

# The Readers' Handbook

This handbook is designed to help newer players become familiar with the rules for the gamebooks available on the **Project Aon** website, and also to clarify potentially obscure or complex rules in the various sub-systems of the *Lone Wolf* ruleset. For more information, see the **Introduction** section on Page 3 of this document.

The contents of this document have been compiled from various sources, including the text of the rules sections of some of Joe Dever's books.

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Find the Reader's Handbook online at: [www.projectaon.org/en/ReadersHandbook/Home](http://www.projectaon.org/en/ReadersHandbook/Home)

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## Introduction

In writing the *Lone Wolf* series, Joe Dever created a system of rules that is both simple and satisfying in its completeness. The rules seek to find a balance between being simple enough to learn in one sitting and being able to deal with situations encountered by the player in a reasonable, realistic, and predictable way.

However, the rules for the Lone Wolf books are not perfect, nor are they perfectly understandable to the first time reader. Many new readers are intimidated by the rules' level of complexity, skip over them, and try to forget they ever existed. Although the Lone Wolf books can be enjoyed without following the rules, the reader will find greater enjoyment if the rules are understood and applied. For readers who understand the basic rules, there are inconsistencies and situations not covered by the rules. These inconsistencies and omissions can be frustrating for the conscientious.

This *Readers' Handbook*\* is intended to help both groups: new readers encountering the rules for the first time, and experienced readers encountering confusion about how to apply the rules in a particular situation. It is organized with the intention of helping you find the information you need when you need it.

This area of the site is divided up into sections based on the different series of gamebooks written and edited by Joe Dever: the *Lone Wolf Kai* series (books 1–5), the *Lone Wolf Magnakai* series (books 6–12), the *Lone Wolf Grand Master* series (books 13–20), the *Lone Wolf New Order* series (books 21–28), the *World of Lone Wolf* series and the *Freeway Warrior* series. Each section goes through the rules sequentially as presented in the books.

A composite version of the rules for each series is written from beginning to end in its section. This composite appears without indentation. Where comment is

necessary, it is inserted in indented text and italic typeface. For example:

You keep a record of your adventure on the **Action Chart**.

*The **Action Chart** is a set of tables which contain all information about your character such as items carried, skills possessed, etc. The **Action Chart** can take many forms. You may use a **specialized program** to help you keep track of character statistics. You may use a spreadsheet document. You may print out the **Action Chart** that appears in the Internet Editions of the books and fill in the blanks. As you become familiar with the rules, you may want to create your own by hand on paper. The method you choose doesn't matter as long as you're comfortable with it.*

Links to helpful information are also provided in the **Topical Guide**. For the first time reader, as you read through the rules, you can refer to this *Handbook* to find explanations of the things you read in the order which you read them.

In areas where there is more than one reasonable way to interpret rules, we will present justifications for the most reasonable interpretations and let you decide for yourself. The *Readers' Handbook* is not here to dictate the One True Way. Find what you are comfortable with and follow it.

The **Topical Guide** which follows the several rules composites is an alphabetical listing of topics in need of clarification.

We hope that you find this handbook helpful in better understanding the rules and finding greater enjoyment in Joe Dever's gamebooks. If this handbook doesn't answer all your questions, please **contact us** with your question.

**The Project Aon Team**

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\* This document was formerly known as the *Rules Handbook*, but due to time constraints, that project had been largely neglected for almost four years. In translating the *Handbook* to a pdf format, it is hoped that it will now be kept up to date.

## The [Kai] Game Rules

*These rules do not come from any particular book. They are a generic set of rules designed to help new readers familiarize themselves with the rules—not walk the reader through a particular book. The details of the rules in each book will differ from what you find here.*

You keep a record of your adventure on the **Action Chart**.

During your training as a Kai Lord you have developed fighting prowess—**COMBAT SKILL** and physical stamina—**ENDURANCE**. Before you set off on your adventure you need to measure how effective your training has been. To do this take a pencil and, with your eyes closed, point with the blunt end of it on to the **Random Number Table**. If you pick 0 it counts as zero.

*If you have already completed an adventure with your character, you should not pick his **COMBAT SKILL** and **ENDURANCE** again. You should use those scores already picked.*

The first number that you pick from the **Random Number Table** in this way represents your **COMBAT SKILL**. Add 10 to the number you picked and write the total in the **COMBAT SKILL** section of your **Action Chart** (i.e. if your pencil fell on the number 4 in the **Random Number Table** you would write in a **COMBAT SKILL** of 14). When you fight, your **COMBAT SKILL** will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the **Random Number Table** represents your powers of **ENDURANCE**. Add 20 to this number and write the total in the **ENDURANCE** section of your **Action Chart** (i.e. if your pencil fell on the number 6 on the **Random Number Table** you would have 26 **ENDURANCE** points).

If you are wounded in combat you will lose **ENDURANCE** points. If at any time your **ENDURANCE** points fall to zero or below, you are dead and the adventure is over. Lost **ENDURANCE** points can be regained during the course of the adventure, but your number of **ENDURANCE** points can never go above the number with which you start your adventure.

*You start each adventure with your maximum **ENDURANCE** point score (see **Lone Wolf Club Newsletter: Summer Special 1987**).*

If you have successfully completed any previous book of the *Lone Wolf* series, you will already have your **COMBAT SKILL**, **ENDURANCE** points and Kai Disciplines which you can now carry over with you to this book. You may also carry over any **Weapons** and **Special Items** that you held at the end of the previous book and these should be entered on your new **Action Chart** (you are still limited to two **Weapons** and eight **Backpack Items**).

*You may also carry over any **Backpack Items** and **Currency** (e.g. **Gold Crowns**) that you possessed at the end of the last adventure. Some readers feel that you should not carry over **Meals** since they are perishable, but this is not even hinted at in the rules, so this is optional.*

You may choose one bonus Kai Discipline to add to your **Action Chart** for every *Lone Wolf* adventure you have successfully completed; then read the section on equipment for this book carefully.

*You may add one Discipline if you have completed a previous adventure successfully. In other words, you earn one new Discipline each time you complete an adventure successfully.*

## Kai Disciplines

Over the centuries, the Kai monks have mastered the skills of the warrior. These skills are known as the Kai Disciplines, and they are taught to all Kai Lords. You are a Kai initiate which means that you have learnt only five of the skills listed below. The choice of which five skills these are, is for you to make. As all of the Disciplines will be of use to you at some point on your adventure, pick your five with care. The correct use of a Discipline at the right time can save your life.

*If you have already completed one or more adventures, you will already have picked your five initial Disciplines. You may add more Disciplines to your initial five as described later. It is quite possible that a particular Discipline will be of no use to you at all in a particular book which means that you should pick your Disciplines with even greater care.*

When you have chosen your five Disciplines, enter them in the Kai Discipline section of your **Action Chart**.

### Camouflage

This Discipline enables a Kai Lord to blend in with his surroundings. In the countryside, he can hide undetected among trees and rocks and pass close to an enemy without being seen. In a town or city, it enables him to look and sound like a native of that area, and can help him to find shelter or a safe hiding place.

If you choose this skill, write 'Camouflage' on your **Action Chart**.

### Hunting

This skill ensures that a Kai Lord will never starve in the wild. He will always be able to hunt for food for himself except in areas of wasteland and desert. This skill is very useful for it also enables a Kai Lord to move with great speed and dexterity.

If you choose this skill, write 'Hunting: no need for a Meal when instructed to eat' on your **Action Chart**.

### Sixth Sense

This skill may warn a Kai Lord of imminent danger. It may also reveal the true purpose of a stranger or strange object encountered in your adventure.

If you choose this skill, write 'Sixth Sense' on your **Action Chart**.

### Tracking

This skill enables a Kai Lord to make the correct choice of a path in the wild, to discover the location of a person or object in a town or city and to read the secrets of footprints or tracks.

If you choose this skill, write 'Tracking' on your **Action Chart**.

### Healing

This Discipline can be used to restore **ENDURANCE** points lost in combat. If you possess this skill you may restore 1 **ENDURANCE** point to your total for every numbered section of the book you pass through in which you are not involved in combat. (This is only to be used after your **ENDURANCE** has fallen below its original level.) Remember that your **ENDURANCE** cannot rise above its original level.

If you choose this skill write '**Healing**: +1 **ENDURANCE** point for each section without combat' on your **Action Chart**.

*(See the **Healing** entry in the **Topical Guide**.)*

### Weaponskill

Upon entering the Kai monastery, each initiate is taught to master one type of weapon. If Weaponskill is to be one of your Kai Disciplines, pick a number in the usual way from the **Random Number Table** on the last page of the book, and then find the corresponding **Weapon** from the list below. This is the **Weapon** in which you have skill. When you enter combat carrying this **Weapon**, you add 2 points to your **COMBAT SKILL**.

- 0 = **Dagger**
- 1 = **Spear**
- 2 = **Mace**
- 3 = **Short Sword**
- 4 = **Warhammer**
- 5 = **Sword**
- 6 = **Axe**
- 7 = **Sword**
- 8 = **Quarterstaff**
- 9 = **Broadsword**

*Note that this list contains two chances to pick **Sword**, numbers 5 and 7. In the Magnakai adventures, one of these is replaced with **Bow**.*

The fact that you are skilled with a **Weapon** does not mean you set out on the adventure carrying that particular **Weapon**. However, you will have opportunities to acquire **Weapons** in the course of your adventures. You cannot carry more than 2 **Weapons**.

*Possessing Weaponskill doesn't **necessarily** mean that you start out with that **Weapon**, but you might.*

You cannot carry more than 2 **Weapons**. If you choose this skill, write 'Weaponskill in \_\_\_\_\_ +2 **COMBAT SKILL** points if this **Weapon** carried' on your **Action Chart**.

***Lone Wolf Club Newsletter #3** clarifies that Weaponskill only ever relates to one **Weapon**. You do not gain Weaponskill bonuses with additional **Weapons** during the Kai series (Books 1–5).*

## Mindshield

The Darklords and many of the evil creatures in their command have the ability

to attack you using their Mindforce. The Kai Discipline of Mindshield prevents you from losing any **ENDURANCE** points when subjected to this form of attack.

If you choose this skill, write 'Mindshield: no points lost when attacked by Mindblast' on your **Action Chart**.

## Mindblast

This enables a Kai Lord to attack an enemy using the force of his mind. It can be used at the same time as normal combat **Weapons** and adds two extra points to your **COMBAT SKILL**. Not all the creatures encountered on this adventure will be harmed by Mindblast. You will be told if a creature is immune.

If you choose this skill, write 'Mindblast: + 2 **COMBAT SKILL** points' on your **Action Chart**.

## Animal Kinship

This skill enables a Kai Lord to communicate with some animals and to be able to guess the intentions of others.

If you choose this skill, write 'Animal Kinship' on your **Action Chart**.

## Mind Over Matter

Mastery of this Discipline enables a Kai Lord to move small objects with his powers of concentration. If you choose this skill, write 'Mind Over Matter' on your **Action Chart**.

**If you successfully complete the mission as set in this book of *Lone Wolf*, you may add a further Kai Discipline of your choice to your **Action Chart** in the next book. This additional skill, together with your other skills and any **Special Items** that you have found, may then be used in the next adventure in the *Lone Wolf* series.**

## [Kai] Equipment

*The way in which you obtain your equipment before the adventure varies greatly from book to book. What follows is a fairly common scenario intended to give you a feel for what to expect, but it may be very different from a particular book you read. Please carefully read the Equipment section of the book you are playing to find out its particular details.*

Before leaving on your journey, you are given a map of the area and a pouch of gold. To find out how much gold is in the pouch, pick a number from the **Random Number Table**. Now add 10 to the number you have picked. The total equals the number of **Gold Crowns** inside the pouch, and you may now enter this number in the 'Gold Crowns' section of your **Action Chart**. (If you have successfully completed previous *Lone Wolf* adventures, you may add this sum to the total of any **Crowns** you may already possess. Remember you can only carry a maximum of fifty **Crowns**.)

You may take your pick of the following items (in addition to those you already possess, but remember you may only carry two **Weapons**). You may take up to three of the following:

*(See **Topical Guide** for details about a particular item.)*

List the three items you choose on your **Action Chart**, under the heading given in brackets, and make a note of any effect it may have on your **ENDURANCE** points or **COMBAT SKILL**.

### How to Carry Equipment

Now that you have your equipment, the following list shows you how it is carried. You don't need to make notes but you can refer back to this list in the course of your adventure.

*(See **Topical Guide** for details about a particular item.)*

### How Much Can You Carry?

#### Weapons

The maximum number of **Weapons** that you may carry is *two*.

#### Backpack Items

These must be stored in your **Backpack**. Because space is limited, you may only keep a maximum of eight articles, including Meals, in your **Backpack** at any one time.

#### Special Items

**Special Items** are not carried in the **Backpack**. When you discover a **Special Item**, you will be told how to carry it.

#### Gold Crowns

These are always carried in the **Belt Pouch**. It will hold a maximum of fifty **Crowns**.

#### Food

Food is carried in your **Backpack**. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your **Action Chart** is given capital letters in the text. Unless you are told it is a **Special Item**, carry it in your **Backpack**.

### How to Use Your Equipment

#### Weapons

**Weapons** aid you in combat. If you have the Kai Discipline of Weaponskill and the correct **Weapon**, it adds 2 points to your **COMBAT SKILL**. If you enter a combat with no Weapons, deduct 4 points from your **COMBAT SKILL** and fight with your bare hands. If you find a Weapon during the adventure, you may pick it up and use it. (Remember you can only carry two **Weapons** at once.)

*The new Collector's Editions of the gamebooks clarify that 'You may only use*

*one Weapon at a time in combat.'*

### **Backpack Items**

During your travels you will discover various useful items which you may wish to keep. (Remember you can only carry eight items in your **Backpack** at once.) You may exchange or discard them at any point when you are not involved in combat.

### **Special Items**

Each **Special Item** has a particular purpose or effect. You may be told this when the item is discovered, or it may be revealed to you as the adventure progresses. **Special Items** are not usually carried in the **Backpack**. When you discover a **Special Item**, you will be told how to carry it. If you have successfully completed previous *Lone Wolf* books, you may already possess **Special Items**.

*(See the **Safekeeping** entry in the **Topical Guide**.)*

### **Gold Crowns**

The local currency is the **Crown**, which is a small gold coin. **Gold Crowns** can be used on your adventure to pay for transport, food or even as a bribe! Many of the creatures that you will encounter possess **Gold Crowns**, or have them hidden in their lairs. Whenever you kill a creature, you may take any **Gold Crowns** that it has and put them in your **Belt Pouch**.

### **Food**

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 **ENDURANCE** points. If you have chosen the Kai Discipline of Hunting as one of your five skills, you will not need to tick off a Meal when instructed to eat unless you are in an area of wasteland or desert.

### **Healing Potion**

This can restore 4 **ENDURANCE** points to your total when swallowed after combat. It cannot be used to increase **ENDURANCE** points immediately prior to a combat. There is only enough for one dose. If you discover any other potions during the adventure, you will be told then of their effect. All **Healing Potions** are **Backpack Items**.



## [Kai] Rules for Combat

There will be occasions on your adventure when you have to fight an enemy. The enemy's **COMBAT SKILL** and **ENDURANCE** points are given in the text. Lone Wolf's aim in the combat is to kill the enemy by reducing his **ENDURANCE** points to zero or below while losing as few **ENDURANCE** points as possible himself.

At the start of a combat, enter Lone Wolf's and the enemy's **ENDURANCE** points in the appropriate boxes on the Combat Record section of your **Action Chart**.

1. Add any extra points gained through your Kai Disciplines to your current **COMBAT SKILL** total.

*You also add to this total any bonuses conferred by **Special Items**.*

2. Subtract the **COMBAT SKILL** of your enemy from this total. The result is your **Combat Ratio**. Enter it on the **Action Chart**.

### Example

Lone Wolf (**COMBAT SKILL** 15) is ambushed by a Winged Devil (**COMBAT SKILL** 20). He is not given the opportunity to evade combat, but must stand and fight as the creature swoops down on him. Lone Wolf has the Kai Discipline of Mindblast, so he adds 2 points to his **COMBAT SKILL**, giving a total **COMBAT SKILL** of 17.

He subtracts the Winged Devil's **COMBAT SKILL** from his own, giving a **Combat Ratio** of  $-3$  ( $17 - 20 = -3$ ).  $-3$  is noted on the **Action Chart** as the **Combat Ratio**.

3. When you have your **Combat Ratio**, pick a number from the **Random Number Table**.
4. Turn to the **Combat Results Table**. Along the top of the chart are shown the **Combat Ratio** numbers. Find the number that is the same as your **Combat Ratio** and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now have the number of **ENDURANCE** points lost by both Lone Wolf and his enemy in this round of combat. (E represents points lost by the enemy; LW represents

points lost by Lone Wolf.)

### Example

The **Combat Ratio** between Lone Wolf and Winged Devil has been established as  $-3$ . If the number taken from the **Random Number Table** is a 6, then the result of the first round of combat is:

- Lone Wolf loses 3 **ENDURANCE** points
  - Winged Devil loses 6 **ENDURANCE** points
5. On the **Action Chart**, mark the changes in **ENDURANCE** points to the participants in the combat.
  6. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
  7. Repeat the sequence from **Stage 3**.

This process of combat continues until the **ENDURANCE** points of either the enemy or Lone Wolf are reduced to zero or below, at which point the one with the zero score is declared dead. If Lone Wolf is dead, the adventure is over. If the enemy is dead, Lone Wolf proceeds but with his **ENDURANCE** points possibly reduced.

*It is not necessarily true that Lone Wolf will lose any **ENDURANCE** in combat. He may go unscathed.*

A summary of Combat Rules appears in the back of this book.

## Evasion of Combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only Lone Wolf may lose **ENDURANCE** points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.

## Levels of Kai Training

The following table is a guide to the rank and titles that are bestowed upon Kai Lords at each stage of their training. As you successfully complete each adventure in the *Lone Wolf* series, you will gain an additional Kai Discipline and gradually progress towards mastery of the ten basic Kai Disciplines.

1. Novice
2. Intuite
3. Doan
4. Acolyte
5. Initiate—You begin the *Lone Wolf* adventures with this level of Kai training
6. Aspirant
7. Guardian
8. Warmarn or Journeyman
9. Savant
10. Master

Beyond the ten basic skills of the Kai Master await the secrets of the higher Kai Disciplines or 'Magnakai'. By acquiring the wisdom of the Magnakai, a Kai Lord can progress towards the ultimate achievement and become a Kai Grand Master.

## The [Magnakai] Game Rules

*These rules do not come from any particular book. They are a generic set of rules designed to help new readers familiarize themselves with the rules—not walk the reader through a particular book. The details of the rules in each book will differ from what you find here.*

You keep a record of your adventure on the **Action Chart**.

During your training as a Kai Master you have developed fighting prowess—**COMBAT SKILL** and physical stamina—**ENDURANCE**. Before you set off on your adventure you need to measure how effective your training has been. To do this take a pencil and, with your eyes closed, point with the blunt end of it on to the **Random Number Table**. If you pick 0 it counts as zero.

*If you have already completed an adventure with your character, you should not pick his **COMBAT SKILL** and **ENDURANCE** again. You should use those scores already picked.*

The first number that you pick from the **Random Number Table** in this way represents your **COMBAT SKILL**. Add 10 to the number you picked and write the total in the **COMBAT SKILL** section of your **Action Chart** (i.e. if your pencil fell on the number 4 in the **Random Number Table** you would write in a **COMBAT SKILL** of 14). When you fight, your **COMBAT SKILL** will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the **Random Number Table** represents your powers of **ENDURANCE**. Add 20 to this number and write the total in the **ENDURANCE** section of your **Action Chart** (i.e. if your pencil fell on the number 6

on the **Random Number Table** you would have 26 **ENDURANCE** points).

If you are wounded in combat you will lose **ENDURANCE** points. If at any time your **ENDURANCE** points fall to zero or below, you are dead and the adventure is over. Lost **ENDURANCE** points can be regained during the course of the adventure, but your number of **ENDURANCE** points can never rise above the number you started with.

If you have successfully completed any of the previous adventures in the *Lone Wolf* series, you can carry your current scores of **COMBAT SKILL** and **ENDURANCE** points over to this book. You may also carry over any **Weapons** and **Special Items** you have in your possession at the end of your last adventure, and these should be entered on your new **Action Chart** (you are still limited to two **Weapons** and eight **Backpack Items**).

*You may also carry over any **Backpack Items** and **Gold Crowns** that you possessed at the end of the last adventure. Some readers feel that you should not carry over Meals since they are perishable, but this is not hinted at in the rules so this is optional.*

You may choose one bonus Magnakai Discipline to add to your **Action Chart** for every *Lone Wolf Magnakai* adventure you successfully complete (Books 6–12).

*You may add one Magnakai Discipline if you have completed a previous Magnakai adventure successfully. In other words, you earn one new Magnakai Discipline each time you complete a Magnakai adventure successfully.*

## Magnakai Disciplines

During your training as a Kai Lord, and in the course of the adventures that led to the discovery of The Book of the Magnakai, you have mastered all ten of the basic warrior skills known as the Kai Disciplines.

*If you have completed the first five books of the Lone Wolf series, you can continue to use the Kai Disciplines acquired in those books (see the following Lone Wolf Club Newsletters: **Summer Special 1987**, **#10**, and **#28**). If you have not completed all of the first five books, use your personal judgement whether or not you should benefit from Kai Disciplines which you didn't choose in the books you did complete. If you have completed all five books of the Kai series, remember that you now possess all ten Kai Disciplines including the last one that you hadn't chosen previously. If that left over Discipline was Weaponskill, remember to choose a **Weapon** with which you are skilled as detailed in the Kai series books.*

*Some Kai Disciplines have measureable bonuses that are useful to you in the Magnakai series. Other Kai Disciplines have less tangible effects and are assumed by the book (e.g. the Kai Discipline of Camouflage doesn't have a measureable bonus and the books assume you have this skill). The Kai Disciplines that are useful in the Magnakai series are:*

- **Hunting**—may be used to automatically find food in fertile areas, but still doesn't function in areas of wasteland or desert.
- **Healing**—may be used to heal 1 **ENDURANCE** point while not in combat.
- **Weaponskill**—adds 2 points to your **COMBAT SKILL** if using the **Weapon** with which you are skilled.
- **Mindblast**—adds 2 **COMBAT SKILL** points to your total when used against an opponent who isn't immune.

*These bonuses are replaced by their Magnakai Discipline equivalent (e.g. acquiring Weaponmastery in your Weaponskill **Weapon** gives you a +3 **COMBAT SKILL** bonus—not +5).*

After studying *The Book of the Magnakai*, you have also reached the rank of Kai Master Superior, which means that you have learnt three of the Magnakai Disciplines listed below. It is up to you to choose which three skills these are. As all of the Magnakai Disciplines will be of use to you at some point on your

adventure, pick your three with care. The correct use of a Magnakai Discipline at the right time can save your life.

*If you have already completed one or more Magnakai adventures, you will already have picked your three initial Disciplines. You may add more Disciplines to your initial three as described later. It is quite possible that a particular Discipline will be of no use to you at all in a particular book which means that you should pick your Disciplines with even greater care.*

The Magnakai skills are divided into groups, each of which is governed by a separate school of training. These groups are called '**Lore-circles**'. By mastering all of the Magnakai Disciplines in a particular **Lore-circle**, you can gain an increase in your **COMBAT SKILL** and **ENDURANCE** points score. (See the section '**Lore-circles of the Magnakai**' for details of these bonuses.)

When you have chosen your three Magnakai Disciplines, enter them in the Magnakai Disciplines section of your **Action Chart**.

### Weaponmastery

This Magnakai Discipline enables a Kai Master to become proficient in the use of all types of **Weapon**. When you enter combat with a **Weapon** you have mastered, you add 3 points to your **COMBAT SKILL**. The rank of Kai Master Superior, with which you begin the Magnakai series, means you are skilled in three of the **Weapons** in the list below.

- **Spear**
- **Dagger**
- **Mace**
- **Short Sword**
- **Warhammer**
- **Bow**
- **Quarterstaff**
- **Broadsword**
- **Axe**
- **Sword**

When using a **Bow**, you are typically asked to choose a number from the **Random Number Table** to determine the success of your shot. If you choose **Weaponmastery** with the **Bow**, you may add 3 to the number chosen.

The fact that you are skilled with three **Weapons** does not mean that you begin the adventure carrying any of them. However, you will have opportunities to acquire **Weapons** during your adventure. For every *Lone Wolf* book that you complete in the Magnakai series, you may add an additional **Weapon** to your Weapons Checklist.

*Lone Wolf Club Newsletter New Year's Special 1987* states: "For every adventure you complete in the Magnakai series, assuming you have the Discipline of Weaponmastery, you gain proficiency in the use of one new weapon. The bonus to your **COMBAT SKILL** rating for use of this weapon in combat always remains at +3."

Possessing Weaponmastery doesn't necessarily mean that you start out with that **Weapon**, but you might.

If you choose this skill, write 'Weaponmastery: + 3 **COMBAT SKILL** points' on your **Action Chart**, and tick your chosen **Weapons** on the Weapons List. You cannot carry more than two **Weapons**.

Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.) These improvements and those for subsequent Magnakai Disciplines are listed here for your convenience.

#### **Tutelary** (5 Disciplines)

Tutelaries are able to use defensive combat skills to great effect when fighting unarmed. When entering combat without a **Weapon**, Tutelaries lose only 2 points from your **COMBAT SKILL**, instead of the usual 4 points.

#### **Mentora** (7 Disciplines)

Mentoras skilled in Weaponmastery are more accurate when using all missile **Weapons**, whether fired (e.g., a **Bow**) or thrown (e.g., a **Dagger**). When using a **Bow** or thrown **Weapon** and instructed to pick a number from the **Random Number Table**, add 2 to the number picked if you are a Mentora with the Magnakai Discipline of Weaponmastery.

#### **Scion-kai** (8 Disciplines)

When entering combat with a **Weapon** they have mastered, Scion-kai may

add 4 points (instead of the usual 3 points) to their **COMBAT SKILL**. Also, when in combat without a **Weapon**, they only lose 1 point from their **COMBAT SKILL**.

## **Animal Control**

This Magnakai Discipline enables a Kai Master to communicate with most animals and to determine their purpose and intentions. It also enables a Kai Master to fight from the saddle with great advantage.

If you choose this skill, write 'Animal Control' on your **Action Chart**.

Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)

#### **Primate** (4 Disciplines)

Primates with this Magnakai Discipline are able to repel an animal that is intent on harming them by blocking its sense of taste and smell. The level of success is dependent on the size and ferocity of the animal.

#### **Principalin** (6 Disciplines)

Principalins with this skill are able to call on a woodland animal (if nearby) to aid them, either in combat, or to act as a messenger or guide. The number of animals that can be summoned increases as a Kai Master rises in rank.

#### **Archmaster** (9 Disciplines)

Archmasters with this skill are able to command most animals to do their bidding, although effectiveness is diminished when attempting to control a hostile creature.

## **Curing**

The possessor of this skill can restore 1 lost **ENDURANCE** point to his total for every numbered section of the book through which he passes, provided he is not involved in combat. (This can only be done after his **ENDURANCE** has fallen below its original level.) This Magnakai Discipline also enables a Kai Master to cure disease, blindness and any combat wounds sustained by others, as well as himself. Using the knowledge mastery of this skill provides will also allow a Kai Master to identify the properties of any herbs, roots and potions that may be encountered during the adventure.

If you choose this skill, write 'Curing: + 1 **ENDURANCE** point for each section without combat' on your **Action Chart**.

(See the **Healing** entry in the **Topical Guide**.)

Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)

**Primate** (4 Disciplines)

Primates with this skill have the ability to delay the effects of poisons, including venoms, that they may come into contact with. Although a Kai Primate with this skill is not able to neutralize a poison he is able to slow its effect, giving him more time to find an antidote or cure.

**Mentora** (7 Disciplines)

Mentoras with this skill are able to neutralize the effects of any poisons, venoms or toxins with which they come into contact.

**Archmaster** (9 Disciplines)

Archmasters are able to use their healing power to repair serious wounds sustained in combat. If, whilst in combat, their **ENDURANCE** is reduced to 6 points or less, they can use their skill to restore 20 **ENDURANCE** points. This ability can only be used once every 100 days.

## Invisibility

This Magnakai skill allows a Kai Master to blend in with his surroundings, even in the most exposed terrain. It will enable him to mask his body heat and scent, and to adopt the dialect and mannerisms of any town or city that he visits.

If you choose this skill, write 'Invisibility' on your **Action Chart**.

Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)

**Tutelary** (5 Disciplines)

Tutelaries are able to increase the effectiveness of their skill when hiding from an enemy by drawing the enemy's attention to a place other than that in which they are hiding. The effectiveness of this ability increases as a Kai Master rises in rank.

**Principalin** (6 Disciplines)

Principalins are able to mask any sounds made by their movements while using this skill.

**Scion-kai** (8 Disciplines)

Scion-kai are able to alter their physical appearance at will in order to deceive

an enemy. The duration and effectiveness of this deception increases as a Kai Master rises in rank.

## Huntmastery

This skill ensures that a Kai Master will never starve in the wild; he will always be able to hunt for food, even in areas of wasteland and desert. It also enables a Kai Master to move with great speed and dexterity and will allow him to ignore any extra loss of **COMBAT SKILL** points due to a surprise attack or ambush.

If you choose this skill, write 'Huntmastery' on your **Action Chart**.

Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)

**Primate** (4 Disciplines)

Primates with this skill have a greatly increased agility and be able to climb without the use of climbing aids, such as ropes, etc.

**Principalin** (6 Disciplines)

Principalins with this Magnakai Discipline are able to intensify their eyesight at will, giving them telescopic vision.

**Archmaster** (9 Disciplines)

Archmasters who possess this ability benefit from greatly increased senses of hearing, smell, and night vision. These senses become even more acute upon attaining the rank of Kai Grand Master.

## Pathsmanship

In addition to the basic skill of being able to recognize the correct path in unknown territory, the Magnakai skill of Pathsmanship will enable a Kai Master to read foreign languages, decipher symbols, read footprints and tracks (even if they have been disturbed), and detect the presence of most traps. It also grants him the gift of always knowing intuitively the position of north.

If you choose this skill, write 'Pathsmanship' on your **Action Chart**.

Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)

**Tutelary** (5 Disciplines)

Tutelaries with this skill can detect an enemy ambush within 500 yards of their position unless their **ENDURANCE** score is low due to wounds sustained or lack of food.

**Mentora** (7 Disciplines)

Mentoras who possess this Magnakai Discipline are able to cross any kind of terrain on foot without leaving any tracks, even if the ground is covered in snow.

**Scion-kai** (8 Disciplines)

Scion-kai with this ability are able to converse with any sentient creature. They are also able to make themselves invisible when subjected to any psychic or magical spells of detection.

**Psi-surge**

This psychic skill enables a Kai Master to attack an enemy using the force of his mind. It can be used as well as normal combat **Weapons** and adds 4 extra points to your **COMBAT SKILL**.

It is a powerful Discipline, but it is also a costly one. For every round of combat in which you use Psi-surge, you must deduct 2 **ENDURANCE** points. A weaker form of Psi-surge called Mindblast can be used against an enemy without losing any **ENDURANCE** points, but it will add only 2 extra points to your **COMBAT SKILL**.

Psi-surge cannot be used if your **ENDURANCE** falls to 6 points or below, and not all of the creatures encountered on your adventure will be affected by it; you will be told if a creature is immune.

*Psi-surge and Mindblast cannot be used simultaneously.*

If you choose this skill, write 'Psi-surge: +4 **COMBAT SKILL** points but -2 **ENDURANCE** points per round' and 'Mindblast: +2 **COMBAT SKILL** points' on your **Action Chart**.

*Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)*

**Primate** (4 Disciplines)

Primates with the Magnakai Discipline of Psi-surge will, by concentrating their

psychic powers upon an object, be able to set up vibrations that may lead to the disruption or destruction of the object.

**Principalin** (6 Disciplines)

Principalins using this skill in combat are able to confuse an enemy by planting seeds of doubt in its mind. The effectiveness of this ability increases as a Kai Master rises in rank.

**Archmaster** (9 Disciplines)

When using their psychic ability to attack an enemy, Archmasters may add 6 points to their **COMBAT SKILL** instead of the usual 4 points. For every round in which Psi-surge is used, Archmasters need only deduct 1 **ENDURANCE** point. When using the weaker psychic attack—Mindblast—they may add 3 points without loss of **ENDURANCE** points. Archmasters cannot use Psi-surge if their **ENDURANCE** score falls to 4 points or below.

**Psi-screen**

Many of the hostile creatures that inhabit Magnamund have the ability to attack you using their Mindforce. The Magnakai Discipline of Psi-screen prevents you from losing any **ENDURANCE** points when subjected to this form of attack and greatly increases your defence against supernatural illusions and hypnosis.

If you choose this skill, write 'Psi-screen: no points lost when attacked by Mindforce' on your **Action Chart**.

*Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)*

**Tutelary** (5 Disciplines)

Tutelaries with this skill develop mental defence against magical charms and hostile telepathy. These defences increase in strength as a Kai Master rises in rank.

**Mentora** (7 Disciplines)

Mentoras with this ability can protect themselves from evil spirits and other non-corporeal beings that attack with psychic energy. The effectiveness of this ability increases as a Kai Master rises in rank.

**Scion-kai** (8 Disciplines)

When engaging in psychic combat Scion-kai are able to absorb and control some of the energies directed at them. By deflecting or inducing the hostile energy they can either reduce the damage they sustain, or increase the power of their own psychic attacks.

## Nexus

Mastery of this Magnakai skill will enable you to withstand extremes of heat and cold without losing **ENDURANCE** points and to move items by your powers of concentration alone. If you choose this skill, write 'Nexus' on your **Action Chart**.

*Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)*

### **Primate** (4 Disciplines)

*Primates with the skill of Nexus will be able to offer a far greater resistance than before to the effects of noxious gases and fumes.*

### **Principalin** (6 Disciplines)

*Principalins with this ability can extinguish fires by force of will alone. The size of the fire, and the number that can be extinguished using Nexus, increases as a Kai Master rises in rank.*

### **Archmaster** (9 Disciplines)

*Archmasters with the skill of Nexus are able to withstand extremes of heat and cold, and possess limited immunity to harmful elements, such as flames, toxic gases, and corrosive liquids. The duration of this immunity increases greatly upon attaining Grand Mastership.*

## Divination

This skill may warn a Kai Master of imminent or unseen danger or enable him to detect an invisible or hidden enemy. It may also reveal the true purpose or intent of a stranger or strange object encountered in your adventure. Divination may enable you to communicate telepathically with another person and to sense if a creature possesses psychic abilities.

If you choose this skill, write 'Divination' on your **Action Chart**.

*Improvements: (see **Improved Magnakai Disciplines** and **Levels of Magnakai Training**.)*

### **Tutelary** (5 Disciplines)

*Tutelaries who possess this Magnakai Discipline are able to recognize objects or creatures with magical skills or abilities. However, this improved Discipline can be negated if the creature or object is shielded from detection.*

### **Mentora** (7 Disciplines)

*Mentoras who possess this skill are able to detect psychic residues lingering in a place where a dramatic event, such as a battle, a murder, a ritual sacrifice or a ritual ceremony, has taken place. By meditating at the scene of the incident, a Kai Mentora is able to visualize the event, even though it may have occurred in the distant past.*

### **Scion-kai** (8 Disciplines)

*Scion-kai are able to leave their body in a state of suspended animation and, in spirit form, explore their immediate surroundings unhindered by physical limitations. This ability is called 'spirit walking'. The length of time a Kai Master can spirit walk increases as he rises in rank. When the spirit is separated from the body in this fashion, the body remains inanimate and vulnerable to attack. If a Kai Master's body is killed whilst he is spirit walking, his spiritual self will also cease to exist, and vice versa.*

If you successfully complete the mission as set in this book of the *Lone Wolf* series, you may add a further Magnakai Discipline of your choice to your **Action Chart** in the next book. This additional skill, together with your other Magnakai skills and any **Special Items** that you have found and been able to keep during your adventures may then be used in the next adventure in the *Lone Wolf Magnakai* series.



## [Magnakai] Equipment

*The way in which you obtain your equipment before the adventure varies greatly from book to book. What follows is a fairly common scenario intended to give you a feel for what to expect, but it may be very different from a particular book you read. Please carefully read the Equipment section of the book you are playing to find out its particular details.*

Before leaving on your journey, you are given a map of the area, and a pouch of gold. To find out how much gold is in the pouch, pick a number from the **Random Number Table**. Add 10 to the number you have picked. The total equals the number of **Gold Crowns** inside the pouch, and you should now enter this number in the '**Gold Crowns**' section of your **Action Chart**. If you have successfully completed previous *Lone Wolf* adventures, you may add this sum to the total sum of **Crowns** you already possess. You can carry a maximum of only fifty **Crowns**, but additional **Crowns** can be left in **safekeeping** at your Kai Monastery.

You are offered a choice of equipment to aid you on your perilous mission. You can take three items from the list below, again adding to these, if necessary, any you may already possess. However, remember that you can carry a maximum of two **Weapons** and eight **Backpack Items**.

*(See the **Topical Guide** for details about a particular item.)*

List the three items that you choose on your **Action Chart**, under the heading given in brackets, and make a note of any effect they may have on your **ENDURANCE** points or **COMBAT SKILL**.

### How to Carry Equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes, but you should refer back to this list in the course of your adventure.

*(See the **Topical Guide** for details about a particular item.)*

### How Much Can You Carry?

#### Weapons

The maximum number of **Weapons** that you may carry is two.

#### Backpack Items

These must be stored in your **Backpack**. Because space is limited, you may keep a maximum of only eight articles, including Meals, in your **Backpack** at any one time.

#### Special Items

**Special Items** are not carried in the **Backpack**. When you discover a **Special Item**, you will be told how to carry it.

The maximum number of **Special Items** that can be carried on any adventure is twelve. Surplus **Special Items** may be left for **safekeeping** at your Kai Monastery.

#### Gold Crowns

These are always carried in the **Belt Pouch**. It will hold a maximum of fifty **Crowns**.

*(See the **Topical Guide** for details about a particular item.)*

#### Food

Food is carried in your **Backpack**. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your **Action Chart** is given initial capitals (e.g. Gold Dagger, Magic Pendant) in the text. Unless you are told it is a **Special Item**, carry it in your **Backpack**.

## How to Use Your Equipment

### Weapons

**Weapons** aid you in combat. If you have the Magnakai Discipline of Weaponmastery and a correct **Weapon**, it adds 3 points to your **COMBAT SKILL**. If you enter a combat with no **Weapons**, deduct 4 points from your **COMBAT SKILL** and fight with your bare hands. If you find a **Weapon** during the adventure, you may pick it up and use it. (Remember that you can only carry two **Weapons** at once.)

*The new Collector's Editions of the gamebooks clarify that 'You may only use one Weapon at a time in combat.'*

### Bow and Arrows

During your adventure there will be opportunities to use a **Bow** and Arrow. If you equip yourself with this **Weapon**, and you possess at least one **Arrow**, you may use it when the text of a particular section allows you to do so. The **Bow** is a useful **Weapon**, for it enables you to hit an enemy at a distance. However, a **Bow** cannot be used in hand-to-hand combat, therefore it is strongly recommended that you also equip yourself with a close combat **Weapon**, like a **Sword** or **Mace**.

In order to use a **Bow** you must possess a **Quiver** and at least one **Arrow**. Each time the **Bow** is used, erase an **Arrow** from your **Action Chart**. A **Bow** cannot, of course, be used if you exhaust your supply of **Arrows**, but the opportunity may arise during your adventure for you to replenish your stock of **Arrows**.

If you have the Magnakai Discipline of **Weaponmastery** with a **Bow**, you may add 3 to any number that you choose from the **Random Number Table**, when using the **Bow**. If you enter combat armed only with a **Bow**, you must deduct 4 points from your **COMBAT SKILL** and fight with your bare hands.

### Backpack Items

During your travels you will discover various useful items which you may wish to keep. (Remember you can only carry a maximum of eight items in your

**Backpack** at anytime.) You may exchange or discard them at any point when you are not involved in combat.

### Special Items

**Special Items** are not carried in the **Backpack**. When you discover a **Special Item**, you will be told how to carry it. If you have successfully completed previous *Lone Wolf* books, you may already possess **Special Items**.

The maximum number of **Special Items** that a Kai Master can carry during an adventure is twelve. Surplus **Special Items** may be left in **safekeeping** at your Kai Monastery.

### Gold Crowns

The currency of Anari is the **Lune**, but **Gold Crowns** are readily accepted at an exchange rate of 4 **Lune** for every 1 **Gold Crown**.

*The **currency** used in a given region may vary, but **Crowns** are readily accepted at an exchange rate listed in the text, e.g. four **Lune** for every 1 **Gold Crown**. (See **Topical Guide** section on **currency**.)*

### Food

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 **ENDURANCE** points. If you have chosen the Magnakai Discipline of Huntmastery as one of your skills, you will not need to tick off a Meal when instructed to eat.

*Huntmastery may also be useful as noted in **Magnakai Disciplines**.*

### Potion of Laumspur

This is a **healing potion** that can restore 4 **ENDURANCE** points to your total when swallowed after combat. It cannot be used to increase **ENDURANCE** points immediately prior to a combat. There is enough for one dose only. If you discover any other potion during the adventure, you will be informed of its effect. All potions are **Backpack Items**.

## [Magnakai] Rules for Combat

There will be occasions during your adventure when you have to fight an enemy. The enemy's **COMBAT SKILL** and **ENDURANCE** points are given in the text. Lone Wolf's aim in the combat is to kill the enemy by reducing his **ENDURANCE** points to zero while losing as few **ENDURANCE** points as possible himself.

At the start of a combat, enter Lone Wolf's and the enemy's **ENDURANCE** points in the appropriate boxes on the Combat Record section of your **Action Chart**.

The sequence for combat is as follows:

1. Add any extra points gained through your Magnakai Disciplines and **Special Items** to your current **COMBAT SKILL** total.
2. Subtract the **COMBAT SKILL** of your enemy from this total. The result is your **Combat Ratio**. Enter it on the **Action Chart**.

### Example

Lone Wolf (**COMBAT SKILL** 15) is attacked by a Nightstalker (**COMBAT SKILL** 22). He is not given the opportunity to evade combat but must stand and fight as the creature leaps on him. Lone Wolf has the Magnakai Discipline of **Psi-surge** to which the Nightstalker is not immune, so Lone Wolf adds 4 points to his **COMBAT SKILL**, giving a total **COMBAT SKILL** of 19.

He subtracts the Nightstalker's **COMBAT SKILL** from his own, giving a **Combat Ratio** of -3. ( $19 - 22 = -3$ ). -3 is noted on the **Action Chart** as the **Combat Ratio**.

3. When you have your **Combat Ratio**, pick a number from the Random Number Table.
4. Turn to the **Combat Results Table** on the inside back cover of the book. Along the top of the chart are shown the **Combat Ratio** numbers. Find the number that is the same as your **Combat Ratio** and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now have the number of **ENDURANCE** points lost by both Lone Wolf and his enemy in this round of combat. (E represents points lost by the enemy; LW represents points lost by Lone Wolf.)

### Example

The **Combat Ratio** between Lone Wolf and the Nightstalker has been established as -3. If the number taken from the **Random Number Table** is a 6, then the result of the first round of combat is:

- Lone Wolf loses 3 **ENDURANCE** points (plus an additional 2 points for using **Psi-surge**)
- Nightstalker loses 6 **ENDURANCE** points

5. On the **Action Chart**, mark the changes in **ENDURANCE** points to the participants in the combat.
6. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
7. Repeat the sequence from Stage 3.

This process of combat continues until the **ENDURANCE** points of either the enemy or Lone Wolf are reduced to zero or below, at which point the one with the zero score is declared dead. If Lone Wolf is dead, the adventure is over. If the enemy is dead, Lone Wolf proceeds but with his **ENDURANCE** points possibly reduced.

*It is not necessarily true that Lone Wolf will lose any **ENDURANCE** in combat. He may go unscathed.*

A summary of Combat Rules appears in the back of this book.

## Evasion of Combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only Lone Wolf may lose **ENDURANCE** points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.

## Levels of Magnakai Training

The following table is a guide to the rank and titles that are achieved by Kai Masters at each stage of their training. As you successfully complete each adventure in the *Lone Wolf Magnakai* series, you will gain an additional Magnakai Discipline and progress towards the ultimate distinction of a Kai Warrior—Kai Grand Mastership.

1. Kai Master
2. Kai Master Senior
3. Kai Master Superior—You begin the *Lone Wolf Magnakai* adventures with this level of training.
4. Primate
5. Tutelary
6. Principalin
7. Mentora
8. Scion-kai
9. Archmaster
10. Kai Grand Master

## Lore-circles of the Magnakai

In the years before their massacre, the Kai Masters of Sommerlund devoted themselves to the study of the Magnakai. These skills were divided into four schools of training called ‘**Lore-circles**’. By mastering all of the Magnakai Disciplines of a **Lore-circle**, the Kai Masters developed their fighting prowess (**COMBAT SKILL**), and their physical and mental stamina (**ENDURANCE**) to a level far higher than any mortal warrior could otherwise attain.

Listed below are the four **Lore-circles** of the Magnakai and the skills that must be mastered in order to complete them.

### Circle of Fire

Weaponmastery & Huntmastery

### Circle of Light

Animal Control & Curing

### Circle of Solaris

Invisibility, Huntmastery & Pathsmanship

### Circle of the Spirit

Psi-surge, Psi-screen, Nexus & Divination

By completing a **Lore-circle**, you may add to your **COMBAT SKILL** and **ENDURANCE** the extra bonus points that are shown below.

## Lore-circle Bonuses

### Circle of Fire

+1 CS +2 EP

### Circle of Light

0 CS +3 EP

### Circle of Solaris

+1 CS +3 EP

### Circle of the Spirit

+3 CS +3 EP

All bonus points that you acquire by completing a **Lore-circle** are additions to your basic **COMBAT SKILL** and **ENDURANCE** scores.

## Improved [Magnakai] Disciplines

As you rise through the higher levels of Magnakai training you will find that some of your skills will steadily improve. If you have reached the rank of **Primate** (four skills), **Tutelary** (five skills), **Principalin** (six skills), **Mentora** (seven skills), **Scion-kai** (eight skills), or **Archmaster** (nine skills), you will now benefit from improvements to the following Magnakai Disciplines:

### Primate

#### Animal Control

Primates with this Magnakai Discipline are able to repel an animal that is intent on harming them by blocking its sense of taste and smell. The level of success is dependent on the size and ferocity of the animal.

#### Curing

Primates with this skill have the ability to delay the effects of poisons, including venoms, that they may come into contact with. Although a Kai Primate with this skill is not able to neutralize a poison he is able to slow its effect, giving him more time to find an antidote or cure.

#### Huntmastery

Primates with this skill have a greatly increased agility and be able to climb without the use of climbing aids, such as ropes, etc.

#### Psi-surge

Primates with the Magnakai Discipline of Psi-surge will, by concentrating their psychic powers upon an object, be able to set up vibrations that may lead to the disruption or destruction of the object.

#### Nexus

Primates with the skill of Nexus will be able to offer a far greater resistance than before to the effects of noxious gases and fumes.

### Tutelary

#### Weaponmastery

Tutelaries are able to use defensive combat skills to great effect when fighting unarmed. When entering combat without a **Weapon**, Tutelaries lose only 2 points from their **COMBAT SKILL**, instead of the usual 4 points.

#### Invisibility

Tutelaries are able to increase the effectiveness of their skill when hiding from an enemy by drawing the enemy's attention to a place other than that in which they are hiding. The effectiveness of this ability increases as a Kai Master rises in rank.

#### Pathsmanship

Tutelaries with this skill can detect an enemy ambush within 500 yards of their position unless their **ENDURANCE** score is low due to wounds sustained or lack of food.

#### Psi-screen

Tutelaries with this skill develop mental defence against magical charms and hostile telepathy. These defences increase in strength as a Kai Master rises in rank.

#### Divination

Tutelaries who possess this Magnakai Discipline are able to recognize objects or creatures with magical skills or abilities. However, this improved Discipline can be negated if the creature or object is shielded from detection.

### Principalin

#### Animal Control

Principalins with this skill are able to call on a woodland animal (if nearby) to aid them, either in combat, or to act as a messenger or guide. The number of animals that can be summoned increases as a Kai Master rises in rank.

**Invisibility**

Principalins are able to mask any sounds made by their movements while using this skill.

**Huntmastery**

Principalins with this Magnakai Discipline are able to intensify their eyesight at will, giving them telescopic vision.

**Psi-surge**

Principalins using this skill in combat are able to confuse an enemy by planting seeds of doubt in its mind. The effectiveness of this ability increases as a Kai Master rises in rank.

**Nexus**

Principalins with this ability can extinguish fires by force of will alone. The size of the fire, and the number that can be extinguished using Nexus, increases as a Kai Master rises in rank.

**Mentora****Weaponmastery**

Mentoras skilled in Weaponmastery are more accurate when using all missile **Weapons**, whether fired (e.g., a **Bow**) or thrown (e.g., a **Dagger**). When using a **Bow** or thrown **Weapon** and instructed to pick a number from the **Random Number Table**, add 2 to the number picked if you are a Mentora with the Magnakai Discipline of Weaponmastery.

**Curing**

Mentoras with this skill are able to neutralize the effects of any poisons, venoms or toxins with which they come into contact.

**Pathsmanship**

Mentoras who possess this Magnakai Discipline are able to cross any kind of terrain on foot without leaving any tracks, even if the ground is covered in snow.

**Psi-screen**

Mentoras with this ability can protect themselves from evil spirits and

other non-corporeal beings that attack with psychic energy. The effectiveness of this ability increases as a Kai Master rises in rank.

**Divination**

Mentoras who possess this skill are able to detect psychic residues lingering in a place where a dramatic event, such as a battle, a murder, a ritual sacrifice or a ritual ceremony, has taken place. By meditating at the scene of the incident, a Kai Mentora is able to visualize the event, even though it may have occurred in the distant past.

**Scion-kai****Weaponmastery**

When entering combat with a **Weapon** they have mastered, Scion-kai may add 4 points (instead of the usual 3 points) to their **COMBAT SKILL**. Also, when in combat without a **Weapon**, they only lose 1 point from their **COMBAT SKILL**.

**Invisibility**

Scion-kai are able to alter their physical appearance at will in order to deceive an enemy. The duration and effectiveness of this deception increases as a Kai Master rises in rank.

**Pathsmanship**

Scion-kai with this ability are able to converse with any sentient creature. They are also able to make themselves invisible when subjected to any psychic or magical spells of detection.

**Psi-screen**

When engaging in psychic combat Scion-kai are able to absorb and control some of the energies directed at them. By deflecting or inducing the hostile energy they can either reduce the damage they sustain, or increase the power of their own psychic attacks.

**Divination**

Scion-kai are able to leave their body in a state of suspended animation and, in spirit form, explore their immediate surroundings unhindered by physical limitations. This ability is called 'spirit walking'. The length of time a

Kai Master can spirit walk increases as he rises in rank. When the spirit is separated from the body in this fashion, the body remains inanimate and vulnerable to attack. If a Kai Master's body is killed whilst he is spirit walking, his spiritual self will also cease to exist, and vice versa.

## Archmaster

### Animal Control

Archmasters with this skill are able to command most animals to do their bidding, although effectiveness is diminished when attempting to control a hostile creature.

### Curing

Archmasters are able to use their healing power to repair serious wounds sustained in combat. If, whilst in combat, their **ENDURANCE** is reduced to 6 points or less, they can use their skill to restore 20 **ENDURANCE** points. This ability can only be used once every 100 days.

### Huntmastery

Archmasters who possess this ability benefit from greatly increased senses of hearing, smell, and night vision. These senses become even more acute upon attaining the rank of Kai Grand Master.

### Psi-surge

When using their psychic ability to attack an enemy, Archmasters may add 6 points to their **COMBAT SKILL** instead of the usual 4 points. For every round in which Psi-surge is used, Archmasters need only deduct 1 **ENDURANCE** point. When using the weaker psychic attack—Mindblast—they may add 3 points without loss of **ENDURANCE** points. Archmasters cannot use Psi-surge if their **ENDURANCE** score falls to 4 points or below.

### Nexus

Archmasters with the skill of Nexus are able to withstand extremes of heat and cold, and possess limited immunity to harmful elements, such as flames, toxic gases, and corrosive liquids. The duration of this immunity increases greatly upon attaining Grand Mastership.

## The [Grand Master] Game Rules

*These rules do not come from any particular book. They are a generic set of rules designed to help new readers familiarize themselves with the rules—not walk the reader through a particular book. The details of the rules in each book will differ from what you find here.*

You keep a record of your adventure on the **Action Chart**.

During your training as a Kai Master you have developed fighting prowess—**COMBAT SKILL** and physical stamina—**ENDURANCE**. Before you set off on your adventure you need to measure how effective your training has been. To do this take a pencil and, with your eyes closed, point with the blunt end of it on to the **Random Number Table**. If you pick 0 it counts as zero.

*If you have already completed an adventure with your character, you should not pick his **COMBAT SKILL** and **ENDURANCE** again. You should use those scores already picked.*

The first number that you pick from the **Random Number Table** in this way represents your **COMBAT SKILL**. Add 25 to the number you picked and write the total in the **COMBAT SKILL** section of your **Action Chart** (i.e. if your pencil fell on the number 6 in the **Random Number Table** you would write in a **COMBAT SKILL** of 31). When you fight, your **COMBAT SKILL** will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the **Random Number Table** represents your powers of **ENDURANCE**. Add 30 to this number and write the total in the **ENDURANCE** section of your **Action Chart** (i.e. if your pencil fell on the number 7 on the **Random Number Table** you would have 37 **ENDURANCE** points).

If you are wounded in combat you will lose **ENDURANCE** points. If at any time your **ENDURANCE** points fall to zero or below, you are dead and the adventure is over. Lost **ENDURANCE** points can be regained during the course of the adventure, but your number of **ENDURANCE** points can never rise above the number you started with.

If you have successfully completed any of the previous adventures in the *Lone Wolf* series, you can carry your current scores of **COMBAT SKILL** and **ENDURANCE** points over to this book.

*While it may seem obvious that player statistics should transfer over in the same way as they did between the Kai and Magnakai series, there are a few points to bear in mind. The word "can" seems to imply that you may choose whether or not to carry over your basic statistics to the Grand Master series although this isn't certain. There are reasons you may choose to pick new statistics for the Grand Master series.*

*In the Kai and Magnakai adventures, new characters' **COMBAT SKILL** and **ENDURANCE** points are chosen by picking random numbers and adding 10 and 20 respectively while in the Grandmaster series, new characters' statistics are modified by 25 and 30. This seems to some players to be an unfair advantage even though veteran characters (i.e. those carried over from previous adventures) have gained bonuses, items, and skills that are unavailable to new characters and may more than make up for the new character's statistics. This boost in basic statistics was probably designed to even the playing field and make the game enjoyable for veteran and novice characters alike.*

*This advantage may not apply to all veteran characters. They may not have completed all previous adventures (although this is less likely today given that the Lone Wolf books are available for free on Project Aon). Veteran characters may have lost key items in previous adventures. For example, it's possible to lose the Sommerswerd in one particularly infamous encounter. A veteran character may have permanently lost statistics in previous adventures (e.g. through the use of Helshezag). Such characters may be at a considerable disadvantage compared to characters starting fresh with the Grand Master series. They may be unprepared for the difficult situations and combats presented in these books.*

*However, it is possible for a veteran character to have obtained bonuses to their basic statistics that exceed the bonuses given here to a freshly-created character. Also, a veteran character with Magnakai Weaponmastery and Psi-Surge may have the luxury of choosing two disciplines other than Grand Weaponmastery and Kai-surge since their bonuses are already at the same level as those of a new Grandmaster. On the other hand, these advantages may disappear should the veteran character be forced to fight without skills, weapons, and items, and even veteran characters will find some of the books very challenging.*

*All that notwithstanding, it might be better for some weaker veteran*



*characters to discard their statistics for the Grand Master series. The instructions fairly clearly spells out what to do if you wish to carry over your statistics, but they are vague on what to do if you choose not to do so. There are a number of common recommendations for handling this situation although you are certainly not limited to the following.*

*You may discard and re-roll your existing statistics adding 25 and 30 to your rolls, discard all bonuses, and keep all weapons and items.*

*You may discard and re-roll your existing statistics adding 25 and 30 to your rolls but keep all bonuses, weapons, and items.*

*You could compensate for the changed modifier to the random number rolls by adding 15 and 10 to your previous statistics.*

*Finally, you could discard everything (i.e. all statistics, weapons, bonuses, and items) and roll a completely new character.*

You may also carry over any **Weapons** and **Special Items** you have in your possession at the end of your last adventure, and these should be entered on your new **Action Chart** (you are still limited to two **Weapons**, but you may now carry up to ten **Backpack Items**).

*You may also carry over any **Backpack Items** and **Gold Crowns** that you possessed at the end of the last adventure. Some readers feel that you should not carry over Meals since they are perishable, but this is not hinted at in the rules so this is optional.*

However, only the following **Special Items** may be carried over to the *Lone Wolf*

*Grand Master series (Book 13 onwards):*

- Crystal Star Pendant
- Sommerswerd
- Silver Helm
- Dagger of Vashna
- Silver Bracers
- Jewelled Mace
- Silver Bow of Duadon
- Helshezag
- Kagonite Chainmail
- Korlinium Scabbard

*Late in the Grand Master series, this list undergoes some alterations to reflect events of the stories. If you begin the Grand Master series with Book 13, use this list throughout. If you begin later in the Grand Master series, then use the list as published in the appropriate book.*

You may choose one bonus Grand Master Discipline to add to your **Action Chart** for every *Lone Wolf Grand Master* adventure you successfully complete (Books 13–20).

*You may add one Grand Master Discipline if you have completed a previous Grand Master adventure successfully. In other words, you earn one new Grand Master Discipline each time you complete a Grand Master adventure successfully.*

## Grand Master Disciplines

### Kai and Magnakai Disciplines

During your distinguished rise to the rank of Kai Grand Master you have become proficient in all of the basic Kai and Magnakai Disciplines. These Disciplines have provided you with a formidable arsenal of natural abilities which have served you well in the fight against the agents and champions of Naar, King of the Darkness. A brief summary of your skills is given below.

#### Weaponmastery

Proficiency with all close combat and missile **weapons**. Master of unarmed combat; no **COMBAT SKILL** loss when fighting bare-handed. Add an additional 2 points to any number picked from the **Random Number Table** for missile or thrown **Weapons** (e.g. **Bows** or thrown **Daggers**).

#### Animal Control

Communication with most animals; limited control over hostile creatures. Can use woodland animals as guides and can block a non-sentient creature's sense of taste and smell.

#### Curing

Steady restoration of lost **ENDURANCE** points (to self and others) as a result of combat wounds. Neutralization of poisons, venoms and toxins. Repair of serious battle wounds.

#### Invisibility

Mask body heat and scent; hide effectively; mask sounds during movement; minor alterations of physical appearance.

#### Huntmastery

Effective hunting of food in the wild; increased agility; intensified vision, hearing, smell and night vision.

#### Pathsmanship

Read languages, decipher symbols, read footprints and tracks. Intuitive knowledge of compass points; detection of enemy ambush up to 500 yards;

ability to cross terrain without leaving tracks; converse with sentient creatures; mask self from psychic spells of detection.

#### Psi-surge

Attack enemies using the powers of the mind; set up disruptive vibrations in objects; confuse enemies.

#### Psi-screen

Defence against hypnosis, supernatural illusions, charms, hostile telepathy, and evil spirits. Ability to divert and re-channel hostile psychic energy.

#### Nexus

Move small items by projection of mind power; withstand extremes of temperature; extinguish fire by force of will; limited immunity to flames, toxic gases, corrosive liquids.

#### Divination

Sense imminent danger; detect invisible or hidden enemy; telepathic communication; recognize magic-using and/or magical creatures; detect psychic residues; limited ability to leave body and spirit-walk.

*If you have completed the first twelve books of the Lone Wolf series, you can continue to use the Magnakai Disciplines acquired in those books (see the following Lone Wolf Club Newsletters: **Summer Special 1987, No. 10** and **No. 28**). If you have not completed all of the first twelve books, use your personal judgement whether or not you should benefit from Magnakai Disciplines that you didn't choose in the books you did complete. If you have completed all twelve books of the Kai series, remember that you now possess all ten Magnakai Disciplines, including the last one that you hadn't chosen previously. Be certain to adjust your **Action Chart** to reflect the bonuses of the last Lore-circle.*

*At times, the text will explicitly give you the option of using a Magnakai Discipline. At other times, some Magnakai Disciplines may have measureable bonuses that are useful to you in the Grand Master series but which are not explicitly prompted by the text. Other Magnakai Disciplines have less tangible effects and are assumed by the book (e.g. the Magnakai Discipline of Invisibility doesn't have a measureable bonus and the books assume you have*

this skill). The Magnakai Disciplines that can provide “tangible” bonuses in the Grand Master series are:

- **Huntmastery**—may be used to automatically find food (unless the text explicitly notes otherwise)
- **Curing**—may be used to heal 1 **ENDURANCE** point (per numbered section of the book) while not in combat.
- **Weaponmastery**—adds 3 points to your **COMBAT SKILL** (4 if you reached the Magnakai rank of **Scion-Kai**) if using the **Weapon** with which you are skilled. Bonus of +2 to any Random Number picks with missile or thrown **Weapons**.
- **Psi-surge**—adds 4 **COMBAT SKILL** points to your total when used against an opponent who isn’t immune, at the cost of 2 **ENDURANCE** points per round of combat. Mindblast can still be used to add two points to your **COMBAT SKILL** without loss of **ENDURANCE** points. (If you reached the Magnakai rank of Archmaster, Psi-surge will add 6 points to **COMBAT SKILL** at the cost of 1 **ENDURANCE** point per round of combat and Mindblast will add 3 **COMBAT SKILL** points at no **ENDURANCE** penalty.)

These bonuses are replaced by their Grand Master Discipline equivalent (e.g. acquiring **Grand Weaponmastery** in a **Weapon** with which you have **Weaponmastery** gives you a +5 **COMBAT SKILL** bonus—not +8).

Now, through the pursuit of your new skills and the further development of your innate Kai abilities, you have set out upon a path of discovery that no other Kai Grand Master has ever attempted with success. Your determination to become the first Kai Supreme Master, by acquiring total proficiency in all twelve of the Grand Master Disciplines, is an awe-inspiring challenge. You will be venturing into the unknown, pushing back the boundaries of human limitation in the pursuit of greatness and the cause of Good. May the blessings of the gods Kai and Ishir go with you as you begin your brave and noble quest.

In the years following the demise of the Darklords you have reached the rank of Kai Grand Defender, which means that you have mastered four of the Grand Master Disciplines listed below. It is up to you to choose which four Disciplines these are. As all of the Grand Master Disciplines will be of use to you at some point during your adventure, pick your four skills with care. The correct use of a Grand Master Discipline at the right time could save your life.

When you have chosen your four Disciplines, enter them in the Grand Master

Disciplines section of your **Action Chart**.

*If you have already completed one or more Grand Master adventures, you will already have picked your four initial Disciplines. You may add more Disciplines to your initial four as described later. It is quite possible that a particular Discipline will be of no use to you at all in a particular book which means that you should pick your Disciplines with even greater care.*

## Grand Weaponmastery

This Discipline enables a Grand Master to become supremely efficient in the use of all **Weapons**. When you enter combat with one of your Grand Master **Weapons**, you add 5 points to your **COMBAT SKILL**. The rank of Kai Grand Defender, with which you begin the Grand Master series, means you are skilled in two of the **Weapons** listed overleaf.

- **Spear**
- **Dagger**
- **Mace**
- **Short Sword**
- **Warhammer**
- **Bow**
- **Quarterstaff**
- **Broadsword**
- **Axe**
- **Sword**

If you have the Grand Master Discipline of **Grand Weaponmastery** with a **Bow**, you may add 5 to any number that you choose from the **Random Number Table**, when using the **Bow**.

*Lone Wolf Club Newsletter #28* tells us that “the +4 **CS** Weaponmastery bonus is not added to Grand Weaponmastery—it simply rises by 1 to +5.”

*If you have completed previous adventures, already possess the Magnakai Discipline of Weaponmastery with Bow, and have reached the rank of **Mentora**, it seems that you should already be able to add 5 to numbers picked*

from the **Random Number Table** (i.e. the basic **Weaponmastery** with **Bow** bonus of 3 added to the **Mentora** bonus of 2 for all missile weapons). Likely, the author intended the **Weaponmastery** bonus at the **Mentora** rank to be a 'hidden loyalty bonus' (cf. **Lone Wolf Club Newsletter #28**). In view of this, the +2 **Mentora** bonus is therefore **not** cumulative with Grand Weaponmastery with Bow.

Certain sections direct the reader to use different bonuses when using a **Bow**, ranging from 3 to 5, if you have Grand Weaponmastery with **Bow**. This may be the author adjusting the Grand Weaponmastery bonus on a case-by-case basis (and therefore this bonus should be used instead of the standard bonus) or an error (and therefore all of these bonuses should be 5). It is up to you to decide, but it seems most reasonable to follow the first alternative, to replace the Grand Weaponmastery bonus with whatever bonus is mentioned in that section.

The fact that you are skilled with two **Weapons** does not mean that you begin the adventure carrying any of them. However, you will have opportunities to acquire **Weapons** during your adventure. For every **Lone Wolf** book that you complete in the Grand Master series, you may add an additional **Weapon** to your list.

Possessing Grand Weaponmastery doesn't **necessarily** mean that you start out with that **Weapon**, but you might.

Improvements: (see **Improved Grand Master Disciplines and Levels of Grand Mastership**) These improvements and those for subsequent Grand Master Disciplines are listed here for your convenience.

#### **Sun Knight** (6 Disciplines)

Sun Knights with this discipline are able to wield **two-handed weapons** (i.e. **Broadsword**, **Quarterstaff**, and **Spear**) with full effect, using only one hand.

#### **Sun Lord** (7 Disciplines)

Sun Lords with this Discipline are able to cause the metal edge of any non-magical **Weapon** to ignite and burn fiercely. When a **Weapon** thus affected is used in combat, it inflicts an additional 1 **ENDURANCE** point loss upon an enemy in every successful round of combat. This ability cannot be used with a wholly wooden **Weapon** such as a **Quarterstaff**.

#### **Grand Crown** (10 Disciplines)

Kai Grand Crowns with this discipline are consummate masters of unarmed

combat. When fighting bare-handed, i.e. without any **weapons**, they may add 3 points to their **COMBAT SKILL**.

## **Animal Mastery**

Grand Masters have considerable control over hostile, non-sentient creatures. Also, they have the ability to converse with birds and fishes, and use them as guides.

Improvements: (see **Improved Grand Master Disciplines and Levels of Grand Mastership**)

#### **Kai Grand Guardian** (5 Disciplines)

Kai Grand Guardians with this discipline are able to summon a limited number of forest animals to their location. The creatures so summoned will become loyal and willing allies, willing to do the Kai Grand Guardian's bidding. This ability can only be used in an outdoor setting.

#### **Sun Thane** (8 Disciplines)

Sun Thanes with this Discipline are able to command an animal to fall asleep at will. Some hostile animals may be able to resist this command, but most will be affected by it in some way. The duration of effect and the number of animals which can be affected at one time will increase as a Grand Master rises in rank.

#### **Grand Crown** (10 Disciplines)

Grand Crowns with this ability are able to plant in the mind of any animal the image of their most-feared predator or adversary. Under the influence of this illusion the animal will believe, with all of its senses, that it is being confronted by such a creature instead of a Kai Grand Crown.

#### **Sun Prince** (11 Disciplines)

Kai Sun Princes with this Discipline are able to alter their appearance, including clothing and equipment, to take on the guise of any animal that they may come into contact with. This physical change will only be witnessed by the animal in question.

## **Deliverance (Advanced Curing)**

Grand Masters are able to use their healing power to repair serious battle wounds. If, whilst in combat, their **ENDURANCE** is reduced to 8 points or less, they can draw upon their mastery to restore 20 **ENDURANCE** points. This ability can only be used once every 20 days.

(see the **Healing** entry in the **Topical Guide**)

Improvements: (see **Improved Grand Master Disciplines and Levels of Grand Mastership**)

**Sun Knight** (6 Disciplines)

Sun Knights who possess this skill are able to repair serious wounds sustained by creatures other than themselves. By the laying of hands upon the affected creature's body, a Sun Knight can cause an open wound (or other serious injury) to mend itself. The speed at which this healing takes place increases as a Grand Master rises in rank.

**Sun Thane** (8 Disciplines)

Sun Thanes who possess this skill are able to conduct a Kai Exorcism. This ritual will banish any evil supernatural force that has taken possession of any goodly creature or object.

**Grand Thane** (9 Disciplines)

Grand Thanes with this Discipline are able to call upon the God Kai for divine assistance should a situation warrant it. Kai cannot intervene to save a Grand Thane from physical danger, but he can give signs which may help a Grand Thane choose the best course of action. A Grand Thane can call upon the God Kai for assistance no more than once every month. The frequency of divine audiences will increase as a Grand Master rises in rank.

**Sun Prince** (11 Disciplines)

Sun Princes with this ability are able to cause the regeneration of lost body parts, i.e. hands, feet, arms, legs, bones and internal organs. This improved Discipline can be used to repair a Sun Prince's own body, or that of another person or creature. The time required to effect regeneration depends on the size and relative importance of the body part affected.

## Assimilance (Advanced Invisibility)

Grand Masters are able to effect striking changes to their physical appearance, and maintain these changes over a period of a few days. They have also mastered advanced camouflage techniques that make them virtually undetectable in an open landscape.

Improvements: (see **Improved Grand Master Disciplines and Levels of Grand Mastership**)

**Kai Grand Guardian** (5 Disciplines)

Kai Grand Guardians who possess this skill are able to create a cloud of fog-like vapour within 15 yards of their location. This fog will obscure both normal and infravision. The duration of the fog increases as a Grand Master rises in rank.

**Sun Lord** (7 Disciplines)

Sun Lords who possess this skill are able to cause the outline of their bodies to become blurred and indistinct. By so doing, they can greatly increase their chances of avoiding magical and/or non-magical missiles directed at them.

**Grand Thane** (9 Disciplines)

Grand Thanes who possess this skill are able to protect themselves from detection by creatures using infra-vision (the ability to see the heat radiating from a person or thing), or ultra-vision (the ability to detect objects or movement in the ultra-violet spectrum of light).

**Sun Prince** (11 Disciplines)

Kai Sun Princes who possess this Discipline are able to create an illusory double of themselves and project this image up to a range of thirty feet. The Sun Prince must remain in visual contact with his/her image in order to maintain the illusion. Physical, magical, and psychic attacks upon the illusory image will cause no injury. The range of this ability increases substantially when a Sun Prince attains the rank of Kai Supreme Master.

## Grand Huntmastery

Grand Masters are able to see in total darkness and have greatly heightened senses of touch and taste.

In practise, this Grand Master Discipline also bestows enhanced reflexes upon Lone Wolf, often granting bonuses to picks from the **Random Number Table**.

Improvements: (see **Improved Grand Master Disciplines and Levels of Grand Mastership**)

**Kai Grand Guardian** (5 Disciplines)

Kai Grand Guardians with this skill enjoy increased mobility when travelling across all types of terrain, whether on foot or on horseback. This improved ability is very useful when used to outdistance a pursuing enemy.

**Sun Lord** (7 Disciplines)

Kai Sun Lords with this skill are able to see, with acute accuracy, light in the infrared spectrum, i.e. they can see complex patterns generated by heat in near or total darkness. They can also see light in the ultraviolet spectrum.

**Sun Thane** (8 Disciplines)

*Kai Sun Thanes with this skill are able to protect themselves from the effects of being struck by natural electrical discharges, i.e. lightning.*

**Sun Prince** (11 Disciplines)

*Grand Masters who have reached the rank of Sun Prince are able to control their direction and rate of movement when subjected to strong currents of air or water, or when venturing through non-material planes of existence, e.g., Shadow Gates.*

**Grand Pathsmanship**

Grand Masters are able to resist entrapment by hostile plants and have a super-awareness of ambush, or the threat of ambush, in woods and dense forests.

*Improvements: (see **Improved Grand Master Disciplines** and **Levels of Grand Mastership**)*

**Sun Knight** (6 Disciplines)

*Kai Sun Knights with this skill are able to repel at will all normal-sized insects within a radius of three yards. The range and number of insects so affected increase considerably as a Grand Master rises in rank.*

**Sun Thane** (8 Disciplines)

*Sun Thanes who possess Mastery of this Discipline are able to alter the temperature of water by touch. By using this skill they are able to transform water into ice and vice versa. The volume of water affected, and the duration of effect, both increase as a Grand Master rises in rank.*

**Grand Crown** (10 Disciplines)

*Grand Crowns with this skill are able to create a clear passageway through dense undergrowth, forest, or jungle. Once having passed through this passageway, the plant material will revert to its normal state. This skill can also be employed by a Kai Grand Crown against magical foliage, or to counter any plant material ranged against him by an enemy.*

**Kai-surge**

When using their psychic ability to attack an enemy, Grand Masters may add 8 points to their **COMBAT SKILL**. For every round in which Kai-surge is used, Grand Masters need only deduct 1 **ENDURANCE** point. When using the weaker psychic attack—Mindblast—they may add 4 points without loss of **ENDURANCE** points.

(Kai-surge, **Psi-surge**, and **Mindblast** cannot be used simultaneously.)

Grand Masters cannot use Kai-surge if their **ENDURANCE** score falls to 6 points or below.

*Improvements: (see **Improved Grand Master Disciplines** and **Levels of Grand Mastership**)*

**Kai Grand Guardian** (5 Disciplines)

*Kai Grand Guardians who possess Mastery of this Discipline are able to attack up to three enemies in psychic combat simultaneously.*

**Sun Lord** (7 Disciplines)

*Sun Lords who possess Mastery of this Discipline are able to launch a Kai-blast—a pulse of intense psychic energy which is capable of affecting both psychically active and inactive enemies. This form of psychic attack is very effective, more so than a usual Kai-surge, Psi-surge or Mindblast. It can cause an enemy to lose between 2 and 18 **ENDURANCE** points in one attack. A Kai Sun Lord using Kai-blast determines the damage inflicted on an enemy by picking two numbers from the **Random Number Table**. These numbers should be added together (a '0' = 1) and the resultant total equals the damage inflicted. However, use of a Kai-Blast will reduce a Sun Lord's **ENDURANCE** points total by 4. It cannot be used in conjunction with any other form of psychic attack.*

**Grand Thane** (9 Disciplines)

*Grand Thanes with this skill are able to focus their mind-power upon inanimate breakable objects, e.g. bottles, windows, all ceramics, urns, jugs, and cause them to explode violently. Any person or creature in close proximity to such an explosion risks injury from flying shrapnel.*

**Sun Prince** (11 Disciplines)

*Sun Princes who possess Mastery of this Discipline are able to focus their psychic power into a Kai-ray: a laser-like beam of mental energy capable of penetrating the strongest of psychic defences. This ability can be used once during a combat to reduce an enemy's **ENDURANCE** score by 15 points. However, use of this Kai-ray will also reduce a Sun Prince's **ENDURANCE** score by 4 points. It cannot be used if a Sun Prince's **ENDURANCE** score is 10 or less and it cannot be used in conjunction with any other form of psychic attack.*

*The Kai-ray works in conjunction with a round of combat to add 15 damage to the end result. It is not used as a "free hit".*

## Kai-screen

In psychic combat, Grand Masters are able to construct mind fortresses capable of protecting themselves and others. The strength and capacity of these fortresses increases as a Grand Master advances in rank.

*Improvements: (see **Improved Grand Master Disciplines and Levels of Grand Mastership**)*

### **Kai Grand Guardian** (5 Disciplines)

*Kai Grand Guardians who possess this Discipline are able to exercise a defensive psychic skill known as Mindblend. This cloaking ability enables them to both protect and hide their minds from being detected by a hostile psychic probe.*

### **Sun Thane** (8 Disciplines)

*Sun Thanes who possess this Discipline are able to erect a special psychic defence called 'Mindfort'. A Mindfort defence greatly reduces the effects of any psychic shock that would normally paralyse or weaken a lesser mortal.*

### **Grand Crown** (10 Disciplines)

*Grand Crowns who possess Mastery of this Discipline are able to mask the goodly aura which radiates naturally from their minds and bodies. Additionally, Grand Crowns can deliberately alter these auras to give a false impression of themselves to creatures who are sensitive to such psychic auras.*

### **Sun Prince** (11 Disciplines)

*Sun Princes who possess this Discipline are able to create a mental sanctuary in which to keep safe their minds from psychic assault. Creation of this sanctuary does not require thought or concentration; it occurs instantly whenever a Kai Sun Prince is subjected to psychic attack. The defensive strength of this sanctuary further increases when a Sun Prince attains the rank of Kai Supreme Master.*

## Grand Nexus

Grand Masters are able to withstand contact with harmful elements, such as flames and acids, for upwards of an hour in duration. This ability increases as a Grand Master advances in rank.

*In practise, this Grand Master Discipline also provides Lone Wolf with enhanced psychic powers over other items.*

*Improvements: (see **Improved Grand Master Disciplines and Levels of Grand***

## **Mastership)**

### **Sun Knight** (6 Disciplines)

*Sun Knights who possess Mastery of this Discipline are able to feign death. By placing themselves into a state of suspended animation, outwardly they are able to achieve all semblance of being truly dead. However, whilst in this state the only sense that a Sun Knight retains is the ability to hear.*

### **Grand Thane** (9 Disciplines)

*Grand Thanes who possess Mastery of this Discipline can pass freely through the Shadow Gates. These phenomena are special portals which enable one to access other dimensions and planes of existence outside of Magnamund. Kai Grand Thanes are able to detect the location of Shadow Gates and pass through them without suffering any physical ill effects. The range of their detection increases as a Kai Grand Master rises in rank.*

### **Grand Crown** (10 Disciplines)

*Grand Crowns who possess this Discipline are able to speak a Kai Power Word—a holy utterance which will cause physical and psychic damage to any single creature within a radius of thirty feet. The degree of damage so caused, and the resultant drain upon a Grand Crown's reserves of **ENDURANCE**, are dependent upon individual circumstances. The power and range of this skill increases as a Grand Master rises in rank.*

## Telegnosis (Advanced Divination)

This skill may warn a Kai Master of imminent or unseen danger or enable him to detect an invisible or hidden enemy. It may also reveal the true purpose or intent of a stranger or strange object encountered in your adventure. Divination may enable you to communicate telepathically with another person and to sense if a creature possesses psychic abilities.

*Improvements: (see **Improved Grand Master Disciplines and Levels of Grand Mastership**)*

### **Sun Knight** (6 Disciplines)

*Sun Knights who possess this Discipline are able to communicate telepathically over great distances. Initially the range of this ability is approximately 100 miles, but this distance increases as a Grand Master rises in rank.*

### **Sun Lord** (7 Disciplines)

*Sun Lords who possess this Discipline are able to alter their body-weight in*

order to walk successfully upon different kinds of surface, e.g., water, mud, lava and quicksand. Time duration and degree of surface difficulty increases as a Grand Master rises in rank.

#### **Grand Thane** (9 Disciplines)

Grand Thanes who possess this Discipline are able to detect the exact location of precious gems, and valuable metals such as gold, platinum and silver. These minerals and metals may occur naturally in the ground or they could be part of a hidden treasure hoard. The range of this ability is limited at first, but increases steadily as a Kai Grand Master rises in rank.

### **Magi-magic**

Under the tutelage of Lord Rimoah, you have been able to master the rudimentary skills of battle magic, as taught to the Vakeros—the native warriors of Dessi. As you advance in rank, so will your knowledge and mastery of Old Kingdom magic increase.

*Improvements: (see **Improved Grand Master Disciplines** and **Levels of Grand Mastership**)*

#### **Kai Grand Guardian** (5 Disciplines)

Grand Masters who have reached the rank of Kai Grand Guardian are able to use the following battle-spells of the Elder Magi:

- **Splinter** — This causes breakable items such as bottles, jugs, mirrors, windows, etc., to shatter to pieces. The range of this spell increases as a Grand Master rises in rank.
- **Flameshaft** — This causes the tip of any **Arrow**, or Arrow-like missile, to burn fiercely with a magical flame which cannot readily be extinguished by normal means.

#### **Sun Lord** (7 Disciplines)

Grand Masters who have reached the rank of Sun Lord are able to use the following battle-spells of the Elder Magi:

- **Penetrate** — This increases the penetrative energy of any **Arrow**, or Arrow-like missile, launched by a Sun Lord.
- **Energy Grasp** — This spell enables a Sun Lord to discharge a powerful electrical force into anything he or she touches. It is similar in effect to the Brotherhood spell 'Lightning Hand', but differs in that it is easier to control and channel the resulting energy. It also requires the actual touching of an object or an enemy to effect the spell.

#### **Grand Thane** (9 Disciplines)

Grand Masters who have reached the rank of Grand Thane are able to use the following Old Kingdom battle-spells:

- **Power Glyph** — By inscribing this ancient glyph (a secret magical symbol) upon a door, an archway, or even upon the lid of a closed box, a Kai Grand Thane is able to protect items or portals from being opened. Any creature attempting to open a portal protected in such a way will release the power of the glyph and suffer its deadly effects.
- **Hold Enemy** — Using this spell, a Kai Grand Thane is able to immobilize a single hostile creature anywhere within twenty feet of themselves. The duration of the spell is dependent upon the size and strength of the targeted creature. The range and duration of effect of this spell increases as a Grand Master rises in rank.

### **Kai-alchemy**

Under the tutelage of Guildmaster Banedon, you have mastered the elementary spells of left-handed magic, as practised by the Brotherhood of the Crystal Star. As you advance in rank, so will your knowledge and mastery of left-handed magic increase, enabling you to craft new Kai **Weapons** and artifacts.

*Improvements: (see **Improved Grand Master Disciplines** and **Levels of Grand Mastership**)*

#### **Sun Knight** (6 Disciplines)

Grand Masters who have reached the rank of Sun Knight are able to use the following Brotherhood spells:

- **Halt Missile** — This causes any projected or hurled missile (e.g. arrows, axes, crossbow bolts) which may pose an immediate threat to the life of a Sun Knight, to cease its flight and remain stationary in mid-air. The effect of the spell lasts for 2-3 seconds, allowing the Sun Knight sufficient time to move away from its line of flight. Initially only one missile can be affected by this spell, but the number increases as a Grand Master rises in rank.
- **Strength** — By casting this spell, a Sun Knight is able to greatly increase his or her physical strength for a short duration. It can be used to lift or move heavy objects, or to effect a temporary increase in **COMBAT SKILL** and **ENDURANCE** scores whilst fighting an enemy in unarmed combat.

#### **Sun Thane** (8 Disciplines)

Grand Masters who have reached the rank of Sun Thane are able to use the following Brotherhood spells:



- *Slow Fall* — By casting this spell, Kai Sun Thanes are able to slow their rate of free-falling to three feet per second, thereby avoiding damage upon landing while the spell is in effect. The duration of the spell is limited at first, but it steadily increases as a Grand Master rises in rank.
- *Breathe Water* — Using this spell, a Kai Sun Thane is able to breathe underwater for ten minutes. The duration of effect increases as a Grand Master rises in rank.

**Grand Crown** (10 Disciplines)

Grand Masters who have reached the rank of Grand Crown are able to use the following Brotherhood spells:

- *Teleport* — By casting this spell, Kai Grand Crowns can transport themselves physically to any place which they can see with their own eyes. The spell will carry the caster, his equipment and clothing to his chosen sighted destination. It cannot be used on any other living creature and it will not transport any other living creature along with the caster. Use of this spell will cost the caster between 1 and 5 **ENDURANCE** points every time it is used. This cost reduces as a Kai Grand Master increases in rank.
- *See Illusion* — Using this spell, a Kai Grand Crown is able to detect an illusion and know immediately its true identity or purpose.

If you successfully complete the mission as set in this, the first of the *Lone Wolf* Grand Master series, you may add a further Grand Master Discipline of your choice to your **Action Chart** in **Book 14**.

For every Grand Master Discipline you possess, in excess of the original four disciplines you begin with, you may add 1 point to your basic **COMBAT SKILL** score and 2 points to your basic **ENDURANCE** points score. These bonus points, together with your extra Grand Master Discipline, your original four Grand Master Disciplines, and any Special Items that you have found and been able to keep during your adventures, may then be carried over and used in the next Grand Master adventure.

## [Grand Master] Equipment

*The way in which you obtain your equipment before the adventure varies greatly from book to book. What follows is a fairly common scenario intended to give you a feel for what to expect, but it may be very different from a particular book you read. Please carefully read the Equipment section of the book you are playing to find out its particular details.*

Before leaving on your journey, you are given a map of the area, and a pouch of gold. To find out how much gold is in the pouch, pick a number from the **Random Number Table**. Add 10 to the number you have picked. The total equals the number of **Gold Crowns** inside the pouch, and you should now enter this number in the '**Gold Crowns**' section of your **Action Chart**. If you have successfully completed previous *Lone Wolf* adventures, you may add this sum to the total sum of **Crowns** you already possess. You can carry a maximum of only fifty **Crowns**, but additional **Crowns** can be left in **safekeeping** at your Kai Monastery.

You are offered a choice of equipment to aid you on your perilous mission. You can take three items from the list below, again adding to these, if necessary, any you may already possess. However, remember that you can carry a maximum of two **Weapons** and ten **Backpack Items**.

*(see the **Topical Guide** for details about a particular item)*

List the three items that you choose on your **Action Chart**, under the heading given in brackets, and make a note of any effect they may have on your **ENDURANCE** points or **COMBAT SKILL**.

### How to Carry Equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes, but you should refer back to this list in the course of your adventure.

*(see the **Topical Guide** for details about a particular item)*

### How Much Can You Carry?

#### Weapons

The maximum number of **Weapons** that you may carry is two.

#### Backpack Items

These must be stored in your **Backpack**. Because space is limited, you may keep a maximum of only ten articles, including Meals, in your **Backpack** at any one time.

#### Special Items

**Special Items** are not carried in the **Backpack**. When you discover a **Special Item**, you will be told how to carry it.

The maximum number of **Special Items** that can be carried on any adventure is twelve. Surplus **Special Items** may be left for **safekeeping** at your Kai Monastery.

#### Gold Crowns

These are always carried in the **Belt Pouch**. It will hold a maximum of fifty **Crowns**.

*(See **Topical Guide** section on **currency**.)*

#### Food

Food is carried in your **Backpack**. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your **Action Chart** is given initial capitals (e.g. Gold Dagger, Magic Pendant) in the text. Unless you are told it is a **Special Item**, carry it in your **Backpack**.

## How to Use Your Equipment

### Weapons

**Weapons** aid you in combat. If you have the Grand Master Discipline of **Grand Weaponmastery** and a correct **Weapon**, it adds 5 points to your **COMBAT SKILL**. If you find a **Weapon** during the adventure, you may pick it up and use it. (Remember that you can only carry two **Weapons** at once.)

*The new Collector's Editions of the gamebooks clarify that 'You may only use one Weapon at a time in combat.'*

### Bow and Arrows

During your adventure there will be opportunities to use a **Bow** and Arrow. If you equip yourself with this **Weapon**, and you possess at least one **Arrow**, you may use it when the text of a particular section allows you to do so. The **Bow** is a useful **Weapon**, for it enables you to hit an enemy at a distance. However, a **Bow** cannot be used in hand-to-hand combat; therefore it is strongly recommended that you also equip yourself with a close combat **Weapon**, like a **Sword** or **Mace**.

In order to use a **Bow** you must possess a **Quiver** and at least one **Arrow**. Each time the **Bow** is used, erase an **Arrow** from your **Action Chart**. A **Bow** cannot, of course, be used if you exhaust your supply of **Arrows**, but the opportunity may arise during your adventure for you to replenish your stock of **Arrows**.

### Backpack Items

During your travels you will discover various useful items which you may wish to keep. (Remember you can only carry a maximum of ten items in your **Backpack** at anytime.) You may exchange or discard them at any point when you are not involved in combat.

### Special Items

**Special Items** are not carried in the **Backpack**. When you discover a **Special Item**, you will be told how to carry it. If you have successfully completed previous *Lone Wolf* books, you may already possess **Special Items**.

The maximum number of **Special Items** that a Kai Master can carry during an adventure is twelve. Surplus **Special Items** may be left in **safekeeping** at your Kai Monastery.

### Gold Crowns

The currency of Anari is the **Lune**, but **Gold Crowns** are readily accepted at an exchange rate of 4 **Lune** for every 1 **Gold Crown**.

*The **currency** used in a given region may vary, but **Crowns** are readily accepted at an exchange rate listed in the text, e.g. four **Lune** for every 1 **Gold Crown**. (See **Topical Guide** section on **currency**.)*

### Food

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 **ENDURANCE** points. If you have chosen the Grand Master Discipline of **Grand Huntmastery** as one of your skills, you will not need to tick off a Meal when instructed to eat.

***Grand Huntmastery** may also be useful as noted in **Grand Master Disciplines**.*

### Potion of Laumspur

This is a **healing potion** that can restore 4 **ENDURANCE** points to your total when swallowed after combat. It cannot be used to increase **ENDURANCE** points immediately prior to a combat. There is enough for one dose only. If you discover any other potion during the adventure, you will be informed of its effect. All potions are **Backpack Items**.

## [Grand Master] Rules for Combat

There will be occasions during your adventure when you have to fight an enemy. The enemy's **COMBAT SKILL** and **ENDURANCE** points are given in the text. Lone Wolf's aim in the combat is to kill the enemy by reducing his **ENDURANCE** points to zero while losing as few **ENDURANCE** points as possible himself.

At the start of a combat, enter Lone Wolf's and the enemy's **ENDURANCE** points in the appropriate boxes on the Combat Record section of your **Action Chart**. The sequence for combat is as follows:

1. Add any extra points gained through your Grand Master Disciplines and Special Items to your current **COMBAT SKILL** total.
2. Subtract the **COMBAT SKILL** of your enemy from this total. The result is your **Combat Ratio**. Enter it on the **Action Chart**.

### Example

Lone Wolf (**COMBAT SKILL** 28) is attacked by a pack of Doomwolves (**COMBAT SKILL** 30). He is taken by surprise and is not given the opportunity of evading their attack. Lone Wolf has the Grand Master Discipline of Kai-surge to which the Doomwolves are not immune, so Lone Wolf adds 8 points to his **COMBAT SKILL**, giving him a total **COMBAT SKILL** of 36.

He subtracts the Doomwolf pack's **COMBAT SKILL** from his own, giving a **Combat Ratio** of +6. ( $36 - 30 = +6$ ). +6 is noted on the **Action Chart** as the **Combat Ratio**.

3. When you have your **Combat Ratio**, pick a number from the **Random Number Table**.
4. Turn to the **Combat Results Table** on the inside back cover of this book. Along the top of the chart are shown the **Combat Ratio** numbers. Find the number that is the same as your **Combat Ratio** and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now have the number of **ENDURANCE** points lost by both Lone Wolf and his enemy in this round of combat. (E represents points lost by the enemy; LW represents points lost by Lone Wolf.)

### Example

The **Combat Ratio** between Lone Wolf and the Doomwolf Pack has been established as +6. If the number picked from the **Random Number Table** is a 2, then the result of the first round of combat is:

- Lone Wolf loses 3 **ENDURANCE** points (plus an additional 1 point for using Kai-surge).
  - Doomwolf Pack loses 7 **ENDURANCE** points.
5. On the **Action Chart**, mark the changes in **ENDURANCE** points to the participants in the combat.
  6. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
  7. Repeat the sequence from Stage 3.

This process of combat continues until **ENDURANCE** points of either the enemy or Lone Wolf are reduced to zero or below, at which point the one with the zero score is declared dead. If Lone Wolf is dead, the adventure is over. If the enemy is dead, Lone Wolf proceeds but with his **ENDURANCE** points possibly reduced.

*It is not necessarily true that Lone Wolf will lose any **ENDURANCE** in combat. He may go unscathed.*

A summary of Combat Rules appears on the page after the **Random Number Table**.

### Evasion of Combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only Lone Wolf may lose **ENDURANCE** points during that round (but then that is the risk of running away!). You may evade only if the text of the particular section allows you to do so.

## Levels of Grand Mastership

The following table is a guide to the rank and titles you can achieve at each stage of your journey along the road of Kai Grand Mastership. As you successfully complete each adventure in the *Lone Wolf Grand Master* series, you will gain an additional Grand Master Discipline and progress towards the pinnacle of Kai perfection—to become a Kai Supreme Master.

1. Kai Grand Master Senior
2. Kai Grand Master Superior
3. Kai Grand Sentinel
4. Kai Grand Defender—You begin the *Lone Wolf Grand Master* adventures at this level of Mastery
5. Kai Grand Guardian
6. Sun Knight
7. Sun Lord
8. Sun Thane
9. Grand Thane
10. Grand Crown
11. Sun Prince
12. Kai Supreme Master

## Improved [Grand Master] Disciplines

As you rise through the higher levels of Kai Grand Mastery, you will find that your Disciplines will steadily improve. For example, If you possess the Discipline of **Grand Nexus** when you reach the Grand Master rank of **Grand Thane**, you will be able to pass freely through Shadow Gates and explore the nether realms of Aon and the Daziarn Plane.

### Kai Grand Guardian

If you are a Grand Master who has reached the rank of Kai Grand Guardian (5 Disciplines), you will now benefit from improvements to the following Grand Master Disciplines:

#### Animal Mastery

Kai Grand Guardians with this discipline are able to summon a limited number of forest animals to their location. The creatures so summoned will become loyal and willing allies, willing to do the Kai Grand Guardian's bidding. This ability can only be used in an outdoor setting.

#### Assimilance

Kai Grand Guardians who possess this skill are able to create a cloud of fog-like vapour within 15 yards of their location. This fog will obscure both normal and infra-vision. The duration of the fog increases as a Grand Master rises in rank.

#### Grand Huntmastery

Kai Grand Guardians with this skill enjoy increased mobility when travelling across all types of terrain, whether on foot or on horseback. This improved ability is very useful when used to outdistance a pursuing enemy.

#### Kai-surge

Kai Grand Guardians who possess Mastery of this Discipline are able to attack up to three enemies in psychic combat simultaneously.

#### Kai-screen

Kai Grand Guardians who possess this Discipline are able to exercise a

defensive psychic skill known as Mindblend. This cloaking ability enables them to both protect and hide their minds from being detected by a hostile psychic probe.

### Magi-Magic

Grand Masters who have reached the rank of Kai Grand Guardian are able to use the following battle-spells of the Elder Magi:

- *Splinter* — This causes breakable items such as bottles, jugs, mirrors, windows, etc., to shatter to pieces. The range of this spell increases as a Grand Master rises in rank.
- *Flameshaft* — This causes the tip of any **Arrow**, or Arrow-like missile, to burn fiercely with a magical flame which cannot readily be extinguished by normal means.

### Sun Knight

If you are a Grand Master who has reached the rank of Sun Knight (6 Disciplines), you will now benefit from improvements to the following Grand Master Disciplines:

#### Grand Weaponmastery

Sun Knights with this discipline are able to wield **two-handed weapons** (i.e. **Broadsword**, **Quarterstaff**, and **Spear**) with full effect, using only one hand.

#### Deliverance

Sun Knights who possess this skill are able to repair serious wounds sustained by creatures other than themselves. By the laying of hands upon the affected creature's body, a Sun Knight can cause an open wound (or other serious injury) to mend itself. The speed at which this healing takes place increases as a Grand Master rises in rank.

#### Grand Pathsmanship

Kai Sun Knights with this skill are able to repel at will all normal-sized insects within a radius of three yards. The range and number of insects so affected increase considerably as a Grand Master rises in rank.

#### Grand Nexus

Sun Knights who possess Mastery of this Discipline are able to feign death.

By placing themselves into a state of suspended animation, outwardly they are able to achieve all semblance of being truly dead. However, whilst in this state the only sense that a Sun Knight retains is the ability to hear.

### Telegnosis

Sun Knights who possess this Discipline are able to communicate telepathically over great distances. Initially the range of this ability is approximately 100 miles, but this distance increases as a Grand Master rises in rank.

### Kai-alchemy

Grand Masters who have reached the rank of Sun Knight are able to use the following Brotherhood spells:

- *Halt Missile* — This causes any projected or hurled missile (e.g. **arrows**, **axes**, crossbow bolts) which may pose an immediate threat to the life of a Sun Knight, to cease its flight and remain stationary in mid-air. The effect of the spell lasts for 2-3 seconds, allowing the Sun Knight sufficient time to move away from its line of flight. Initially only one missile can be affected by this spell, but the number increases as a Grand Master rises in rank.
- *Strength* — By casting this spell, a Sun Knight is able to greatly increase his or her physical strength for a short duration. It can be used to lift or move heavy objects, or to effect a temporary increase in **COMBAT SKILL** and **ENDURANCE** scores whilst fighting an enemy in unarmed combat.

### Sun Lord

If you are a Grand Master who has reached the rank of Sun Lord (7 Disciplines), you will now benefit from improvements to the following Grand Master Disciplines:

#### Grand Weaponmastery

Sun Lords with this Discipline are able to cause the metal edge of any non-magical weapon to ignite and burn fiercely. When a weapon thus affected is used in combat, it inflicts an additional 1 **ENDURANCE** point loss upon an enemy in every successful round of combat. This ability cannot be used with a wholly wooden weapon such as a **Quarterstaff**.

### Assimilance

Sun Lords who possess this skill are able to cause the outline of their bodies to become blurred and indistinct. By so doing, they can greatly increase their chances of avoiding magical and/or non-magical missiles directed at them.

### Grand Huntmastery

Kai Sun Lords with this skill are able to see, with acute accuracy, light in the infrared spectrum, i.e. they can see complex patterns generated by heat in near or total darkness. They can also see light in the ultraviolet spectrum.

### Kai-surge

Sun Lords who possess Mastery of this Discipline are able to launch a Kai-blast—a pulse of intense psychic energy which is capable of affecting both psychically active and inactive enemies. This form of psychic attack is very effective, more so than a usual **Kai-surge**, **Psi-surge** or **Mindblast**. It can cause an enemy to lose between 2 and 18 **ENDURANCE** points in one attack. A Kai Sun Lord using Kai-blast determines the damage inflicted on an enemy by picking two numbers from the **Random Number Table**. These numbers should be added together (a '0' = 1) and the resultant total equals the damage inflicted. However, use of a Kai-Blast will reduce a Sun Lord's **ENDURANCE** points total by 4. It cannot be used in conjunction with any other form of psychic attack.

### Telegnosis

Sun Lords who possess this Discipline are able to alter their body-weight in order to walk successfully upon different kinds of surface, e.g. water, mud, lava and quicksand. Time duration and degree of surface difficulty increases as a Grand Master rises in rank.

### Magi-magic

Grand Masters who have reached the rank of Sun Lord are able to use the following battle-spells of the Elder Magi:

- *Penetrate* — This increases the penetrative energy of any **Arrow**, or Arrow-like missile, launched by a Sun Lord.
- *Energy Grasp* — This spell enables a Sun Lord to discharge a powerful electrical force into anything he or she touches. It is

similar in effect to the Brotherhood spell 'Lightning Hand', but differs in that it is easier to control and channel the resulting energy. It also requires the actual touching of an object or an enemy to effect the spell.

### Sun Thane

If you are a Grand Master who has reached the rank of Sun Thane (8 Disciplines), you will now benefit from improvements to the following Grand Master Disciplines:

#### Animal Mastery

Sun Thanes with this Discipline are able to command an animal to fall asleep at will. Some hostile animals may be able to resist this command, but most will be affected by it in some way. The duration of effect and the number of animals which can be affected at one time will increase as a Grand Master rises in rank.

#### Deliverance

Sun Thanes who possess this skill are able to conduct a Kai Exorcism. This ritual will banish any evil supernatural force that has taken possession of any goodly creature or object.

#### Grand Huntmastery

Kai Sun Thanes with this skill are able to protect themselves from the effects of being struck by natural electrical discharges, e.g. lightning.

#### Grand Pathsmanship

Sun Thanes who possess Mastery of this Discipline are able to alter the temperature of water by touch. By using this skill they are able to transform water into ice and vice versa. The volume of water affected, and the duration of effect, both increase as a Grand Master rises in rank.

#### Kai-screen

Sun Thanes who possess this Discipline are able to erect a special psychic defence called *Mindfort*. A *Mindfort* defence greatly reduces the effects of any psychic shock that would normally paralyse or weaken a lesser mortal.

### Kai-alchemy

Grand Masters who have reached the rank of Sun Thane are able to use the following Brotherhood Spells:

- *Slow Fall* — By casting this spell, Kai Sun Thanes are able to slow their rate of free-falling to three feet per second, thereby avoiding damage upon landing while the spell is in effect. The duration of the spell is limited at first, but it steadily increases as a Grand Master rises in rank.
- *Breathe Water* — Using this spell, a Kai Sun Thane is able to breathe underwater for ten minutes. The duration of effect increases as a Grand Master rises in rank.

### Grand Thane

If you are a Kai Grand Master who has reached the rank of Grand Thane (9 Disciplines), you will now benefit from improvements to the following Grand Master Disciplines:

#### Deliverance

Grand Thanes with this Discipline are able to call upon the God Kai for divine assistance should a situation warrant it. Kai cannot intervene to save a Grand Thane from physical danger, but he can give signs which may help a Grand Thane choose the best course of action. A Grand Thane can call upon the God Kai for assistance no more than once every month. The frequency of divine audiences will increase as a Grand Master rises in rank.

#### Assimilance

Grand Thanes who possess this skill are able to protect themselves from detection by creatures using infra-vision (the ability to see the heat radiating from a person or thing), or ultra-vision (the ability to detect objects or movement in the ultra-violet spectrum of light).

#### Kai-surge

Grand Thanes with this skill are able to focus their mind-power upon inanimate breakable objects, e.g. bottles, windows, all ceramics, urns, jugs, and cause them to explode violently. Any person or creature in close proximity to such an explosion risks injury from flying shrapnel.

### Grand Nexus

Grand Thanes who possess Mastery of this Discipline can pass freely through the Shadow Gates. These phenomena are special portals which enable one to access other dimensions and planes of existence outside of Magnamund. Kai Grand Thanes are able to detect the location of Shadow Gates and pass through them without suffering any physical ill effects. The range of their detection increases as a Kai Grand Master rises in rank.

### Telegnosis

Grand Thanes who possess this Discipline are able to detect the exact location of precious gems, and valuable metals such as gold, platinum and silver. These minerals and metals may occur naturally in the ground or they could be part of a hidden treasure hoard. The range of this ability is limited at first, but increases steadily as a Kai Grand Master rises in rank.

### Magi-magic

Grand Masters who have reached the rank of Grand Thane are able to use the following Old Kingdom battle-spells:

- *Power Glyph* — By inscribing this ancient glyph (a secret magical symbol) upon a door, an archway, or even upon the lid of a closed box, a Kai Grand Thane is able to protect items or portals from being opened. Any creature attempting to open a portal protected in such a way will release the power of the glyph and suffer its deadly effects.
- *Hold Enemy* — Using this spell, a Kai Grand Thane is able to immobilize a single hostile creature anywhere within twenty feet of themselves. The duration of the spell is dependent upon the size and strength of the targeted creature. The range and duration of effect of this spell increases as a Grand Master rises in rank.

### Grand Crown

If you are a Grand Master who has reached the rank of Grand Crown (10 Disciplines), you will now benefit from improvements to the following Grand Master Disciplines:

#### Grand Weaponmastery

Kai Grand Crowns with this discipline are consummate masters of unarmed



combat. When fighting bare-handed i.e. without any **weapons**, they may add 3 points to their **COMBAT SKILL**.

### **Animal Mastery**

Grand Crowns with this ability are able to plant in the mind of any animal the image of their most-feared predator or adversary. Under the influence of this illusion the animal will believe, with all of its senses, that it is being confronted by such a creature instead of a Kai Grand Crown.

### **Grand Pathsmanship**

Grand Crowns with this skill are able to create a clear passageway through dense undergrowth, forest, or jungle. Once having passed through this passageway, the plant material will revert to its normal state. This skill can also be employed by a Kai Grand Crown against magical foliage, or to counter any plant material ranged against him by an enemy.

### **Kai-screen**

Grand Crowns who possess Mastery of this Discipline are able to mask the goodly aura which radiates naturally from their minds and bodies. Additionally, Grand Crowns can deliberately alter these auras to give a false impression of themselves to creatures who are sensitive to such psychic auras.

### **Grand Nexus**

Grand Crowns who possess this Discipline are able to speak a Kai Power Word—a holy utterance which will cause physical and psychic damage to any single creature within a radius of thirty feet. The degree of damage so caused, and the resultant drain upon a Grand Crown's reserves of **ENDURANCE**, are dependent upon individual circumstances. The power and range of this skill increases as a Grand Master rises in rank.

### **Kai-alchemy**

Grand Masters who have reached the rank of Grand Crown are able to use the following Brotherhood spells:

- *Teleport* — By casting this spell, Kai Grand Crowns can transport themselves physically to any place which they can see with their own eyes. The spell will carry the caster, his equipment and

clothing to his chosen sighted destination. It cannot be used on any other living creature and it will not transport any other living creature along with the caster. Use of this spell will cost the caster between 1 and 5 **ENDURANCE** points every time it is used. This cost reduces as a Kai Grand Master increases in rank.

- *See Illusion* — Using this spell, a Kai Grand Crown is able to detect an illusion and know immediately its true identity or purpose.

### **Sun Prince**

If you are a Grand Master who has reached the rank of Sun Prince (11 Disciplines), you will now benefit from improvements to the following Grand Master Disciplines:

#### **Animal Mastery**

Kai Sun Princes with this Discipline are able to alter their appearance, including clothing and equipment, to take on the guise of any animal that they may come into contact with. This physical change will only be witnessed by the animal in question.

#### **Deliverance**

Sun Princes with this ability are able to cause the regeneration of lost body parts, i.e. hands, feet, arms, legs, bones and internal organs. This improved Discipline can be used to repair a Sun Prince's own body, or that of another person or creature. The time required to effect regeneration depends on the size and relative importance of the body part affected.

#### **Assimilance**

Kai Sun Princes who possess this Discipline are able to create an illusory double of themselves and project this image up to a range of thirty feet. The Sun Prince must remain in visual contact with his/her image in order to maintain the illusion. Physical, magical, and psychic attacks upon the illusory image will cause no injury. The range of this ability increases substantially when a Sun Prince attains the rank of Kai Supreme Master.

**Kai-surge**

Sun Princes who possess Mastery of this Discipline are able to focus their psychic power into a Kai-ray: a laser-like beam of mental energy capable of penetrating the strongest of psychic defences. This ability can be used once during a combat to reduce an enemy's **ENDURANCE** score by 15 points. However, use of this Kai-Ray will also reduce a Sun Prince's **ENDURANCE** score by 4 points. It cannot be used if a Sun Prince's **ENDURANCE** score is 10 or less and it cannot be used in conjunction with any other form of psychic attack.

*The Kai-ray works in conjunction with a round of combat to add 15 damage to the end result. It is not used as a "free hit".*

**Kai-screen**

Sun Princes who possess this Discipline are able to create a mental sanctuary in which to keep safe their minds from psychic assault. Creation of this sanctuary does not require thought or concentration; it occurs instantly whenever a Kai Sun Prince is subjected to psychic attack. The defensive strength of this sanctuary further increases when a Sun Prince attains the rank of Kai Supreme Master.

**Grand Huntmastery**

Grand Masters who have reached the rank of Sun Prince are able to control their direction and rate of movement when subjected to strong currents of air or water, or when venturing through non-material planes of existence, e.g. Shadow Gates.

## The [New Order] Game Rules

*These rules do not come from any particular book. They are a generic set of rules designed to help new readers familiarize themselves with the rules—not walk the reader through a particular book. The details of the rules in each book will differ from what you find here.*

You keep a record of your adventure on the **Action Chart**.

During your training as a Kai Master you have devoted yourself to further developing your fighting prowess (**COMBAT SKILL**) and physical stamina (**ENDURANCE**). Before you begin your first New Order adventure you need to measure how effective your training has been. To do this take a pencil and, with your eyes closed, point the blunt end of it on to the **Random Number Table** on the last page of the book. If you pick a 0 it counts as zero.

*If you have already completed a New Order adventure with your character, you should not pick his **COMBAT SKILL** and **ENDURANCE** again. You should use those scores already picked.*

The first number that you pick from the **Random Number Table** in this way represents your **COMBAT SKILL**. Add 25 to the number you picked and write the total in the **COMBAT SKILL** section of your **Action Chart** (i.e. if your pencil fell on the number 7 in the **Random Number Table** you would write in a **COMBAT SKILL** of 32). When you fight, your **COMBAT SKILL** will be pitted against that of your enemy. A high score in this section is therefore desirable.

The second number that you pick from the **Random Number Table** represents your powers of **ENDURANCE**. Add 30 to this number and write the total in the **ENDURANCE** section of your **Action Chart** (i.e. if your pencil fell on the number 8 on the **Random Number Table** you would have 38 **ENDURANCE** points).

If you are wounded in combat you will lose **ENDURANCE** points. If at any time your **ENDURANCE** points fall to zero, you are dead and the adventure is over. Lost **ENDURANCE** points can be regained during the course of the adventure, but your number of **ENDURANCE** points cannot rise above the number you have when you start an adventure.

If you have successfully completed any of the previous adventures in the *Lone*

*Wolf* series, you can carry your current scores of **COMBAT SKILL** and **ENDURANCE** points over to this book. You may also carry over any **Weapons** and **Special Items** you have in your possession at the end of your last adventure, and these should be entered on your new **Action Chart** (you are still limited to two **Weapons**, but you may now carry up to ten **Backpack Items**).

*You may also carry over any **Backpack Items** and **Gold Crowns** that you possessed at the end of the last New Order adventure. Some readers feel that you should not carry over Meals since they are perishable, but this is not hinted at in the rules so this is optional.*

*You may add one New Order Discipline if you have completed a previous New Order adventure successfully. In other words, you earn one new New Order Discipline each time you complete a New Order adventure successfully.*

**Playing Tip:** You may use a 10-sided die instead of the **Random Number Table** if you find it more convenient.

## Your Kai Name

It has long been the tradition of your élite warrior caste to bestow a new name upon each young novice when they complete their first year's training at the Kai Monastery. Kai names are chosen by senior Kai Masters with the aim of reflecting the individual strengths and qualities of each novice.

You may create your own Kai name for yourself, or you can generate a Kai name at random using the name tables below. To generate a Kai name, pick a number from the **Random Number Table** and consult Table A. The name which corresponds to the number you have picked is the first part, or prefix, of your Kai name. Now pick a second number from the **Random Number Table** and consult Table B. The name which corresponds to the number you have picked is the second part, or suffix, of your Kai name. Put the prefix and the suffix together and you have your own personal Kai name.

**TABLE A****(Kai name prefix)**

0 = Swift  
1 = Sun  
2 = True  
3 = Bold  
4 = Moon  
5 = Sword  
6 = Wise  
7 = Storm  
8 = Rune  
9 = Brave

**TABLE B****(Kai name suffix)**

0 = Blade  
1 = Fire  
2 = Hawk  
3 = Heart  
4 = Friend  
5 = Star  
6 = Dancer  
7 = Helm  
8 = Strider  
9 = Shield

## New Order Kai Grand Master Disciplines

### Kai and Magnakai Disciplines

During your distinguished rise to the ranks of the New Order of Kai Grand Masters, you have become proficient in all of the basic Kai and Magnakai Disciplines. These Disciplines provide you with a formidable arsenal of natural abilities which will serve you well. A brief summary of your skills is given below:

#### Weaponmastery

You are proficient with all close combat and missile **weapons**. You are a master of unarmed combat and suffer no **COMBAT SKILL** loss when fighting bare-handed.

#### Animal Control

You are able to communicate with most animals and have limited control over hostile creatures. You can use woodland animals as guides and you are able to block a non-sentient creature's sense of taste and smell.

#### Curing

You are able to restore **ENDURANCE** points lost as a direct result of combat. You may restore 1 **ENDURANCE** point for every numbered section of the book you pass through in which you are not involved in further combat. The maximum number of **ENDURANCE** points that can be restored in this way is limited to 10 per adventure.

You also possess the ability to heal the wounds of others, and you can neutralize the harmful effects of most poisons, venoms and toxins.

#### Invisibility

You can hide effectively in most environments, mask any sounds made during movement, and you can cause minor alterations of your own physical appearance. Also you are able to mask your own body heat and scent.

#### Huntmastery

You are an expert hunter of food in the wild. You possess great physical

agility and a keen sense of vision (day and night). Your senses of hearing and smell are especially acute.

#### Pathsmanship

You are able to understand most languages, magical symbols and hieroglyphics. You are expert at reading footprints and tracks. You have an intuitive knowledge of the compass points and can detect the threat of an enemy ambush up to a distance of 500 yards. You possess an ability to cross terrain without leaving tracks. You can converse with sentient creatures and mask yourself from psychic spells of detection.

#### Psi-surge

You are able to attack enemies using the powers of your mind. Also you can set up disruptive vibrations in inanimate objects and cause confusion in the minds of unsophisticated enemies.

#### Psi-screen

You possess strong mental defences against hypnosis, supernatural illusions, charms, hostile telepathy, and evil spirits. You are able to divert and re-channel some hostile psychic energy to your own ends.

#### Nexus

You can move small items by projection of your mind power. You can withstand extremes of temperature and you are able to extinguish fire by force of your will alone. You have a limited immunity to flames, toxic gases, and corrosive liquids.

#### Divination

Your famous Kai sixth sense can warn you of imminent danger. You can detect invisible or hidden enemies, and you are able to communicate telepathically. You can recognize magic-using and/or magical creatures, detect psychic residues, and you have a limited ability to leave your corporeal body ('spirit-walk') for short periods.

## New Order Kai Grand Master Disciplines

After years of martial training and study at the Kai Monastery, and by the rigorous practice of the teachings of your illustrious mentor—Kai Supreme Master Lone Wolf—you have achieved the noble rank of Kai Grand Master Senior. Following in the footsteps of Lone Wolf himself, you have vowed that one day you will become totally proficient in all sixteen of the New Order Kai Grand Master Disciplines. By doing so successfully you will share with Lone Wolf the responsibility, the honour, and the future glory of leading the New Order Kai as a Supreme Master.

If this is the first New Order adventure you have undertaken then your present rank is that of Kai Grand Master Senior. This means that you have mastered five of the New Order Grand Master Disciplines listed below. It is for you to decide which five Disciplines these are. As all of the New Order Grand Master Disciplines will be of use to you at some point during your mission, pick these five skills with care. The correct use of a New Order Grand Master Discipline at the right time could save your life. When you have chosen your five Disciplines, enter them in the Grand Master Disciplines section of your **Action Chart**.

### Grand Weaponmastery

This Discipline enables a New Order Grand Master to become supremely efficient in the use of all weapons.

When you enter combat armed with one of your Grand Master weapons, you may add 5 points to your **COMBAT SKILL**. The rank of Kai Grand Master Senior, with which you begin the New Order series, means that you are skilled in the use of one of the weapons listed in the **Equipment** section. For every adventure that you complete successfully in the New Order series while possessing the Discipline of Grand Weaponmastery, you will gain proficiency with one additional **Weapon**.

If you have the Discipline of **Grand Weaponmastery** with **Bow**, you may add 5 points to any number you pick from the **Random Number Table**, when using the **Bow**.

*Possessing Grand Weaponmastery doesn't necessarily mean that you start*

*out with that **Weapon**, but you might.*

*The rules in the Collector's Editions state that the bonus for Grand Weaponmastery with **Bow** is 5. Certain sections direct the reader to use different bonuses when using a **Bow**, ranging from 3 to 5, if you have Grand Weaponmastery with **Bow**. This may be the author adjusting the Grand Weaponmastery bonus on a case-by-case basis (and therefore this bonus should be used instead of the standard bonus) or an error (and therefore all of these bonuses should be 5). It is up to you to decide, but it seems most reasonable to follow the first alternative, to replace the Grand Weaponmastery bonus with whatever bonus is mentioned in that section.*

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**) These improvements and those for subsequent Grand Master Disciplines are listed here for your convenience.*

#### **Kai Grand Sentinel** (7 Disciplines)

*Kai Grand Master Sentinels who possess this Discipline are, when physically parted from their **Kai Weapon**, able to detect its location. This power of detection will pass through solid objects, with the notable exception of lead. Accuracy and range of detection steadily increases as a Grand Master rises in rank.*

#### **Sun Knight** (10 Disciplines)

*Sun Knights with this discipline are able to wield **two-handed weapons** (i.e. **Broadsword**, **Quarterstaff**, and **Spear**) with full effect, using only one hand.*

#### **Sun Lord** (11 Disciplines)

*Sun Lords with this Discipline are able to cause the metal edge of any non-magical **Weapon** to ignite and burn fiercely. When a **Weapon** thus affected is used in combat, it inflicts an additional 1 **ENDURANCE** point loss upon an enemy in every successful round of combat. This ability cannot be used with a wholly wooden **Weapon** such as a **Quarterstaff**.*

## Animal Mastery

New Order Grand Masters have considerable control over hostile, non-sentient creatures. Also, they have the ability to converse with birds and fishes, and use them as guides.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

#### **Kai Master Superior** (6 Disciplines)

*Kai Grand Master Superiors who possess this Discipline are able to deter*

*predatory animals in the wild by exuding a scent which is repellent to them. In order for this improved Discipline to work effectively, a Grand Master Superior must be aware of the species of predatory animal he/she wishes to deter. The scent can only be detected by the targeted animal.*

**Sun Thane** (12 Disciplines)

*Sun Thanes with this Discipline are able to command an animal to fall asleep at will. Some hostile animals may be able to resist this command; however most will be affected by it in some way. The duration of effect and the number of animals which can be affected at one time will increase as a Grand Master rises in rank.*

**Deliverance (Advanced Curing)**

New Order Grand Masters are able to use their healing power to repair serious battle wounds. If, while in combat, their **ENDURANCE** is reduced to 8 points or less, they can draw upon their mastery to restore 20 **ENDURANCE** points. This emergency ability can only be used once every 20 days.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

**Kai Grand Defender** (8 Disciplines)

*Kai Grand Defenders who possess this Discipline have the ability to repair the effects of natural decay in materials such as wood, stone, cloth, metal, etc. By touching the decaying object, a Kai Grand Defender is able to reverse damage caused by rot, rust, or mould.*

**Sun Knight** (10 Disciplines)

*Sun Knights who possess this skill are able to repair serious wounds sustained by creatures other than themselves. By the laying of hands upon the affected creature's body, a Sun Knight can cause an open wound (or other serious injury) to mend itself. The speed at which this healing process takes place increases as a Grand Master rises in rank.*

**Sun Thane** (12 Disciplines)

*Sun Thanes who possess this skill are able to conduct a Kai Exorcism. This ritual will banish any evil supernatural force that has taken possession of any goodly creature or object.*

**Assimilance (Advanced Invisibility)**

New Order Grand Masters are able to effect striking changes to their physical appearance, and maintain these changes over a period of 1 to 3 days. They also

have mastered advanced camouflage techniques which make them virtually undetectable in an open landscape.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

**Kai Master Superior** (6 Disciplines)

*Kai Grand Master Superiors who possess this skill are able to create a noise and project it up to 15 yards away from their location. The noise is akin to the rumbling sound of thunder and it can be used to distract or divert an enemy's attention. This improved Discipline requires a degree of preparation and therefore it cannot be used during combat.*

**Grand Guardian** (9 Disciplines)

*Kai Grand Guardians who possess this skill are able to summon a cloud of fog-like vapour within 15 yards of their location. This fog will obscure both normal and infravision. The duration of the fog increases as a Grand Master rises in rank.*

**Sun Lord** (11 Disciplines)

*Sun Lords who possess this skill are able to cause the outline of their bodies to become blurred and indistinct. By so doing, they can greatly increase their chances of avoiding magical and/or non-magical missiles directed at them.*

**Grand Huntmastery**

New Order Grand Masters are able to see in total darkness and they possess great natural speed and agility. They also have a superb sense of touch and taste.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

**Grand Guardian** (9 Disciplines)

*Kai Grand Guardians with this skill enjoy increased mobility when travelling across all types of terrain, whether on foot or on horseback. This improved ability can be very useful when used to outdistance a pursuing enemy.*

**Sun Lord** (11 Disciplines)

*Kai Sun Lords with this skill are able to see, with acute accuracy, light in the infrared spectrum, i.e. they can see the complex patterns generated by heat in near or total darkness. They can also see light in the ultraviolet spectrum.*

**Sun Thane** (12 Disciplines)

*Kai Sun Thanes with this skill are able to protect themselves from the effects of being struck by natural electrical discharges, i.e. lightning.*

## Grand Pathsmanship

New Order Grand Masters are able to resist entrapment by hostile plants. Also they have a super-awareness of ambush, or the threat of ambush, in woods and dense forests.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

### **Kai Grand Sentinel** (7 Disciplines)

*Kai Grand Master Sentinels who possess this skill are able to predict the weather accurately for the forthcoming three hours. The range of this ability is an area ten square miles around the Grand Master Sentinel. Duration and range steadily increase as a Kai Grand Master rises in rank.*

### **Sun Knight** (10 Disciplines)

*Kai Sun Knights with this skill are able to repel at will all normal-sized insects within a radius of three yards. The range and numbers of insects so affected increases considerably as a Grand Master rises in rank.*

### **Sun Thane** (12 Disciplines)

*Sun Thanes who possess Mastery of this Discipline are able to alter the temperature of water by touch. By using this skill they are able to transform water into ice and vice versa. The volume of water affected, and the duration of effect, both increase as a Grand Master rises in rank.*

## Kai-surge

When using their psychic ability to attack an enemy, New Order Grand Masters may add 8 points to their **COMBAT SKILL**. For every round in which Kai-surge is used, they need only deduct 1 **ENDURANCE** point. Grand Masters have the option of using a weaker form of psychic attack called **Mindblast**. When using this lesser attack, they may add 4 points to their **COMBAT SKILL** without loss of **ENDURANCE** points. (Kai-surge and **Mindblast** cannot be used simultaneously). New Order Grand Masters cannot use Kai-surge if their **ENDURANCE** score falls to 6 points or below.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

### **Grand Guardian** (9 Disciplines)

*Kai Grand Guardians who possess Mastery of this Discipline are able to attack up to three enemies in psychic combat simultaneously.*

### **Sun Lord** (11 Disciplines)

*Sun Lords who possess Mastery of this Discipline are able to launch a Kai-blast—a pulse of intense psychic energy which is capable of affecting both psychically active and inactive enemies. This form of psychic attack is very effective, more so than a usual Kai-surge, **Psi-surge** or **Mindblast**. It can cause an enemy to lose between 2 and 18 **ENDURANCE** points in one attack. However, use of a Kai-blast will reduce a Sun Lord's **ENDURANCE** points total by 4. It cannot be used in conjunction with any other form of psychic attack.*

## Kai-screen

During psychic combat, New Order Grand Masters are able to construct mind fortresses capable of protecting themselves and others. The strength and capacity of these fortresses increases as a New Order Grand Master advances in rank.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

### **Grand Guardian** (9 Disciplines)

*Kai Grand Guardians who possess this Discipline are able to exercise a defensive psychic skill known as Mindblend. This cloaking ability enables a Grand Guardian to protect their mind and also prevent it from being detected by a hostile psychic probe.*

### **Sun Thane** (12 Disciplines)

*Sun Thanes who possess this Discipline are able to erect a special psychic defence called Mindfort. A Mindfort defence greatly reduces the effects of any psychic shock that would normally paralyse or weaken a lesser mortal.*

## Grand Nexus

New Order Grand Masters are able to withstand contact with harmful elements, such as flames and acids, for upwards of an hour in duration. This ability increases as a New Order Grand Master advances in rank.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

### **Sun Knight** (10 Disciplines)

*Sun Knights who possess Mastery of this Discipline are able to feign death. By placing themselves into a state of suspended animation, outwardly they are able to achieve all semblance of being truly dead. However, whilst in this state, the only sense that a Sun Knight retains is the ability to hear.*



### Telegnosis (Advanced Divination)

This Discipline enables a New Order Grand Master to spirit-walk for far greater lengths of time, and with far fewer ill effects. Duration of the spirit-walk, and the protection afforded to his inanimate body, increases as a New Order Grand Master advances in rank.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

#### **Kai Grand Defender** (8 Disciplines)

*By use of this Discipline, a Kai Grand Defender is able to locate a known or familiar material object. Initially the range of this ability is limited to a 15 foot radius; however this distance steadily increases as a Kai Grand Master advances in rank.*

#### **Sun Knight** (10 Disciplines)

*Sun Knights who possess this Discipline are able to communicate telepathically over great distances. Initially the range of this ability is approximately 100 miles, but this distance increases as a Grand Master rises in rank.*

#### **Sun Lord** (11 Disciplines)

*Sun Lords who possess this Discipline are able to alter their body weight in order to walk successfully upon different kinds of surface, e.g. water, mud, lava and quicksand. Time duration and degree of surface difficulty increases as a Grand Master rises in rank.*

### Magi-Magic (Old Kingdom Magic)

Under the tutelage of Lone Wolf, you have been able to master the rudimentary skills of Old Kingdom battle magic. These arcane skills include the use of basic magi-magic spells, such as *Shield*, *Power Word*, and *Invisible Fist*. As you advance in rank, so will your knowledge and mastery of Old Kingdom magic increase.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

#### **Grand Guardian** (9 Disciplines)

*Grand Masters who have reached the rank of Kai Grand Guardian are able to use the following battle-spells of the Elder Magi:*

- *Splinter — This causes breakable items such as bottles, jugs, mirrors, windows, etc, to shatter to pieces. The range of this spell increases as a Grand Master rises in rank.*

- *Flameshaft — This causes the tip of any **Arrow**, or Arrow-like missile, to burn fiercely with a magical flame which cannot readily be extinguished by normal means.*

#### **Sun Lord** (11 Disciplines)

*Grand Masters who have reached the rank of Sun Lord are able to use the following battle-spells of the Elder Magi:*

- *Penetrate — This increases the penetrative energy of any **Arrow**, or Arrow-like missile, launched by a Sun Lord.*
- *Energy Grasp — This spell enables a Sun Lord to discharge a powerful electrical force into anything he or she touches. It is similar in effect to the Brotherhood spell *Lightning Hand*. It differs in that it is easier to control and channel the resulting energy. It also requires the actual touching of an object or enemy to effect the spell.*

### Kai-alchemy (Brotherhood Magic)

Under the tutelage of Lone Wolf and Guildmaster Banedon (the leader of Sommerlund's guild of magicians), you have mastered the elementary spells of the Brotherhood of the Crystal Star. These spells include *Lightning Hand*, *Levitation*, and *Mind Charm*. As you advance in rank, so will your knowledge and mastery of Brotherhood magic increase.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

#### **Sun Knight** (10 Disciplines)

*Grand Masters who have reached the rank of Sun Knight are able to use the following Brotherhood spells:*

- *Halt Missile — This causes any projected or hurled missile (e.g. **arrows**, **axes**, crossbow bolts) which may pose an immediate threat to the life of a Sun Knight, to cease its flight and remain stationary in mid-air. The effect of the spell lasts for 2–3 seconds, allowing the Sun Knight time in which to move away from the missile's line of flight. Initially only one missile can be affected by this spell, but the number increases as a Grand Master rises in rank.*
- *Strength — By casting this spell, a Sun Knight is able to greatly increase his or her physical strength for a short duration. It can be used to lift or move heavy objects, or to effect a temporary increase in **COMBAT SKILL** and **ENDURANCE** scores whilst fighting an enemy in unarmed combat.*

**Sun Thane** (12 Disciplines)

Grand Masters who have reached the rank of Sun Thane are able to use the following Brotherhood spells:

- *Slow Fall* — By casting this spell, Kai Sun Thanes are able to slow their rate of freefalling to 3 feet per second, thereby avoiding damage upon landing while the spell is in effect. The duration of the spell is limited at first, but it steadily increases as a Grand Master rises in rank.
- *Breathe Water* — Using this spell, a Kai Sun Thane is able to breathe underwater for ten minutes. The duration of effect increases as a Grand Master rises in rank.

**Astrology**

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

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

**Kai Master Superior** (6 Disciplines)

Kai Grand Master Superiors who possess this Discipline are skilled in the use of all mechanical devices designed to measure and/or observe the cosmology of Magnamund. Such devices include sextants, astrolabes, and orreries.

**Kai Grand Sentinel** (7 Disciplines)

Kai Grand Master Sentinels who possess this Discipline are able to detect psychic residues left on an object by its owner. The more valuable the object is to its owner, the stronger will be the lingering psychic attachment. The majority of everyday or shared objects do not retain such residues.

**Kai Grand Defender** (8 Disciplines)

Kai Grand Defenders who possess this Discipline are skilled in the use of all common astrological devices used to predict future events. Such devices include cards, dice, and crystal spheres.

**Sun Knight** (10 Disciplines)

Sun Knights who have this Discipline are skilled in the art of chiromancy—the ability to tell fortunes from the skin creases and patterns found on the palms

of hands.

**Sun Thane** (12 Disciplines)

Sun Thanes who possess this Discipline are expert in the art of hypnotism. By the use of a hypnotic stare, they are able to cause susceptible creatures (up to three individuals at any one time) willingly to carry out their orders. The number of creatures so affected, and the duration of the effect, increases steadily as a Sun Thane advances in Kai rank.

**Herbmastery**

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

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

**Kai Master Superior** (6 Disciplines)

Kai Grand Master Superiors who have this Discipline are able to purify water, thereby making contaminated or briny water suitable for consumption. Roughly two pints of water per day can be purified using this skill alone. This daily total steadily increases as a Grand Master advances in rank.

**Kai Grand Sentinel** (7 Disciplines)

Through their knowledge and use of common plants, Kai Grand Master Sentinels who have this Discipline are able to make contaminated or rotten food fit for human consumption.

**Kai Grand Defender** (8 Disciplines)

Kai Grand Defenders who possess this Discipline are able to neutralize any poisonous toxins that may be present in organic materials such as plants, berries, and fruits. Through the use of this skill, the transformation of toxins can sometimes result in an increase in **ENDURANCE** and/or **COMBAT SKILL** when the previously poisonous matter is swallowed.

**Grand Guardian** (9 Disciplines)

Kai Grand Guardians who possess this Discipline are able to use their advanced knowledge of herbmastery to produce explosive compounds from simple organic materials.

**Sun Lord** (11 Disciplines)

*Sun Lords who possess this Discipline are able to cause living plants, e.g. grasses, bushes, flowers, weeds, rushes, to entwine themselves around the limbs of hostile creatures, thereby hampering their free movement. Sun Lords are able to target only one creature in this way. An additional creature can be affected for every level a Grand Master rises above the rank of Sun Lord.*

**Elementalism**

This Discipline enables a New Order Grand Master to manipulate the four basic elements: Earth, Air, Fire, and Water. By drawing upon individual (or combinations of) elements that are available, he is able to detach, affix, increase, concentrate, intensify, remove or accelerate this matter to fulfil a specific purpose, e.g. create a wall, hurl a rock, spray sand, remove air, intensify fire. The versatility of this Discipline increases as a New Order Grand Master advances in rank.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

**Kai Master Superior** (6 Disciplines)

*Kai Grand Master Superiors who possess this skill are able to condense pure water out of the surrounding air. This water can be made to fall as a fine spray or as a sudden deluge. It can also be made to fill any suitable container or receptacle. Using this skill, Grand Master Superiors can create the equivalent of one large bucketful of fresh water.*

**Kai Grand Sentinel** (7 Disciplines)

*Kai Grand Master Sentinels who possess this skill are able to charge particles of air electrically around any man-sized or smaller object. The particles will automatically discharge and cause damage should the affected object be touched or opened. Kai Grand Master Sentinels are able to handle a charged object without discharging it.*

**Kai Grand Defender** (8 Disciplines)

*By using this Discipline, Kai Grand Defenders are able to summon up a dense, misty vapour to obscure themselves from both normal and infravision (night sight). This mist will occur within 5 feet of the Kai Grand Defender and will last for three to five minutes. Range and duration increase as a Grand Master rises in rank.*

**Grand Guardian** (9 Disciplines)

*Through the use of this Discipline Kai Grand Guardians are able to protect*

*themselves from the effects of storm-force winds by creating a sphere of calm air around their bodies. Initially this protective bubble lasts for one minute, but duration steadily increases as a Grand Master ascends in Kai rank.*

**Sun Thane** (12 Disciplines)

*Sun Thanes who possess this Discipline are able to accelerate greatly the oxidation (rusting) of ferrous metals simply by touch alone. The longer the metallic item is touched by a Sun Thane, the more damaging will be the effect.*

**Bardsmanship**

Through Mastery of this Discipline a Grand Master of the New Order becomes a multi-talented performer, proficient in the use of any musical instrument. He is able to sing or chant, recite or compose tales of legend, mimic speech or dialect and stimulate a wide range of emotions among sentient creatures. The effect and power of his bardic abilities will steadily increase as he advances through the Grand Master ranks.

*Improvements: (see **Improved New Order Grand Master Disciplines and Levels of New Order Grand Mastership**)*

**Kai Master Superior** (6 Disciplines)

*Kai Grand Master Superiors who possess this Discipline are able to utilize their musical skills to pacify an excited or hostile animal.*

**Kai Grand Sentinel** (7 Disciplines)

*Kai Grand Master Sentinels who possess this Discipline are able to use their singing or playing to counter a hostile sonic attack. The effective use and range of this sonic defence steadily increases as a Grand Master rises in rank.*

**Kai Grand Defender** (8 Disciplines)

*Kai Grand Defenders who possess this Discipline are able to use their musical skills to pacify (and/or implant a suggestion) into the mind of an intelligent creature within audible range. This improved Discipline is similar in effect to the Brotherhood spell **Mind Charm (Kai-alchemy)**.*

**Sun Knight** (10 Disciplines)

*Sun Knights who possess Mastery of this Discipline are able to use their musical skills to launch sonic attacks against any individual within audible range. The effect of a sonic attack is dependent upon the target creature's sensitivity to sound (i.e. a deaf creature would be unaffected by such an attack).*

**Sun Lord** (11 Disciplines)

*Kai Sun Lords with this skill are able to direct their musical abilities to disrupt the structure of inanimate breakable objects, e.g. glass, ceramics, urns, flasks, causing them to explode violently. Any person or creature in close proximity to the destroyed object risks injury from flying fragments.*

If you successfully complete the mission as set in Book 21 of the *Lone Wolf New Order* series, you may add a further Discipline of your choice to your **Action Chart** in Book 22. For every Grand Master Discipline you possess, in excess of the original five Disciplines you begin with, you may add 1 point to your **COMBAT SKILL** score and 2 points to your **ENDURANCE** points score. These bonus points, together with your extra Discipline, your original five Disciplines, your **Kai Weapon** and any other Special Items that you have found and been able to keep during your adventures, may be carried over and used in the next New Order adventure.

Equipment

Before you leave Holmgard on the first stage of your journey to Elzian, you take with you a map of your sea route and a pouch of gold. To find out how much gold is in the pouch, pick a number from the **Random Number Table** and add 20 to the number you have picked. The total equals the number of **Gold Crowns** inside the pouch, and you should now enter this number in the ‘**Gold Crowns**’ section of your **Action Chart**.

If you have successfully completed previous New Order adventures (Books 21+), you may add this sum to the total sum of **Crowns** you already possess. Fifty is the maximum number of **Gold Crowns** you can carry in your pouch at any time.

You may select five items from the list below, only two of which may be weapons.

*(see the **Topical Guide** for details about a particular item)*

List the five items you have chosen on your **Action Chart**, under the appropriate headings, and make a note of any effect that they may have to your **ENDURANCE** points and/or **COMBAT SKILL**.

Kai Weapon

Upon reaching the ultimate rank of Kai Supreme Master, Lone Wolf received as a reward from the God Kai many new skills and abilities. One of these skills was Kai Weaponcraft. Using his new-found mastery, Lone Wolf forged ten weapons of magical power in the armoury furnaces of the monastery. These magical weapons are reserved for the élite of the New Order who attain the rank of Grand Master.

In recognition of your rank and achievement, you may choose your own Kai Weapon from the table below or, if you prefer, you can generate one at random. To generate a Kai Weapon, pick a number from the **Random Number Table** and consult the first column. The magical axe, sword, or broadsword which corresponds to the number you have picked will be your own personal Kai Weapon. Record this magical weapon and its unique properties in the Kai

Weapon section of the Special Items List on your **Action Chart**.

*Note that you do not re-pick your Kai Weapon at the start of each book of the New Order series; you retain the same Kai Weapon throughout all twelve books.*

Example

If you choose the number 8 from the **Random Number Table**, your Kai Weapon will be the broadsword *Illuminatus*.

When using this Kai Weapon in normal combat you may add 5 points to your **COMBAT SKILL**. Each Kai Weapon has a unique property. When you use your Kai Weapon in combat against the type of enemy that matches its unique property, or use it at the best time or location, then you may add the higher bonus to your **COMBAT SKILL**.

*These bonuses are **not** cumulative.*

Example

If you were to use *Illuminatus* in combat against an enemy in an underground cavern, cave or tunnel, you could add the higher bonus of 7 to your **COMBAT SKILL**. If you were to fight this enemy in any other location, the bonus to your **COMBAT SKILL** would remain at 5.

Kai Weapon Table

Random Number	Weapon Type	Name	COMBAT SKILL	Unique Properties
0	Axe	Spawnsmite	+5	vs. reptilian enemies +6
1	Axe	Alema	+5	vs. undead enemies +7
2	Axe	Magnara	+5	vs. rock or stone +8
3	Sword	Sunstrike	+5	when used in daylight +6

4	<b>Sword</b>	<i>Kaistar</i>	+5	when used at night +7
5	<b>Sword</b>	<i>Valiance</i>	+5	vs. magicians +8
6	<b>Sword</b>	<i>Ulnarias</i>	+5	when used underwater +9
7	<b>Broadsword</b>	<i>Raumas</i>	+5	vs. winged enemies +6
8	<b>Broadsword</b>	<i>Illuminatus</i>	+5	when used underground +7
9	<b>Broadsword</b>	<i>Firefall</i>	+5	vs. fire-emitting enemies +8

*'Valiance' is also effective against magical creatures.*

## Equipment—How to use it

### Weapons

The maximum number of **Weapons** that you can carry is *two*. **Weapons** aid you in combat. If you have the Discipline of **Grand Weaponmastery** and a correct **Weapon**, it adds 5 points to your **COMBAT SKILL**. If you find a **Weapon** during your adventure, you may pick it up and use it.

*The new Collector's Editions of the gamebooks clarify that 'You may only use one Weapon at a time in combat.'*

### Bows and Arrows

During your adventure there will be opportunities to use a **Bow** and **Arrow**. If you equip yourself with this **Weapon**, and you possess at least one **Arrow**, you may use it when the text of a particular section allows you to do so. The **Bow** is a useful **Weapon**, for it enables you to hit an enemy at a distance. However, a **Bow** cannot be used in hand-to-hand combat, therefore it is best to equip yourself also with a close combat **Weapon**, such as a **Sword** or an **Axe**.

In order to use a **Bow** you must possess a **Quiver** and at least one **Arrow**. Each time the **Bow** is used, erase an arrow from your **Action Chart**. A **Bow** cannot, of course, be used if you exhaust your supply of **Arrows**, but the opportunity may arise during your mission for you to replenish your stock of **Arrows**.

### Backpack Items

These must be stored in your **Backpack**. Because space is limited, you may keep a maximum of ten articles, including Meals, in your **Backpack** at any one time. You may only carry one **Backpack** at a time. During your travels you will discover various useful items which you may decide to keep. You may exchange or discard them at any point when you are not involved in combat.

Any item that may be of use, and can be picked up on your adventure and entered on your **Action Chart**, is given either initial capitals (e.g. Silver Mirror, Gold Key), or is clearly identified as a Backpack Item. Unless you are told that it is a **Special Item**, carry it in your **Backpack**.

### Special Items

Special Items are not carried in the **Backpack**. When you discover a **Special Item**, you will be told how or where to carry it. The maximum number of **Special Items** that can be carried on any adventure is twelve.

### Kai Weapon

Your Kai Weapon is a **Special Item** and it can be carried and used in addition to two normal **Weapons**. If you possess the Discipline of **Grand Weaponmastery** for a weapon type which is the same as your unique Kai Weapon, you may add the **Grand Weaponmastery** bonus of 5 to your **COMBAT SKILL**. This is in addition to the bonus gained when you use your Kai Weapon in combat.

### Food

Food is carried in your Backpack. Each Meal counts as one item. You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 **ENDURANCE** points. However, if you have chosen **Grand Huntmastery** as one of your five Disciplines then you will not need to tick off a Meal when instructed to eat.

### Potion of Laumspur

This is a healing potion that can restore 4 **ENDURANCE** points to your total when swallowed after combat. It cannot be used to increase **ENDURANCE** points immediately prior to a combat. There is enough for one dose only. If you discover any other potion during the adventure, you will be informed of its effect. All potions are Backpack Items.

## Rules For Combat

There will be occasions during your adventure when you will have to fight an enemy. The enemy's **COMBAT SKILL** and **ENDURANCE** points are given in the text. Your aim in the combat is to kill the enemy by reducing his **ENDURANCE** points to zero while losing as few **ENDURANCE** points as possible yourself.

At the start of a combat, enter your own and the enemy's **ENDURANCE** points in the appropriate boxes on the Combat Record section of your **Action Chart**.

The sequence for combat is as follows:

1. Add any extra points gained through your Disciplines and Special Items to your current **COMBAT SKILL** total.
2. Subtract the **COMBAT SKILL** of your enemy from this total. The result is your Combat Ratio. Enter it on the **Action Chart**. You now subtract the Wild Dogs' **COMBAT SKILL** from your own, giving a Combat Ratio of + 14 ( $45 - 31 = + 14$ ). + 14 is noted on your **Action Chart** as the Combat Ratio.

### Example

You, Grand Master (**COMBAT SKILL** 32), are attacked in a forest by a pack of Wild Dogs (**COMBAT SKILL** 31). You are taken by surprise and are not given the opportunity of evading their attack. You possess the Discipline of Kai- surge to which the Wild, Dogs are not immune, so you add 8 points to your **COMBAT SKILL**. You also possess the Kai Weapon **Ulnarias**, so you add an additional 5 points to your **COMBAT SKILL**. This gives you a total **COMBAT SKILL** of 45.

3. When you have your Combat Ratio, pick a number from the Random Number Table.
4. Turn to the **Combat Results Table**. Along the top of the chart are shown the Combat Ratio numbers. Find the number that is the same as your Combat Ratio and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now have the number of **ENDURANCE** points lost by both yourself and your enemy in this round of combat. (E represents points lost by the enemy; GM represents points lost by yourself - Grand Master.)

### Example

The Combat Ratio between you and the Wild Dogs has been established as +14. If the number picked from the Random Number Table is a 1, then the result of the first round of combat is:

- You (GM) lose 3 **ENDURANCE** points (plus an additional 1 point for using Kai-surge. This loss is in addition to the loss suffered as a result of combat).
  - Wild Dogs lose 9 **ENDURANCE** points.
5. On the **Action Chart**, mark the changes to **ENDURANCE** points of the participants in the combat.
  6. Unless otherwise instructed, or unless you have an option to evade, begin the next round of combat.
  7. Repeat the sequence from Stage 3.

This process of combat continues until the **ENDURANCE** points of either your enemy or yourself are reduced to zero or below, at which point the one with the zero score is declared dead. If you are declared dead, the adventure is over. If the enemy is dead, you can proceed but with your **ENDURANCE** points possibly reduced.

A summary of Combat Rules appears in the back of this book.

## Evasion of combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only you may lose **ENDURANCE** points during that round (such is the risk of turning tail and running away during combat!) You may only evade if the text allows you to do so.

## Levels of New Order Grand Mastership

The following table is a guide to the rank and titles you can achieve at each stage of your journey along the road to Grand Mastership. As you successfully complete each adventure in the New Order series, you will gain an additional Grand master Discipline and progress towards the pinnacle of Kai perfection—to become a Kai Supreme Master.

*Number of  
Grand Master  
Disciplines  
acquired*

*Grand Master Rank*

- |     |   |
|-----|---|
| 4.  | Grand Master Senior— <i>You begin the New Order adventures at this level of Grand Mastery</i> |
| 5.  | Grand Master Superior   |
| 6.  | Grand Sentinel  |
| 7.  | Grand Defender  |
| 8.  | Grand Guardian  |
| 9.  | Sun Knight  |
| 10. | Sun Lord  |
| 11. | Sun Thane   |
| 12. | Grand Thane   |
| 13. | Grand Crown   |
| 14. | Sun Prince  |
| 15. | Kai Supreme Master  |

## Improved [New Order] Grand Master Disciplines

As you rise through the higher levels of Kai Grand Mastery you will find that your Disciplines will steadily improve.

### Kai Grand Master Superior

If you are a New Order Kai who has attained the rank of Kai Grand Master Superior [6 Disciplines], you will now benefit from improvements to the following Grand Master Disciplines:

#### Animal Mastery

Kai Grand Master Superiors who possess this Discipline are able to deter predatory animals in the wild by exuding a scent which is repellent to them. In order for this improved Discipline to work effectively, a Grand Master Superior must be aware of the species of predatory animal he/she wishes to deter. The scent can only be detected by the targeted animal.

#### Assimilance

Kai Grand Master Superiors who possess this skill are able to create a noise and project it up to 15 yards away from their location. The noise is akin to the rumbling sound of thunder and it can be used to distract or divert an enemy's attention. This improved Discipline requires a degree of preparation and therefore it cannot be used during combat.

#### Astrology

Kai Grand Master Superiors who possess this Discipline are skilled in the use of all mechanical devices designed to measure and/or observe the cosmology of Magnamund. Such devices include sextants, astrolabes, and orreries.

#### Herbmastery

Kai Grand Master Superiors who have this Discipline are able to purify water, thereby making contaminated or briny water suitable for consumption. Roughly two pints of water per day can be purified using this skill alone. This daily total steadily increases as a Grand Master advances in rank.



### **Elementalism**

Kai Grand Master Superiors who possess this skill are able to condense pure water out of the surrounding air. This water can be made to fall as a fine spray or as a sudden deluge. It can also be made to fill any suitable container or receptacle. Using this skill, Grand Master Superiors can create the equivalent of one large bucketful of fresh water.

### **Bardsmanship**

Kai Grand Master Superiors who possess this Discipline are able to utilize their musical skills to pacify an excited or hostile animal.

### **Grand Master Sentinel**

If you are a New Order Kai who has attained the rank of Kai Grand Master Sentinel [7 Disciplines], you will now benefit from improvements to the following Grand Master Disciplines:

#### **Grand Weaponmastery**

Kai Grand Master Sentinels who possess this Discipline are, when physically parted from their **Kai Weapon**, able to detect its location. This power of detection will pass through solid objects, with the notable exception of lead. Accuracy and range of detection steadily increases as a Grand Master rises in rank.

#### **Grand Pathsmanship**

Kai Grand Master Sentinels who possess this skill are able to predict the weather accurately for the forthcoming three hours. The range of this ability is an area ten square miles around the Grand Master Sentinel. Duration and range steadily increase as a Kai Grand Master rises in rank.

#### **Astrology**

Kai Grand Master Sentinels who possess this Discipline are able to detect psychic residues left on an object by its owner. The more valuable the object is to its owner, the stronger will be the lingering psychic attachment. The majority of everyday or shared objects do not retain such residues.

#### **Herbmastery**

Through their knowledge and use of common plants, Kai Grand Master

Sentinels who have this Discipline are able to make contaminated or rotten food fit for human consumption.

### **Elementalism**

Kai Grand Master Sentinels who possess this skill are able to charge particles of air electrically around any man-sized or smaller object. The particles will automatically discharge and cause damage should the affected object be touched or opened. Kai Grand Master Sentinels are able to handle a charged object without discharging it.

### **Bardsmanship**

Kai Grand Master Sentinels who possess this Discipline are able to use their singing or playing to counter a hostile sonic attack. The effective use and range of this sonic defence steadily increases as a Grand Master rises in rank.

### **Kai Grand Defender**

If you are a New Order Kai who has attained the rank of Kai Grand Defender [8 Disciplines], you will now benefit from improvements to the following Grand Master Disciplines:

#### **Deliverance**

Kai Grand Defenders who possess this Discipline have the ability to repair the effects of natural decay in materials such as wood, stone, cloth, metal, etc. By touching the decaying object, a Kai Grand Defender is able to reverse damage caused by rot, rust, or mould.

#### **Telegnosis**

By use of this Discipline, a Kai Grand Defender is able to locate a known or familiar material object. Initially the range of this ability is limited to a 15 foot radius, however this distance steadily increases as a Kai Grand Master advances in rank.

#### **Astrology**

Kai Grand Defenders who possess this Discipline are skilled in the use of all common astrological devices used to predict future events. Such devices include cards, dice, and crystal spheres.

### Herbmastery

Kai Grand Defenders who possess this Discipline are able to neutralize any poisonous toxins that may be present in organic materials such as plants, berries, and fruits. Through the use of this skill, the transformation of toxins can sometimes result in an increase in **ENDURANCE** and/or **COMBAT SKILL** when the previously poisonous matter is swallowed.

### Elementalism

By using this Discipline, Kai Grand Defenders are able to summon up a dense, misty vapour to obscure themselves from both normal and infravision (night sight). This mist will occur within 5 feet of the Kai Grand Defender and will last for three to five minutes. Range and duration increase as a Grand Master rises in rank.

### Bardsmanship

Kai Grand Defenders who possess this Discipline are able to use their musical skills to pacify (and/or implant a suggestion) into the mind of an intelligent creature within audible range. This improved Discipline is similar in effect to the Brotherhood spell *Mind Charm* (**Kai-alchemy**).

### Kai Grand Guardian

If you are a New Order Kai who has attained the rank of Kai Grand Guardian [9 Disciplines], you will now benefit from improvements to the following Grand Master Disciplines:

#### Assimilance

Kai Grand Guardians who possess this skill are able to summon a cloud of fog-like vapour within 15 yards of their location. This fog will obscure both normal and infra-vision. The duration of the fog increases as a Grand Master rises in rank.

#### Herbmastery

Kai Grand Guardians who possess this Discipline are able to use their advanced knowledge of herbmastery to produce explosive compounds from simple organic materials.

### Elementalism

Through the use of this Discipline Kai Grand Guardians are able to protect themselves from the effects of storm-force winds by creating a sphere of calm air around their bodies. Initially this protective bubble lasts for one minute, but duration steadily increases as a Grand Master ascends in Kai rank.

### Grand Huntmastery

Kai Grand Guardians with this skill enjoy increased mobility when travelling across all types of terrain, whether on foot or on horseback. This improved ability can be very useful when used to outdistance a pursuing enemy.

### Kai-surge

Kai Grand Guardians who possess Mastery of this Discipline are able to attack up to three enemies in psychic combat simultaneously.

### Kai-screen

Kai Grand Guardians who possess this Discipline are able to exercise a defensive psychic skill known as *Mindblend*. This cloaking ability enables a Grand Guardian to protect their mind and also prevent it from being detected by a hostile psychic probe.

### Magi-Magic

Grand Masters who have reached the rank of Kai Grand Guardian are able to use the following battle-spells of the Elder Magi:

- *Splinter* — This causes breakable items such as bottles, jugs, mirrors, windows, etc, to shatter to pieces. The range of this spell increases as a Grand Master rises in rank.
- *Flameshaft* — This causes the tip of any **Arrow**, or Arrow-like missile, to burn fiercely with a magical flame which cannot readily be extinguished by normal means.

### Sun Knight

If you are a New Order Kai who has attained the rank of Sun Knight [10 Disciplines], you will now benefit from improvements to the following Grand Master Disciplines:

### Grand Weaponmastery

Sun Knights with this Discipline are able to wield **two-handed weapons** (i.e. **Broadsword**, **Quarterstaff**, and **Spear**) with full effect, using only one hand.

### Grand Pathsmanship

Kai Sun Knights with this skill are able to repel at will all normal-sized insects within a radius of three yards. The range and numbers of insects so affected increases considerably as a Grand Master rises in rank.

### Deliverance

Sun Knights who possess this skill are able to repair serious wounds sustained by creatures other than themselves. By the laying of hands upon the affected creature's body, a Sun Knight can cause an open wound (or other serious injury) to mend itself. The speed at which this healing process takes place increases as a Grand Master rises in rank.

### Telegnosis

Sun Knights who possess this Discipline are able to communicate telepathically over great distances. Initially the range of this ability is approximately 100 miles, but this distance increases as a Grand Master rises in rank.

### Grand Nexus

Sun Knights who possess Mastery of this Discipline are able to feign death. By placing themselves into a state of suspended animation, outwardly they are able to achieve all semblance of being truly dead. However, whilst in this state, the only sense that a Sun Knight retains is the ability to hear.

### Astrology

Sun Knights who have this Discipline are skilled in the art of chiromancy—the ability to tell fortunes from the skin creases and patterns found on the palms of hands.

### Bardsmanship

Sun Knights who possess Mastery of this Discipline are able to use their musical skills to launch sonic attacks against any individual within audible range. The effect of a sonic attack is dependent upon the target creature's sensitivity to sound (i.e. a deaf creature would be unaffected by such an attack).

### Kai-alchemy

Grand Masters who have reached the rank of Sun Knight are able to use the following Brotherhood spells:

- *Halt Missile* — This causes any projected or hurled missile (e.g. **arrows**, **axes**, crossbow bolts) which may pose an immediate threat to the life of a Sun Knight, to cease its flight and remain stationary in mid-air. The effect of the spell lasts for 2-3 seconds, allowing the Sun Knight time in which to move away from the missile's line of flight. Initially only one missile can be affected by this spell, but the number increases as a Grand Master rises in rank.
- *Strength* — By casting this spell, a Sun Knight is able to greatly increase his or her physical strength for a short duration. It can be used to lift or move heavy objects, or to effect a temporary increase in **COMBAT SKILL** and **ENDURANCE** scores whilst fighting an enemy in unarmed combat.

### Sun Lord

If you are a New Order Kai who has attained the rank of Sun Lord [11 Disciplines], you will now benefit from improvements to the following Grand Master Disciplines:

### Grand Weaponmastery

Sun Lords with this Discipline are able to cause the metal edge of any non-magical **Weapon** to ignite and burn fiercely. When a **Weapon** thus affected is used in combat, it inflicts an additional 1 **ENDURANCE** point loss upon an enemy in every successful round of combat. This ability cannot be used with a wholly wooden **Weapon** such as a **Quarterstaff**.

### Herbmastery

Sun Lords who possess this Discipline are able to cause living plants, e.g. grasses, bushes, flowers, weeds, rushes, to entwine themselves around the limbs of hostile creatures, thereby hampering their free movement. Sun Lords are able to target only one creature in this way. An additional creature can be affected for every level a Grand Master rises above the rank of Sun Lord.

### Assimilance

Sun Lords who possess this skill are able to cause the outline of their bodies to become blurred and indistinct. By so doing, they can greatly increase their chances of avoiding magical and/or non-magical missiles directed at them.

### Grand Huntmastery

Kai Sun Lords with this skill are able to see, with acute accuracy, light in the infrared spectrum, i.e. they can see the complex patterns generated by heat in near or total darkness. They can also see light in the ultraviolet spectrum.

### Kai-surge

Sun Lords who possess Mastery of this Discipline are able to launch a Kai-blast—a pulse of intense psychic energy which is capable of affecting both psychically active and inactive enemies. This form of psychic attack is very effective, more so than a usual **Kai-surge**, **Psi-surge** or **Mindblast**. It can cause an enemy to lose between 2 and 18 **ENDURANCE** points in one attack. However, use of a Kai-blast will reduce a Sun Lord's **ENDURANCE** points total by 4. It cannot be used in conjunction with any other form of psychic attack.

### Telegnosis

Sun Lords who possess this Discipline are able to alter their body weight in order to walk successfully upon different kinds of surface, e.g., water, mud, lava, and quicksand. Time duration and degree of surface difficulty increases as a Grand Master rises in rank.

### Magi-magic

Grand Masters who have reached the rank of Sun Lord are able to use the following battle-spells of the Elder Magi:

- *Penetrate* — This increases the penetrative energy of any **Arrow**, or Arrow-like missile, launched by a Sun Lord.
- *Energy Grasp* — This spell enables a Sun Lord to discharge a powerful electrical force into anything he or she touches. It is similar in effect to the Brotherhood spell Lightning Hand. It differs in that it is easier to control and channel the resulting energy. It also requires the

actual touching of an object or enemy to effect the spell.

### Bardsmanship

Kai Sun Lords with this skill are able to direct their musical abilities to disrupt the structure of inanimate breakable objects, e.g. glass, ceramics, urns, flasks, causing them to explode violently. Any person or creature in close proximity to the destroyed object risks injury from flying fragments.

### Sun Thane

If you are a New Order Kai who has attained the rank of Sun Thane [12 Disciplines], you will now benefit from improvements to the following Grand Master Disciplines:

### Astrology

Sun Thanes who possess this Discipline are expert in the art of hypnotism. By the use of a hypnotic stare, they are able to cause susceptible creatures (up to three individuals at any one time) willingly to carry out their orders. The number of creatures so affected, and the duration of the effect, increases steadily as a Sun Thane advances in Kai rank.

### Animal Mastery

Sun Thanes with this Discipline are able to command an animal to fall asleep at will. Some hostile animals may be able to resist this command; however most will be affected by it in some way. The duration of effect and the number of animals which can be affected at one time will increase as a Grand Master rises in rank.

### Grand Huntmastery

Kai Sun Thanes with this skill are able to protect themselves from the effects of being struck by natural electrical discharges, i.e. lightning.

### Deliverance

Sun Thanes who possess this skill are able to conduct a Kai Exorcism. This ritual will banish any evil supernatural force that has taken possession of any goodly creature or object.

**Elementalism**

Sun Thanes who possess this Discipline are able to accelerate greatly the oxidation (rusting) of ferrous metals simply by touch alone. The longer the metallic item is touched by a Sun Thane, the more damaging will be the effect.

**Grand Pathsmanship**

Sun Thanes who possess Mastery of this Discipline are able to alter the temperature of water by touch. By using this skill they are able to transform water into ice and vice versa. The volume of water affected, and the duration of effect, both increase as a Grand Master rises in rank.

**Kai-screen**

Sun Thanes who possess this Discipline are able to erect a special psychic defence called *Mindfort*. A *Mindfort* defence greatly reduces the effects of any psychic shock that would normally paralyse or weaken a lesser mortal.

**Kai-alchemy**

Grand Masters who have reached the rank of Sun Thane are able to use the following Brotherhood spells:

- *Slow Fall* — By casting this spell, Kai Sun Thanes are able to slow their rate of freefalling to three feet per second, thereby avoiding damage upon landing while the spell is in effect. The duration of the spell is limited at first, but it steadily increases as a Grand Master rises in rank.
- *Breathe Water* — Using this spell, a Kai Sun Thane is able to breathe underwater for ten minutes. The duration of effect increases as a Grand Master rises in rank.

## The [Grey Star] Game Rules

*These rules do not come from any particular book. They are a generic set of rules designed to help new readers familiarize themselves with the rules—not walk the reader through a particular book. The details of the rules in each book will differ from what you find here.*

If you have already completed ***Grey Star the Wizard*** (Book 1 of the *World of Lone Wolf* series), you already have your **COMBAT SKILL**, **ENDURANCE** and **WILLPOWER** points and your **Magical Powers**. In the course of your adventure your powers of wizardry have grown and so you may add 10 to your **WILLPOWER** total and choose one more **Magical Power**. All **Weapons** and **Special Items** that you held at the end of Book 1 should be entered on a fresh **Action Chart**. You are now ready to begin this adventure.

*If you have completed ***Grey Star the Wizard***, your **WILLPOWER** score will be zero before you begin this book. It doesn't seem fair to start this book with only 10 **WILLPOWER** points, so you may choose to create a new **WILLPOWER** score by choosing a number from the **Random Number Table** and adding 20. You may also choose to add the 10 **WILLPOWER** point bonus to this new score.*

*Alternatively, you may wish to use your original **WILLPOWER** score from the beginning of ***Grey Star the Wizard***, and add 10 bonus points to this.*

*In the rules for Books 3 and 4, it is implied that you must pick a new **COMBAT SKILL** and/or **ENDURANCE** and/or **WILLPOWER** from the **Random Number Table** even if have already completed one or more of the ***Grey Star*** adventures. This conflicts with the rules for the ***Lone Wolf*** books where you carry over your score from a previous successfully completed adventure. For the sake of consistency, players may wish to carry over their existing score from the last ***Grey Star*** book they completed.*

*For more information on the rules for Books 3 and 4, see the more exhaustive section on **WILLPOWER** in the **Topical Guide**.*

If this is your first adventure, read on...

To keep a record of your adventure, use the **Action Chart**.

Before you set off on your adventure, you must discover how well your Shianti masters have prepared you for your quest by determining your fighting prowess—**COMBAT SKILL**—your state of mind—**WILLPOWER**—and your physical stamina—**ENDURANCE**. To do this take a pencil and, with eyes closed, point with the blunt end of it on to the **Random Number Table**. If you pick 0 it counts as zero.

The first number that you pick from the **Random Number Table** in this way represents your **COMBAT SKILL**. Add 10 to the number you picked and write the total in the **COMBAT SKILL** section of your **Action Chart** (e.g. if your pencil fell on the number 4 in the **Random Number Table** you would write in a **COMBAT SKILL** of 14). When you fight, your **COMBAT SKILL** will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the **Random Number Table** represents your **WILLPOWER**. Add 20 to this number and write the total in the **WILLPOWER** section of your **Action Chart** (e.g. if your pencil fell on the number 6 in the **Random Number Table** you would have a **WILLPOWER** of 26). If you decide to use a spell or utilize the power of your **Wizard's Staff**, then you will lose **WILLPOWER** points. If at any time your **WILLPOWER** falls to zero, you may not use any of your spells or your **Wizard's Staff**. Lost **WILLPOWER** points can be regained during the course of the adventure, and it is possible for your **WILLPOWER** points to rise above the total with which you start your adventure.

The third number that you pick from the **Random Number Table** represents your powers of **ENDURANCE**. Add 20 to this number and write the total in the **ENDURANCE** section of your **Action Chart** (e.g. if your pencil fell on the number 6 on the **Random Number Table** you would have 26 **ENDURANCE** points). If you are wounded in combat, you will lose **ENDURANCE** points. If at any time your **ENDURANCE** points fall to zero or below, you are dead and the adventure is over. Lost **ENDURANCE** points can be regained during the course of the adventure but can never rise above the number with which you start your adventure.

## Magical Powers

There are thirteen Magical Powers, the first seven of which are called the **Lesser Magicks**. Possession of the Moonstone reveals to you the secret of the Magical Powers known as the **Higher Magicks**, of which there are six. If this is your first *Grey Star* adventure, you may choose five **Lesser Magicks** and four **Higher Magicks**. If you have successfully completed any of the previous *Grey Star* adventures, you may choose six **Lesser Magicks** and five **Higher Magicks**.

*The **Higher Magicks** are only available in **War of the Wizards**.*

*The wording of this section of the rules seems to indicate—if read literally—that you may choose your set of **Lesser Magicks** again if you have completed a previous adventure. This is without precedent in other books. In order to preserve consistency with other books, you should not choose your **Lesser Magicks** again. If you have currently mastered five **Lesser Magicks**, you may choose one additional **Lesser Magick** from the list. If you have already mastered six **Lesser Magicks**, you keep these. If you choose **Alchemy** as a new **Lesser Magick**, or you have not mastered the **Lesser Magick** of **Alchemy** but you have selected the **Higher Magicks** of **Theurgy**, you also receive a **Herb Pouch** with contents, as detailed in the **Equipment** section.*

The Magical Powers available to you are listed below. When you have chosen your powers enter them in the Magical Powers section of your **Action Chart**.

### The Lesser Magicks

#### Sorcery

This Power allows a wizard to transform his thoughts or desires into magical energy. By concentration of the will it is possible to create magical shields of force to bar doors or move objects. Sorcery drains more **WILLPOWER** points than any other Magical Power, and is most effective when your **WILLPOWER** points are high.

If you choose this Power, write ‘Sorcery’ on your **Action Chart**.

*See also the **Higher Magick** of **Thaumaturgy**.*

#### Enchantment

The Power of Enchantment enables a wizard to charm or beguile other creatures, and create illusions in the minds of others. He will be able to extract information from others, place thoughts and compulsions into another’s mind or cause them to believe that imaginary events are actually taking place. Some magical or highly intelligent beings may be immune to the powers of Enchantment.

If you choose this Power, write ‘Enchantment’ on your **Action Chart**.

*See also the **Higher Magick** of **Telergy**.*

#### Elementalism

The Power of elemental magic allows a wizard some control over the natural elements of Air, Fire, Earth and Water. By entering a trance and chanting incantations, you may summon aid from the spirits of the Elemental Plane. Elementals have very little understanding of man, and for this reason a wizard can never be sure of the nature of the aid the Elementals may send.

If you choose this Power, write ‘Elementalism’ on your **Action Chart**.

*See also the **Higher Magick** of **Physiurgy**.*

#### Alchemy

A wizard who possesses the Power of Alchemy is able, through the mixing of various substances, to create magical potions. Given the correct ingredients, a potion may restore lost energy (i.e. **ENDURANCE** points, **WILLPOWER**), or temporarily improve various abilities (e.g. **COMBAT SKILL**). The use of Alchemy may also allow a wizard to alter the nature of substances (e.g. change lead into gold), but the necessary ingredients and the correct equipment (e.g. a pestle and mortar) must be at hand. The use of the Power of Alchemy drains no **WILLPOWER**.

If you choose this Power write ‘Alchemy’ on your **Action Chart**.

*See also the **Higher Magick** of **Theurgy**.*

### Prophecy

The Power of Prophecy allows a wizard to foretell the future through meditation. A meditative state will allow a wizard to make the correct decision when facing conflicting choices or difficult actions; to discover the whereabouts of a person he has once met, or an object he has once seen. It may also allow him to determine the true nature of a stranger or a strange object. Magical beings or objects are sometimes hidden from the Power of Prophecy.

If you choose this Power, write 'Prophecy' on your **Action Chart**.

### Psychomancy

This Power bestows upon a wizard the ability to deduce facts about events by touching objects connected to them. Through deep concentration, a wizard may lay his hands upon any inanimate object and visualize scenes that have affected it. Visions brought about through the use of Psychomancy are often cryptic, taking the form of a riddle or puzzle. Some magic items are resistant to the use of Psychomancy and may, sometimes, impart misleading information.

If you choose this Power, write 'Psychomancy' on your **Action Chart**.

### Evocation

Mastery of this Power permits contact with the spirit realm. A wizard wishing to speak with the dead, or to call up a form from the spirit world, must draw a magic pentacle and enter a trance, when the use of the correct spell-chant will reach out to the Spiritual Plane. Standing within the protection of a magic pentacle, a wizard may consider himself to be relatively safe from harm. If he wishes to speak with a corpse, especially one whose former life was good and righteous, then a wizard can expect help and advice. However, contact with those whose former lives were evil or selfish can be a perilous, and often fatal, experience. Evil spirits are reluctant to return to the realm of the dead and may try to trick a wizard into freeing them into the world of the living. All spirits, good and evil, will require some service of the wizard in return for their aid. Any failure to perform this task, however difficult may result in the wizard losing his life.

If you choose this Power, write 'Evocation' on your **Action Chart**.

*See also the **Higher Magick of Necromancy**.*

## The Higher Magicks

### Thaumaturgy

This **Higher Magick** is an advanced form of **Sorcery**, the craft of magical energy. Where **Sorcery** allows a wizard to affect external things, Thaumaturgy affects the wizard himself. The Power of Thaumaturgy can bestow upon a wizard the power of levitation, a limited form of flying; invulnerability and increased strength; the ability to bend metal or warp wood by disturbing their molecules; and, perhaps the most useful of all, teleportation, that is, the ability to travel great distances in seconds by simply visualizing the destination.

If you choose this Power, write 'Thaumaturgy' on your **Action Chart**.

### Telergy

An advanced form of **Enchantment**, Telergy is the Power of mind control, telepathy and autosuggestion. It enhances the tangibility of the illusions of Enchantment and allows you to control the minds of others. However, like **Enchantment**, some magical beings will be able to resist this Power.

If you choose this Power, write 'Telergy' on your **Action Chart**.

### Physiurgy

Where **Elementalism** allows a wizard to summon the aid of the elemental spirits, the **Higher Magick** of Physiurgy grants the wizard mastery over the elements. It allows him to command winds, open cracks in the earth, cause earthquakes, raise storms and create other weather effects.

If you choose this Power, write 'Physiurgy' on your **Action Chart**.

### Theurgy

Theurgy is an advanced form of **Alchemy**. Possession of **the Moonstone** of the Shianti makes the casting of a larger number of spells possible. It unlocks the knowledge of more ingredients for mixing potions and reveals some of the special times, or ways, that they must be mixed. The power of **the Moonstone** acts as a charm for these potions. No **WILLPOWER** points are required to make



use of the Power of Theurgy but you are dependent on discovering the necessary ingredients for your potions during the course of your adventure.

If you choose this Power, write 'Theurgy' on your **Action Chart**.

### Visionary

With the aid of **the Moonstone**, you may use the skill of a Visionary to look upon events that are taking place elsewhere. The Power of a Visionary is generally concerned with visual images of the present.

If you choose this Power, write 'Visionary' on your **Action Chart**.

### Necromancy

Necromancy is a higher form of **Evocation**. Where **Evocation** allows contact with the spirit world, Necromancy allows a wizard to command the dead, though this is forbidden by Shianti law. It also allows him to make an incantation that will imbue **the Moonstone** with a protective aura of light to keep away all creatures of evil, dead or alive.

If you choose this Power, write 'Necromancy' on your **Action Chart**.

## Wizard's Staff

Your Staff is your most valuable possession. It looks and feels like an ordinary **Quarterstaff**, yet it is stronger than any known metal. This is your main combat **Weapon**, for you are untrained in the use of any other form of armed combat. It contains a potent force that is unleashed at will by the power of your mind, and causes a beam of destructive power to hurtle from its tip. Every time you unleash this power you must deduct 1 **WILLPOWER** point.

In the event that your enemy survives such an attack or should you fall victim to a surprise attack, you will be forced to engage in close combat and must attempt to strike your enemy with the Staff. If your attack is successful, a bolt of energy will be released from the Staff that is capable of inflicting great physical harm. If you wish to increase the amount of damage that you inflict in this way, you must use more **WILLPOWER** points and multiply the number of **ENDURANCE** points lost by the enemy, accordingly. For example, if you chose to expend 3 **WILLPOWER** points on your attack, all enemy **ENDURANCE** point losses would be multiplied by three.

*If you enter combat without your Staff, deduct 6 points from your **COMBAT SKILL**. If you have no weapon at all, you must deduct 8 points from your **COMBAT SKILL**. If your **WILLPOWER** falls to zero or below, you will not be able to use the magical properties of your Wizard's Staff until your score is again above zero. You can still use your Wizard's Staff in combat as a normal **Weapon**, but you must deduct 6 points from your **COMBAT SKILL**.*

## The Moonstone

The Moonstone has many attributes, some of which are described in the **Higher Magicks** section and some of which you will discover during the course of your adventure. The Shianti have also given it the power to teleport you to Shasarak once during the course of your adventure. You will be told of that opportunity when the time is right.

*The Moonstone is only available in **War of the Wizards**.*

## [Grey Star] Equipment

You wear the grey robe and hooded cloak of a Shianti Wizard. Your only **Weapon** is your **Wizard's Staff** (note this on your **Action Chart** under **Weapons**). You wear a **Backpack** containing 4 Meals (note under Meals on your **Action Chart**), and you have been given a map of the Shadakine Empire (note under **Special Items** on your **Action Chart**) which you place inside your robe.

If you have chosen **Alchemy** or **Theurgy** as one of your **Magical Powers**, then you will have a leather pouch for herbs and potions hanging from your belt. The **Herb Pouch** contains the following:

- 2 empty Vials for carrying potions
- 1 Vial containing Saltpetre
- 1 Vial containing Sulphur

Mark these 4 items in your **Action Chart**.

Your **Herb Pouch** will carry a maximum of eight items.

*If you have completed a previous adventure, you keep all equipment you had at the end of that adventure. You do not receive any new equipment, unless you have just selected **Alchemy** as your sixth **Lesser Magick**, or if you have not mastered the **Lesser Magick** of **Alchemy** but you have selected the **Higher Magick** of **Theurgy**, in which case you receive a **Herb Pouch** with contents as indicated in this section.*

On your last day on the Isle of Lorn, your Shianti Masters offer you the following gifts to aid you in your quest. According to Shianti custom, you may choose one of them. They are:

- **Jewelled Dagger (Special Item)** This adds 1 point to your **COMBAT SKILL** when used in combat.

*This **Special Item** can be used in combat as if it were a normal **Weapon**. The **Jewelled Dagger's** bonus to your **COMBAT SKILL** should only be applied when the **Jewelled Dagger** is used in combat. You should not use your **Wizard's Staff** at the same time. This would incur the normal -6 penalty to your **COMBAT SKILL** for not using your **Wizard's Staff**.*

*Alternatively, you may decide that the **Jewelled Dagger** may be wielded together with your **Wizard's Staff**, and thus confers its bonus in all close combats. This makes the **Jewelled Dagger** a much more useful item.*

- **Magic Talisman (Special Item)** This adds 2 points to your **WILLPOWER** total.

*The bonus to your **WILLPOWER** score provided by the **Magic Talisman** is added to your **WILLPOWER** score only once and does not prevent your score from falling to zero.*

- Vial of **Laumspur (Backpack Item)** This restores 4 **ENDURANCE** points to your total when swallowed after combat. It cannot be used to increase **ENDURANCE** points immediately prior to a combat. There is enough for one dose.

When you have made your choice, mark the item on your **Action Chart** under the headings given in brackets, and make a note of any effect it may have on your **ENDURANCE**, **WILLPOWER** or **COMBAT SKILL** totals.

## How to Carry Equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes, but you should refer back to this list in the course of your adventure.

- **Wizard's Staff**—Carried in the hand.
- **Backpack**—slung over the shoulder.
- Meals—carried in the **Backpack**.
- **Jewelled Dagger**—tucked into your belt.
- **Magic Talisman**—worn on a chain around your neck
- Vial of **Laumspur**—carried in the **Backpack**.

## How Much Can You Carry?

### Weapons

The maximum number of **Weapons** that you may carry is two. Your **Wizard's Staff** counts as one **Weapon**.

### Backpack Items

These must be stored in your **Backpack**. Because space is limited, you may only keep a maximum of eight articles, including Meals, in your **Backpack** at any one time.

### Special Items

**Special Items** are not carried in the **Backpack**. When you discover a **Special Item**, you will be told how to carry it.

### Nobles (*Shadakine currency*)

These are carried in the pocket of your robe.

### Food

Food is carried in your **Backpack**. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your **Action Chart** is given capital letters in the text. Unless you are told it is a **Special Item**, carry it in your **Backpack**.

*If you have mastered the **Lesser Magick of Alchemy** or the **Higher Magick of Theurgy**, and therefore have a Herb Pouch, you may choose to keep potions, vials, or ingredients in either the **Herb Pouch** or your **Backpack**. All other **Backpack Items** must be kept in your **Backpack**.*

## How to Use Your Equipment

### Weapons

Your **COMBAT SKILL** depends on your **Wizard's Staff**. If you do not possess your

**Staff** when you enter combat you must deduct 6 points from your **COMBAT SKILL**. If you enter a combat without a **Weapon**, deduct 8 points from your **COMBAT SKILL** and fight with your bare hands. If you find a **Weapon** during the adventure, you may pick it up and use it. (Remember that you can only carry two **Weapons** at once.)

### Backpack Items

During your travels you will discover various useful items which you may wish to keep. (Remember that you can only carry a maximum of eight items in your **Backpack** at any one time.) You may exchange or discard them at any point when you are not involved in combat.

### Special Items

Each **Special Item** has a particular purpose or effect. You may be told this when the item is discovered, or it may be revealed to you as the adventure progresses.

### Currency

The **currency** of the Shadakine Empire is the **Noble**, which is a small jade stone. The system of money is alien to the Shianti, and for this reason you begin your adventure with no money. Whenever you kill an enemy, you may take any **Nobles** belonging to him and keep them in the pocket of your robe.

### Food

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 **ENDURANCE** points.

## [Grey Star] Rules for Combat

There will be occasions during your adventure when you have to fight an enemy. The enemy's **COMBAT SKILL** and **ENDURANCE** points are given in the text. Grey Star's aim during the combat is to kill the enemy by reducing his **ENDURANCE** points to zero while at the same time losing as few **ENDURANCE** points as possible himself.

At the start of a combat, enter Grey Star's **ENDURANCE** and **WILLPOWER** points and the enemy's **ENDURANCE** points in the appropriate boxes on the Combat Record section of your **Action Chart**. The sequence for combat is as follows:

1. Calculate your current **COMBAT SKILL** total, based on the **Weapon** you are using. (Remember, if you enter combat without your **Staff**, you must deduct 6 points from your **COMBAT SKILL**. If you have no weapon at all, you must deduct 8 points.)
2. Subtract the **COMBAT SKILL** of your enemy from this total. The result is your **Combat Ratio**. Enter it on the **Action Chart**.
3. If you are using your **Wizard's Staff**, decide how many **WILLPOWER** points you wish to use. (Remember, you must expend at least 1 point.) Enter this number on your Combat Record in the box marked **WILLPOWER**.

### Example

Grey Star (**COMBAT SKILL** 15, **WILLPOWER** 23) is ambushed by a Deathgaunt (**COMBAT SKILL** 20). He is not given the opportunity to evade combat, but he can use his **Wizard's Staff** against the creature as it swoops down on him. He subtracts the Deathgaunt's **COMBAT SKILL** from his own, giving a **Combat Ratio** of -5 ( $15 - 20 = -5$ ). -5 is noted on the **Action Chart** as the **Combat Ratio**. Grey Star decides to use 2 **WILLPOWER** points, which is noted on the **WILLPOWER** box of the Combat Record.

4. When you have decided upon the number of **WILLPOWER** points you wish to use and have determined your **Combat Ratio**, pick a number from the **Random Number Table**.

*You only need to expend **WILLPOWER** points in combat if you are using*

*your **Wizard's Staff**. If your **WILLPOWER** falls to zero or below, you will not be able to use the magical properties of your **Wizard's Staff** until your score is again above zero. You can still use your **Wizard's Staff** in combat as a normal **Weapon**, but you must deduct 6 points from your **COMBAT SKILL**.*

5. Turn to the **Combat Results Table** on the inside back cover of the book. Along the top of the chart are shown the **Combat Ratio** numbers. Find the number that is the same as your **Combat Ratio** and cross-reference it with the random number that you have picked. (The random numbers appear on the side of the chart.) You now have the number of **ENDURANCE** points lost by Grey Star. To calculate the number lost by the enemy, multiply this by the number of **WILLPOWER** points that Grey Star elected to use. Now you have the final number of **ENDURANCE** points lost by both Grey Star and his enemy in this round of combat. (**E** represents points lost by the enemy; **GS** represents points lost by Grey Star.)

### Example

The Combat Ratio between Grey Star and the Deathgaunt has been established as -5, and Grey Star's **WILLPOWER** points used as 2. If the number taken from the **Random Number Table** is a 6, then the result of the first round of combat is:

- Grey Star loses 4 **ENDURANCE** points.
  - Deathgaunt loses 5 **ENDURANCE** points, multiplied by 2 **WILLPOWER** points, giving a total of 10 **ENDURANCE** points lost in all.
6. On the **Action Chart**, mark the changes in **ENDURANCE** points to the participants in the combat, and Grey Star's amended **WILLPOWER** points total.
  7. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
  8. Repeat the sequence from **Stage 3**.

This process of combat continues until the **ENDURANCE** points of either the enemy or Grey Star are reduced to zero or below, at which point the one with the zero score is declared dead. If Grey Star is dead, the adventure is over. If the enemy is dead, Grey Star proceeds but with his **ENDURANCE** and **WILLPOWER** points possibly reduced.

*It is not necessarily true that Grey Star will lose any **ENDURANCE** in combat.  
He may go unscathed.*

A summary of Combat Rules appears in the back of this book.

### **Evasion of Combat**

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only Grey Star may lose **ENDURANCE** points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.

## The [Freeway Warrior] Game Rules

*These rules do not come from any particular book. They are a generic set of rules designed to help new readers familiarize themselves with the rules—not walk the reader through a particular book. The details of the rules in each book will differ from what you find here.*

Before embarking on your adventure, you must first determine your personal characteristics and the weapons and provisions with which you are equipped. An **Action Chart** has been supplied on which to record and amend these details as the adventure unfolds.

*If you have already completed an adventure with your character, you should not pick his **CLOSE COMBAT SKILL** and **ENDURANCE** again. You should use those scores already picked.*

Your personal characteristics comprise two basic attributes: **CLOSE COMBAT SKILL** and **ENDURANCE**. To discover your initial **CLOSE COMBAT SKILL**, take a pencil and, with your eyes closed, point the blunt end of it on to the **Random Number Table**. If you pick a 0 it counts as zero. Add 10 to the number you have picked and write the total in the **CLOSE COMBAT SKILL** section of your **Action Chart** (for

example, if your pencil falls on the number 5 in the **Random Number Table**, you have a **CLOSE COMBAT SKILL** total of 15). When you fight an enemy in hand-to-hand combat, your **CLOSE COMBAT SKILL** will be measured against that of your enemy, so a high score in this section is desirable.

To discover your **ENDURANCE** level, repeat the process, but this time add 20 to the number you have picked from the **Random Number Table**. Write the total in the **ENDURANCE** section of your **Action Chart** (for example, if your pencil falls on the number 8 on the **Random Number Table**, you have a total **ENDURANCE** score of 28). If you are wounded in combat, or injured at any other time during your adventure you will lose **ENDURANCE** points. If, at any time, your **ENDURANCE** points total falls to zero or below, you are dead and the adventure is over. You can regain lost **ENDURANCE** points during the course of the adventure, but your **ENDURANCE** level can never rise above your initial score.

*You start each adventure with your maximum **ENDURANCE** point score (see **Lone Wolf Club Newsletter: Summer Special 1987**. While this question and answer technically only refers to *Lone Wolf* adventures, it seems fair to apply it here also).*

## Survival Skills

Ever since the day you returned to the surface, you have endeavoured to develop your skills and natural instincts fully in order to best defend yourself and your colony.

Listed on your **Action Chart** are your five basic Survival Skills:

### Driving

Your ability to control powered vehicles, such as cars, motorcycles and trucks.

### Shooting

Your familiarity and experience in the use of missile weapons, such as pistols, machine pistols, shotguns, and rifles.

### Field Craft

Your knowledge and experience of all aspects of outdoor survival.

### Stealth

Your physical fitness, the speed of your reflexes and your dexterity.

## Perception

Your intelligence, your ability to evaluate information, your education, and your mental alertness.

Your ability in each of these five individual skills is measured in skill points. You begin with 3 points per skill. Before starting the adventure, you may allocate an additional 4 skill points to your list of five Survival Skills. These 4 extra points can be used to improve one or more of your five skills. During your adventure, all five skills will be severely tested, therefore the higher the individual skill level, the better your chances of survival. You may allocate your 4 additional points entirely how you like.

When you have decided where to allocate your 4 additional skill points, make a note of the totals in the Survival Skills section of your **Action Chart**. (In your first adventure, your total number of skill points should be 19: five skills x 3 points each = 15, plus 4 additional skill points = 19 points.)

If you complete successfully the mission set in this book of the *Freeway Warrior* series, you may add an additional 4 points to your Survival Skills in the next book. These additional points, together with any equipment and provisions that you possess at the end of this book, may then be used in the next *Freeway Warrior* adventure.

## Equipment

Apart from your clothing, a number of useful items form your basic equipment. These comprise a **Backpack**, and a belt on which hangs your Ammo Pouch, Medi-kit, Water Canteen, and Hunting Knife. In addition to these items, you possess a Map of Central Texas, which you carry tucked inside your leather jacket.

### Backpack

Up to ten separate items may be stored and carried in your **Backpack** at any time. However, if more than three items are carried, your **Stealth** level will be reduced by 1 point. If more than six items are carried, your **Stealth** level will be reduced by 2 points; and if you carry a full **Backpack** (containing ten items) your **Stealth** level will be reduced by 3 points.

In order to equip yourself for the task ahead, you may choose up to four items from the following list:

- Solar Torch
- HE (High Explosive) Grenade
- Binoculars
- Compass
- CB Radio
- Signal Flare
- Three Meals (each Meal takes up one space in your **Backpack**)
- Flexible Saw
- Geiger Counter

List the items you have chosen on your **Action Chart**. If you have picked four items, adjust your current Stealth level accordingly.

Opportunities may arise during your adventure for you to pick up useful items. These items will appear in the text in bold print and, unless you are instructed otherwise, they can be stored and carried in your Backpack.

You will need to eat regularly. If you do not possess any food when you are instructed to eat a Meal, you will lose 3 **ENDURANCE** points.

### Ammo Pouch

Your Ammo Pouch is where you store any spare ammunition for firearms. It can hold a maximum of the following:

- 40 rounds of 9mm calibre Pistol/Machine Pistol ammunition
- or
- 20 rounds of 7.62mm calibre Rifle ammunition
- or
- 10 rounds of 12-gauge calibre Shotgun ammunition

When carrying mixed calibres of ammunition, use this equation to check how much space you have left in your Ammo Pouch:

$$4 \times 9\text{mm rounds} = 2 \times 7.62 \text{ rounds} = 1 \times 12 \text{ gauge round}$$

Additional ammunition can be carried in your **Backpack**. Ammunition occupies one space for each quantity that is equal to (or less than) the maximum that can be carried in one Ammo Pouch.

### Medi-kit

A well-stocked Medi-kit can make all the difference to your chances of survival should you suffer injury in the field or as a result of combat. It contains useful first aid supplies, such as dressings, antiseptics, antibiotics, water purification tablets, sulphonamides, pain killers, potassium iodide tablets (to delay absorption of radioactivity) and sutures.

For convenience, these medical supplies are grouped into units. To find how many units you have in your Medi-kit, pick a number from the **Random Number Table** (0 equals 10) and add 2. Your total score equals the number of units with which you begin your adventure. To keep a record of them, circle the appropriate number of unit symbols in the Medi-kit section of your **Action Chart**. The maximum number of units you can carry in your Medi-kit is twelve.

You may use your Medi-kit units to restore lost **ENDURANCE** points; each unit used in this way restores 3 points. Units cannot be used to restore **ENDURANCE** points in lieu of a Meal or Water when instructed to eat or drink.



**Water Canteen**

Water is essential to life, and your life will depend on having a sufficient, uncontaminated supply. You will need to drink regularly during your adventure. One drink is equivalent to half a pint and your canteen holds exactly two pints of water: enough for one day's needs. When instructed to drink, be sure to tick off one box in the Water section of your **Action Chart**.

If you do not have any Water when instructed to drink, you must lose 3 **ENDURANCE** points.

## Weapons

### Close Combat Weapons

These weapons aid you in hand-to-hand fighting. You begin your adventure armed with a Hunting Knife which, when used in close combat, adds 2 points to your **CLOSE COMBAT SKILL**. Note this Hunting Knife in the Close Combat Weapons section of your **Action Chart**.

If you find a close combat weapon during your adventure, you may pick it up and use it. Close combat weapons will appear in the text with a close COMBAT SKILL number, for example, Machete (3). This number indicates how many points this weapon will add to your **CLOSE COMBAT SKILL** when used in a hand-to-hand fight.

The maximum number of close combat weapons you may carry is *two*.

### Missile Weapons

There are four types of missile weapon:

- PISTOL
- MACHINE PISTOL
- SHOTGUN
- RIFLE

You begin your adventure armed with only one of these weapons. Make your choice and then record the weapon you have chosen, together with its calibre

and rate of fire details, in the Missile Weapons section of your **Action Chart**.

In order to be able to use a missile weapon, you must have sufficient ammunition of the correct calibre. The following list shows the calibre of each weapon, the amount that is used every time the weapon is fired, and the number of rounds that you possess at the start of your adventure:

	Calibre	Rate of Fire	Initial No. of Rounds
PISTOL	9mm	1	8
MACHINE PISTOL	9mm	6	30
SHOTGUN	12-gauge	1	4
RIFLE	7.62mm	1	4

The initial number of rounds should be noted in the Ammo Pouch section of your **Action Chart**. Missile weapons cannot be used if you run out of ammunition or possess rounds of the wrong calibre. However, the opportunity may arise for you to replenish your supply of ammunition and/or discover a weapon of the correct calibre.

You may carry a maximum of three missile weapons. However, for every missile weapon that you carry (excluding your initial choice), you must reduce your **Stealth** level by 1 point.

## Rules for Close Combat

There will be occasions when you will have to fight an enemy in hand-to-hand combat. The enemy's **CLOSE COMBAT SKILL** and **ENDURANCE** level will both be given in the text. Your aim in close combat is to kill the enemy by reducing his **ENDURANCE** points to zero while losing as few of your own **ENDURANCE** points as possible.

At the start of a close combat, enter both your own and your enemy's **ENDURANCE** points in the appropriate boxes on the Close Combat Record section of your **Action Chart**. The sequence for close combat is as follows:

1. Add any extra points gained through the use of close combat weapons to your current **CLOSE COMBAT SKILL** total.
2. Subtract the **CLOSE COMBAT SKILL** of your enemy from this total. The result is your **Combat Ratio**. Enter it on the **Action Chart**.

### Example

Cal Phoenix (**CLOSE COMBAT SKILL** 17) is attacked by a Renegade Clansman (**CLOSE COMBAT SKILL** 18). He is not given the opportunity to evade close combat, but must stand and fight his adversary. Cal Phoenix is armed with a Hunting Knife, so he adds 2 points to his **CLOSE COMBAT SKILL**, giving a total **CLOSE COMBAT SKILL** of 19.

He subtracts the Renegade Clansman's **CLOSE COMBAT SKILL** from his own, giving a **Combat Ratio** of +1 ( $19 - 18 = +1$ ). He notes this +1 on his **Action Chart** as the **Combat Ratio**.

3. After working out your **Combat Ratio**, pick a number from the **Random Number Table**.
4. Turn to the **Close Combat Results Table**. Along the top of the chart are the **Combat Ratio** numbers. Find the number that is the same as your **Combat Ratio** and cross-reference it with the number that you have picked (the random numbers appear down the side of the chart). You now have the **ENDURANCE** points lost by both Cal Phoenix and his enemy in this round of close combat. (E represents points lost by the enemy; CP represents points lost by Cal Phoenix.)

### Example

The **Combat Ratio** between Cal Phoenix and the Renegade Clansman has been established as +1. If the number picked from the **Random Number Table** is a 4, then the result of the first round of close combat is:

- Cal Phoenix loses 3 **ENDURANCE** points.
  - Renegade Clansman loses 4 **ENDURANCE** points.
5. On the **Action Chart**, mark the changes in **ENDURANCE** points to the participants in the close combat.
  6. Unless otherwise instructed, or unless you have an option to evade, start the next round of close combat.
  7. Repeat the sequence from stage 3.

This procedure continues until the **ENDURANCE** points of either the enemy or Cal Phoenix are reduced to zero or below, at which point the one whose score is zero is declared dead. If Cal Phoenix is dead, the adventure is over. If the enemy is dead, Cal Phoenix proceeds but possibly with a reduced **ENDURANCE** point score.

*It is not necessarily true that Cal Phoenix will lose any **ENDURANCE** in combat. He may go unscathed.*

A summary of the Close Combat Rules appears on the page after the **Random Number Table**.

### Evade of Combat

During your adventure you may be given the chance to evade close combat. If you have already engaged in a round of close combat and decide to evade, calculate the combat for that round in the usual manner. All **ENDURANCE** points lost by the enemy as a result of that round are ignored; only Cal Phoenix may lose **ENDURANCE** points during that round, but that is the risk of running away! You may evade combat only if the text of the particular section allows you to do so.

## Topical Guide

The Topical Guide attempts to provide answers, or at least insight, into some of the inconsistencies and blind spots in the rules. It is organized alphabetically by topic. If you are looking for guidance on a particular subject, this is intended to be a quick reference.

**Be aware** that the Topical Guide may contain mild spoilers for the later books, so be sure to read only those headings that you intend to.

## A

### Action Chart

The **Action Chart** is a set of tables which contain all information about your character such as items carried, skills possessed, etc. The **Action Chart** can take many forms. You may use a **specialized program** to help you keep track of character statistics. You may use a spreadsheet document. You may print out the **Action Chart** that appears in the Internet Editions of the books and fill in the blanks. As you become familiar with the rules, you may want to create your own by hand on paper. The method you choose doesn't matter as long as you're comfortable with it.

### Adgana

**(Backpack Item)** The leaves of the Adgana plant are a potent narcotic popular among the warriors of Magnamund. When dried, crushed, and eaten, they provide a potent enhancement to **COMBAT SKILL** for the duration of a fight, but at a high potential cost.

Use of Adgana will grant a bonus of +6 **COMBAT SKILL** for the duration of a fight when first used (i.e. all combats listed in a single numbered section). Immediately upon completing the combat, you must pick a number from the **Random Number Table**. If that number is either a 0 or a 1, you have become addicted to Adgana, and must reduce your **ENDURANCE** score permanently by 4 points.

Regardless of whether addiction is suffered on the first use or not, future doses of Adgana will provide a bonus of only +3 **COMBAT SKILL**. Addiction must still be checked for at the end of a combat, but now occurs on a pick of 0, 1, 2, or 3 from the **Random Number Table**.

### Alether

**(Backpack Item)** This plant is common throughout much of Magnamund. Its orange berries are renowned for their ability to improve combat prowess either when eaten whole or when the juice of the crushed berries is drunk. Alether potions or berries typically provide a bonus of +2 **COMBAT SKILL** for the duration of a single fight, but the amount of the bonus is always specified when you find the item. Very rarely, Alether might be found in a concentrated or distilled form, which provides a +4 **COMBAT SKILL** bonus. It is uncertain whether or not Alether's effects should last for a single enemy or for all enemies in one numbered section.

### Ammo Pouch

In Freeway Warrior your Ammo Pouch is used to carry the spare ammunition for use in your ranged weapons. This ammo is in addition to that currently loaded in your ranged weapons. The maximum quantity of spare ammo you can carry depends upon the type, your ammo pouch contains 40 "slots"; 9mm rounds occupy 1 slot, 7.62mm rounds take up 2, 12-gauge rounds use 4. This effectively means a maximum of 40 pistol rounds can be carried, OR 20 rifle rounds, OR 10 shotgun rounds. While it is possible to mix ammunition types, you can never exceed these 40 "slots".

### Armour

There is an interesting blind spot in the rules regarding armour which increases your **ENDURANCE** (e.g. **Chainmail Waistcoats** and **Padded Leather Waistcoats**). For example, if you are wearing a piece of armour that gives you a 4 **ENDURANCE** point bonus and your current **ENDURANCE** point score is less than or equal to 4, what happens if you lose or discard the armour?

Your **ENDURANCE** score has fallen to zero or below, so strictly speaking, you should be dead. This doesn't mesh well with reality, so use your best judgement.

Other types of armour found in the books are the **Bronin Vest**, the **Kagonite Chainmail**, and the **Silver Bracers**.

The following table shows which types of armour can be worn in conjunction with other types. A ✓ indicates an acceptable combination; ✕ indicates an unacceptable combination.

	BV	CW	KC	PL	SB
<b>Bronin Vest</b>	\	✕	✓	✓	✓
<b>Chainmail Waistcoat</b>	✕	✕	✓	✓	✓
<b>Kagonite Chainmail</b>	✓	✓	\	✓	✓
<b>Padded Leather</b>	✓	✓	✓	✕	✓
<b>Silver Bracers</b>	✓	✓	✓	✓	\

## Axe

(**Weapon** carried in the hand)

## Arrow

(**Special Item** carried in a **Quiver**) This item is carried in a **Quiver** and so doesn't take up any more space as a **Weapon** or **Special Item** than the **Quiver** required to carry it. You must possess an Arrow in order to use a **Bow**.

## B

### Backpack

Your Backpack is used to carry various items. The maximum number of items that can be carried in your Backpack in the Kai, Magnakai, and Grey Star series is eight; for the Grand Master and New Order series it is ten. If you lose your Backpack, you cannot keep any Backpack Items until you find

a Backpack in which to keep them. If you have lost your Backpack in an adventure and haven't yet found one before beginning the next adventure, you will be given a new one when you choose your equipment.

**Lone Wolf Club Newsletter #12** clarifies: "Realistically, you can only wear one Backpack at a time, and carry a maximum of eight Backpack Items (**Special Items** not included)."

Backpack Items may also be kept in **Safekeeping**.

### Backpack (Freeway Warrior)

Your Backpack is used to carry various items. The maximum number of items that can be carried in your Backpack is ten. However, the more items you carry in your Backpack, the more your Stealth score is penalised. This "Encumbrance" rule was devised by Joe Dever because of the number of items Lone Wolf can carry without it impacting upon his speed and manoeuvrability.

### Belt Pouch

Your Belt Pouch stores 50 **Gold Crowns** or an equivalent amount of another **currency**.

### Bow

(**Weapon** carried in the hand) You must have at least one **Arrow** (usually carried in a **Quiver**) to use a Bow—more if the text requires it. You cannot use a Bow in combat, but will be told in the text when you have an opportunity to use it. If you enter combat armed only with a Bow, it is the same as if you were unarmed. The Magnakai Discipline of **Weaponmastery** and the Grand Master Discipline of **Grand Weaponmastery** both afford bonuses to use of a Bow.

### Broadsword

(**Weapon** carried in the hand) This **Weapon** requires the use of **two hands** in combat.

### Bronin Vest

(**Special Item** worn on the body) The Bronin Vest is a type of **armour** that adds 3 **COMBAT SKILL** points and 1 **ENDURANCE** point to your total. It may be used in conjunction with a **Padded Leather Waistcoat** for a cumulative 3 **ENDURANCE** point bonus (see *Lone Wolf Club Newsletter Summer Special 1985*), but may not be worn in conjunction with a **Chainmail Waistcoat**.

### C

### CCS

Abbreviation for **CLOSE COMBAT SKILL**.

### Chainmail Waistcoat

(**Special Item** worn on the body) The Chainmail Waistcoat is a type of **armour** that adds 4 **ENDURANCE** points to your total. It may be used in conjunction with a **Padded Leather Waistcoat** for a cumulative 6 **ENDURANCE** point bonus (see *Lone Wolf Club Newsletter Summer Special 1985*) and/or the **Kagonite Chainmail** for a further +1 bonus to your **ENDURANCE** point and 3 **COMBAT SKILL** points, but may not be worn in conjunction with a **Bronin Vest**.

### Close Combat Skill

(*Freeway Warrior only*) This is a measurement of your hand-to-hand fighting prowess which can be affected by many things such as equipment carried, how surprised you are by an attack, your skills, etc. When in combat, your **CLOSE COMBAT SKILL** is compared to your enemy's—the higher your **CLOSE COMBAT SKILL** score the better.

### Combat Ratio

The Combat Ratio is not a true ratio in the mathematical sense. It is the difference between your character's Combat Ratio and that of his opponent's. For example, if your character's **COMBAT SKILL** (or **CLOSE COMBAT SKILL**) is 21 and his opponent's is 22, the Combat Ratio is -1 (21 - 20 = -1). A **Negative** Combat Ratio is valid.

### Combat Results Table

		Combat Ratio													
		-11 or less	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0		
Random Number	1	0 K	0 K	0 K	0 8	0 6	1 6	2 5	3 5	4 4	5 3	6 2	7 1		
	2	0 K	0 8	0 7	1 6	2 5	3 4	4 3	5 2	6 1	7 0	8 0	9 0		
	3	0 8	0 7	1 6	2 5	3 4	4 3	5 2	6 1	7 0	8 0	9 0	10 0		
	4	0 8	1 7	2 6	3 5	4 4	5 3	6 2	7 1	8 0	9 0	10 0	11 0		
	5	1 7	2 6	3 5	4 4	5 3	6 2	7 1	8 0	9 0	10 0	11 0	12 0		
	6	2 6	3 6	4 5	5 4	6 3	7 2	8 1	9 0	10 0	11 0	12 0	13 0		
	7	3 5	4 5	5 4	6 3	7 2	8 1	9 0	10 0	11 0	12 0	13 0	14 0		
	8	4 4	5 4	6 3	7 2	8 1	9 0	10 0	11 0	12 0	13 0	14 0	15 0		
	9	5 3	6 3	7 2	8 0	9 0	10 0	11 0	12 0	13 0	14 0	15 0	16 0		
	0	6 0	7 0	8 0	9 0	10 0	11 0	12 0	13 0	14 0	15 0	16 0	17 0		
ENDURANCE LOSS		<div><div>ENEMY</div><div>LONE WOLF</div></div>												K = AUTOMATICALLY KILLED	

The Combat Results Table is used to determine your character's **ENDURANCE** points loss and that of his opponent during a single round of combat. You cross-reference the **Combat Ratio** with the number chosen from the **Random Number Table** (see **Appendix B: Example Combat Results Table**). For example, if the **Combat Ratio** is -4 and the random number is 7, you would find the column that has -4 at the top (note that most columns have two or more **Combat Ratios**) and the row that 7 on the side. Where that row and that column intersect, the opponents' **ENDURANCE** point loss is found (see the example).

## Combat Skill

This is a measurement of your overall fighting prowess which can be affected by many things such as equipment carried, how surprised you are by an attack, your skills, etc. When in combat, your **COMBAT SKILL** is compared to your enemy's—the higher your **COMBAT SKILL** score the better. During the course of his adventures, Lone Wolf may come across **armour** or **Weapons** that enhance his **COMBAT SKILL**.

## CS

Abbreviation for **COMBAT SKILL**.

## Currency

There are various forms of currency in use throughout Magnamund. The most commonly used in Lone Wolf's adventures is the **Gold Crown**. Other currencies include the **Lune**, the **Kika**, and the **Noble**. All forms of currency are stored in the **Belt Pouch** (with the exception of the *Grey Star* adventures, where the rules state that currency is kept in the pocket of your Shianti robe).

This table shows the exchange rates of the various currencies of Magnamund:

	Ain	Gold Crown	Kika	Lune	Noble	Ren
Ain	1	1	10	4	1	10
Gold Crown	1	1	10	4	1	10
Kika	0.1	0.1	1	0.4	0.1	1
Lune	0.25	0.25	2.5	1	0.25	2.5
Noble	1	1	10	4	1	10
Ren	0.1	0.1	1	0.4	0.1	1

## D

### Dagger

(**Weapon** carried in the hand)

### Dagger of Vashna

This cursed blade is a **Special Item** carried tucked into your belt. Although a potent **Weapon** which may be useful on Lone Wolf's adventures, it doesn't carry a bonus to your **COMBAT SKILL** or **ENDURANCE** except when used in combat against a Darklord. It may be used in combat as a normal **Dagger** (see *Lone Wolf Club Newsletter #7*).

### Dual Wielding

Many *Lone Wolf* fans argue that the difficulty of the later books means that Joe always had dual-wielding in mind. They also point to the fact that Lone Wolf has two Weapon slots, meaning one for each hand. This evidence is somewhat specious at best, considering that it is possible to be carrying two **two-handed Weapons**, and also the fact that **Weapon-like Special Items** do not count toward your **Weapons** limit, meaning Lone Wolf can be carrying more than two **Weapons**. There is no evidence for any official dual-wielding rules in the books or the *Lone Wolf Club Newsletters*.

The most recent edition of *Flight from the Dark* contains the following sentence in the How to Carry and Use Your Equipment section: "You may only use one weapon at a time in combat."

## E

### Endurance

This is a measurement of your overall health and stamina. If your **ENDURANCE** score ever falls to zero **or below**, your character is dead. *Lone Wolf Club Newsletter Summer Special 1987* also clarifies: "All lost

**ENDURANCE** points are regained at the end of an adventure.” Wearing **Armour** increases Lone Wolf’s **ENDURANCE** points.

## EP

Abbreviation for **ENDURANCE** points

## F

### Fireseeds

(**Special Item** carried in your pocket) Small, explosive items that burn fiercely when thrown against a hard surface. The total of all the Fireseeds you are carrying always takes up the space of exactly one **Special Item**, no matter how many you carry (see *Lone Wolf Club Newsletter: Summer Special 1987*).

### Firesphere

See **Kalte Firesphere**.

## G

### Gold Crowns

Gold Crowns (GC for short) are a common form of **currency** used in Magnamund which you carry in your **Belt Pouch**.

## H

### Healing

Healing provides the ability to cure minor diseases, heal injuries and wounds, and provide a steady restoration of **ENDURANCE** when not involved in combat. This **ENDURANCE** restoration is *cumulative* with any instruction to restore **ENDURANCE** given in the text. There is some uncertainty as to

what kind of **ENDURANCE** losses can be restored by this Discipline and its enhancements. The Kai series described Healing as effective against ‘**ENDURANCE** points lost in combat.’ This implies that losses due to missed Meals and other non-combat losses are not curable using Healing. The description of Curing in the Magnakai series does not contain this restriction. The descriptions of Curing in the Grand Master and New Order series do contain this restriction however. Curing is described in these series as being effective against **ENDURANCE** points lost as a result of combat.

Strict adherence to the rules would dictate that only **ENDURANCE** lost in combat can be restored using Healing and its improved derivatives: Curing and Deliverance. Common sense says that wounds similar to those sustained in combat can also be healed, but **ENDURANCE** lost due to hunger, fatigue, etc. cannot. You might also consider that Healing cannot be used in sections in which you are wounded, even if it is not during combat.

*Lone Wolf Club Newsletter Summer Special 1987* clarifies: “If you have completed all five of the Basic [Kai] series books you can [continue to] add +1 **ENDURANCE** as per the rules of Healing [even without selecting the Discipline of Curing]. This advantage will benefit all those Kai Masters who have completed the Basic series books prior to tackling the Magnakai series.”

*Lone Wolf Club Newsletter #8* further clarifies: “Kai mastery of Curing gives the same +1 **ENDURANCE** point back (for every section through which you pass without combat) as does the basic Kai Discipline of Healing. The mastery advantage comes with the ability to cure disease, blindness and combat wounds, as well as being able to identify the properties of herbs, roots and potions. Additional advantages are gained at higher rank as the Magnakai Discipline improves.” Therefore, Healing/Curing bonuses do *not* stack. Lone Wolf cannot use Healing and Curing to get +2 **ENDURANCE** points back per section without combat.

The **Improved Disciplines** section of Book 12: *The Masters of Darkness* states: “Archmasters are able to use their healing power to repair serious wounds sustained in battle. If, whilst in combat, their **ENDURANCE** is reduced to 6 points or less, they can use their skill to restore 20 **ENDURANCE**



points. This ability can only be used once every 100 days.” The easiest way to apply this is to assume it is flavour text meaning “once per adventure”. The Grand Master Discipline of **Deliverance** supersedes this, dropping the time limit down to once every 20 days. Some might therefore argue that this Magnakai Curing ability can only be used once during Book 17: *The Deathlord of Ixia* and Book 18: *Dawn of the Dragons*, since one occurs immediately after the other. The time between the other Grand Master books is more vague, and it can easily be assumed that 100 days passes between the adventures. On the other hand, because 20 days is not a lot of game-time, a Grand Master with the Discipline of **Deliverance** would be able to use their advanced ability in any adventure, but still only once. *There is no official ruling on this.*

Furthermore, *Lone Wolf Club Newsletter #28* adds: “The +1 EP bonus gained when passing through combatless sections does still apply [in the Grand Master books], but only if you have played and survived the Magnakai series books. Joe Dever intended this as a “hidden loyalty bonus” for readers who had played the earlier books, which is why it was omitted from the Grand Master rules.”

## Helmet

(**Special Item** worn on the head) This **Special Item** is a type of **armour**. It will give you a 2 point **ENDURANCE** bonus. It may be worn in conjunction with all other types of **armour** except for, obviously, any other Helmets.

## Helshezag

(**Special Item**) This **Weapon** is the sword of Darklord Kraagenskûl, fashioned in the fiery furnaces of Helgedad. It is a wholly black sword, a black so dense that looking at it is akin to looking at the void. When used in combat the black sword is set ablaze with tongues of black fire and adds 5 points to your **COMBAT SKILL**, 7 points when used against a Darklord of Helgedad, and 12 points if used in Helgedad itself. However, the blade will instil the need to kill in its user’s mind. Prolonged use of this evil blade will weaken your **ENDURANCE** score. In the second and subsequent rounds of every combat in which you use the sword, you must reduce your **ENDURANCE** level by 1 point. Since it is a **Special Item** and not a **Weapon**,

Helshezag does not count towards your limit of two **Weapons** (see *Lone Wolf Club Newsletter Summer Special 1985*). Helshezag was an homage to Moorcock’s Stormbringer (see *Lone Wolf Club Newsletter #27*).

## Herb Pouch

Carried by those skilled in the Wizard’s Power of Alchemy (or the Higher Magick of Theurgy), it is used to carry the raw materials necessary to use this power. Contrary to what is stated in *Grey Star the Wizard*, the Herb Pouch can carry eight items (see *Lone Wolf Club Newsletter: Summer Special 1986*). You automatically receive a Herb Pouch at the start of your adventure when selecting Alchemy (or Theurgy) as a new Magical Power. You may choose to keep potions, vials, or ingredients in either the Herb Pouch or your **Backpack**. All other **Backpack Items** must be kept in your **Backpack**.

## Hunting / Huntmastery

The Kai Discipline allows Lone Wolf to avoid penalties for requiring food during an adventure. In practise, Hunting may not be used in lieu of a Meal in the Wildlands (parts of Book 2: *Fire on the Water*), anywhere in Kalte (Book 3: *The Caverns of Kalte*), along Raider’s Road or in the Maaken mines (Book 4: *The Chasm of Doom*), or anywhere in The Dry Main (Book 5: *Shadow on the Sand*). The Improved Magnakai Discipline of Huntmastery allows Lone Wolf to avoid the penalties of missing a meal in any setting presented in the Magnakai series unless specifically stated. Similarly, Grand Huntmastery can be used in lieu of eating a Meal in the Grand Master or New Order series except where the text specifically says otherwise.

*Lone Wolf Club Newsletter #10* also says: “All Kai Masters who have completed one or more of the *Lone Wolf* ‘Basic’ [Kai] Books (1–5) can benefit from their experience [in using Hunting in lieu of a Meal during the Magnakai books without taking Huntmastery]. This will give them a real advantage over those who have tried only one or more of the Magnakai series books (6–12).”

Additionally, *Lone Wolf Club Newsletter Summer Special 1985* confirms: “As regards to Meals, you can bypass eating a Meal during a journey by

vehicle if you have Hunting. We assume that the coach must stop at some time to allow for ‘calls of nature’, if nothing else!”

## I

## J

### Jewelled Dagger

(**Weapon** carried in the hand) This **Special Item** can be used in combat as if it were a normal **Weapon**. The Jewelled Dagger’s bonus to your **COMBAT SKILL** should only be applied when the Jewelled Dagger is used in combat. You should not use your **Wizard’s Staff** at the same time. This would incur the normal -6 penalty to your **COMBAT SKILL** for not using your **Wizard’s Staff**.

Alternatively, you may decide that the Jewelled Dagger may be wielded together with your **Wizard’s Staff**, and thus confers its bonus in all close combats. This makes the Jewelled Dagger a much more useful item.

## K

### Kagonite Chainmail

(**Special Item** worn on the body) The Kagonite Chainmail is a type of **armour** that adds 3 **COMBAT SKILL** points and 1 **ENDURANCE** point to your total. According to the wording of *The Masters of Darkness Section 63*, this **armour** may be used in conjunction with *all* other types of **armour**.

### Kalte Firesphere

(**Special Item** carried in your pocket) This small metal sphere from the icy wastes of Kalte contains a perpetually-burning flame. An extremely useful item, it can be used to illuminate darkness or heat food. Once Lone Wolf

becomes a Grand Master, his inherent ability to see in the dark negates the value of this item, thus its exclusion from the **list of Special Items** you are permitted to take into the Grand Master series.

### Karmo Potion

After taking the Karmo potion and fighting your opponent, halve your **ENDURANCE** and **WILLPOWER** scores. It is at your discretion whether you should apply the penalty to your **ENDURANCE** from the Random Number Table before or after halving your score. The former option is the most beneficial.

### Kika

The Kika is the form of **currency** used by the Darklords’ minions. This small iron coin is worth one-tenth of a **Gold Crown** and ten of them take up as much space in your **Belt Pouch** as a single **Gold Crown**.

## L

### Lantern

This item can be used as a source of light similar to a **Torch** and **Tinderbox** except this is the only item that you need. The Lantern is designed to be self-lighting. You will not need a Tinderbox or any other means of creating a flame to light it.

### Laumspur

(**Backpack Item**) This prolific herb is well-known for the curative properties possessed by its red flowers. While they can occasionally be eaten whole, they are more typically crushed and extracted to form a red-coloured potion. Laumspur potions typically restore 4 **ENDURANCE** points per dose, but the amount is always specified when you find the item. Laumspur also has curative powers over some diseases. Occasionally, the Laumspur found may be in a concentrated or distilled form, which restores more **ENDURANCE** points per dose, or has enough Laumspur for multiple doses. According to the Collector’s Editions: “It cannot be used to increase **ENDURANCE** points immediately prior to a combat.”

## Laumwort

(**Backpack Item**) This uncommon herb provides similar curative properties to **Laumspur**. Laumwort leaves typically restore 2 **ENDURANCE** points per meal. Laumwort can also counteract some poisons. The Collector's Editions indicate that healing potions "cannot be used to increase **ENDURANCE** points immediately prior to a combat."

## Lore-circles

The Lore-circles of the Magnakai represent groups of Disciplines that, when possessed together, have a synergistic effect. Every time you complete a Lore-circle by acquiring the appropriate Disciplines, you add the appropriate **COMBAT SKILL** and **ENDURANCE** point bonuses immediately and permanently to your basic scores. Lore-circles that you have completed may give you other advantages throughout your adventure, as indicated in the text. These advantages are always related to the Disciplines that make up the Lore-circle. For example, if you have the Lore-circle of Solaris, you may have an advantage in a situation that requires excellent awareness. Note that the Discipline of Huntmastery counts towards two different Lore-circles.

*Lone Wolf Club Newsletter Summer Special 1987* also clarifies: "All lost **ENDURANCE** points are regained at the end of an adventure. If you have completed any new Lore-circles by finishing an adventure successfully, the bonuses you gain to your **COMBAT SKILL** and **ENDURANCE** are [then] added to this basic score prior to the next adventure."

## Lune

A **currency** used in Magnamund. The silver coin is equivalent in weight and value to one quarter of a **Gold Crown**. Four Lune therefore take up the same space as one **Gold Crown** in your **Belt Pouch**.

## M

### Mace

(**Weapon** carried in the hand)

## Magic Talisman

(**Special Item**) This **Special Item** adds 2 points to your **WILLPOWER** total. This bonus is added to your **WILLPOWER** score only once and does not prevent your score from falling to zero.

## Money

(See **currency**)

## N

### Negative Numbers

Negative numbers are used throughout the books. They are the numbers below zero. For example, if we have 1 and subtract 1 from it, we have 0. If we subtract 1 again, we have the next number below zero: -1 (we call this negative 1). The minus sign before the one tells us that it is a negative number. If we subtract 1 yet again, we have -2, and so on.

If we count from -5 to 5, it looks like this: -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5. If we subtract 5 from 3, we get -2. To see that this is true, start at 3 and count back 5 numbers.

To add a negative number to a normal (positive) number, we can think of it like subtraction. For example, if we add 3 and -2 we get 1. This is because  $3 + -2$  is the same as  $3 - 2$ , which is 1.

As a practical example of how negative numbers are used, during combat the opponent's score is subtracted from Lone Wolf's to find the **Combat Ratio**. If, for example, Lone Wolf has a **COMBAT SKILL** of 16 and his opponent has one of 18, the **Combat Ratio** is -2 ( $16 - 18 = -2$ ).

## Noble

The Noble is a small jade stone, and is the currency of the Shadakine Empire. One Noble has the equivalent value to one **Gold Crown**.

## O

### Oede

(**Backpack Item**) This highly effective curative can be used to combat all but the most lethal of diseases. According to *Shadow on the Sand* **Section 2** each dose can also be used to restore up to 10 **ENDURANCE** points.

## P

### Padded Leather Waistcoat

(**Special Item** worn on the body) The Padded Leather Waistcoat **armour** adds 2 **ENDURANCE** points as long as it is worn. It may be worn with a **Chainmail Waistcoat** which would add the two **ENDURANCE** point bonuses together for a total of 6 **ENDURANCE** points (see *Lone Wolf Club Newsletter Summer Special 1985*) It may alternately be worn in conjunction with the **Bronin Vest** or the **Kagonite Chainmail** for a cumulative bonus 3 **ENDURANCE** points and 3 **COMBAT SKILL** points if two of these **armours** are worn, or 4 **ENDURANCE** points and 6 **COMBAT SKILL** points if all three are worn in this way.

### Potion of Laumspur

(See **Laumspur**)

## Q

### Quarterstaff

(**Weapon** carried in the hand) This **Weapon** requires the use of **two hands** in combat.

### Quiver

(**Special Item** worn slung over your shoulder) You must possess this **Special**

**Item** in order to carry **Arrows**. A Quiver will hold a maximum of six **Arrows**. Book 8: *The Jungle of Horrors* **Section 168** indicates that you may carry multiple Quivers.

## R

### Random Number Table

The Random Number Table is a ten-by-ten grid of random numbers that was printed in the back of the original series (see **Appendix A: Example Random Number Table**). It was intended to allow you to play the books with minimal equipment. However, blindly stabbing a pencil at a page can be clumsy and not very random. You may also choose to use any method that gives you a random number between 0 and 9 (e.g. ten-sided die or computer random number generator).

### Ren

The Ren is the form of **currency** used in Southern Magnamund. This small coin is worth one-tenth of a **Gold Crown** and ten of them take up as much space in your **Belt Pouch** as a single **Gold Crown**.

### Rope

(**Backpack Item**) Some Ropes are larger than others and require two spaces in your **Backpack**.

## S

### Sabito

(**Backpack Item**) The Sabito plant is found in the Boari Jungle, but rare in other parts of Magnamund. Its roots, when crushed, can be used to enable the human body to extract oxygen from water by absorbing it through the skin. Anyone that swallows the Sabito root will be able to breathe underwater.

## Safekeeping

You may store any item you chose in safekeeping at the Kai Monastery beginning with Book 5: *Shadow on the Sand* (see *Lone Wolf Club Newsletter #7*). There is no limit to the number of items you may store at the monastery, but be sure to note which items you keep there and what kind of item it is (e.g. **Backpack, Special Item**). Items in safekeeping may be reclaimed at the beginning of a book during the equipment selection process. You cannot access these items during the adventure.

Optionally, you may feel that items left in safekeeping in Book 9: *The Cauldron of Fear* are not accessible again until the beginning of Book 12: *The Masters of Darkness*, and that you may not access safekeeping in any way from the end of Book 10: *The Dungeons of Torgar* until the beginning of Book 12: *The Masters of Darkness*. A similar case could be made for items left in safekeeping at the beginning of Book 17: *The Deathlord of Ixia* not being accessible again until the beginning of Book 19: *Wolf's Bane*.

*Lone Wolf Club Newsletter #7* clarifies: "Purely for the sake of accuracy, the term 'safekeeping at the Kai Monastery' in fact means leaving some items with the Elder Magi in Elzian, which features as Lone Wolf's base of operations during the Magnakai Quest."

## Shield

(**Special Item** normally worn slung over the shoulder but carried in the hand during combat). The Shield gives you a 2 point **COMBAT SKILL** bonus. Optionally, may not be used with **two-handed weapons**. Realistically, you can only carry one Shield at any given time.

## Short Sword

(**Weapon** carried in the hand)

## Silver Bow of Duadon

(**Special Item**) This is a **Special Item** not a **Weapon** (see Book 8: *The Jungle of Horrors* Section 87). It adds +3 to every number you pick from the **Random Number Table** when using this **Bow** to make a shot.

## Silver Bracers

(**Special Item** worn on the body) This **Special Item** is a type of **armour** worn on the forearms for protection during combat. The Bracers give you a 2 point **COMBAT SKILL** and 1 point **ENDURANCE** bonus. They may be worn in conjunction with all other types of **armour**.

## Silver Helm

(**Special Item** worn on the head) This **Special Item** is a type of **armour**. It is a magical item which will give you a 2 point **COMBAT SKILL** bonus. It may be worn in conjunction with all other types of **armour** except for, obviously, any other Helmets.

## Sommerswerd

(**Special Item**) This legendary **Weapon** forged by a god-like race and given to the Sommlending is a powerful bane against evil. It grants a +8 **COMBAT SKILL** bonus when used in combat (see *Lone Wolf Club Newsletter Summer Special 1985*). Any Discipline bonus due to Weaponskill, Weaponmastery, or Grand Weaponmastery with **Swords, Short Swords, or Broadwords** is applicable when using the Sommerswerd. The Sommerswerd also absorbs hostile magic used against its bearer, sometimes channelling this energy into a restoration of Lone Wolf's **ENDURANCE** points, and doubles all damage done to an undead opponent. It enhances the Disciplines of Sixth Sense, Divination, and Telegnosis (see Sections 97 and 242 of *Fire on the Water*).

Since it is a **Special Item** and not a **Weapon**, the Sommerswerd does not count towards your limit of two **Weapons** (see *Lone Wolf Club Newsletter Summer Special 1985*).

## Spear

(**Weapon** carried in the hand) This **Weapon** requires the use of **two hands** in combat.

## Special Items

Special Items are any items which are not **Backpack Items, Weapons** or

**currency** (e.g. **Gold Crowns**). In Books 1–7 of the *Lone Wolf* series, there is no stated maximum on how many Special Items you may carry. From Book 8 onwards, the maximum number you may carry is twelve. You may, if you wish, follow this rule prior to Book 8.

The restricted list of Special Items that can be taken over from the Kai/Magnakai books into the *Lone Wolf Grand Master* series can be found in **The Game Rules** section of the Grand Master books.

## Sword

(**Weapon** carried in the hand)

## T

## Tarama

(**Special Item**) The seeds of this plant are highly sought after by those trained in the magical arts. Swallowing a single seed prior to the working of a spell will allow it to be cast without loss of **WILLPOWER**. These benefits do not apply to the use of **WILLPOWER** to charge a **Wizard's Staff** in combat although they do help when making long distance attacks.

## Tinderbox

(**Backpack Item**) You must possess this item to light a **Torch**. A Tinderbox may be used any number of times; it does not ever “run out”.

## Torch

(**Backpack Item**) You must possess a **Tinderbox** in order to light a Torch.

## Two-handed Weapons

An off-handed reference in *The Dungeons of Torgar: Section 304* lists **Weapons** which can be used in combat with one hand. Those not on the list (i.e. **Broadsword**, **Quarterstaff**, and **Spear**) require the use of two hands during combat. Optionally, you may decide that this means that you cannot

also use a **Shield** at the same time as these two-handed **Weapons**. *There is no official ruling for this.*

## U

## V

## W

## Warhammer

(**Weapon** carried in the hand)

## Weapon

You carry Weapons in your hands; therefore you may only carry two. The Weapons in which the Kai Lords specialize are the **Dagger**, **Spear**, **Mace**, **Short Sword**, **Warhammer**, **Sword**, **Axe**, **Quarterstaff**, **Broadsword**, and **Bow** (see **Weapon-like Special Items**). You may drop (i.e. discard) a Weapon at any point in the adventure (see *Lone Wolf Club Newsletter Summer Special 1985*).

## Weapon-like Special Item

This is a class of **Special Items** that may be used as a **Weapon**. They aren't counted toward your maximum of two **Weapons** carried but rather count as a **Special Item** (see *Lone Wolf Club Newsletter Summer Special 1987*). A weapon-like **Special Item** is used as a **Weapon** of its same type (e.g. the **Dagger of Vashna** is used like a **Dagger**).

## Weaponmastery

A **Magnakai Discipline**, and an advanced form of Weaponskill. A Kai Lord choosing Weaponmastery is proficient in the use of *three Weapons*. The main difference between Weaponskill and Weaponmastery is that each

adventure completed with Weaponmastery as a chosen Discipline, the Kai Lord may choose a further weapon with which he is proficient in subsequent adventures. For example, A Kai Lord who chooses Weaponmastery in Book 6 *The Kingdoms of Terror* may choose a further **Weapon** with which to be proficient at the start of Book 7 *Castle Death*. If Weaponmastery is not chosen until a later book, a Kai Lord still only begins proficient in three weapons, and gains only one further proficiency per Magnakai adventure.

*Lone Wolf Club Newsletter New Year's Special 1987* clarifies: "For every adventure you complete in the Magnakai series, *assuming you have the Discipline of Weaponmastery*, you gain proficiency in the use of one new weapon."

## Willpower

WILLPOWER is an attribute used to cast Shianti magic, and is only found in the *Grey Star* books. It differs from **COMBAT SKILL** and **ENDURANCE** in the following two ways:

- It is possible for your WILLPOWER points to rise above the total with which you start your adventure.
- It is possible for your WILLPOWER to fall **below zero**. For example, if you are the victim of an attack that drains your WILLPOWER, your score may be forced **below zero**. If your WILLPOWER falls to **zero or below**, you will not be able to cast spells or use the magical properties of your **Wizard's Staff** until your score is again above zero.

There are a number of issues related to WILLPOWER that require clarification.

### **Enforced WILLPOWER Use**

There are sections in the *Grey Star* books that describe how you use a Magical Power and how many WILLPOWER points you spend, without giving you a choice and without taking into account that you may not have the required number of WILLPOWER points left. You may choose to simply subtract the specified number of WILLPOWER points. This may leave you

with a **negative** WILLPOWER score, or if it was already **negative**, it will make your score become even more **negative**.

Alternatively, you may wish to use a method given in **Section 175** of *War of the Wizards*, which contains one such case of mandated use of magic: If you do not have enough WILLPOWER points, then you use **ENDURANCE** points at a rate of 2 **ENDURANCE** points for every 1 WILLPOWER point you lack (i.e. 2 **ENDURANCE** points = 1 WILLPOWER point). If your **ENDURANCE** score falls to zero, you are dead and the adventure is over.

Note that you may never choose to use a Magical Power or your **Wizard's Staff** if you do not have sufficient WILLPOWER points. This method also cannot be used in cases where you lose WILLPOWER points for a reason other than using magic, for instance as a result of mental or magical attacks. In these cases, you may end up with a negative WILLPOWER score.

### **Carrying Over A Character**

According to **The Game Rules** for *The Forbidden City*, you add 10 to your previous WILLPOWER score. However, if you have completed *Grey Star the Wizard*, your WILLPOWER score will be zero before you begin this book. It doesn't seem fair to start this book with only 10 WILLPOWER points, so you may choose to:

- Create a new WILLPOWER score by choosing a number from the **Random Number Table** and adding 20. You may also choose to add the 10 WILLPOWER point bonus to this new score.
- Or use your original WILLPOWER score from the beginning of *Grey Star the Wizard*, and add 10 bonus points to this.

According to **The Game Rules** for *Beyond the Nightmare Gate*, you must re-pick your WILLPOWER score regardless of what it was at the end of the previous book. You then add to this new score the relevant bonus stated in **The Game Rules** section for that book.

Additionally, if you have completed **Book Two** but not **Book One**, it seems reasonable to add 25 to the number you picked.

According to **The Game Rules** for *War of the Wizards*, every character starts with 50 WILLPOWER points. The original intent of the author was most

likely that the player should *add* 50 to their final WILLPOWER score from the end of their last successfully completed *Grey Star* adventure.

Wizard’s Staff

(**Weapon**) Grey Star’s Staff looks and feels like an ordinary **Quarterstaff**, yet it is stronger than any known metal. This is his main combat weapon. It contains a potent force that is unleashed at will by the power of his mind, and causes a beam of destructive power to hurtle from its tip. Every time you unleash this power you must deduct 1 **WILLPOWER** point. If your **WILLPOWER** falls to **zero or below**, you will not be able to use the magical properties of your Wizard’s Staff until your score is again above zero. You can still use your Wizard’s Staff in combat as a normal weapon, but you must deduct 6 points from your **COMBAT SKILL**.

X

Y

Z

Appendix A: Example Random Number Table

4	0	4	8	7	4	0	9	7	5
7	6	3	6	9	6	5	6	0	2
5	8	9	3	8	0	4	7	4	5
2	7	0	4	6	8	2	5	6	4
4	8	2	4	2	3	8	2	9	5
8	2	6	8	6	7	9	8	2	8
3	0	8	4	6	1	3	5	6	9
8	0	2	7	3	5	1	7	9	4
3	8	6	5	8	1	6	8	2	6
0	8	4	6	1	0	1	6	9	5





## Appendix C: Example Combat

The following is an example of a simple combat to show how it works in general and to supplement the example given in the Rules for Combat section of the books. This example is taken from *Flight from the Dark*, Section 229.

Lone Wolf has a base **COMBAT SKILL** score of 15. He has an **ENDURANCE** score of 23. He has the Discipline of Mindblast which adds 2 **COMBAT SKILL** points to his base score (as long as his enemy isn't immune to Mindblast). He has mastered the Discipline of Weaponskill with the **Quarterstaff**. He is carrying an **Axe** and a **Mace**.

He is in combat with a Kraan who isn't immune to Mindblast, so he adds 2 **COMBAT SKILL** points to his score ( $15 + 2 = 17$ ). He isn't carrying a **Quarterstaff** (the **Weapon** in which he has Weaponskill) so he doesn't benefit from his Weaponskill mastery. He must reduce his **COMBAT SKILL** by 1 due to dust mentioned in the book ( $17 - 1 = 16$ ).

Lone Wolf's opponent—a Kraan—has a **COMBAT SKILL** of 16 so the **Combat Ratio** is 0 ( $16 - 16 = 0$ ). The Kraan has an **ENDURANCE** of 25.

Combat begins by picking a random number which is traditionally done using the **Random Number Table**, but there are other ways available. The first random number picked is 6. We look that up on the **Combat Results Table** by finding the

**Combat Ratio** (0) at the top and cross-referencing it with the random number (6) along the side. In this case, we find that Lone Wolf has lost 2 **ENDURANCE** points and the Kraan has lost 8. Now Lone Wolf has 21 **ENDURANCE** points ( $23 - 2 = 21$ ) and the Kraan has 17 ( $25 - 8 = 17$ ). Lone Wolf and his opponent continue with these new, reduced **ENDURANCE** point scores.

Combat continues by picking another random number: 5. During this round, Lone Wolf loses another 2 **ENDURANCE** points while the Kraan loses 7. Lone Wolf now has an **ENDURANCE** score of 19 ( $21 - 2 = 19$ ) and the Kraan has 10 ( $17 - 7 = 10$ ). The situation looks good for Lone Wolf. The random number picked for the next round is 1—not a great round for Lone Wolf. He loses 4 **ENDURANCE** points while the Kraan loses only 3. Lone Wolf is left with 15 **ENDURANCE** points ( $19 - 4 = 15$ ) and the Kraan has 7 ( $10 - 3 = 7$ ).

Another random number is picked: 7. This time Lone Wolf loses 2 **ENDURANCE** points leaving him with 13 ( $15 - 2 = 13$ ) and the Kraan loses 9 **ENDURANCE** points leaving him with -2 ( $7 - 9 = -2$ ). Since the Kraan has an **ENDURANCE** score that is **less than or equal to 0**, it is dead and Lone Wolf wins the combat and can continue his quest. If Lone Wolf's score had been reduced to **0 or below**, his quest would now be over.

## Appendix D: *Lone Wolf Club Newsletter Excerpts*

Presented here are selected passages from the *Lone Wolf Club Newsletters* which shed light on questions about the rules.

### Newsletter No. 2

**[Q:]** Is the Seal of Hammerdal a Special Item?

**[A:]** The Seal of Hammerdal is a Special Item that you wear on your finger.

### Newsletter No. 3

**[Q:]** Do I learn a new Weaponskill in each book I read, so that it increases the range of Weapons I can use (and get a bonus to my **COMBAT SKILL**)?

**[A:]** This point was considered when the rules for Weaponskill were written, but it was decided against having an extra weapon per completed book, for two main reasons:

1. When you start the *Lone Wolf* series, you are already at the rank of Initiate, which would mean that you should have mastered at least 5 Weapons by then.
2. Mastery of more than one Weapon had already been written in to the Magnakai rules, under the Magnakai Discipline of **WEAPONMASTERY**. Kai Masters learn to become proficient in more than one Weapon and they get a larger bonus to their **COMBAT SKILL** as a result.

### Summer Special 1985

**[Q:]** Can the Padded Waistcoat also be worn with a Chainmail Waistcoat?

**[A:]** The Padded Waistcoat can be worn in addition to the Chainmail Waistcoat; indeed, during the Middle Ages it was very common for soldiers to wear a padded waistcoat under their chainmail to increase its protection and make it more comfortable to wear.

**[Q:]** Does a 'Weapon-like Special Item' count towards your 2 Weapons limit? Would it be permissible, for example, to be carrying the Sommerswerd, the Magic Spear, and an Axe?

**[A:]** [Y]ou are allowed to carry all three of the items mentioned. The Magic Spear and the Sommerswerd are both Special Items, and do not count as Weapons so far as the rule for carrying only 2 Weapons is concerned.

### Summer Special 1986

**[Q:]** On page 26 of Grey Star Book 2, it says you 'carry a maximum of eight items in your Herb Pouch'—should it be six?

**[A:]** Actually, the rule which first appeared in Grey Star Book 1 regarding the herb Pouch was incorrect. It should be able to hold up to eight items, hence the changed rule in later books.

**[Q:]** Does the retrieval of the Lorestones change Lone Wolf's **COMBAT SKILL**, **ENDURANCE** or Disciplines in any way?

**[A:]** Yes, only by rediscovering the Lorestones can Lone Wolf acquire the Disciplines of the Magnakai beyond the three he has mastered by study alone. By acquiring the additional Disciplines, he will be able to complete Lore-circles and thereby increase his **COMBAT SKILL** and **ENDURANCE**. Also, increased rank status also brings with it an improvement of existing Magnakai Disciplines, as detailed in the 'Improved Disciplines' section of *Lone Wolf* books 7+.

## Newsletter No. 6

**[Q:]** In the sewers beneath Tekaro, I lost my weapon to the grasp of a certain killer organism—that weapon was the Sommerswerd!...

**[A:]** Strictly speaking, the Sommerswerd is a Special Item—not a weapon. When facing the organism ([Section] 4) you should erase a weapon from your **Action Chart**. If you do not possess a weapon, only then do you lose the Sommerswerd.

## Newsletter No. 7

**[Q:]** Is the ‘Dagger of Vashna’ taken from the Bandit Leader Barraka at the Maakengorge, usable as a weapon?...

**[A:]** Yes, if you possess this Special Item you may use it as an ordinary dagger in combat. Kai Masters may find it interesting to note for future use that the Dagger of Vashna could prove to be a valuable piece of equipment to take with them on the quest for the Lorestone of Tahou in *Lone Wolf* Book 9—*The Cauldron of Fear*... you have been warned!

**[Q:]** Can you keep Backpack Items in [safekeeping] at the Kai Monastery?...

**[A:]** Yes if you wish to leave any surviving Backpack Items in [safekeeping] at the end of an adventure, you can do so. When beginning the next quest, you are given a selection of new equipment which you may then supplement with any of the items you previously held. Many readers have written to point out that they now have a huge selection of Special Items discovered during the course of their adventures and that carrying all these goodies seems a little unrealistic. In response to this valid point, a new rule comes into effect in *Lone Wolf* 8, limiting the number of Special Items you can carry. The new limit is 12 Special Items; all others you may have must be left in safe keeping. A tip to all Kai Masters—don’t take you full quota of 12 items with you when you begin the

adventure; leave enough room for any you may find en route otherwise you will have to sacrifice some in favour of others. The recommended number to start with is eight. Also, purely for the sake of accuracy, the term ‘safe keeping at the Kai Monastery’ in fact means leaving some items with the Elder Magi in Elzian, which features as Lone Wolf’s base of operations during the Magnakai Quest.

## 1987 New Year’s Special

**[Q:]** Is there a ranking system for Shianti Wizards, like there is for Kai Lords and Masters?...

**[A:]** No, unlike the ranking system that marks the rise of Kai Lords, the Shianti do not have set levels of advancement.

**[Q:]** On reaching the rank of Primate and having mastered Weaponmastery, would this enable you to be skilled in four weapons and increase the points added to your **COMBAT SKILL** to +4 when entering combat with a weapon you have mastered?...

**[A:]** For every adventure you complete in the Magnakai series, assuming you have the mastery of Weaponmastery, you gain proficiency in the use of one new weapon. The bonus to your **[COMBAT SKILL]** rating for use of this weapon in combat always remains at +3.

**[Q:]** Are you allowed to drop a weapon, or must you wait until the end of the book?...

**[A:]** You can drop ([i.e.] discard) a weapon at any time during your adventure, you need not wait until the end of the book. If you find a weapon during the adventure (it will be marked in the text with a capital letter, like a Backpack Item) you may pick it up and use it. You can only carry two weapons at any time.

## Newsletter No. 8

**[Q:]** If Lone Wolf has Weaponskill & Weaponmastery with the same weapon, does this give him +3 or +5 extra **COMBAT SKILL** points in battle? Also, if he has Healing as well as Curing, does this give him +2 **ENDURANCE** points back for every section through which he passes without combat?...

**[A:]** The correct weapon bonus is +3, one higher than the basic Kai Discipline bonus for having Weaponskill. Kai Mastery of Curing gives the same +1 **ENDURANCE** point back (for every section though which you pass without combat) as does the basic Kai Discipline of Healing. The mastery advantage comes with the ability to cure disease, blindness and combat wounds, as well as being able to identify the properties of herbs, roots, and potions. Additional advantages are gained at higher rank as the Magnakai [Discipline] improves.

## Summer Special 1987

**[Q:]** In *Lone Wolf* Book 8, ref. no. 169, you 'lose a grip of your weapon'. Can you retrieve it or must it be erased from your **Action Chart**?...

**[A:]** If you win the combat against the Vordak you are able to retrieve the weapon and keep it noted on your **Action Chart**.

**[Q:]** When you complete a *Lone Wolf* adventure, do you renew your **ENDURANCE** points to their original total for the next adventure?...

**[A:]** All lost [**ENDURANCE**] points are regained at the end of an adventure. If you have completed any new Lore-circles by finishing an adventure successfully, the bonuses you gain to your [**COMBAT SKILL**] and [**ENDURANCE**] are added to this basic score prior to the next adventure.

**[Q:]** In the basic series (Books 1–5) I possessed the Kai Discipline of Healing and was able to restore 1 **ENDURANCE** point for every section

I passed through in which I was not involved in combat. Now that I am a Kai Master with the Magnakai Discipline of Curing I can no longer benefit from my basic healing skills... or can I?...

**[A:]** If you have completed all five of the Basic series books you can add +1 [**ENDURANCE**] as per the rules of Healing. This advantage will benefit all those Kai Masters who have completed the basic series books prior to tackling the Magnakai Series.

**[Q:]** When I was captured in Book 9, all my weapons were taken from me. Can I retrieve them at the end of the book?...

**[A:]** Yes. The South Gate Guard would definitely allow the 'Saviour of Tahou' to have his weapons back!

**[Q:]** In some books you can choose Fireseeds at the start. It says 3 Fireseeds—if you take all three does this mean you have taken 3 [separate] items from the 5 you are allowed to pick?...

**[A:]** The Fireseeds are Special Items which count only as 1 item no matter how many of them you possess. However, when you use them be sure to note how many you have left. Also, for the purpose of determining your maximum number of Special Items (12), all Fireseeds count as 1 item.

## Newsletter No. 10

**[Q:]** If, in a Magnakai adventure, we are instructed to eat a Meal (or lose 3 **ENDURANCE** points) and we do not have the Magnakai skill of Huntmastery, can we still use the basic skill of Hunting (assuming we're not in a desert or wilderness), [e.g.] Book 8; ref. 129?...

**[A:]** Basically, yes you can. All [Kai Masters] who have completed one or more of the *Lone Wolf* 'basic' books (1-5) can benefit from their experience in this way. This will give them a real advantage over those who have tried only one or more of the Magnakai series books (6–12).

### Newsletter No. 12

**[Q:]** If you find a new Backpack in one of the adventures, can you use it to hold an additional 8 items as well as those you already have?...

**A:]** Realistically, you can only wear one [Backpack] at a time, and carry a maximum of eight [Backpack] items ([Special Items] not included). Carrying two [Backpacks], and 16 [Backpack Items], would make close combat very difficult indeed, even for a Kai Master. (Note: This aspect of the *Lone Wolf* rules influenced the progressive [encumbrance] rule of the Freeway Warrior series.)

### Newsletter No. 24

In *Lone Wolf* 16, the Improved Discipline of Kai-surge (at rank of Sun Lord) is not fully explained (a sentence is missing from the paragraph). A Kai Sun Lord using Kai Blast [sic] determines the damage inflicted on an enemy by picking two numbers from the Random Number Table. These numbers should be added together (a '0' = 1) and the resultant total equals the damage inflicted.

### Newsletter No. 27

**[Q:]** Lone Wolf absorbs the power of the Lorestones in the Magnakai series, leaving behind glass spheres, but in the Grand Master series he made a room for the seven Lorestones under the monastery. How come?

**[A:]** Lone Wolf absorbed the power of the Lorestones upon first touching them. He kept the korlinium shells and later "recharged" them once he had attained the rank and abilities of a Kai Grand Master and was physically able to do so. This took three years to

accomplish. The 'recharged' Lorestones now hold the key to Lone Wolf's powers and are a safeguard for the future of the Kai in the event of Lone Wolf's sudden demise.

Nb. The time required to 'recharge' the Lorestones (approximately three years) makes it impractical for each member of the New Order to individually acquire their Magnakai Disciplines by simply touching the Lorestones. They have to acquire their skills the hard way—through training, study, and journey-maning.

### Newsletter No. 28

**[Q:]** Can you clarify what happens to the +1EP bonus when you progress from Kai Master to Grand Master?...

**[A:]** The [+1EP] bonus gained when passing through combatless sections does still apply, but only if you have played and survived the Magnakai series books. Joe Dever intended this as a 'hidden loyalty bonus' for readers who had played the earlier books, which is why it was omitted from the Grand Master rules.

**[Q:]** If a person keeps the +4CS Weaponmastery ability from one series to the next, does that mean that when he gets Grand Weaponmastery he has +9CS with the weapons he has proficiency in?...

**[A:]** The +4CS Weaponmastery bonus is not added to Grand Weaponmastery—it simply rises by 1 to +5.

**[Q:]** Is the Dagger of Vashna taken from the bandit leader Barraka at the Maakengorge usable as a Weapon?...

**[A:]** Yes, if you possess this Special Item you may use it as an ordinary [Dagger] in combat. It could also prove especially useful during the quest for the Lorestone of Tahou (*Lone Wolf* 9).

## Appendix E: Rules-based FAQ

Here are some questions pertaining to ambiguities in the *Lone Wolf* rules. Unless otherwise stated, all answers are quoted or paraphrased directly from the official *Lone Wolf Club Newsletters*. For ease of use, they have been listed by subject rather than chronologically.

### Statistics

**[Q:]** When you complete a *Lone Wolf* adventure, do you renew your **ENDURANCE** points to their original total for the next adventure?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1987*. See also the Topical Guide entry for **Healing**.

**[Q:]** In the Basic series (Books 1–5) I possessed the Kai Discipline of Healing and was able to restore 1 **ENDURANCE** point for every section I passed through in which I was not involved in combat. Now that I am a Kai Master with the Magnakai Discipline of Curing I can no longer benefit from my basic Healing skills... or can I?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1987*. See also the Topical Guide entry for **Healing**.

**[Q:]** Does the retrieval of the Lorestones change Lone Wolf's **COMBAT SKILL**, **ENDURANCE** or Disciplines in any way?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1987*.

## Equipment

### Backpack

**[Q:]** If you find a new Backpack in one of the adventures, can you use it to hold an additional eight items as well as those you already have?

**[A:]** *Lone Wolf Club Newsletter #12*.

**[Q:]** Is it permissible to keep Backpack Items in safekeeping at the Kai Monastery?

**[A:]** *Lone Wolf Club Newsletter #7*.

### Special Items

**[Q:]** At what point in the series did Joe introduce the '12 Special Items' limit?

**[A:]** *Lone Wolf Club Newsletter #7*. See also Topical Guide entry for **Special Items**.

**[Q:]** In *Flight from the Dark*, **Section 181**, does this loss of equipment also include loss of money and Helmet?

**[A:]** See the Footnotes of *Flight from the Dark*, **Section 205**. Also see the Footnotes of *Flight from the Dark*, **Section 181**, as this loss of equipment may not apply.

**[Q:]** Is the Seal of Hammerdal a Special Item?

**[A:]** *Lone Wolf Club Newsletter #2*.

**[Q:]** Can I use a Shield with any Weapon?

**[A:]** See the Topical Guide entry for **Two-handed Weapons**.

**[Q:]** Can the Padded Waistcoat also be worn with a Chainmail Waistcoat?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1985.*

**[Q:]** In some books you can choose Fireseeds at the start. It says '3 Fireseeds'—if you take all three does this mean you have taken three separate items from the five you are allowed to pick?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1987.*

**[Q:]** Is the 'Dagger of Vashna', taken from the Bandit Leader Barraka at the Maakengorge, usable as a Weapon?

**[A:]** *Lone Wolf Club Newsletter #7.*

**[Q:]** Does a 'Weapon-like Special Item' count towards your 2 Weapons limit? Would it be permissible, for example, to be carrying the Sommerswerd, the Magic Spear, and an Axe?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1985.*

## Quivers

**[Q:]** How many Arrows can a Quiver carry?

**[A:]** *The Jungle of Horrors Section 168.*

**[Q:]** Can I carry multiple Quivers?

**[A:]** *The Jungle of Horrors Section 168.*

## The Sommerswerd

**[Q:]** Is the cs bonus for the Sommerswerd permanent, or does it only count vs. the undead?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1985.*

**[Q:]** What weapon type do I need to possess Weaponskill with to get the extra cs bonus when using the Sommerswerd?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1985.* See also the Topical Guide entry for the **Sommerswerd**.

**[Q:]** Does the Sommerswerd count towards your 2 Weapons limit?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1985.* See also the Topical Guide entry for **Weapon-like Special Items**.

## Weapons

**[Q:]** Are you allowed to drop a Weapon, or must you wait until the end of the book?

**[A:]** *Lone Wolf Club Newsletter New Year's Special 1987.*

**[Q:]** Can I dual-wield (that is, enter combat using two Weapons) for a bonus to my **COMBAT SKILL**?

**[A:]** See the Topical Guide entry for **Dual-wielding**.

**[Q:]** Does a 'Weapon-like Special Item' count towards your 2 Weapons limit?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1985.*

**[Q:]** Is the 'Dagger of Vashna', taken from the Bandit Leader Barraka at the Maakengorge, usable as a weapon?

**[A:]** *Lone Wolf Club Newsletter #7.*

**[Q:]** In the sewers beneath Tekaro in The Kingdoms of Terror, I lost my weapon to the grasp of a certain killer organism—that weapon was the Sommerswerd! Is this a mistake?

**[A:]** *Lone Wolf Club Newsletter #6.*

## Safekeeping

**[Q:]** Can I keep Backpack Items in safekeeping?

**[A:]** *Lone Wolf Club Newsletter #7.* See also the Topical Guide entry for **Safekeeping**.



**[Q:]** Is it permissible to leave items in safekeeping even if Lone Wolf is not at the Monastery?

**[A:]** *Lone Wolf Club Newsletter #7*. See also the Topical Guide entry for **Safekeeping**.

## Kai Disciplines

**[Q:]** If you are instructed to eat Meals whilst in moving vehicles, and you have the Kai Discipline of Hunting, can you bypass this instruction or must you eat a Meal?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1985*.

**[Q:]** In the Basic series (Books 1–5) I possessed the Kai Discipline of Healing and was able to restore 1 **ENDURANCE** point for every section I passed through in which I was not involved in combat. Now that I am a Kai Master with the Magnakai Discipline of Curing I can no longer benefit from my basic Healing skills... or can I?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1987*. See also the Topical Guide entry for **Healing**.

**[Q:]** Do I learn a new Weaponskill in each book I read, so that it increases the range of Weapons I can use (and get a bonus to my **COMBAT SKILL**)?

**[A:]** *Lone Wolf Club Newsletter #3*.

## Magnakai Disciplines

**[Q:]** In the Basic series (Books 1–5) I possessed the Kai Discipline of Healing and was able to restore 1 **ENDURANCE** point for every section I passed through in which I was not involved in combat. Now that I am a Kai Master with the Magnakai Discipline of Curing I can no longer benefit from my basic

Healing skills... or can I?

**[A:]** *Lone Wolf Club Newsletter Summer Special 1987*. See also the Topical Guide entry for **Healing**.

**[Q:]** If Lone Wolf has Healing as well as Curing, does this give him +2 **ENDURANCE** points back for every section through which he passes without combat?

**[A:]** *Lone Wolf Club Newsletter #8*. See also the Topical Guide entry for **Healing**.

**[Q:]** What does the Improved Discipline of Curing at Archmaster level mean in real terms?

**[A:]** See the Topical Guide entry for **Healing**.

**[Q:]** If Lone Wolf has Weaponskill & Weaponmastery with the same weapon, does this give him +3 or +5 extra **COMBAT SKILL** points in battle?

**[A:]** *Lone Wolf Club Newsletter #8*.

**[Q:]** On reaching the rank of Primate, and having mastered Weaponmastery, would you be skilled in four weapons and increase the points added to your **COMBAT SKILL** to +4 when entering combat with a Weapon you have mastered?

**[A:]** *Lone Wolf Club Newsletter New Year's Special 1987*.

**[Q:]** If, in a Magnakai adventure, we are instructed to eat a Meal (or lose 3 **ENDURANCE** points) and we do not have the Magnakai skill of Huntmastery, can we still use the basic skill of Hunting (assuming we're not in a desert or wilderness), e.g. *The Jungle of Horrors*, Section 129?

**[A:]** *Lone Wolf Club Newsletter #8*. See also the Topical Guide entry for **Hunting**.

## Grand Master Disciplines

[Q:] What happens to the +1 EP bonus when you progress from Kai Master to Grand Master?

[A:] *Lone Wolf Club Newsletter #28.*

[Q:] How are we to implement the time-limit rule about Deliverance?

[A:] See the Topical Guide entry for **Healing**.

[Q:] If a person keeps the +4 CS Weaponmastery ability from one series to the next, does that mean that when he gets Grand Weaponmastery he has +9 CS with the weapons he has proficiency in?

[A:] *Lone Wolf Club Newsletter #28.*

[Q:] Lone Wolf absorbs the power of the Lorestones in the Magnakai series, leaving behind glass spheres, but in the Grand Master series he made a room for the seven Lorestones under the monastery. How come?

[A:] *Lone Wolf Club Newsletter #27.*

## Grey Star

[Q:] Is there a ranking system for Shianti Wizards, like there is for Kai Lords and Masters?

[A:] *Lone Wolf Club Newsletter New Year's Special 1987.*

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17 June 2009

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