies or in situations where wearing armour is not advisable.
- Chainmail waistcoats and helmets take up 2 Backpack slots.
- Leather tunics (studded or plain) take up 1.
- Plate armour takes up 3 slots.
- Shields are not normally concealable and generally will not fit in backpacks. (Bucklers are the exception to this rule, and take up 2 slots).

WEAPONS

In *The Lone Wolf Adventure Game*, all weapons are functionally the same. They allow a hero to fight without COMBAT SKILL penalties, only one weapon can be wielded at a time, and only magical or extremely well-crafted versions provide special rules or bonuses.

If using the Master-level rules, weapons are a little more interesting. As Narrator, you may use any or all of the following Master-level rules for weapons. These include weapon qualities, which are a toolbox of abilities that allow types of weapon to be differentiated from one another, and for custom and specialist weapons to be created. Weapon qualities can also be combined with the rules for special materials – found on page 155 – to give you even more options when making your own weapons. These should be used sparingly so as not to make such items commonplace. It should be noted that all weapons (with the exception of the bow) can be wielded one-handed, though some might be given a quality that makes them more effective when wielded with two.

DUAL WIELDING

Dual wielding, the process of wielding a weapon in each hand provides a +1 bonus to COMBAT SKILL while doing so. This is the only mechanical advantage to doing so unless weapon qualities are also being used. If they are, Players with a weapon in each hand may take advantage of the Weapon Qualities of both simultaneously. If both weapons share a quality with a numerical rating (except Small), use the highest rating and add +1.

TWO-HANDED WIELDING

Two-handed wielding, the process of using both hands to wield a single weapon, provides a +1 bonus to COMBAT SKILL as more power and control can be put into each attack. Some weapons are made for this style of combat, as reflected in their qualities.

AXE

A short hafted weapon with a single- or double-bladed steel head for sweeping, hacking blows.



BOR MUSKET

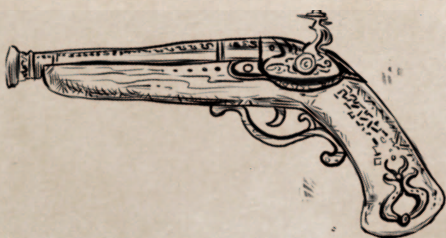
The signature weapon of the Dwarven Gunners of Bor, these firearms are powerful ranged weapons limited only by their need for boom powder and the time taken to reload. Bor Muskets fire shot the same size, shape and cost as sling bullets. They require 1 Combat Round to reload.

To be able to use a Bor Musket requires skill and training. They are rare in Sommerlund and the Narrator will have the final say as to whether the Players have access to them. See the Dwarven Gunner of Bor on page 36 for more information.



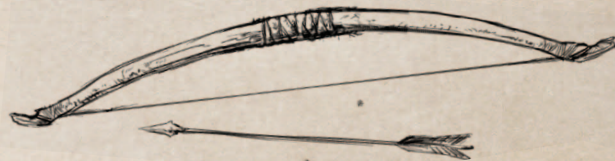
BOR PISTOL

The Bor Pistol is a flintlock handgun that fires Bor shot the same size, shape and cost as sling bullets. These smaller versions of the Bor Musket take 1 Combat round to reload. As is the case with Bor Muskets, use of this weapon requires skill and training. They are rare in Sommerlund and the Narrator will have the final say as to whether or not the Players can have access to them.



BOW

The bow is one of the most commonly used – and effective – ranged weapons in Magnamund. They come in many different sizes and types, as do arrows.



BROADSWORD

A wide-bladed weapon with a thick cross guard and a long hilt.



CUTLASS/NAVAL SHORT SWORD

A short-bladed, single or double-edged naval sword fitted with a metal basket or cup-shaped band designed to protect the hand of the wielder. It is the favoured weapon of pirates, most notably the Buccaneers of Shadaki. The naval short sword is a variant of the cutlass and is used by the Sommlending Admiralty.



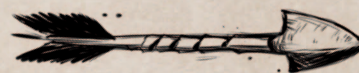
DAGGER

A short bladed weapon designed as much for concealment as for combat. Usable as both a ranged and a melee weapon.



HANDBOLT

Slightly smaller than an arrow, a handbolt is a shaft of bone or wood with notched grooves running along its length, and a rounded, hard-striking tip. Usable as both a ranged and a melee weapon, handbolts primarily serve as ammunition for Shiel-fa.



KNIFE

This small bladed implement barely qualifies as a weapon. Its only advantage is that it is easy to conceal. In an emergency it is better to have a knife than no weapon at all.



LANCE

A lance is a long spear designed for use while mounted. Normally, it is unwieldy and difficult to use on foot.



MACE

Consisting of a heavy bludgeoning metal head and a stout handle, this blunt weapon is very effective at crushing armour and foes alike.



QUARTERSTAFF

A long, well-balanced wooden pole, often incorporating weighted metal ends for enhanced striking power.



SHIEL-FA

A desert weapon created and used by Telchoi Warriors, this bracer has several cords of flexible sinew attached to its elbowed edge. Without special training, a shiel-fa can be awkward to use. However, when wielded by someone who has been properly trained, the shiel-fa acts like a whip with several stinging lashes.



The shiel-fa is also a ranged weapon that can be used to hurl handbolts. This is done by wrapping a handbolt tightly with a cord and then securing it to the shiel-fa's bracer. When the forearm is turned sharply in the opposing direction, which can be actioned once a handbolt has been loaded, the cord recoils sharply and flings the projectile with remarkable force. The shiel-fa can be used both as a melee and a ranged weapon.

SHORT SWORD

A short-bladed weapon that is longer than a dagger but made for quick, one-handed thrusts in close combat.



SICKLE

This small, curve-bladed weapon closely resembles a farming tool used for cutting grass or crops with stalks. Sickles are rarely used in battle, though Herbwardens often carry them for use as both weapons and tools.



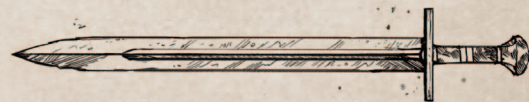
SPEAR

A pole weapon with a sharp bladed end, often balanced for very effective thrusts and throwing.



SWORD

A bladed weapon with a measured balance between speed, heft and striking power.



WARHAMMER

Shaped much like the tools, warhammers have oversized heads and longer handles. In combat, they make short work of rigid defences, often punching holes straight through helmets and plate armour.



WEAPON QUALITIES

Weapon qualities present the Narrator with a toolbox of options that can be used to differentiate and customise weapons in the game, or to invent completely new weapons. Not every weapon will have a quality, and no weapon should have more than three. The example below suggests how qualities might be applied to make different weapons.

Balanced (X): Balanced weapons are designed for a wide array of roles in combat. While they may not shine in any specific capacity, they are extremely flexible in battle. You gain a bonus equal to (X) to all Technique tests when wielding a Balanced weapon.

Cleaving (X): Cleaving weapons are made for wide, deadly swings against several foes. Also called 'troop cutters', these typically bladed weapons have the potential to devastate groups of enemies. Their quality rating (X) is added to any ENDURANCE damage they inflict on Grouped enemies.

Defensive (X): These weapons are at their best when they are used to block, parry or otherwise defend their wielders from attack. When armed with a Defensive weapon, you gain a bonus equal to (X) to your Defence score.

Heavy: Heavy weapons are made to be wielded with two hands and gain an additional +1 to COMBAT SKILL when used this way.

Impact (X): This quality can defeat armoured foes readily, crushing their chain and plate with relative ease. In combat, anyone taking ENDURANCE damage from a foe armed with an Impact weapon must subtract (X) from their Defence score when determining how many points they lose.

Improvised (X): Improvised weapons tend to be objects that are obtained in haste from the immediate vicinity of a combat. They are very much a last resort before a combatant is reduced to using his bare hands. You must subtract the (X) from your COMBAT SKILL when using it.

Piercing (X): Piercing weapons have a way of wearing down foes through small, deadly strikes that add up over time. The piercing weapon inflicts (X) extra ENDURANCE damage. This extra damage is not affected by Defence and is inflicted even if you do not inflict any other ENDURANCE damage with your attack.

Quick: Quick weapons are swift, efficient killers, often giving a first strike advantage before opponents have even started to thrust or swing. If you are armed with a Quick weapon, you may move up one place in the Order of Battle. This offers no additional benefit if you are already going first. If you only carry one weapon with the Quick quality, it does not count towards your maximum number of Weapons.

Reach: This melee weapon has the ability to strike targets at a distance beyond that of a normal hand-held weapon. The wielder can make a combat exchange with an enemy at Short range rather than having to close to Melee. This attack occurs as normal but does not actually engage the enemy, leaving them free to move on their turn as if they were not engaged in combat.

Slow: This weapon takes time to ready between uses. After using this weapon in an exchange, you must spend one physical action and one exchange preparing it again. If the weapon requires ammunition or similar ordnance, this must be readily available. The physical action and exchange needed to ready the weapon are typically taken from your next round, but you may prolong the time between use and reload at your discretion.

Small (X): Small weapons can be carried in multiples. (X) is how many weapons of this type count as a single weapon for

carrying purposes. Most Small weapons have a special sort of sheath, case or bandoleer that holds them when not in use.

Throwing: This weapon can be used in ranged combat but it can only be used once at range. It must then be recovered, typically after the battle, before it can be thrown again. You also run the risk of damaging the thrown weapon – the Narrator will decide if this is the case in each given situation.

Two Hands: This weapon is too large or demanding in its operation to be used with one hand. Wielders must use two hands to operate this weapon properly. The Narrator may allow you to use this weapon one-handed but this will always incur a penalty.

Versatile: These weapons are effective in many different combat situations, switching from pure striking power to parrying enemy blows with ease. At the start of your action each turn, you may decide if your Versatile weapon has the Defensive (I) or Piercing (I) quality. This quality lasts until the start of your next round, when you may keep this choice or change it.

BACKPACK ITEMS

ALCHEMICAL TOOLS

A kit of instruments, scales, glass and stoneware equipment for alchemical work in the field. It includes stoppered vials, a pestle and a mortar, and a compact solid fuel heat source.



ALETHYER BERRIES

These small berries are a potent, non-addictive stimulant, increasing reflex speed and reaction time while enhancing physical strength and endurance. A single dose of Alether

Berries adds +1 to your COMBAT SKILL for 1 round. Multiple berry doses can be eaten; these do not increase the bonus but do cumulatively add to the duration of the effect. Up to 5 doses can be carried as a single Backpack Item.

ALETHYER, POTION OF

This tincture is a potent non-addictive stimulant, increasing reflex speed and reaction time while enhancing physical strength and stamina. Swallowed before combat, a single dose adds +2 to COMBAT SKILL for the duration of the combat.





ANTITOXIN VIAL

This vial contains a highly potent curative tincture brewed by the Herbwardens. A single dose can neutralise the effects of any ingested poison or contracted non-magical disease. Vials of Antitoxin are expensive and only available in the apothecary shops of major cities.



BOOM POWDER

This grey-black powder burns fiercely when ignited. The resultant expanding gasses explode if not given sufficient room to dissipate, making it perfect for propelling shot through the steel or black iron tubes of Bor Muskets and Pistols. A keg of boom powder is roughly the size and shape of a large beer stein and holds 12 charges of powder.



GALLOWBRUSH, POTION OF

Gallowbrush is a dark-red thorny briar with sharp crimson barbs. The common name for this forest briar is 'Sleeptooth', for the thorns carry a sleep-inducing toxin. The potion is a distillation of the barbs. When swallowed, one dose of a Potion of Gallowbrush induces sleep for 1-3 hours. Gallowbrush cannot be used as an injurious poison and it must be ingested to be effective.



HOLY WATER

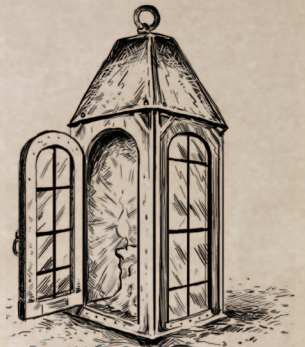
When applied to a weapon, this blessed water can cause harm to a foe that is invulnerable to normal weapons for a single round of combat. It doubles damage inflicted upon Undead foes. A vial of holy water can also be thrown, acting like a corrosive acid to anything Evil that it hits and inflicting 5 points of ENDURANCE damage. Sometimes it will explode when thrown at evil artefacts. A vial of holy water can be stored in a Potions Belt.



LANTERN/TORCH

A small lamp with perforated metal or glass windows and an oil reservoir, lanterns permit clear sight out to 20 yards and dim sight in a radius of 10 yards beyond this. A lantern has 4

hours worth of oil stored inside it. An additional quantity of lamp oil (costing ½ Gold Crown) provides an additional 4 hours of fuel. Torches are tightly bound sheaves of straw dipped into pitch. They are cheaper than lanterns and do not require a fuel source. Each torch casts the same intensity of light as a lantern but is a single-use item.



LAUMSPUR, POTION OF

Laumspur is a widely available and valuable healing herb used to soothe aches, cool fevers and mend the body after sustaining a wound. A potion of this size is a one-use item that restores 4 points of lost ENDURANCE.



MEAL

Meals typically include non-perishable foods, dried fruit, mature cheese or salted meat, and a small amount of water or other simple beverage to drink. One Meal is enough to nourish one adult for roughly 10 hours of normal exertion.



POTION OF FINGLAS

This potent healing concoction is made from a rare recipe known only to a few Herbwardens, wytyches and alchemists. Blue in colour with a bitter-sweet aftertaste, it can restore 7 points of lost ENDURANCE. This potion can be stored in a Potions Belt.



ROPE (50 FEET)

A strong but flexible rope, woven from hemp fibre, can easily support a Hero and their gear under most conditions. When coiled tightly, this rope takes up 1 Backpack space.



SCRIBE'S KIT

A larger and more elaborate version of a writing box, a scribe's kit includes a comprehensive selection of instruments and materials needed to create books, prepare parchments and formulate inks of many colours. A scribe's kit provides a +1 bonus to skill tests involving writing, archiving and research. It takes up 2 Backpack spaces.

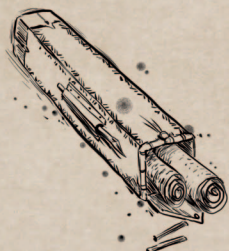


TOBACCO POUCH

These small leather pouches contain an ounce of dried smoking leaves, a simple clay pipe, cotton wads and wire pull-throughs for cleaning, a flint and some dry tinder.

TOOLS, STANDARD

These tool kits are generally arranged all together and then rolled up in a small leather bundle for easy carrying. One standard tools set contains everything needed to take tests in a single skill with no penalty. Better quality tools are available in towns and cities and can offer bonuses to negate checks.



WRITING BOX

A must for scholars on the go, a writing box is a small wooden or thin metal container that holds a leather-bound journal, two quills, two sticks of charcoal and an inkwell with a secure lid.

SPECIAL ITEMS

ARROWS

Simple iron-tipped arrows for use with bows in ranged combat. Most arrows have wooden shafts and are fletched with goose feathers or bristled hair. For each arrow used, you may make a



Luck test after combat. If you are fortunate, the arrow is intact and you may recover it. If not, it has been lost or otherwise rendered unsalvageable.

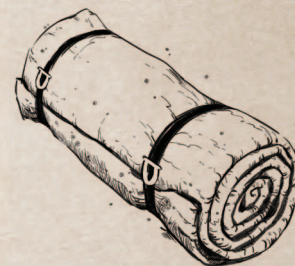


BACKPACK

From satchels and rucksacks to flimsy hessian sacks, backpacks take many shapes and forms but they all serve the purpose of holding possessions during travel. Heroes can be notoriously hard on their backpacks and, sooner or later, most will need to be replaced. A backpack can hold 8 items.

BEDROLL

Bedrolls generally comprise a thick woollen blanket, a cotton or linen sheet, and a woven pad or mat for sleeping on rough and uneven ground. A backpack usually serves as a pillow. While most heroes can survive a night without a comfort item like a bedroll, having one adds a +1 bonus to Survival skill tests involving sleep or camping. Bedrolls are carried as a separate item attached to a backpack. Any conditions that might cause a Hero to lose their backpack will also force the loss of a bedroll.



BELT POUCH

Belt pouches hold small objects and are typically used for carrying coins. Adventuring life – and the rigours of pick pockets – often requires them to be replaced.

FIRESEEDS

These small enchanted items are equivalent in size to a grape. When thrown against a target or object, they explode and burn fiercely for up to 30 seconds. If the target is flammable, it will likely cause it to catch on fire. Fireseeds can be used as a ranged weapon up to Long Range and any damage inflicted ignores Defence. 6 Fireseeds count as a single Special Item.





HORSE

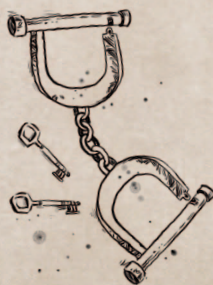
Horses are an excellent way of travelling long distances and while purchasing them can be expensive, heroes may often find that the use of horses or carriages will be part of their missions.

The listed price is just a purchase price, as owning a horse requires a great deal of additional time, effort and cost. Purchasing a horse is expensive, but most large towns and cities have stables where horses can be hired for varying lengths of time, from one day to one year.



MANACLES

Manacles are used for restraining or holding a human-sized target. Breaking free of locked manacles requires a COMBAT SKILL or Might test (Difficulty as determined by the Narrator). Getting out of manacles by the use of the Escape skill is generally easier.



POTIONS BELT

This is a specially designed belt with small padded cup-shaped pockets that are ideal for carrying potions safely. A Potions Belt is a Special Item worn around the waist (as an addition to a standard leather belt). It can hold up to 3 potion vials. These potions do not take up space as Backpack Items when carried in this way.

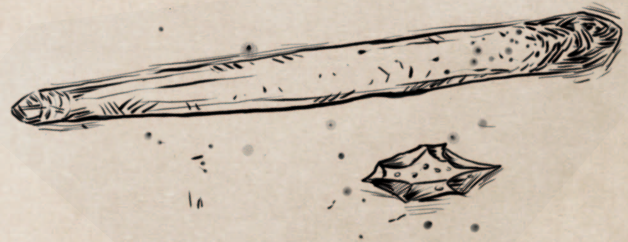


QUIVER/BANDOLIER

These items are specialised containers used to store and convey ammunition or small weapons, such as daggers. A quiver can hold up to 12 arrows or similar ammunition, or 6 small weapons such as throwing daggers.

SUNROD

These alchemical light sources are normally worn clipped to a belt or cross-strap. Roughly half the length of a standard torch, they are ignited when struck against a chemically treated piece of pyrite. When lit, a sunrod permits clear sight out to 30 yards and dim sight in a radius of 10 yards beyond this. Sunrods burn for 3 hours and cast a stronger light than a torch or lantern. They do not give off any smell when ignited. Each sunrod is a single-use item.



MAPMAKER'S PACK

Mapmaker's packs are leather tubes shaped like quivers with a lockable, hinged end cap. They contain parchment, cartographic implements, charcoal sticks and inks for creating maps and other drawings.



SPECIAL MATERIALS

There are many rare, precious and useful substances in Magnamund, each with its own special appearance and distinctive properties. Some are just rare whilst others are so scarce they are thought by many to be the stuff of legend. This section introduces several of these materials.

BONE

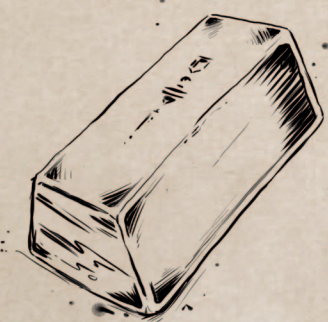
Bone is normally a poor material when used for construction. However, some cultures, like the Ice Barbarians of Kalte and the Warriors of Telchos, are expert bone crafters and are capable of making good armour and weapons from it. In the hands of an expert, bone is strong, light, and easily repaired or replaced. Bone items have their cost reduced by 50%. If damaged, they cannot be repaired by anyone except a skilled bonesmith.



Defence gained from Bone armour does not reduce the wearer's position in the Order of Battle. Heroes can carry a single bone weapon without using a weapon slot due to its much reduced weight. Weapons with the Heavy or Two Hands qualities do not benefit in this way.

BLUE STEEL

This mystically forged cobalt alloy is only produced in Dessi from a rare ore mined in the Vluni Peaks. Its quantities are very limited due to the amount of effort and secrecy that goes into its production. The sorcerous forge in Elzian where Blue Steel is made produces only a few dozen ingots a year. The majority of these are used to make Blue Steel Swords for the Vakeros Warrior-Mages.



While it is not impossible to acquire Blue Steel, getting permission from the Elder Magi of Dessi is very difficult. It could be the basis for an adventure in its own right.

Weapons made of Blue Steel grant a +1 to COMBAT SKILL (increased to +3 when fighting Undead or magic users); they allow one to harm creatures which are immune to normal weapons, such as Helghast.

Armour made from Blue Steel grants +1 ENDURANCE.

BRONIN

Bronin is a special metal with a warm, rich lustre like bronze, but it does not tarnish with age or use. Unlike bronze, Bronin can withstand great force and is a valuable material when used in the creation of armour and blunt weapons.



Bronin armour provides an additional +1 bonus to any ENDURANCE and/or COMBAT SKILL bonuses it might grant. Blunt weapons made with Bronin grant a +1 bonus to COMBAT SKILL. They also gain the Impact (1) quality. If the weapon type already has the Impact quality, its rating is increased by 1.

KAGONITE

This black metal is extremely light yet far stronger than steel. Used by the Darklords, small amounts of Kagonite are added to their normal smelting process to produce their infamous 'black iron' armour and weapons.

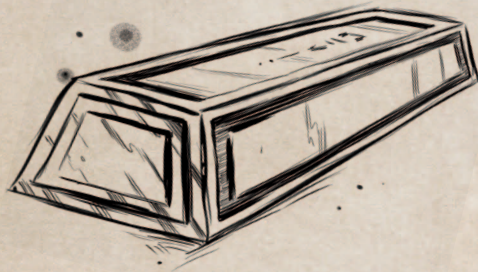
High-grade and pure Kagonite items are rare and highly prized by the forces of darkness. Kagonite only exhibits its beneficial properties when used in a high-grade alloy or in its purest form.

Kagonite chainmail is light enough to be worn with other armour, while still providing its bonuses to ENDURANCE and



COMBAT SKILL. All Kagonite armour is immune to the bonus damage inflicted by the Impact weapon quality.

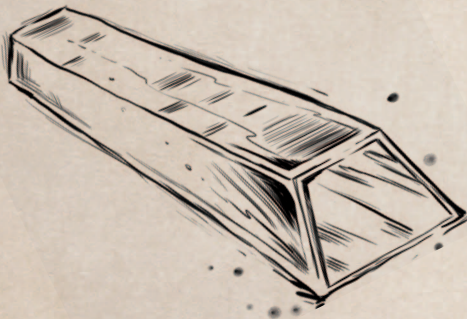
Pure Kagonite weapons gain the Quick weapon quality.



KORLINIUM

This is a very rare fibrous mineral that shimmers like strands of polished silver. It can be drawn and spun into a fine silvery thread and woven into metallic cloth. It is capable of shielding and restraining the power of magical items. For centuries, Korlinium has been used to produce bags and pouches in which magical items can be safely stored and concealed. It is very expensive, however: a simple Korlinium pouch costs 300 Gold Crowns.

A Korlinium chainmail waistcoat provides its wearer with protection from aggressive spells (such as Lightning Hand). However, due to its rarity and prohibitive cost, it is unlikely that Players will be able to afford such an exotic item. A Korlinium waistcoat costs up to 6000 Gold Crowns!

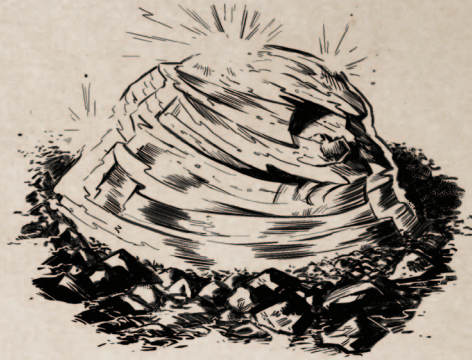


SOMMLENDING AND DURENESE STEEL

Sommlending and Durenese steel is produced by some of the finest metallurgy in all of Magnamund at this time, resulting in a metal that is strong, durable and capable of holding a keen edge. Sommlending and Durenese steel can be identified by examining it in strong light, where its silver surface gives off a very faint golden sheen.

Sommlending and Durenese Steel weapons provide a +1 bonus to COMBAT SCORE, doubling to +2 if the weapon is edged.

Sommlending and Durenese armour provides an additional +1 bonus to its Defence score, or +2 if the armour is plate or a shield of any kind.



SPECIAL CRAFTSMANSHIP

SUPERIOR WEAPONS

A Superior weapon is a finely crafted version of a normal weapon. It provides a +1 or +2 bonus to COMBAT SKILL, depending on the cost of the item. The +1 bonus increases the cost of a normal weapon by 250 Gold Crowns (and doubling the cost for its ammunition, if required).

The +2 bonus increases the cost by 500 Gold Crowns (and tripling the cost for its ammunition, if required).

Superior ammunition is effectively destroyed when used. The bonus of Superior ammunition adds to the Superior bonus of the ranged weapon firing it.

SUPERIOR ARMOUR

Superior armour provides a +1 or +2 bonus to Defence, depending on the cost of the item.

- The +1 bonus adds 150 Gold Crowns to the cost of the armour.
- The +2 bonus adds 300 Gold Crowns to the cost.

HEIRLOOM ITEMS

Considered to be family treasures, Heirloom items are passed down through generations and can become synonymous with the noble houses that own them. Any item can be an Heirloom.

Heirloom items are automatically of Superior quality (+1 or +2) and are extremely resilient. Repairing them typically costs 10% of their value.

Whenever an Heirloom item sustains damage that would normally destroy them (such as a shield absorbing a 'K' result

in combat), you may make a Luck test – if you are fortunate, it remains intact. Heirloom armour that survives ‘K’ results in this way will fail to fully protect the wearer, resulting in 3 points of ENDURANCE damage.

This may result in an Heirloom item surviving a battle even though its bearer does not!

Heirloom weapons invariably reveal their superior craftsmanship in their qualities. Any one quality possessed by an Heirloom weapon has its rating increased by +1. If the weapon has no

such qualities to increase, the Narrator may choose to assign it some other advantage.

GOODS & SERVICES

While most items are listed as being Backpack or Special Items, some are not. This is generally because they are too bulky for a Hero to carry without some special provision (such as only carrying one weapon, or no additional equipment at all). The final arbiter in this matter is the Narrator.

Food, Drink & Lodging

Item	Cost (GC)	Type of Item
Ale	1	Backpack
Banquet (per person)	10	-
Bread, per loaf	1	Meal
Cheese (per portion)	1	Meal
Common Inn Room (per night)	2	-
Common Meal	2	Meal
Good Inn Room (per night)	5	-
Hearty Meal	5	Meal
Meat (per portion)	1	Meal
Poor Inn Room (per night)	1	-
Poor Meal	1	Meal
Wine (per bottle)	3	Backpack

Services

Service	Cost (GC)
Carriage (per day)	6
Coach / cab (cities only)	1 per 1½ kms (1 mile)
Hireling, trained (per day)	5
Hireling, untrained (per day)	2
Messenger	1 per 1½ kms (1 mile)
Road, gate, bridge toll	1
Ship's passage	1 per 16 kms (10 nautical miles)





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