

The Magnamund Companion

THE MAGNAMUND COMPANION is a superb, fully illustrated guide to the fantastic world of Magnamund—a must for all fans of solo gamebooks, role-playing games, and sword and sorcery adventures.

There's full background detail on all the characters in the award-winning Lone Wolf books, as well as exciting history and beautifully detailed colour maps.

Other features include:

Modelling Magnamund—A practical guide with full-colour photographs to building models of this incredible world.

The Giak Tongue—How to speak, write, and read the language of the cruel Darklord warriors.

Ragadorn Tavern—A self-contained role-playing board game.

Dawn of the Darklords—A thrilling solo adventure in which YOU are the hero!

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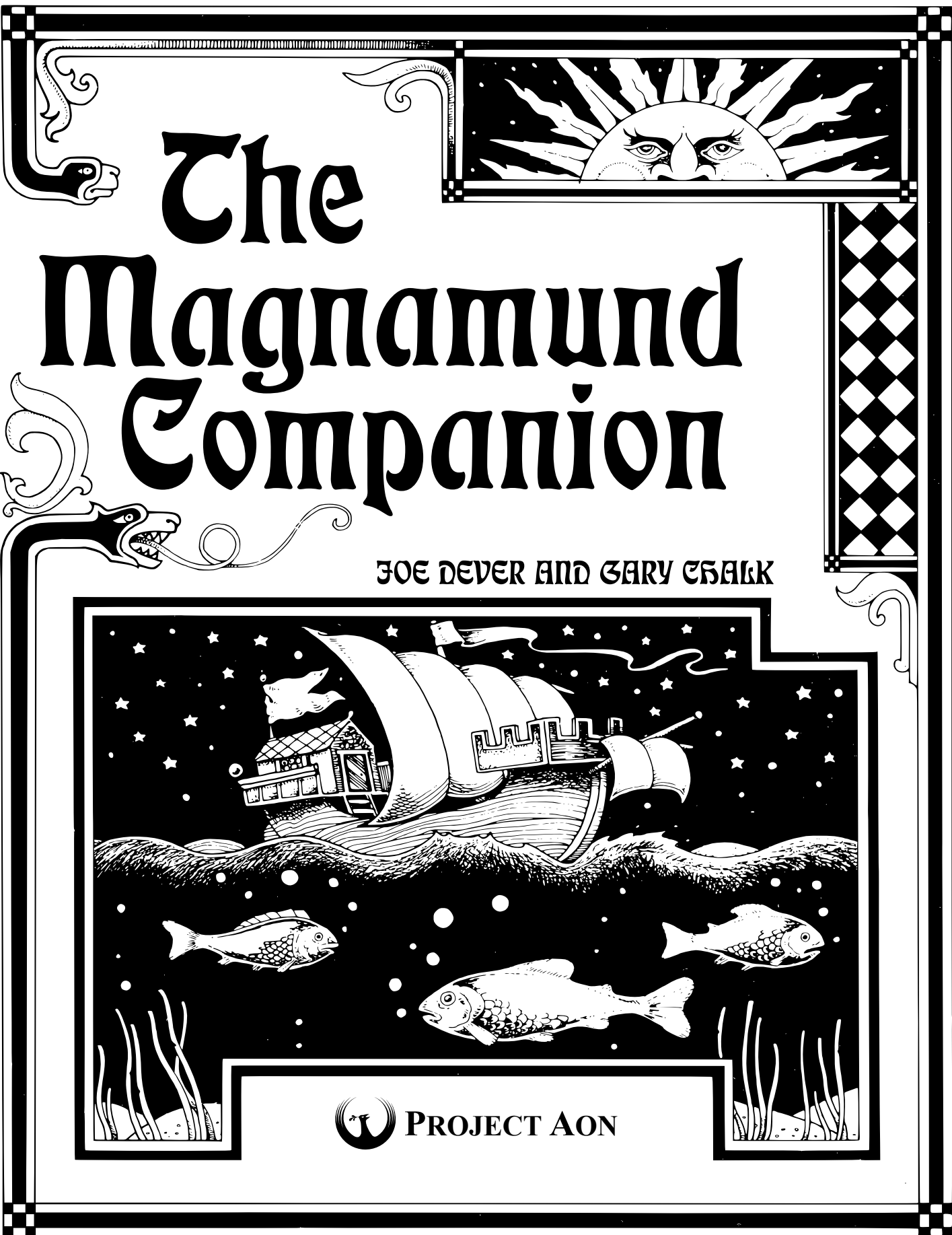
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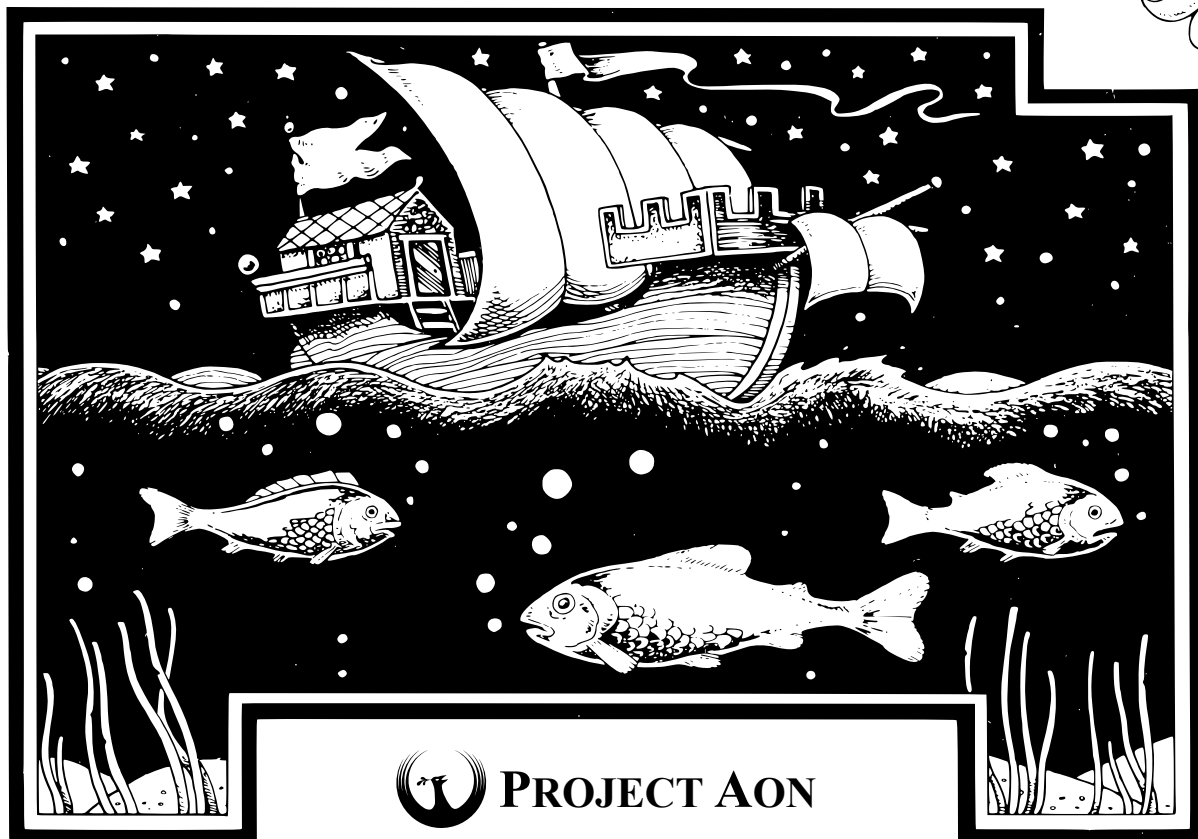
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The Magnamund Companion

JOE DEVER AND GARY CHALK



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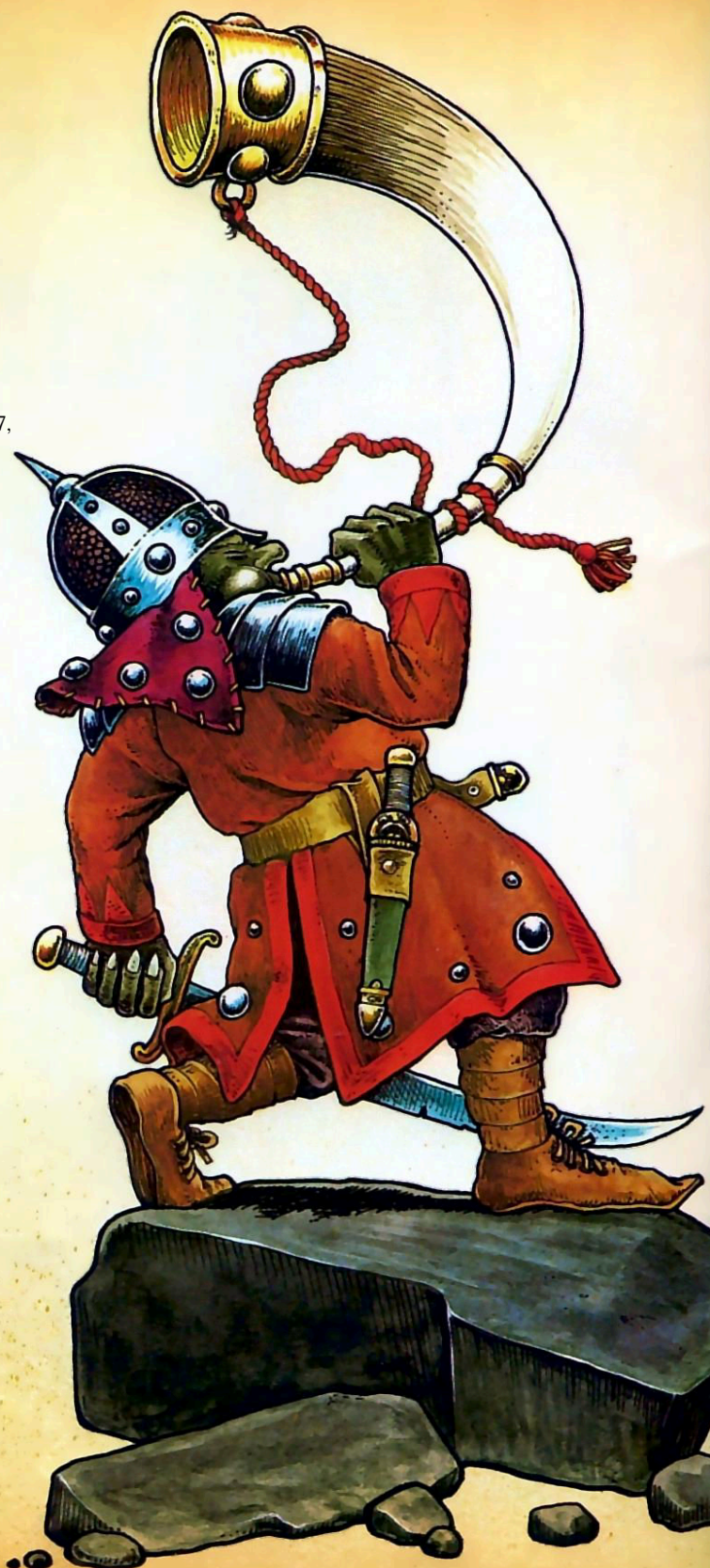
This Project Aon book contains the complete text of
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THE MAGNAMUND COMPANION

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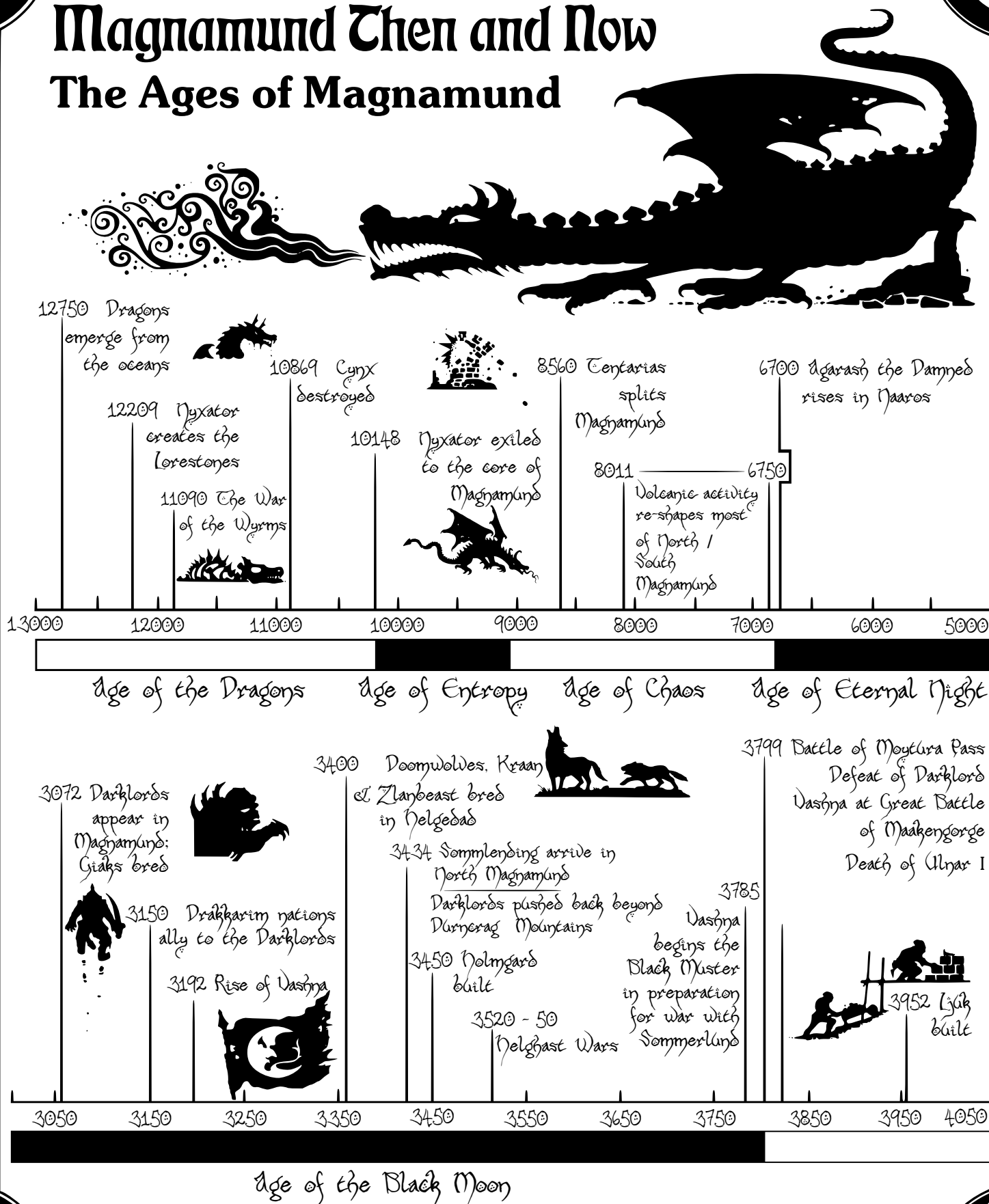


Contents

MAGNAMUND THEN AND NOW	6	Ragadorn Tavern Game Characters	50
The Ages of Magnamund	6	SOMMERLUND	52
Northern Magnamund	8	The Royal Estates, Fryelund, and	
The Realms of Northern Magnamund	10	Baronial Provinces	
Southern Magnamund	12	The Saga of Sommerlund	54
The Realms of		Lorin Faldon—Young Archer	56
Southern Magnamund	14	Aran Rolny—Young Scribe	58
THE NATIONS OF MAGNAMUND	16	Jac Taynor—Farmer's Son	60
The Influx of Peoples	16	The Warriors of Sommerlund	62
The Vaderish/Aluvian Nations	18	GIAKS	64
The Nael/Nael-Aluvian Nations	20	The Giak Army	66
The Lastlander/Old Kingdom Nations	22	Giaks—The Inside Story	68
The Mythenish/Tianese Nations	24	The Giak Language	70
The Vassa Nations	26	The Giak Word List	72
The Drakkarim/Agarashi Nations	28	Zegor Jok Dak Eg (How To Speak Giak)	74
The Primitive/Drodarin Nations	30	MODELLING MAGNAMUND	77
THE DARKLORDS	32	Making Your Own Fantasy Buildings	77
The Creatures of Helgedad	34	Banedon's Skyrider	80
The History of the Darklords	36	Building a Skyrider and a Fantasy Fleet	82
The Fighting Power of the Darklords	38	A Fantasy Fleet	84
THE KAI LORDS	40	DAWN OF THE DARKLORDS	86
The Rise of the Kai Lords	42	A Solo Role-playing Adventure Game	
The Kai Monastery	44	Colour Counters for	
RAGADORN ALEHOUSE BRAWL	46	Ragadorn Alehouse Brawl	97
The Gameboard	48	Combat Results Table	97
		Action Chart and Random Number Table	98

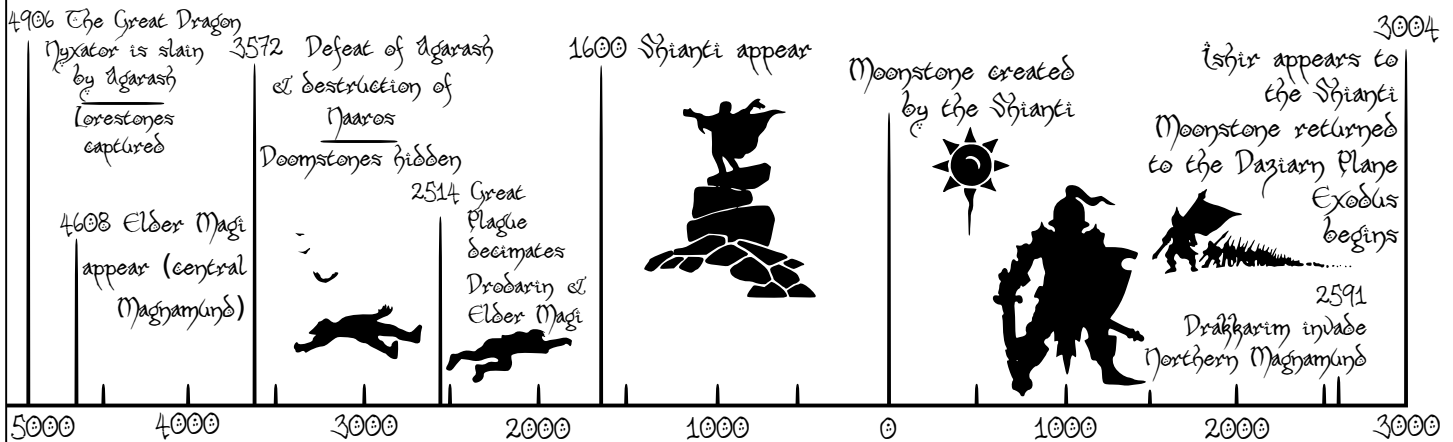
Magnamund Then and Now

The Ages of Magnamund

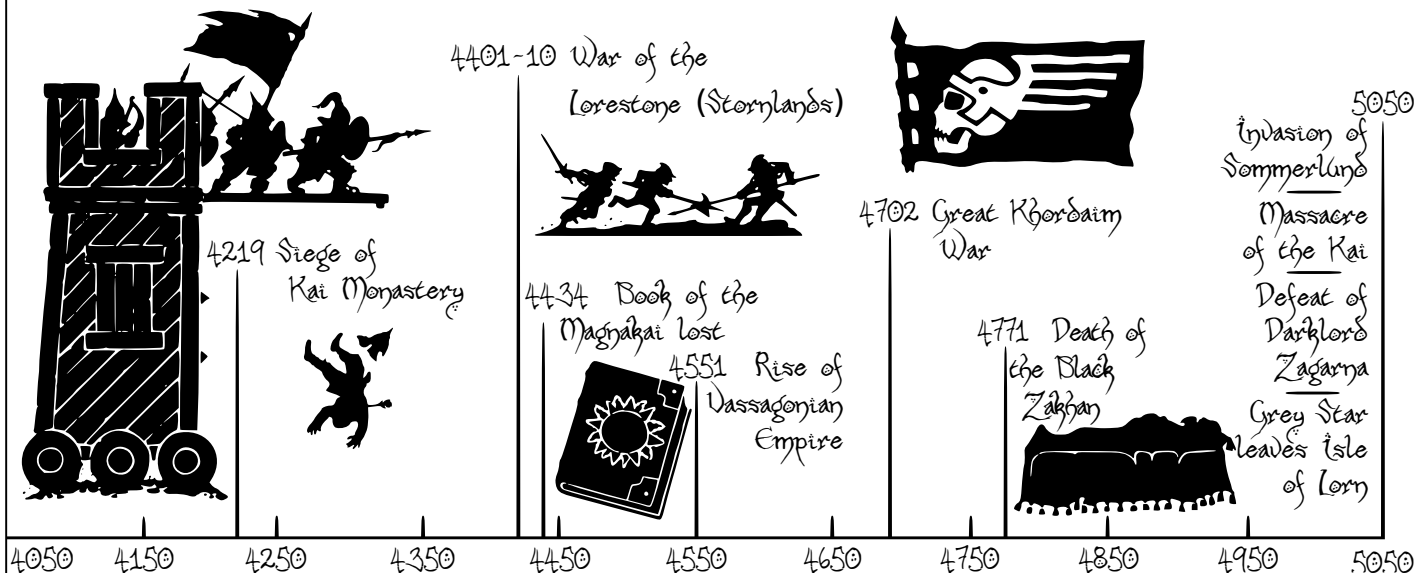




All time is reckoned by the date on which the Moonstone (MS) was created by the Shianti. The years before its creation are denoted by the date first, e.g. 4906 MS. The years after its creation by the date after, e.g. MS 3799. All historical information in this book is relevant to the year MS 5050.



Age of War Age of the Old Kingdoms Age of Awakening Golden Age of the Shianti



Age of the Sun-Star



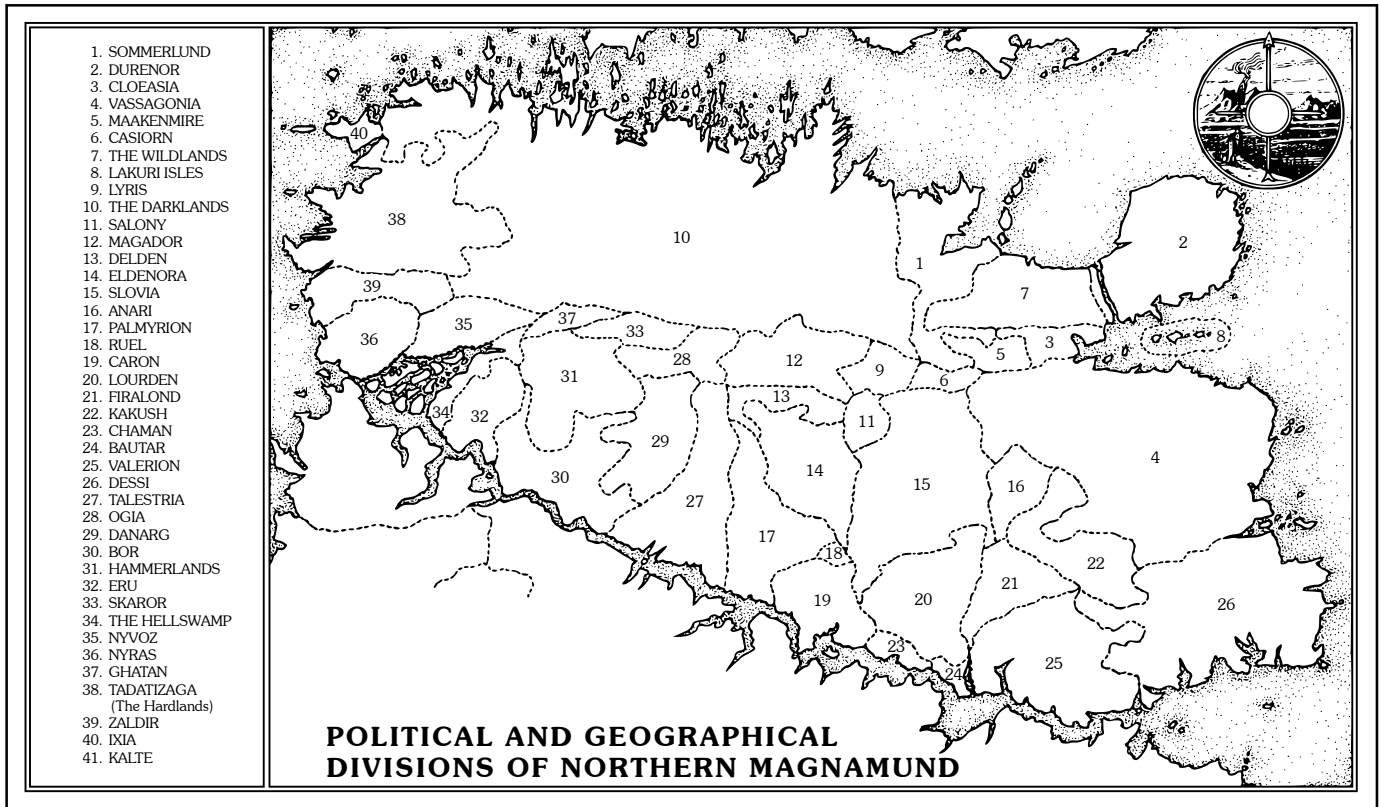


Key

- Ice
- Mountains
- Hills
- Forest
- Desert
- Wasteland
- Plains
- Minor Cities
- Major Cities
- Swamp

The Realms of Northern Magnamund

THE BIRTH OF MAGNAMUND



In the silent darkness before the creation of Magnamund, a titanic struggle raged between the formless, shapeless Lords of Good and Evil. Ageless and unceasing was their conflict until the Peace of Ishir heralded an uneasy truce between the powers of life and death. Goddess Ishir, High Priestess of the Moon, sealed a promise with Naar, the King of the Darkness, by which their endless war might cease. A great vessel was shaped from the truth of her pledge into which Naar infused the essence of his terrible power. Their creation became Aon, the 'Great Balance', and

from this seed grew a universe filled with light and dark, life and death, hope and despair. The Lords of Good and Evil looked down upon Aon in wonder, and so greatly did they desire to enter and control their creation that the Peace of Ishir was ended and their struggle was born anew.

The many jewels of Aon shone brightly in the darkness and swiftly were they claimed by the gods. As one world fell to Evil, another was saved by Good, until just one, the brightest jewel of all, remained unclaimed and unconquered. The great powers marshalled their

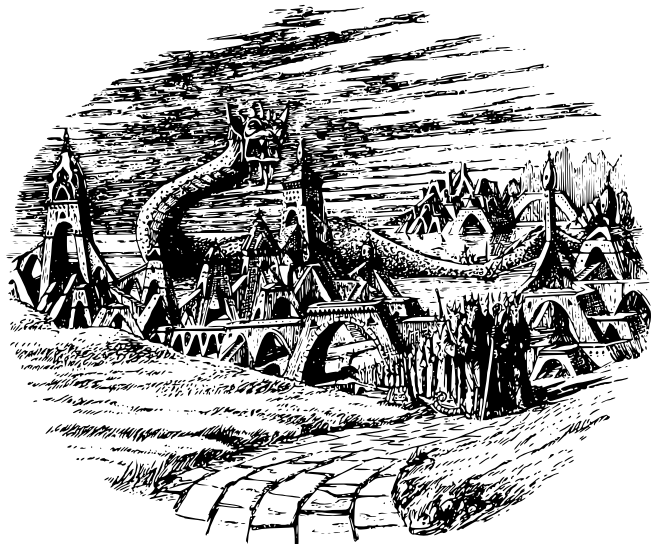
forces in preparation for the final momentous battle that would decide the fate of Aon, for control over the last world would tip the balance in favour of the victor and banish the defeated to the void from whence they came. And so it was that Magnamund, the last free world of Aon, became a battleground of the gods—the keystone of power in the war between Good and Evil.

The forces of the noble God Kai, Lord of the Sun, were the first to enter the primeval world of Magnamund, and in doing so they became mortal creatures. They chose to dwell in the depths of the oceans where they took the shape of sea dragons of massive size and power. Kai spoke to Nyxator, a dragon of immense wisdom, and warned him of the birth of evil among his brethren.

So Nyxator led the true dragons onto the land and created the realm of Cynx, to avoid the evil spawn of Naar that were hatching in the depths of the sea. In his wisdom, Nyxator created the Lorestones in order to preserve the power bestowed upon him by the great God Kai. The dragons of Naar emerged from the sea and waged war on Cynx, destroying it with a rain of fire that lasted many centuries. Nyxator escaped and rallied his brothers to fight again, but they were defeated and Nyxator was forced to take refuge at the molten core of Magnamund. The sea dragons burned and savaged the land, laying all to waste in an orgy of triumphant destruction. But in doing so they sealed their doom for they were now mortal creatures.

Following their extinction, the King of

the Darkness sought to destroy Nyxator by other means. He caused the land to seethe and boil—to erupt, twist, and tear. For two thousand years Magnamund was tortured, but it refused to yield its hidden refugee. In desperation Naar sent forth his most powerful servant—Agarash the Damned. In 6700 MS, he arose and conquered Southern Magnamund, creating the Doomstones in mockery of the Lorestones of Nyxator. In the depths of his fortress of Naaros, he used them to breed a legion of dreadful forms—the Agarashi—the Creatures of Darkness. They were let loose upon the land and nowhere was safe from their insatiable hunger. The power of Agarash grew unchecked; he forged great weapons of power and raised the dead to do his bidding. He hunted and slew the aged Nyxator in a fiery duel at the core of the earth, and captured the Lorestones. For the gods Ishir and Kai, it was the nadir of their struggle, but in their desperation they conceived a new power to save their cause—the power of magic.



The sea dragons savaged the land





Southern Magnamund



See Northern Magnamund for Key

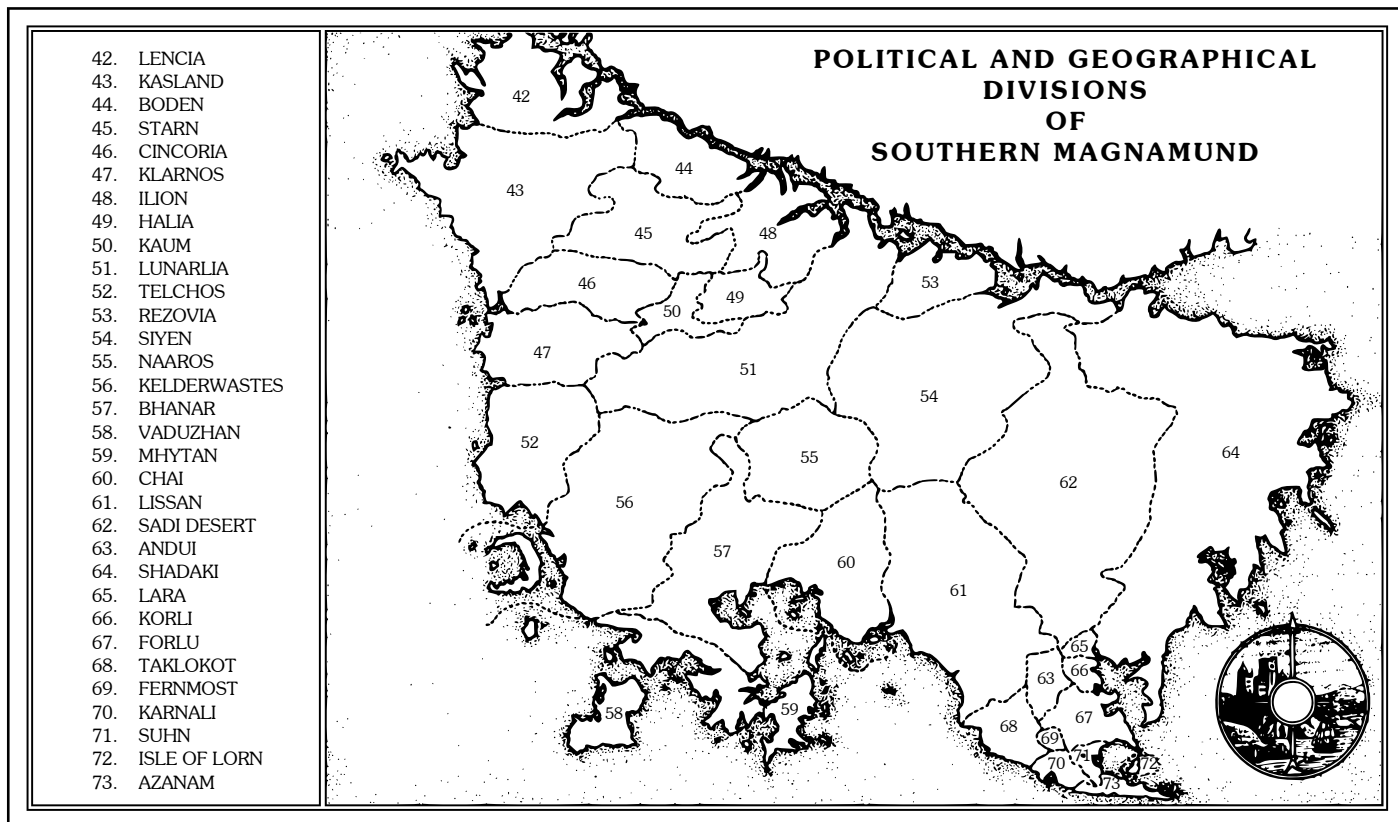
The Realms of Southern Magnamund

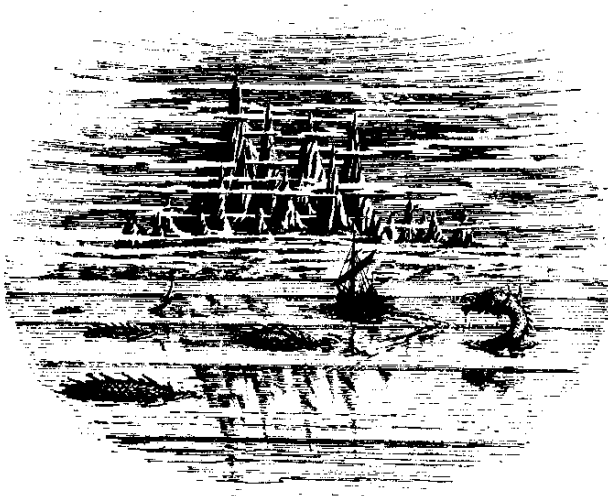
MAN, MAGIC, AND THE MOONSTONE

In the year 4570 MS, the gods Ishir and Kai sent forth the magical Elder Magi to challenge the mighty Agarash, servant of Darkness. They undertook a daring assault upon his fortress at Naaros and seized the stolen Lorestones of Nyxator whilst he slept, entranced by their spells. Enraged to a terrible fury, Agarash unleashed his Creatures of Darkness in a great war with the Elder Magi that lasted over one thousand years. But the magicians used their skill to turn his creatures against themselves and, in so doing, brought about the downfall of his great empire.

With the ruin of the Agarashi Empire,

the pendulum of fate swung in a favourable arc towards the powers of Good. The Age of the Old Kingdoms welcomed the arrival of new civilizations and new hope for a world scarred by war, but it also saw the emergence of a sinister force. The Cenerese, a race of treacherous Druids, appeared in Central Magnamund shortly before the Great Plague swept slowly and systematically across the world, leaving the Elder Magi and the Drodarin peoples decimated in its wake. Their power spread until the arrival of the Herbalish, a holy order devoted to the healing arts, who defeated them in a long and bitter war.





The remote and shadowy Isle of Lorn

In the year 1600 MS, an accident took place that was to alter the balance and course of history. A race of lesser gods called the Shianti appeared through a 'Shadow Gate'—a door between the material world of Magnamund and the astral world of Daziarn. As centuries passed, they grew ambitious and sought to increase their knowledge of their new home and discover the secrets of the Daziarn. Their culture spread to the north and east where they were known by several names (Majhan, Suukon, Ancients). Their quest for knowledge was successful and culminated in the creation of the Moonstone, a gem of power formed in the astral Daziarn, that became the focus of their wisdom, their magic and their very existence. It saw the dawn of their Golden Age, an era that brought health and plenty to all creatures of Magnamund. Many humans arrived during this age; the Mythenish and Tianese in the south, the Vassa in the east, the Vaderish, Nael, and Aluvians in the west, and the Ice

Barbarians and Ulnarians in the north. But the presence of the Shianti, and especially their Moonstone, on Magnamund, disturbed the balance of the conflict between the Lords of Good and Evil.

Ishir appeared to the Shianti and persuaded them to relinquish their Moonstone and exile themselves to the remote Isle of Lorn. The Moonstone was returned to the Daziarn and the Shianti abandoned their cities and began their great exodus. In the years prior to their exile, a new and evil force had arrived in the west, a barbaric horde of warriors called Drakkarim. Their name struck terror in the hearts of men, but they were merely a prelude to a far greater nightmare. Naar, the King of the Darkness, had laboured unceasingly to create new champions of evil, and now his task was complete. In the year MS 3072, the Darklords appeared and began a terrible war of desecration. The Drakkarim nations, in fear and awe of Darklord power, allied themselves to this new force and constructed huge city-fortresses to dominate the lands that they helped to conquer. Never, since the rise of Agarash the Damned, had Magnamund faced such overwhelming evil. Ishir and Kai, woefully ill-prepared for the speed with which Naar's champions were conquering Magnamund, sent forth a race of men called Sommlending and armed them with wisdom and a great power called the Sommerswerd: the sword of the sun. Their defiant bravery is all that now stands in the path of Darklord domination.

The Nations of Magnamund

The Races of Magnamund



Drakkarim Assault-trooper

c. MS 5050

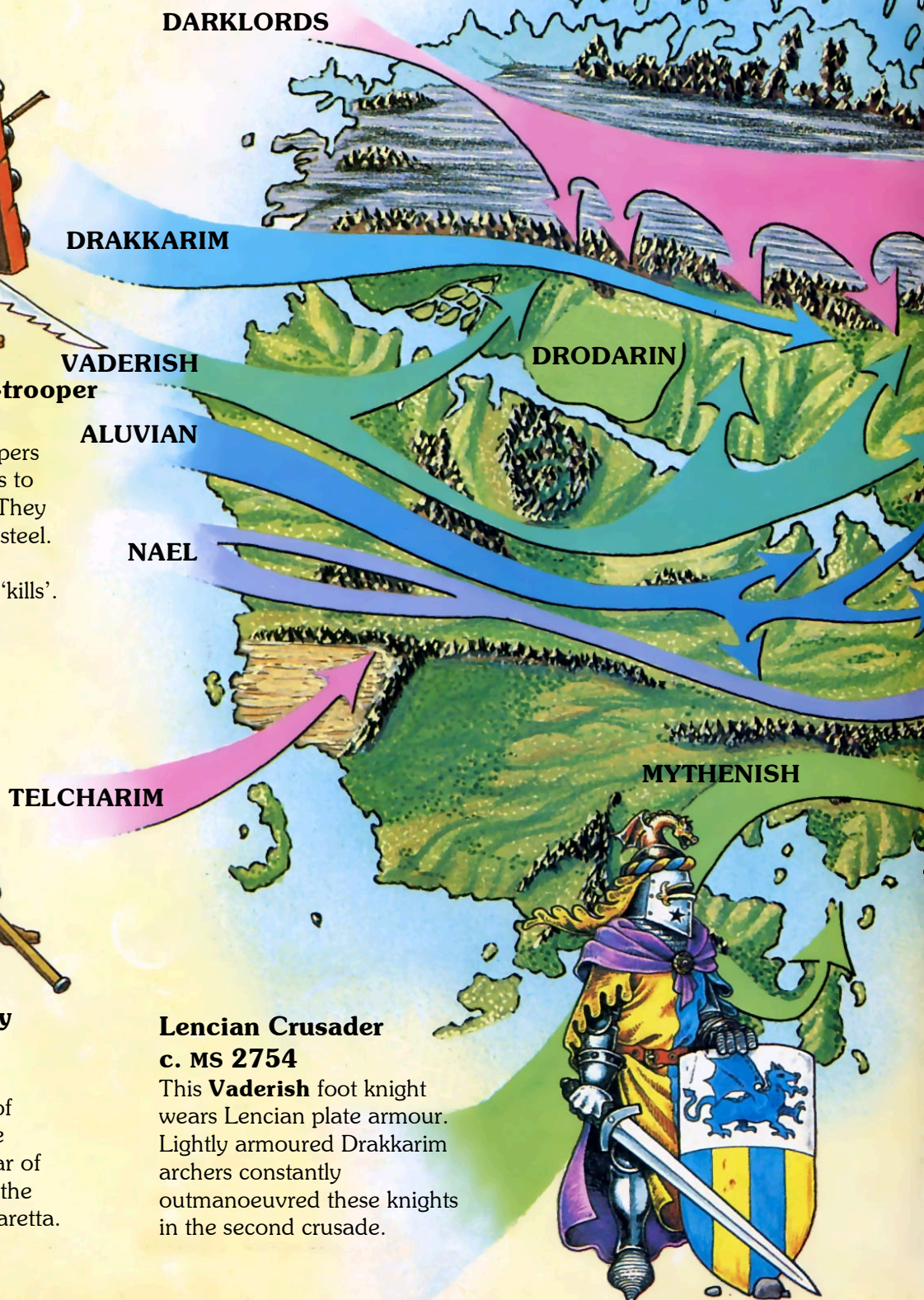
Drakkarim Assault-troopers are used by the Darklords to spearhead Giak attacks. They favour weapons of black steel. This warrior's red helmet plume signifies over 100 'kills'.



Varettian Mercenary

c. MS 4405

This **Aluvian** pikeman is typical of many soldiers of fortune who fought in the Stornlands during the War of the Lorestone. He wears the red and white livery of Varetta.



Lencian Crusader

c. MS 2754

This **Vaderish** foot knight wears Lencian plate armour. Lightly armoured Drakkarim archers constantly outmanoeuvred these knights in the second crusade.



ICE BARBARIANS

Ice Barbarian Scout

c. MS 5000

This fur-clad warrior is equipped with bone armour, skis (formerly the ribs of Kalte mammoths), and a backpack that is specially designed to carry a bow-wielding child.

SOMMLENDING

ULNARIAN

VASSA

ELDER MAGI

SADI

SHADAKINE

Drodarin Tower-Gunner

c. MS 4967

Tower-Gunners, armed with axes and primitive handguns, are employed to defend the entrances to the mountain kingdom of Bor.

TIANESE



Sharnazim Warrior

c. MS 5050

The Sharnazim guard the Grand Palace and the royal family of Vassagonia. They are famed for their skill with wide-bladed scimitars known as 'bitikali'.



Imperial Chai

Guardsman c. MS 5000

This famous Mythenish warrior is wearing a ceremonial 'armour of life'. His gold collar and epaulettes denote his rank of guard-captain, and his weapon is a 'kirusami'.

The Vaderish/Aluvian Nations



A Lencian love poet

THE KINGDOM OF LENCIA

Ruler: King Sarnac III
Capital: Helmstorm
Population: 92,000 +
Resources: Copper, silver, tin, agriculture, fish, shipbuilding
Currency: Lune (4 Lune = 1 Gold Crown)

This rich and fertile land was the first to be settled by the Vaderish peoples in MS 1007. Migration continued rapidly into other provinces, but the elder Vaderish settled in Lencia and built many ports, including the great city port of Helmstorm. They prospered from their command of the western Tentarias until the arrival of the Drakkarim in MS 2591. Nyras, formerly Northern Lencia, was lost to them during the Darkdawn War (MS 2606–10) and, in spite of many Lencian crusades, it has remained under their control ever since.

THE KINGDOM OF MAGADOR

Ruler: King Vanagrom VI
Capital: Helgor
Population: 82,000 +
Resources: Iron ore, copper, bronin, gold, silver, furs
Currency: Gold Crown

The peoples who settled in this territory at the source of the River Storn were mixed groups of Vaderish and Aluvian origin. The ore-rich mountains of its northern provinces were extensively mined, and brought great wealth to its people. However, the treasures of Magador soon attracted outlaw bands and robber-barons who fought for possession of the land. In MS 3657, the royal household was murdered, and the pretender Prince Dolgorn acceded to the throne. It is rumoured that the present ruler, King Vanagrom VI, is a puppet of the Darklords.

Lencian shepherd off to market



Hawking was a popular pastime of Lencian nobles

THE KINGDOM OF LYRIS

Ruler: King Konral XI
Capital: Varetta
Population: 40,000 +
Resources: Agriculture, iron ore, mercenaries
Currency: Gold Crown

With the founding of the city-state of Varetta (MS 1270), reputedly upon the site of the ancient realm of Cynx, the migration of the Vaderish peoples slowed to a halt and gradually the precincts of the city expanded to encompass the lands bordering the River Storn. During the War of the Lorestone, the power of the King was usurped by his sons, each claiming an equal right to his throne. Their greed led to civil war and conflicts with neighbouring states eager to exploit this disunity. The current ruler has little control over the warmongering princes of Lyris.





THE FREELANDS OF TALESTRIA

Ruler: Queen Evaine
Capital: Garthen
Population: 53,000 +
Resources: Timber, fish, agriculture
Currency: Lune (4 Lune = 1 Gold Crown)

The river valleys of Talestria were wrested from the Agarashi during the Wars of Restitution (MS 1660). Under the banner of King Varnos II, the Talestrians pushed the creatures of darkness back into the stagnant swamps of the Danarg and built border forts to defend their new realm. Strong alliances with Bor and Palmyrion ensured peace, but with the coming of the Drakkarim this peace was shattered. Persistent raids and incursions from Ogia have decimated the once-fertile northland, and the Talestrians are now hard pressed to defend their homeland from the Ogian aggressors.



THE PROTECTORATE OF CINCORIA

Ruler: Margrave Vactor XXIV
Capital: Quilla
Population: 68,000
Resources: Timber, agriculture, shipbuilding, silver
Currency: Lune (4 Lune = 1 Gold Crown)



THE KINGDOM OF DELLEN

Ruler: King Naumon III
Capital: Luyen
Population: 65,000 +
Resources: Agriculture, timber, shipbuilding, ore
Currency: Gold Crown

THE UNIFIED PRINCIPALITIES OF ELDENORA

Ruler: Prince Cillan of Tyssek
Capital: Duadon
Population: 137,000 +
Resources: Timber, agriculture, silver, shipbuilding
Currency: Gold Crown

THE PRINCIPALITY OF ERU

Ruler: Prince Graygor
Capital: Humbold
Population: 13,000
Resources: Iron ore, copper, tin, gold, gems
Currency: Lune (4 Lune = 1 Gold Crown)

THE DUKEDOM OF HALIA

Ruler: Duke Isak, Freelordain of Halia
Capital: Saldor
Population: 12,000
Resources: Timber, tin, copper
Currency: Lune (4 Lune = 1 Gold Crown)



THE LEAGUELANDS OF ILION

Ruler: League of the Sword (council of Elder Knights)
Capital: Feravan
Population: 55,000
Resources: Agriculture, shipbuilding, copper, horses
Currency: Lune (4 Lune = 1 Gold Crown)

THE GRAND DUCHY OF KASLAND

Ruler: Archduke Chalamis
Capital: Casala
Population: 180,000 +
Resources: Iron ore, timber, fish, shipbuilding, copper
Currency: Orla (2 Orla = 1 Gold Crown)

THE GREAT UNION OF LUNARLIA

Ruler: King Aluvaria XV
Capital: Avalar
Population: 300,000 +
Resources: Agriculture, iron ore, timber, shipbuilding, copper, gems, bronin
Currency: Lune (4 Lune = 1 Gold Crown)

THE REPUBLIC OF PALMYRION

Ruler: Elector Manatine of Vanamor
Capital: Vanamor
Population: 156,000 +
Resources: Agriculture, timber, fish, shipbuilding
Currency: Lune (4 Lune = 1 Gold Crown)

The Nael/Nael-Aluvian Nations



A Slovia castle under attack by escalader. The Castellán watches tensely; his men above may be overwhelmed

THE KINGDOM OF KLARNOS

Ruler: King Hulz
Capital: Dragen
Population: 96,000
Resources: Gold, iron ore, fish, shipbuilding agriculture, copper
Currency: Orla (2 Orla = 1 Gold Crown)

Klarnos was the first territory to be settled by the Nael peoples in MS 1309. They claimed the land by force from the kingdom of Cincoria, and secured for themselves the gold-rich Klann Mountains of the north. Further Nael expansion led to the Great Plains War with Lunarlia in which they were defeated at the Battle of Kaylar Flat (MS 1366). Mountains and desert sandstorms have prevented any contact with Telchos, and the continued hostility of Cincoria and Lunarlia has forced Klarnos to rely heavily on sea trade with the Mythenish nations.

THE GRAND PRINCIPALITIES OF SLOVIA

Ruler: Grand Prince Ormond of Suentina
Capital: Suentina
Population: 190,000
Resources: Cloth, textiles, agriculture, iron ore, silver, bronzin
Currency: Lune (4 Lune = 1 Gold Crown)

The fertile plains of Slovia are divided into many principalities which are united, albeit precariously, by the rule of Grand Prince Ormond. War is a constant threat to the Slovians, who face hostile enemies to the north, east, and west. A large regular army, composed in the main of mercenaries and horse knights, keep the land secure and aid her ally, Anari. Recently, it is feared that Darklord subversion has undermined the Grand Prince's court, and civil war seems imminent.



THE KINGDOM OF SIYEN

Ruler: King Oridon IV
Capital: Seroa
Population: 480,000
Resources: Agriculture, timber, shipbuilding, fish, iron ore, copper, gold, gems, bronin, tin, rare metals
Currency: Orla (2 Orla = 1 Gold Crown)

The kingdom of Siyen was founded by the Nael peoples during their early migration across central Magnamund. Following the Great Plains War, Siyen was cut off from its parent land of Klarnos by the Union of Lunarlia. It grew strong from its command over the Tentarias, and from the skilful use of its rich natural resources. King Oridon maintains a large standing army and battle fleet. Of all the neighbouring states, only Rezovia is friendly.

THE CONFEDERATED PRINCIPALITIES OF SALONY

Ruler: Prince Ewevin of Rhem
Capital: Rhem
Population: 42,000
Resources: Agriculture, timber, shipbuilding, iron ore, mercenaries, rare minerals
Currency: Gold Crown

Descended from both Aluvian and Nael stock, the people of Salony have struggled hard to maintain their independence. Their land-locked principalities have suffered, more than any other Stornland nation, from the countless wars that ravage that region. They emerged victorious from the War of the Lorestone due, in part, to the sinister aid they received from the Cener Druids of Ruel.

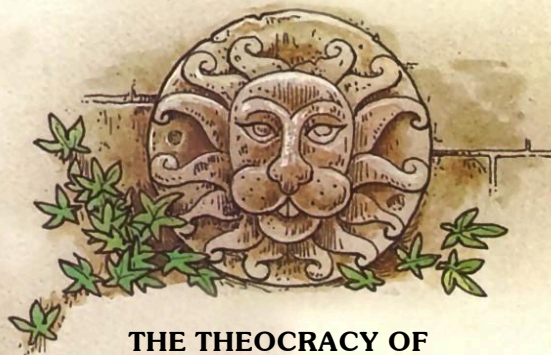


THE KINGDOM OF REZOVIA

Ruler: King Delhan
Capital: Maula
Population: 92,000
Resources: Agriculture, fish, shipbuilding, timber, tin, copper
Currency: Orla (2 Orla = 1 Gold Crown)

THE PALINATE OF FIRALOND

Ruler: Grandar Beylian
Capital: Firina
Population: 89,000 +
Resources: Cloth, textiles, agriculture, iron ore (little)
Currency: Lune (4 Lune = 1 Gold Crown)



THE THEOCRACY OF VALERION

Ruler: Fathers of the Truth
Capital: Kelis
Population: 66,000
Resources: Timber, rare metals, rare minerals, agriculture, silver, fish
Currency: Lune (4 Lune = 1 Gold Crown)

THE SENATOCRACY OF LOURDEN

Ruler: The Senate of Arlcor
Capital: Pforodon
Population: 106,000
Resources: Cloth, textiles, agriculture, silver, minerals, iron ore
Currency: Lune (4 Lune = 1 Gold Crown)

The Lastlander/Old Kingdom Nations

THE KINGDOM OF DURENOR

Ruler: King Alin IV
Capital: Hammerdal
Population: 96,000 +
Resources: Iron ore, agriculture, shipbuilding, gold, silver, copper, fish, gems, timber
Currency: Gold Crown

The peninsula of Durenor was the first territory claimed by the Ulnarian peoples when they came to Magnamund in MS 2829. They encountered little resistance to their expansion; the outlaws and corsairs (mainly fugitives from Vassagonian law) who had settled along the southern coast, fled to Cloeasia and the Lakuri Isles when confronted by the Ulnarian armies. The second migration (MS 3434) saw the arrival of Durenor's greatest ally, the Sommlending, and the construction of the city of Hammerdal.

THE MAGIOCRACY OF DESSI

Ruler: 'Magi Regnanti' (The Council of Elder Wizards)
Capital: Elzian
Population: 4000 +
Resources: Iron ore, gold, silver, platinum, rare gems, minerals
Currency: Gold Crown

The Magicians of Dessi are all that remains of the great Elder Magi, the race of beings from whom all magical power stems. Sent to destroy Agarash and to deliver Magnamund

out of the Age of Eternal Night, the Elder Magi brought about his final downfall during the War of One Thousand Years (3572 MS). In 2514 MS, their numbers were decimated in the Great Plague. The surviving magicians sought refuge in the mountains of Dessi and have lived there ever since.





THE ISLE OF THE SHIANTI (ISLE OF LORN)

Ruler: High Wizard
Acarya
Capital: Temple of Amida
Population: 1500
Resources: Self-supporting—
agriculture, fish,
timber
Currency: None

Surrounded by the mage-winds and illusions of the Sea of Dreams, the Isle of Lorn is the last refuge of a race of lesser gods called the Shianti. They were exiled to this small island by command of the Goddess Ishir, and they pledged themselves to remain separate from the peoples and lands of Magnamund, and to take no further part in the destiny of mankind.



THE FREE STATE OF CHAMAN

Ruler: Arch-Chief
Borghanaphon
Capital: Gleesh
Population: 11,000 +
Resources: Fishery, timber,
copper, bronin
Currency: Lune (4 Lune = 1
Gold Crown)

The government and populace of this independent free state are made up almost exclusively of Kloons—an intelligent race of Drodarin descent. They are to be found throughout the Stornlands and have a reputation for being scholarly and industrious creatures. The city of Gleesh is one of the great trading ports of the Tentarias, a fact attributed to the renowned business acumen and wisdom of the country's ruler—Arch-Chief Borghanaphon.



THE PLENARY OF BAUTAR

Ruler: Magnalord Fennic
Capital: Talon
Population: 8000 +
Resources: Rare herbs,
timber, fish,
copper, bronin
Currency: Gold Crown

THE REALM OF RUEL

Ruler: Grand Druid
Cadak
Capital: Mogaruith
Population: 8000
Resources: Rare herbs,
timber, fish
Currency: Lune (4 Lune = 1
Gold Crown)

THE GYNARCHY OF TELCHOS

Ruler: Council of Thirty
Capital: Telchos
Population: 30,000 +
Resources: Silver, platinum,
iron ore, gold,
agriculture, fish,
rare gems
Currency: Telc (1 Telc = 1
Gold Crown)

The Mythenish/Tianese Nations



A Lissanian challenges his foe with ritual insults

THE AUTOCRACY OF BHANAR

Ruler: Imperial Autarch Sejanoz
Capital: Otavai
Population: 350,000 +
Resources: Fish, shipbuilding, timber, agriculture, silver, copper, jadin
Currency: Ren (10 Ren = 1 Gold Crown)

Following the creation of Bhanar during the Great Civil War (MS 1620), the Imperial Autarch set about the expansion of his empire. In the north, vast tracts of dense timberland were laid bare and the city of Sejanoz built in his honour. Rumour is rife that the Imperial Autarch has entered into a pact with the demonic creatures of Naaros; it is based on the fact that Autarch Sejanoz has not aged a day since the completion of the city, over 3000 years ago.

THE KINGDOM OF VADUZHAN

Ruler: King Rhetaka
Capital: Vaduz
Population: 120,000 +
Resources: Fish, timber, shipbuilding, gold, silver, iron ore, copper, spices
Currency: Ren (10 Ren = 1 Gold Crown)

THE ISLAND PRINCIPALITIES OF MHYTAN

Ruler: Grand Prince Tsumobi
Capital: Shotia
Population: 43,000
Resources: Shipbuilding, fish, silver, copper, spices
Currency: Ren (10 Ren = 1 Gold Crown)

CHAI

Ruler: Khea-khan of Pensei
Capital: Pensei
Population: 89,000 +
Resources: Fish, timber, gold, silver, iron ore, agriculture, copper, bronin, jadin
Currency: Ren (10 Ren = 1 Gold Crown)

The natural defences of Chai—mountains, swamps and dense forests—have protected her from aggressive neighbours for over three thousand years. Long ago, during the Age of Eternal Night, the land of Chai was stalked by hideous monsters—the creatures of Agarash the Damned. When he was destroyed, his creatures scattered into the wilderness of Chai. Many are alive to this day, hiding deep in swamp, burrow, and cave.

THE PLAINLANDS OF LISSAN

Ruler: King Samu (in exile)
Capital: Rakholi (The Tent City of)
Population: 220,000 (prior to MS 5054)
Resources: Horses, agriculture, copper, silver, iron ore
Currency: Ren (10 Ren = 1 Gold Crown)



THE PROVINCE OF SUHN

Ruler: Mother Magri
Capital: Port of Suhn
Population: 25,000 +
Resources: Fish, spices, rare herbs, rare minerals, shipbuilding
Currency: Noble (1 Noble = 1 Gold Crown)

One of Mother Chow-loon's more aggressive archers

THE PROVINCE OF ANDUI

Ruler: Mother Chow-loon
Capital: Andui
Population: 8000
Resources: Agriculture, iron ore, copper
Currency: Noble (1 Noble = 1 Gold Crown)

THE DESOLATION OF TAKLAKOT

Ruler: The Mad King of Gyanima
Capital: Gyanima: The Forbidden City
Population: Unknown
Resources: Mostly destroyed
Currency: Kote (10 Kotes = 1 Gold Crown)

THE FREEDOM GUILD OF KARNALI

Ruler: Sado of the Long Knife
Capital: Karnali
Population: 17,000
Resources: Rare hides, rare minerals, agriculture, fish
Currency: Noble (1 Noble = 1 Gold Crown)

THE PRINCIPALITY OF FORLU

Ruler: Mother Lhasa
Capital: Forlu
Population: 36,000 +
Resources: Agriculture, timber, iron ore, jadin
Currency: Noble (1 Noble = 1 Gold Crown)

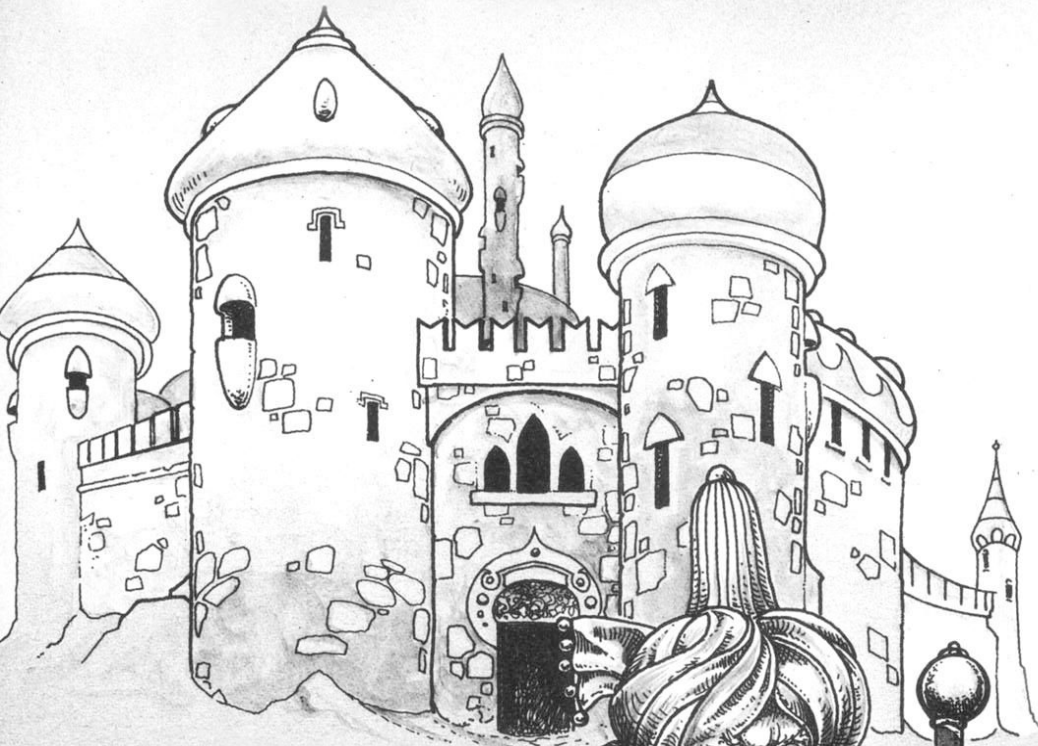
Formerly ruled by the corrupt household of Mesanna, this principality suffered its ruthless leadership for several centuries. The populace grew weaker and poorer as the Lords of Mesanna hoarded the wealth of the jadin-rich Shuri Mountains. They entered into an alliance with the evil forces of the Shadakine Empire, but were betrayed during the War of the Winds; for the Shadakine invaded and took control of the Mesanna Palace in Forlu, throwing the former corrupt rulers to the angry citizens.

THE STATE OF KORLI

Ruler: Mother Solani
Capital: Korli
Population: 15,000
Resources: Agriculture, fish, shipbuilding
Currency: Noble (1 Noble = 1 Gold Crown)

One of the oldest Tianese states, Korli was first established in the year MS 675 by the ruling household of Lord Margos. It flourished and grew wealthy from its trade with neighbouring provinces, its command of the Kalamar River, and its large merchant fleet. Civil war with the breakaway state of Andui, led by renegade Prince Junai and his Knights of Abbali, weakened her but control of the rich township of Abbali was never lost. Following the War of the Winds in MS 4663, Korli fell to the invading Shadakine Empire.

The Vassa Nations



THE EMPIRE OF VASSAGONIA

Ruler: Zakhan Moudalla
Capital: Barrakeesh
Population: 1,000,000 +
Resources: Gold, gems, rare minerals, spices, agriculture, silver, platinum, copper, bronin, iron ore, fish, shipbuilding
Currency: Gold Crown

This rich and powerful empire owes its wealth and status to the ruthless imperialism of the Black Zakhan, a former ruler of Vassagonia. Under his iron rule, the nomadic Vassa tribes of the Dry Main united and waged war on their weaker neighbours, capturing much land and many resources in the north and west. The current ruler is old and has no heir to claim his throne—one of the richest thrones in all of Magnamund.



A rich Vassagonian merchant

THE EMPIRE OF SHADAKI

Ruler: Shasarak the Wytch-king
Capital: Shadaki
Population: 850,000 +
Resources: Fishery, agriculture, shipbuilding, timber, iron ore, gold, copper, bronin, silver, rare gems, horses, spices
Currency: Noble (1 Noble = 1 Gold Crown)

Formerly a collection of remote city states which were defeated and subsequently ruled over by the invading nomads of the Sadi Desert, this nation rose to power under the rulership of Shasarak the Wytch-king. Its capital was built to celebrate the unification of the Vassa and Sadi peoples, and to mark the fall of Jazer, the original province of Shadaki. Shasarak dedicated himself to the expansion of the realm building a mighty iron-clad fleet in preparation for the War of the Winds. Victory in this war brought the downfall of the neighbouring states and their occupation by Shadakine armies. Elated by victory, the Shadakine empire chose to declare war on their distant relatives—the Vassagonians of Northern Magnamund. A massive invasion ended in disaster for the Shadaki at the Battle of the Tentarium, in which both the fleet and the army were devastated. This disastrous war paved the way for rebellion among its subjugated neighbours, and led to the uprising of Karnali.





Vassagonian standard-bearer

THE FREE STATE OF CASIORN

Ruler: High-Mayor Kordas
Capital: Casiorn
Population: 30,000
Resources: Agriculture, commerce
Currency: Gold Crown

Casiorn, the city of merchants, was constructed in MS 3074 as a fortified city state. Its merchants have grown exceedingly rich from trade between the Lastlands and Central Magnamund, yet their influence has spread no further than the immediate environs of their city. Their leader, High-Mayor Kordas, is reputedly one of the richest men in Northern Magnamund, with an estimated personal fortune in excess of ten million gold crowns.

Servant bearing a message



THE WILDLANDS

Ruler: Overlord Lachlan
Capital: Ragadorn
Population: 20,000
Resources: Fish, shipbuilding
Currency: Gold Crown

Formerly Northern Cloeasia, this region was laid waste during the formation of the Maakengorge and the geological upheaval that followed. The city state of Ragadorn, by virtue of its coastal location was the only major city to survive. It attracted a motley crowd of bandits and fugitives from justice who, by fair means and foul, took control of the city's administration. In spite of its sordid past, Ragadorn has become a major free trade port of Northern Magnamund.

THE GREAT SADI DESERT

Ruler: Shasarak the Wytch-king
Capital: None
Population: 80,000
Resources: Iron ore, gems, gold, silver
Currency: Noble (1 Noble = 1 Gold Crown)

THE ZULTANATE OF CLOEASIA

Ruler: Zultan Guldarra
Capital: Kadan
Population: 28,000
Resources: Iron ore, copper, agriculture, shipbuilding, fish, rare cloths, gems
Currency: Gold Crown

THE REPUBLIC OF ANARI

Ruler: President Dabudei
Capital: Tahou
Population: 61,000
Resources: Agriculture, minerals, gold, silver, timber, iron ore
Currency: Lune (4 Lune = 1 Gold Crown)

THE IMPERIAL EMIRATE OF KAKUSH

Ruler: Emir Chotan
Capital: Nikesa
Population: 76,000
Resources: Agriculture, timber, iron ore, gold, minerals, bronin
Currency: Gold Crown

THE LAKURI ISLES

Ruler: Captain Khadro
Capital: Kita Cove
Population: 1500
Resources: Piracy
Currency: Gold Crown

The Drakkarim/Agarashi Nations



THE DANARG

Ruler: Unknown
Capital: No major settlements
Population: 50,000 +
Resources: Undeveloped
Currency: None

This vast tract of forest swamp lies in the crater of an ancient volcano, and is fed by the many rivers and streams that flow down from the encircling hills and mountains. Ferocious monsters, the legacy of the Agarashi Empire, control the swamp and occasionally raid the Freelands of Talestria. It is said that the lost temple of the Elder Magi still stands at the heart of the Danarg, but as yet these rumours have not been confirmed.

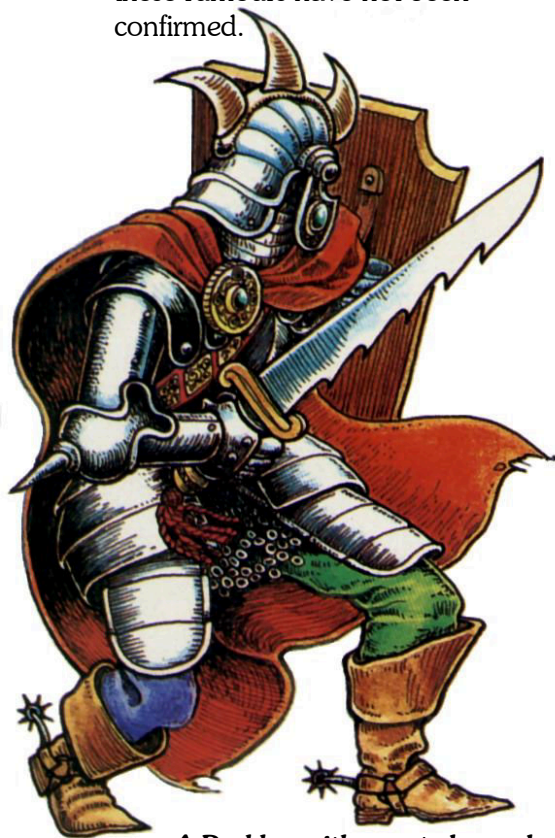


A bandit from the Hardlands

GHATAN

Ruler: Darklord Dakushna of Kagorst
Capital: Torgar
Population: 25,000 +
Resources: Sulphur, slave labour
Currency: Kika (10 Kika = 1 Gold Crown)

The hills of Ghatan have harboured creatures of evil since the dark days of the Agarashi Empire. Nothing grows in the sulphurous soil, except for the twisted trees that border upon the source of the Hellswamp. In MS 2801, Ghatan was overrun by the Drakkarim who, in the midst of this desolation, constructed the city of Torgar for the grim purpose of imprisoning and torturing their enemies. In MS 3150, when the Drakkarim allied themselves to the Darklords, Torgar came under Darklord control.



A Drakkar with serrated sword

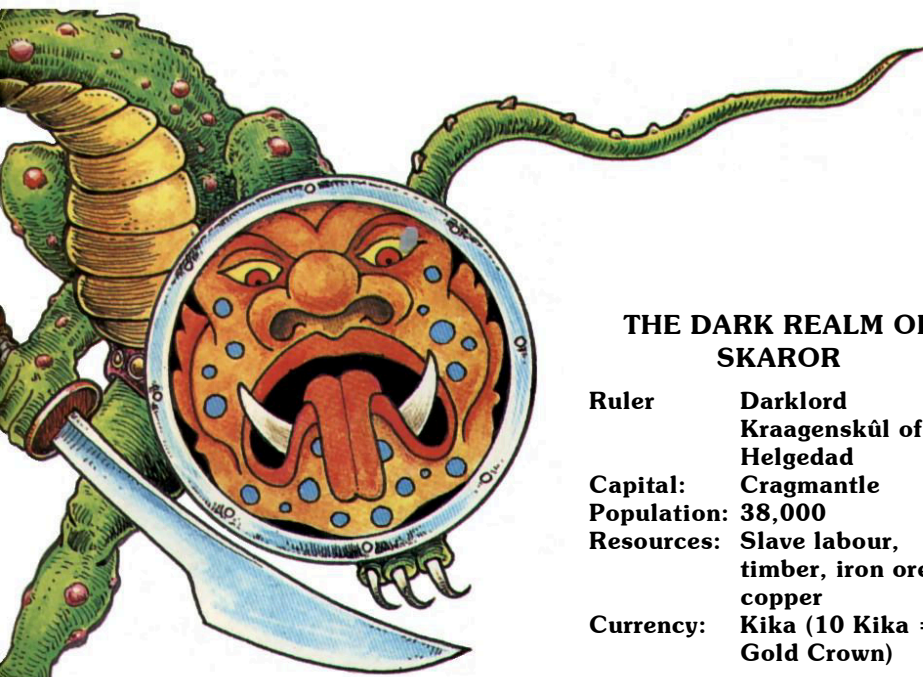
IXIA—THE LAND OF THE DEAD

Ruler: Lord Ixiataaga
Capital: Xaagon
Population: Number unknown
Resources: Rare minerals
Currency: No system of currency

The peninsula of Ixia is an icy, desolate wasteland, lit by the lightning flashes of electrical storms that rage constantly above its bleak mountain peaks. Lord Ixiataaga, Masterlord of the Dead, has reigned over this terrible place for more than ten thousand years. The city of Xaagon is the seat of his power, its undead inhabitants condemned to an eternity in his service. It is some measure of his power that even the Darklords of Helgedad fear to trespass in his realm.



A soldier of the Ixian undead



An Agarashi swamp warrior

HARDLANDS—THE TADATIZAGA

Ruler: The Shog'aash of Lake Ghargon
Capital: Unknown
Population: 260,000
Resources: Black iron ore, minerals
Currency: None

For centuries the hellish landscape of the Tadatizaga has repelled all but the hardiest of creatures. The sky is dark and the blizzard-swept hills and poisonous vegetation encourage the monstrous inhabitants to remain in their lairs underground. In the midnight depths of the black, cold waters of Lake Ghargon lives the Shog'aash, an evil sea dragon of immense size. It swims supreme having devoured all potential rivals long ago. Occasionally it ventures onto land to terrorize the inhabitants of Gournen, a Darklord city built upon the edge of Lake Ghargon.

THE DARK REALM OF SKAROR

Ruler: Darklord Kraagenskûl of Helgedad
Capital: Cragmantle
Population: 38,000
Resources: Slave labour, timber, iron ore, copper
Currency: Kika (10 Kika = 1 Gold Crown)

THE HELOTRY OF NYRAS

Ruler: High Warlord Magnaarn of Darke
Capital: Darke
Population: 55,000 +
Resources: Shipbuilding, timber, slaves, agriculture
Currency: Kika (10 Kika = 1 Gold Crown)

THE HELOTRY OF NYVOZ

Ruler: Darklord Dakushna of Kagorst
Capital: Kagorst
Population: 75,000
Resources: Timber, slave labour
Currency: Kika (10 Kika = 1 Gold Crown)

THE DARKLORDSHIP OF ZALDIR

Ruler: Darklord Gnaag of Mozgôar
Capital: Shpydar
Population: 26,000
Resources: Iron ore, timber, copper, slave labour
Currency: Kika (10 Kika = 1 Gold Crown)

SWAMP OF MAAKENMIRE

Ruler: Unknown
Capital: V'ka
Population: Unknown
Resources: Undeveloped
Currency: No system of currency

THE INFERNAL HELLSWAMP

Ruler: Swamplord Vag'kroag
Capital: Unknown
Population: Unknown
Resources: Rare herbs, rare minerals
Currency: None

THE BANDIT DOMAIN OF THE HAMMERLANDS

Ruler: Baron Shinzar
Capital: Blackshroud
Population: 62,000
Resources: Iron ore, rare minerals, gems, mercenaries
Currency: Lune (4 Lune = 1 Gold Crown)
 Kika (10 Kika = 1 Gold Crown)

THE HELOTRY OF OGIA

Ruler: Warchief Zegron
Capital: Xanar
Population: 42,000
Resources: Iron ore, silver, bronin, mercenaries, slaves
Currency: Kika (10 Kika = 1 Gold Crown)

THE DOOMLANDS OF NAAROS

Ruler: Unknown
Capital: Naaros (destroyed)
Population: Unknown
Resources: Mostly destroyed
Currency: None

The Primitive/Drodarin Nations

THE KINGDOM OF STARN

Ruler: King Korl
Capital: Mount Vost
Population: 2000 +
Resources: Iron ore, gold, gems, rare minerals, bronin, silver
Currency: Ain (1 Ain = 1 Gold Crown)

The Drodarin giants of Starn have occupied the halls of Mount Vost ever since the Age of the Old Kingdoms. They are an insular race who have shunned all contact with humans since the Great Plague of 2514 MS devastated their population. A strong bond of friendship exists with the dwarves of Boden, who, in spite of their great physical differences, are also of Drodarin descent.

THE FREE STATE OF CARON

Ruler: Svedchek Moldo
Capital: Orello
Population: 6000 +
Resources: Iron ore, copper, timber, fish, shipbuilding, agriculture, silver
Currency: Lune (4 Lune = 1 Gold Crown)

This small but resourceful free state is the home of a Drodarin race of blue-skinned creatures called Ogrons. Closely related to the dwarves of Bor and the giants of Starn, they frequently have had cause to call on their aid to repel their sinister neighbours—the Cenerese of Ruel—from their northern territories.



THE KELDERWASTES

Ruler: Count Laj of Sheasu
Capital: Mydnight
Population: 2000 + (Sheasu)/ 30,000 (Mainland)
Resources: Shipbuilding, fish, agriculture
Currency: Ren (10 Ren = 1 Gold Crown) Sheasu only

The Isle of Sheasu hosts the

only human settlements in the Kelderwastes, the mainland being a vast jungle populated by lizards and other semi-intelligent reptilians of Agarashi descent that fled there after the fall of Naaros. Count Laj rules over a small population of exiles from several nations who, for a variety of reasons, choose not to return to the lands of their birth.



THE KINGDOM OF BOR

Ruler: King Ryvin
Capital: Boradon
Population: 130,000
Resources: Iron ore, copper, silver, platinum, rare minerals, rare metals, gems, gold
Currency: Ain (1 Ain = 1 Gold Crown)

The kingdom of Bor is the home of all Drodarin dwarves

of Northern Magnamund. The vast hills and chambers at the heart of the Great Bor Range were formed by the labour and skill of these stout and stubborn folk. Their ingenuity (particularly in the field of innovative weapon and armour design) and their tales of bravery and endeavour are famed throughout the whole of Magnamund.

THE KINGDOM OF BODEN

Ruler: King Lomaer II
Capital: Anarin
Population: 120,000 +
Resources: Iron ore, bronin, gold, silver, rare metals, rare minerals, agriculture, fish
Currency: Ain (1 Ain = 1 Gold Crown)

THE BURNTLANDS OF LARA

Ruler: Shasarak the Wytch-king
Capital: None
Population: 2000 +
Resources: Sparse agriculture
Currency: Noble (1 Noble = 1 Gold Crown)

THE CLOUD-REALM OF THE AZANAM

Ruler: King Okosa
Capital: None
Population: 12,000
Resources: Rare herbs, rare minerals, timber, spices
Currency: None

THE DARK FOREST OF FERNMOST

Ruler: None
Capital: None
Population: Doubtful
Resources: Rare herbs, rare flora, rare timbers
Currency: None

THE ICY WASTES OF KALTE

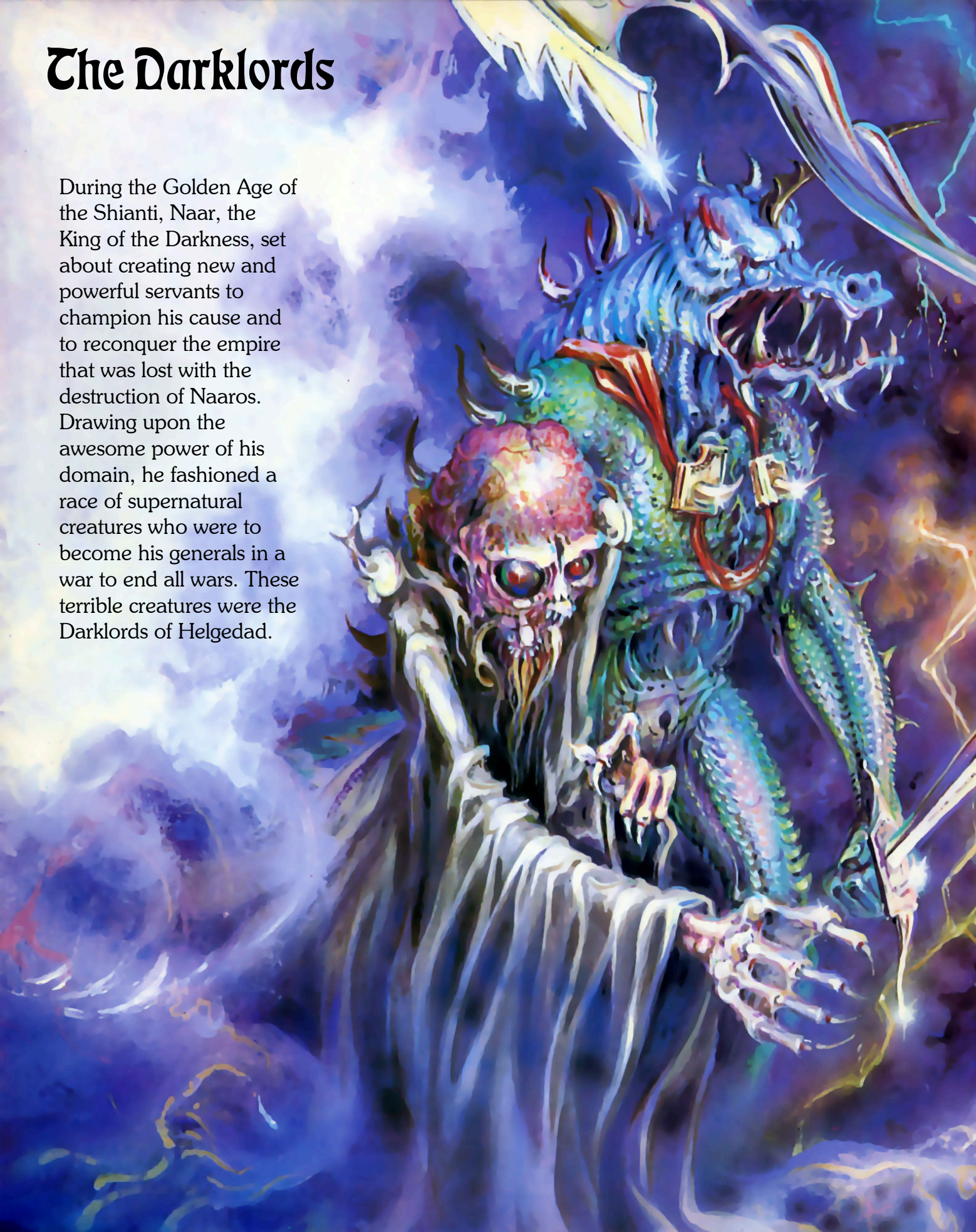
Ruler: Brumalmarc Kzu'tooa
Capital: Ljuk
Population: 6000
Resources: Furs
Currency: Gold Crown (Ljuk only)

THE WILDERLANDS OF KAUM

Ruler: Unknown
Capital: None
Population: 1000 +
Resources: Silver, gems, rare metals, rare herbs
Currency: None

The Darklords

During the Golden Age of the Shianti, Naar, the King of the Darkness, set about creating new and powerful servants to champion his cause and to reconquer the empire that was lost with the destruction of Naaros. Drawing upon the awesome power of his domain, he fashioned a race of supernatural creatures who were to become his generals in a war to end all wars. These terrible creatures were the Darklords of Helgedad.





The Creatures of Helgedad



HELGHAST

Darklord Vashna originally bred the Helghast for the wars against the Sommlending. They are powerful, undead creatures who can adopt human form at will. This, coupled with their invulnerability to normal weapons, makes them ideally suited to missions of spying and assassination. They have greatly furthered the Darklord cause by the subversion of countries in Northern and Southern Magnamund.



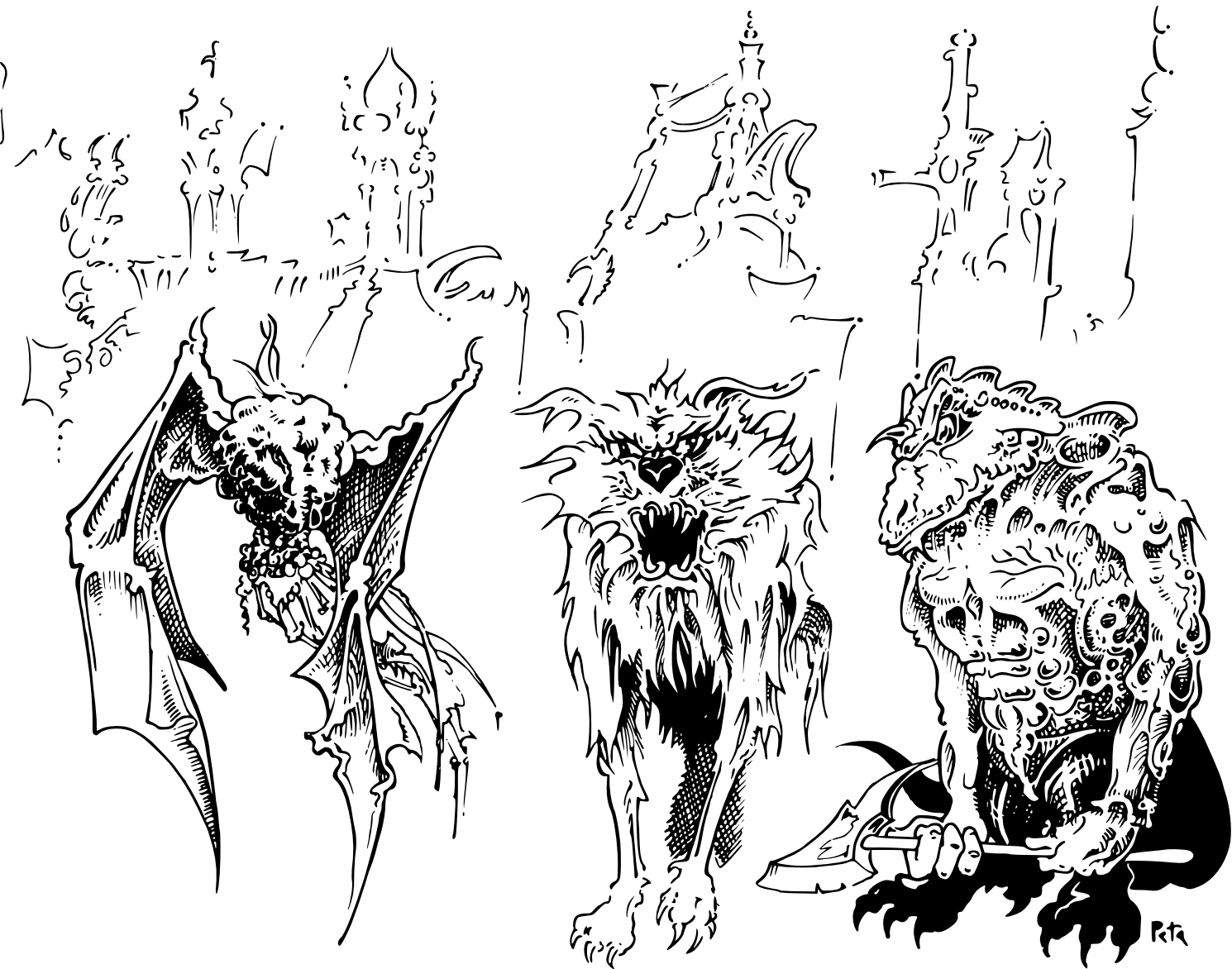
VORDAK

Vordaks were the first undead to be summoned and controlled during Vashna's early experiments in the laboratories of Helgedad. Their skeletal bodies were formed around crystals of power called 'Vordak gems', and when they are destroyed they revert back to this crystal state. They possess strong psychic powers and often act as lieutenants in Darklord armies to control Drakkarim regiments.



ZLANBEAST/KRAAN

Bred in the pits of Helgedad, the Zlanbeast, and their smaller sub-species the Kraan, were created as flying mounts for Darklord and Nadziranim commanders. Fed on the meat of Szalls and swamp Giaks, these creatures are strong and fierce, and enable the Darklords to travel with great speed. Vashna mustered a vast number to invade Sommerlund, and it was their air assault that destroyed the Monastery of the Kai.



CRYPT SPAWN

These winged, brain-like creatures can be summoned by all Darklords from the plane of existence occupied by their master, Naar. They are as hideous as they are powerful, and are often used to guard Darklord chambers, tombs, and treasures. Darklords can use a flood of Crypt Spawn to attack and overwhelm an enemy, or set a plague of them upon a land to despoil livestock and crops and create mayhem.

DOOMWOLVES

Larger and fiercer than the mountain wolves of Northern Magnamund, the Doomwolves were first bred in Helgedad to serve as mounts for Giak officers. They were hardy and quick to multiply in the wolf pens of the Black City, and were soon commonplace in every Darkland fortress. Large units of Doomwolves are employed to carry Giak lancers into battle, and as mounts for scouts and messengers.

XAGHASH

Although among the weakest of the lesser Darklords, Xaghash are powerful creatures. They are always involved in complex schemes and court intrigues in attempts to ascend their evil hierarchy. To maintain their physical strength, they must devour warm-blooded creatures (preferably humans), and many of the attacks launched from the Darklands are raids to gather 'food' for these loathsome beings.

The History of the Darklords

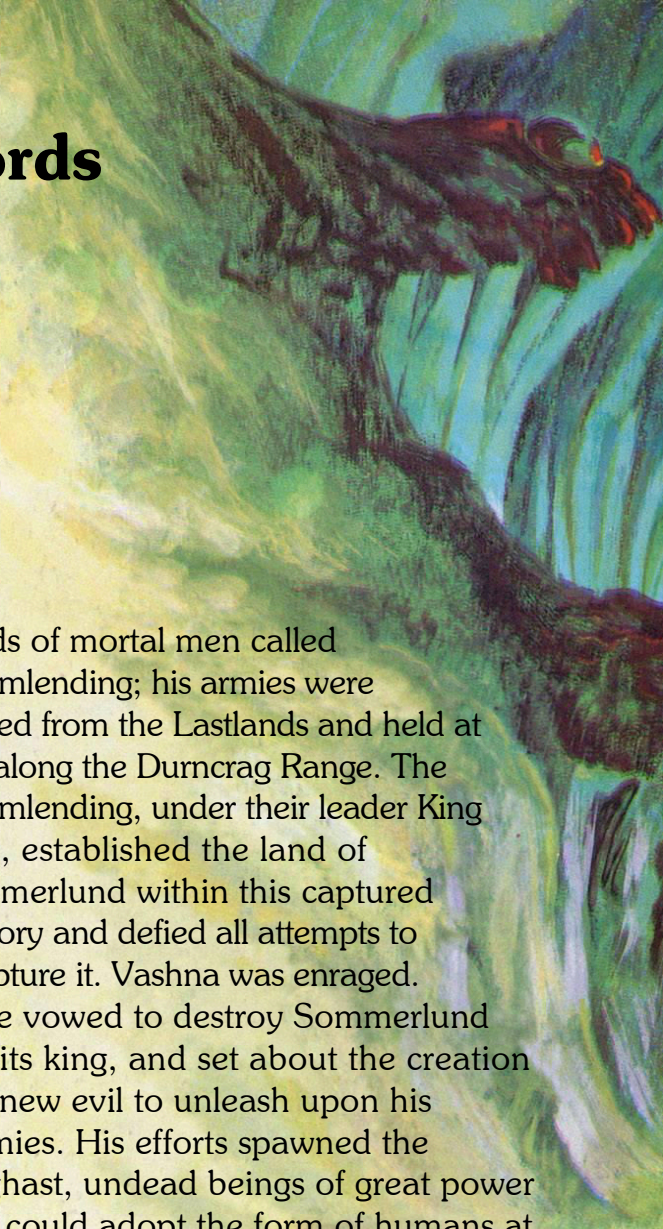
Once there were twenty Darklords, each unique and very powerful and each with a 'court' of followers drawn from the ranks of the Nadziranim and Xaghash. The most powerful lord was Vashna. He masterminded the War of Desecration that bent the Drakkarim nations to his cause. In the year MS 3192, he was proclaimed Archlord of the Darklands. He then ordered the construction of eight gigantic fortress-cities.

In MS 3262, Vashna began the construction of Helgedad, the mightiest Darklord city. Perched upon an island of granite at the centre of a huge volcanic chasm, it claimed the lives of one million Giak slaves during the many years it took to build its walls, towers, and turrets of black steel. A bridge of twisted steel now spans the fiery chasm joining Helgedad to the desolate plain of the Naogizaga where craters of molten rock belch forth a black gas that keeps the city forever in shadow.

Beneath the towers and the streets of iron, are many dungeons that descend through solid rock towards the blazing chasm floor. Here lie the breeding pits of a host of Vashna's evil creations. Vordaks, Doomwolves, and Kraan emerged from these terrible halls to swell the Darklord armies, securing victory after victory in the incessant wars of expansion. But victory turned sour when a new breed of warriors appeared from the Northern Void. For the very first time, Vashna tasted defeat at the

hands of mortal men called Sommlending; his armies were ejected from the Lastlands and held at bay along the Durncrag Range. The Sommlending, under their leader King Kian, established the land of Sommerlund within this captured territory and defied all attempts to recapture it. Vashna was enraged.

He vowed to destroy Sommerlund and its king, and set about the creation of a new evil to unleash upon his enemies. His efforts spawned the Helghast, undead beings of great power who could adopt the form of humans at will. They were used to great effect during the Helghast Wars (MS 3520–50), but the strength and resolve of the Sommlending finally overcame them. The magicians of Toran identified them, and using the Sommerswerd, a sword of great magical power wielded by their king, drove them out of the land. This sword then brought about the destruction of Vashna himself, at the Great Battle of Maakengorge, where, upon the edge of the chasm of doom, King Ulnar I slew and in turn was slain by the evil Darklord.

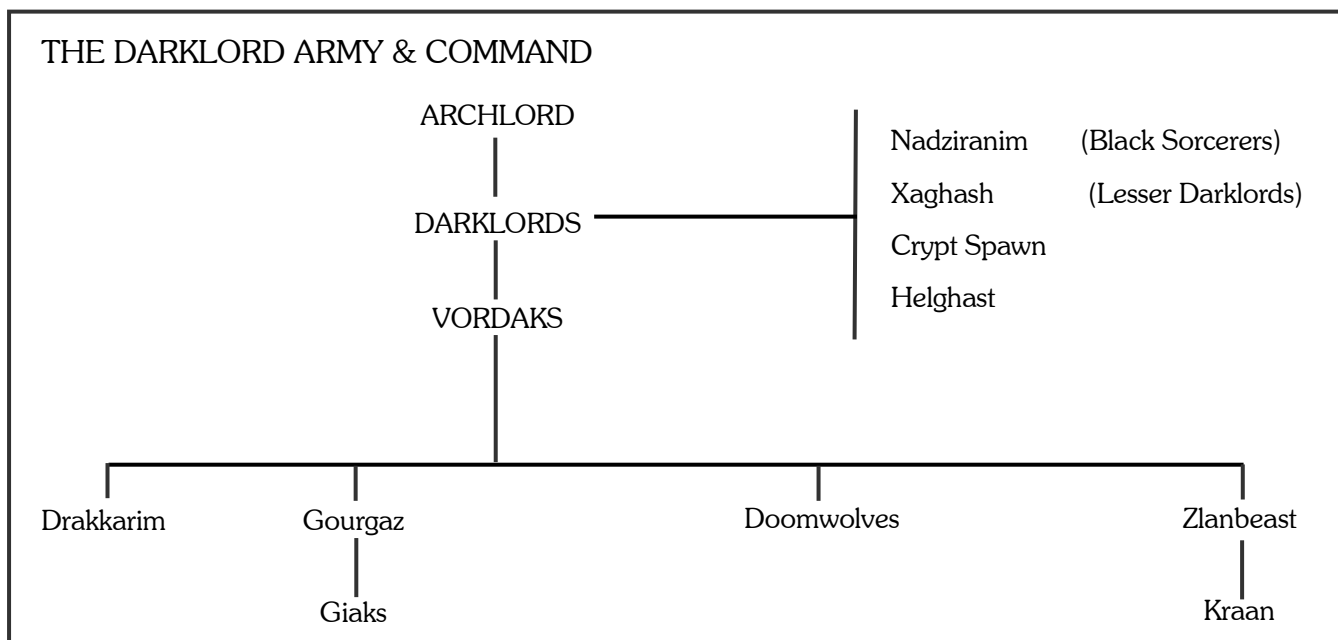




After Vashna's death, chaos erupted in Helgedad as the Darklords struggled between themselves, to win supreme control. In order to increase their personal strength, many Darklords undertook a quest to discover the lost Doomstones of Agarash the Damned, for with these gems of power they could dominate Helgedad and force their peers to proclaim them Archlord of the Darklands. The Doomstone quest was eventually completed and one Darklord emerged to claim the throne. His name was Zagarna, and he, like his former master Vashna, pledged himself to the complete destruction of Sommerlund.

He exercised his newfound power by launching an attack on the Monastery of the Kai. But the invasion was defeated by the superiority of the Sommlending archers. Frustrated but undeterred, Zagarna focused his attentions upon other human nations. He planted agents throughout the royal courts of the Stornlands and used them to maintain a state of conflict. Elsewhere, his Nadziranim were engaged in a quest for magical items and tomes of wisdom that were lost following the decimation of the Elder Magi in the Great Plague of 2514 MS.

The Fighting Power of the Darklords



Darklord Zagarna, who had emerged supreme after the completion of the Doomstone quest, soon turned his attention to creating an arsenal of terrible weapons. With them, he aided the Vassagonian and Shadakine empires and shared in the spoils of their conquests. He forged staves of power and harnessed blue lightning within their twisted black steel shafts. Explosive crystals, great swords of iron and flame, daggers with magical blades, and poisoned spikes that always found their mark were among the many cruel arms fashioned by Zagarna in preparation for the fulfilment of his one overwhelming desire—the invasion and conquest of Sommerlund. In MS 4950, he ordered the construction of fortresses in the

Durncrag Range; they were to serve as marshalling posts for his Giak armies and as bases for agents and spies operating within Sommerlund. Carefully, he built up his armies, taking great pains to hide their numbers and movements from the prying eyes of Sommlending Border Rangers. It was early in the year MS 5050 that fate presented the ideal opportunity for Zagarna's invasion, when a Sommlending magician named Vonotar betrayed his country in return for Nadziranim magic and weapons. His treachery brought about the near total destruction of the Kai Lords, but it did not secure victory for Darklord Zagarna, who was destined to perish during the siege of Holmgard.

DARKLORD WEAPONS

HELGHAST STAFF

'HELSHEZAG'
The Sword of Darklord
Kraagenskûl

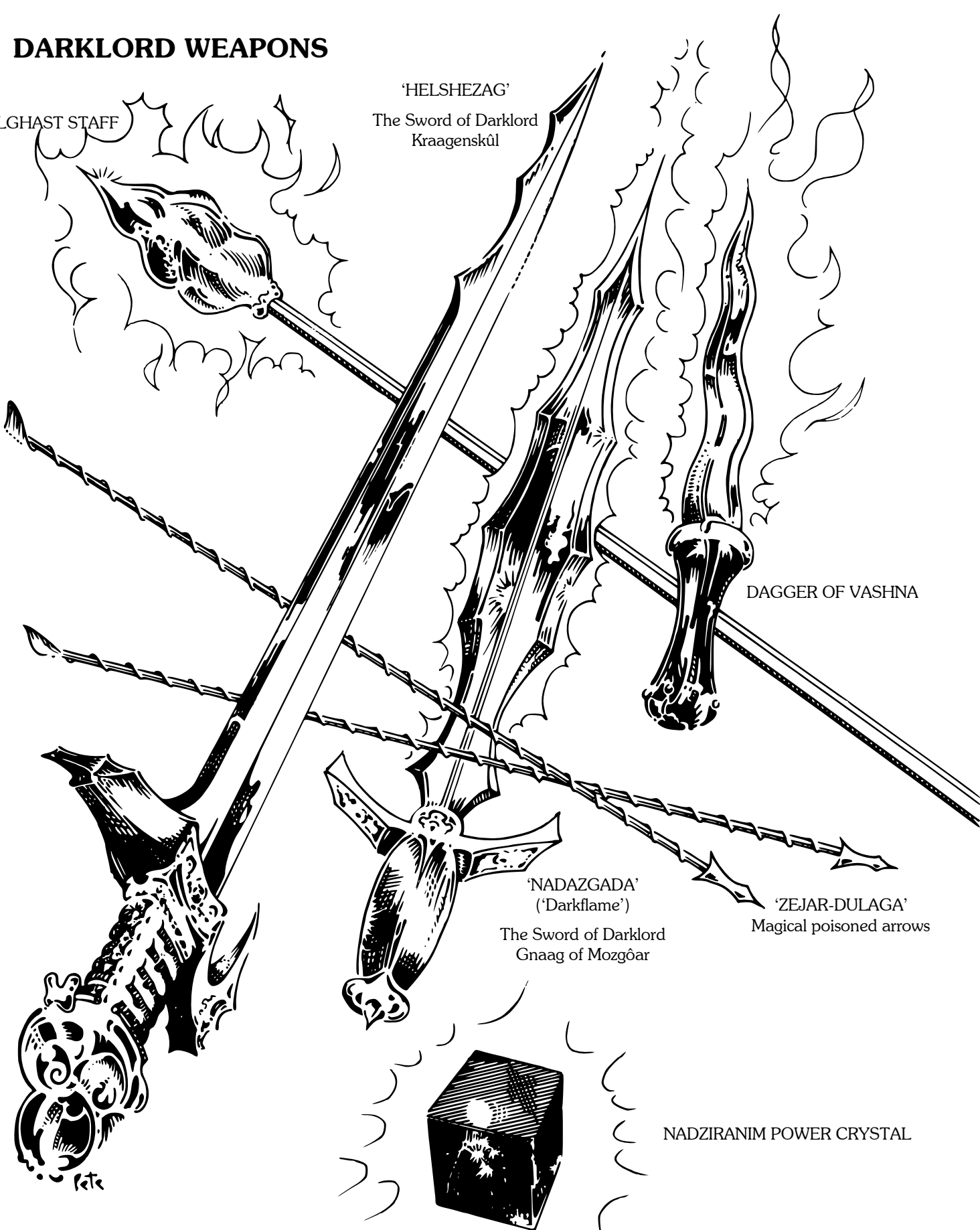
DAGGER OF VASHNA

'NADAZGADA'
('Darkflame')

The Sword of Darklord
Gnaag of Mozgôar

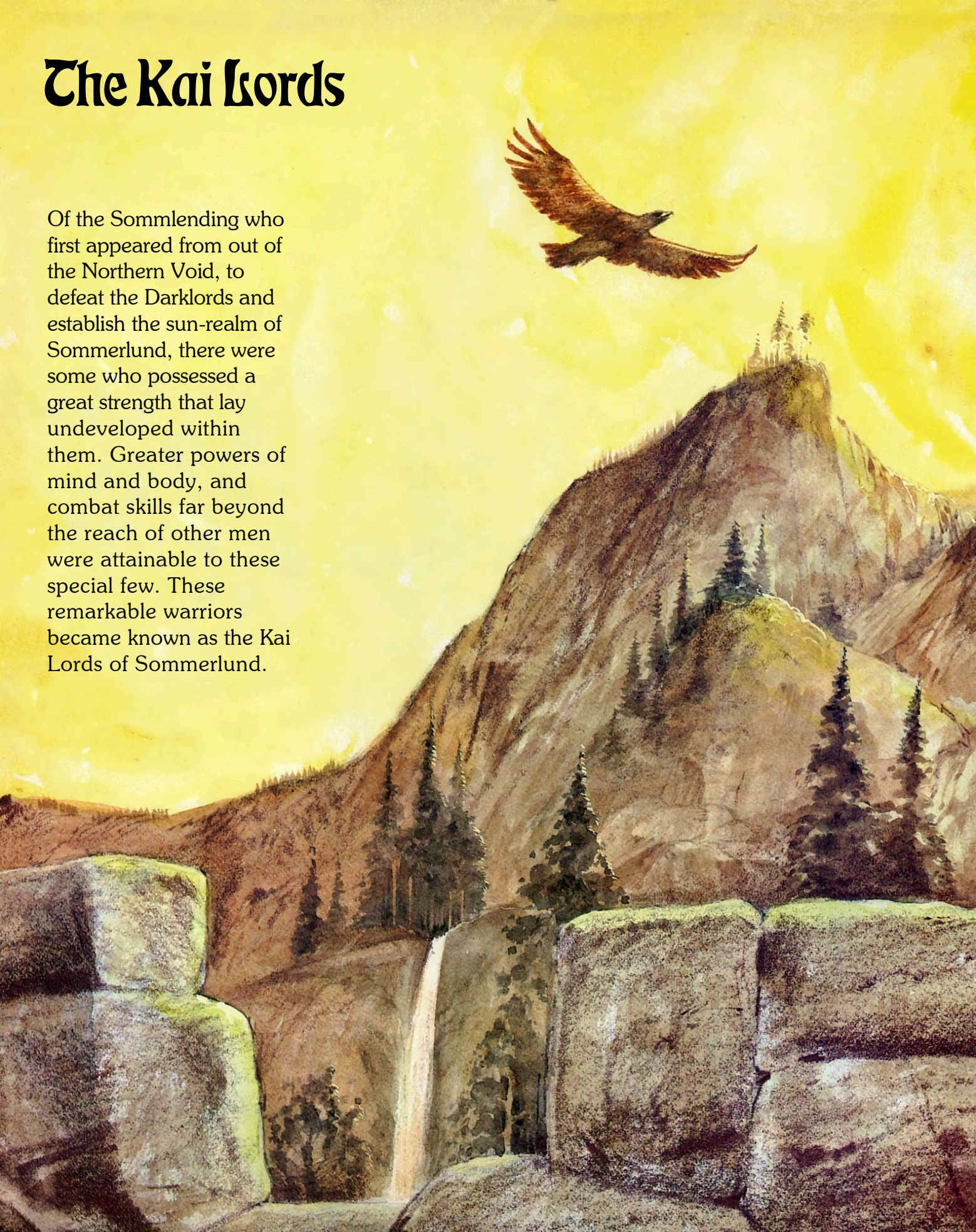
'ZEJAR-DULAGA'
Magical poisoned arrows

NADZIRANIM POWER CRYSTAL



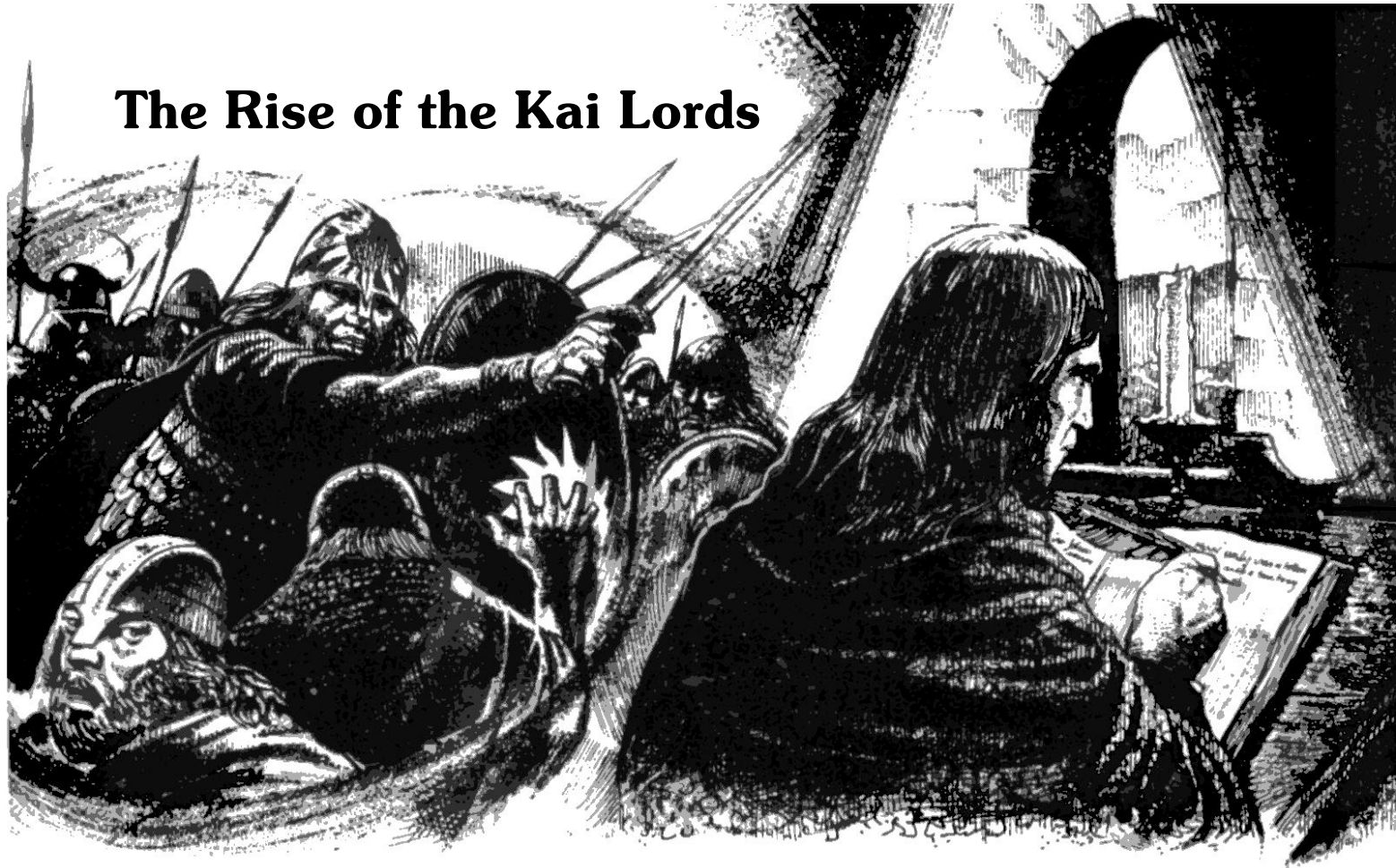
The Kai Lords

Of the Sommlending who first appeared from out of the Northern Void, to defeat the Darklords and establish the sun-realm of Sommerlund, there were some who possessed a great strength that lay undeveloped within them. Greater powers of mind and body, and combat skills far beyond the reach of other men were attainable to these special few. These remarkable warriors became known as the Kai Lords of Sommerlund.





The Rise of the Kai Lords



SUN EAGLE: Victorious at Maakengorge

The first Kai Lord was a noble warrior, a Baron of Toran, who achieved distinction during the Great Battle of Maakengorge. Aided by the magicians of Dessi, he came to realize the true nature of his powers and the purpose for which they were bestowed. For on their prompting, he searched for and found the Lorestones of Nyxator, and through them unlocked the wisdom and strength that lay dormant within him.

In the year MS 3810, he built a monastery high in the hills of Western Sommerlund, on lands of the Royal Estate, and established the Order of the Kai. The monastery became a warrior school devoted to the development of the powerful disciplines that lay within all true Kai Lords. He took the name 'Sun Eagle', partly in honour of the

Writing the Book of the Magnakai

sun-realm and partly in recognition of his baronial eagles' crest, and recorded the wisdom of his discoveries in a great tome that became known as the *Book of the Magnakai*. Guided by the wisdom of this book and the personal instruction of Kai Grand Master Sun Eagle, the Order of the Kai flourished and grew. Children in the households of Knights of the Realm who were seen to possess dormant Kai Disciplines were sent to the monastery to receive special training. They entered a caring but very strict society where their true potential as warrior lords was developed to the highest level. The skills by which they had first come to the attention of their liege-lords were honed to perfection under the watchful eye of the Kai Masters. Besides the Kai Disciplines,



Heeding the Magicians of Dessi

they were also taught the virtues of truth, honour, and selfless courage.

After one year, they each received a new name. It was given to them by their teachers on the feast day of Fehmarn, and it reflected qualities in their growing personalities. Gradually, as the young novices mastered each of the ten basic Kai Disciplines, they were awarded ranks and titles and given greater responsibilities both inside and away from the monastery. At the rank of Warmarn or Journeyman, a Kai Lord was either sent into the service of the Sommlending Army to accustom himself to the command of troops, or sent abroad to gather information about the lands bordering his realm. Upon complete mastery of all ten basic Kai Disciplines, a Kai Lord became a Kai

Finding the Lorestones of Nyxator

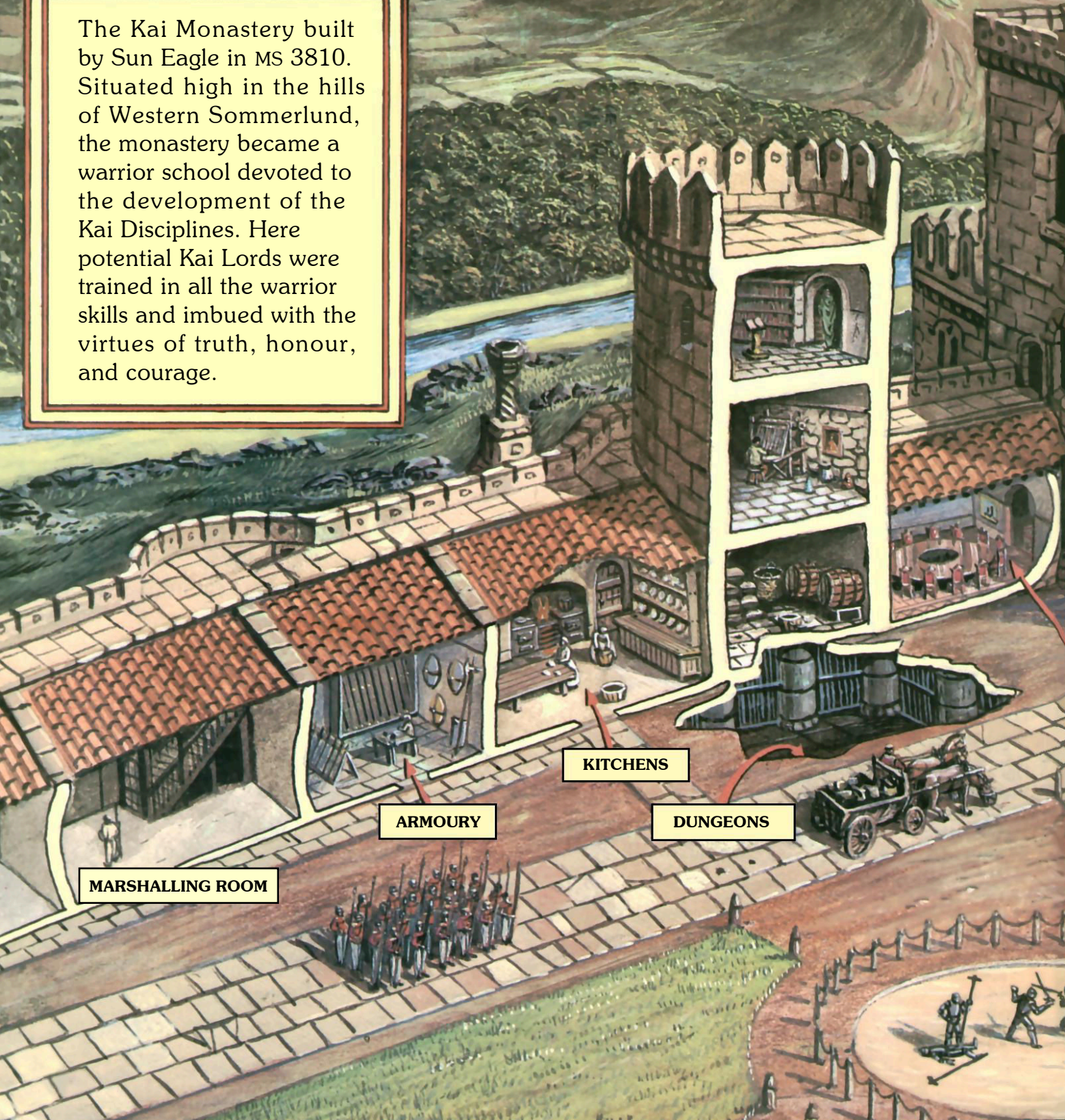
Master. The pupil was now a teacher whose role it was to train young novices in the way of the Kai.

But a Kai Master's learning was still incomplete, for beyond the ten basic skills there awaited the higher Kai Disciplines. The 'Magnakai' skills were handed down through each generation of Kai Masters by personal instruction and study of the *Book of the Magnakai*. The skills were divided into groups, each of which was governed by a separate training school called a 'Lore-circle'. By mastering all of the Magnakai Disciplines of a Lore-circle, the Kai Masters increased their fighting prowess and their physical and mental stamina to a level far higher than any mortal warrior could have otherwise attained.



The Kai Monastery built by Sun Eagle in MS 3810. Situated high in the hills of Western Sommerlund, the monastery became a warrior school devoted to the development of the Kai Disciplines. Here potential Kai Lords were trained in all the warrior skills and imbued with the virtues of truth, honour, and courage.

TOWER OF THE SUN



MARSHALLING ROOM

ARMOURY

KITCHENS

DUNGEONS

The Kai Monastery

GRAND MASTER'S CHAMBERS

KAI MASTER'S CHAMBERS

KAI MASTER'S HALL

NORTH WATCH

DURNCRAG TOWER

LORE HALL (SPIRIT)

LORE HALL (LIGHT)

LORE HALL (FIRE)

FOOD STORE

WATER TANK

GRAND HALL

LORE HALL (SOLARIS)

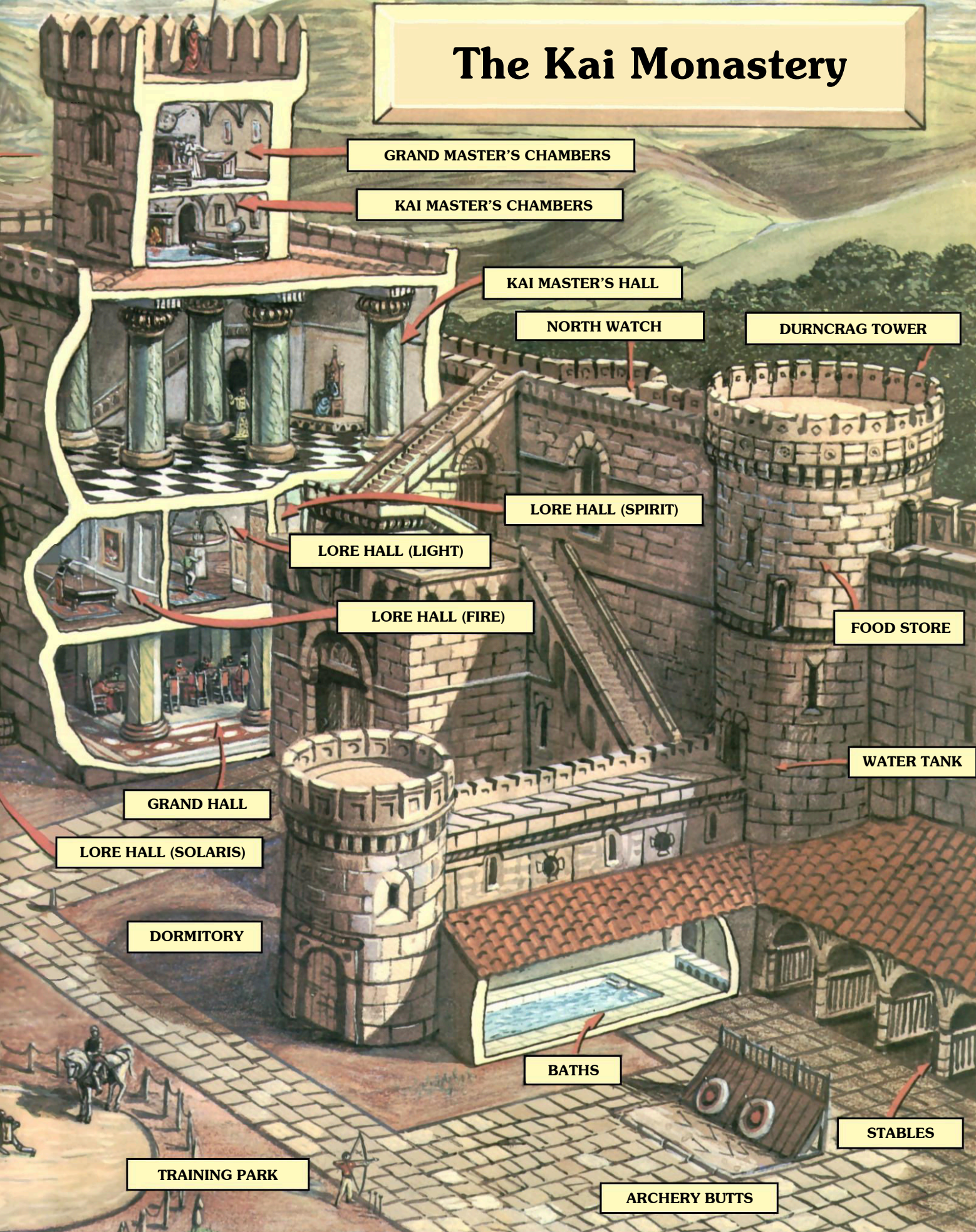
DORMITORY

BATHS

STABLES

TRAINING PARK

ARCHERY BUTTS



Ragadorn Alehouse Brawl



Introduction

The Ragadorn Alehouse Brawl is a multi-player role-playing game where you have the chance to play the part of Ragadorn's famous, or infamous, inhabitants. For maximum enjoyment and excitement players should try to act as though they are the characters dealt them (hence the term 'role-playing'). Whether your character is a native of the city or a visitor, a night to remember awaits you in the Ragadorn Alehouse.

Preparation

Before play can begin, you will need to cut out the coloured playing pieces and the **Combat Results Table** that appear on p. 97. The **Character Profiles** on pp. 50–1 should be copied out onto separate cards, or alternatively, they can be photocopied, cut out and stuck onto individual cards. (Players may find it convenient to photocopy these rules in advance of play, as reference to them will be impractical once the game is in progress.)

Game Equipment

Playing Board (Pages 48/49)	3 Torch Counters
10 Character Profile Cards	10 Player Counters
3 Non-player Counters	3 Bucket Counters
9 Loot Counters	3 Food Counters
9 Chair Counters	1 Broom Counter
6 Bottle Counters	1 Helghast Marker
1 Axe Counter	9 Special Item Counters
10 Gambling Counters	1 Combat Results Table/Random Number Table
1 Character Grid	

Setting-up

1. The game is designed for 2 to 10 players, each controlling one or more of the characters.
2. Characters are allocated to players according to the number of players taking part. Consult the Character Grid for details.
3. Players take their Character Profile Cards.
4. The Landlord player mixes the Special Item counters and places one face downwards on each of the Character

Profile Cards. (See Helghast rules for special conditions.)

5. Players may now look at their Special Item counters and adjust their Character Profile Cards depending on the nature of the Special Item received.
6. Each player draws the coloured Player Counter for their respective character or characters.

The Landlord player now prepares the gameboard as follows:

1. Place Chair and Tavern Item counters face upwards on the playing board. Care should be taken to place them in realistic positions on the board e.g. chairs should be set around tables, torches next to walls, etc.
2. Place the Landlord Player Counter and the 3 Non-player Counters on the board. At least one of the Serving Girls should be placed behind the bar, and the Croupier should be adjacent to the Gaming Table.
3. Place the 9 Loot Counters face downwards anywhere on the board. If a Loot Counter occupies the same square as a Non-player Character counter, the loot is considered to be in the possession of that Non-player Character. If a Loot Counter is placed on the same square as the Bar, the Gaming Table, a Tavern Item or a piece of furniture (chair or table), then the Loot Counter is considered to be hidden from view (see 'Hidden Loot Counters').

Player Objectives

Each player must attempt to complete the objective given on each Character Profile Card (see also 'Helghast' and 'Winning the Game').

Starting Positions

The game begins with the player to the left of the Landlord.

1. Pick a number from the **Random Number Table**. To do so, place the table face upwards on a flat surface and hold a pencil directly above it. The pencil should be at least 25 cm above the table. Now, let the pencil fall onto the table. The number it falls on is the number that has been picked. If you pick 0 it counts as zero.
2. If the number chosen is 0–6, the player can place his Character Counter on any square inside the alehouse, with the exception of any table or behind the bar.
3. If a 7–9 is chosen, the player must position his Character Counter on any one of the four doors.

Game Rounds

The game is conducted in rounds, each consisting of four quarters—Movement Quarter, Missile Quarter, Combat Quarter, Gaming Quarter. Play in the first round takes place in a clockwise direction, alternating anti-clockwise and clockwise every subsequent round. Actions are completed by each player in turn before moving on to the next Quarter.

Movement Quarter

1. The Landlord moves any or all of the Non-player Character counters.
2. Each player takes it in turn to move his Character Counter(s), any number of squares up to the maximum allowed on his Character Profile Card.
3. If one player moves his character onto a square adjacent to another character, he can choose to *fight* or *talk* to that character. If so, the character he intends to fight or talk to cannot move his Character Counter in that move.
4. Characters cannot move diagonally or pass through a square occupied by another character.

Missile Quarter

1. Any character who possesses, or is adjacent to an item that can be thrown, may now choose to throw that item at another character.
2. Consult the chart that is printed on the playing board to determine if a thrown missile hits its target, and if it does, how many ENDURANCE points are lost by the target.
3. Weapons may be thrown if so desired, but are considered lost until retrieved by the throwing character.
4. Thrown magical weapons do extra damage to their target if a successful hit is scored. Consult the **Combat Results Table** in the normal way (see Rules for Combat), ignoring any loss of ENDURANCE points sustained by the attacker.
5. Missiles that miss will land one square in front of the target if the random number picked is an even number, and one square behind if the number is odd.

Combat Quarter

1. Only character counters that are adjacent to each other at the end of the Missile Quarter can engage in combat. If either character is unarmed, his COMBAT SKILL is reduced by 4.
2. Characters can only cooperate with other player's characters once they have elected to 'talk' to each other on the gameboard i.e. the two Player Character Counters are

moved adjacent to one another. If a player has elected to talk to another player during the Movement Quarter, he cannot enter into combat with him that round, unless the other player has thrown a missile at him during the Missile Quarter.

The sequence for combat is as follows:

1. The player who is launching the attack ('the attacker') compares his COMBAT SKILL to that of the player he is attacking ('the defender').
2. The defender's COMBAT SKILL is subtracted from the attacker's COMBAT SKILL. This result is the Combat Ratio.
3. The attacker picks a number from the **Random Number Table**.
4. Turning the **Random Number Table** over, the attacker finds the number that is the same as the Combat Ratio on the Combat Results Table. He now cross-references it with the Random Number that he picked and finds the number of ENDURANCE points lost by both the Attacker and the Defender in this Combat Quarter. ('A' represents points lost by the defender, 'B' represents points lost by the attacker.)
5. Each player marks the changes in ENDURANCE POINTS on his Character Profile card.
6. The loser of the Combat Quarter can now choose to continue the combat next game round, or to evade combat. If he chooses to continue combat, both character counters stay exactly where they are. Neither player can move during the following Movement Quarter or throw a missile during the Missile Quarter. In the next Combat Quarter, the fight continues but with the defender now becoming the attacker, and vice versa. If the loser chooses to evade combat, he may add 2 to his MOVEMENT rate in the following Movement Quarter. He must move away from his attacker in that Quarter. The attacker can attempt to give chase if he wishes, but the loser must always be allowed to move first.
7. Any character whose ENDURANCE points total falls to zero or below is declared dead. The counter remains on the square where the character is killed and becomes an obstruction to movement.
8. Any weapons, gold or items can be taken from the body by the victor at the end of the Combat Quarter. The defeated player must hand over the dead character's profile card to the winner of the combat.
9. Characters fighting from a higher vantage point (on a table, chair or the bar) may add 1 point to their COMBAT SKILL when fighting an opponent on a floor square.

Gaming Quarter

1. In the Gaming Quarter of each round, any Player Character Counter that is occupying a square adjacent to the Gaming Table, and who is not involved in combat, may elect to gamble.
2. No gaming can take place if any player's Character Counter is standing on, or if the Croupier is not adjacent to, the Gaming Table.

The procedure for gambling is as follows:

1. The Landlord player mixes the Gaming Counters face down.
2. Each player in turn calls out a number between 0 and 9 and declares how much they wish to stake (minimum bet 2 Gold Crowns, maximum bet 10).
3. When all the numbers and stakes have been announced, the Landlord player reveals one of the counters at random.
4. Any player who has called out the same number as that which is revealed wins four times his stake money. If any player has called out a number that is immediately before or after the one revealed, he wins twice his stake money. All other players lose their stake.
5. Players may enter or leave the Gaming Table during the Movement Quarter.

Helghast

Helghast are undead shape-changers who serve the Darklords of Helgedad. One of the characters (to the exclusion of Lone Wolf) is really one of these creatures in disguise. To determine which player character is the Helghast, follow the procedure outlined below:

NO. OF PLAYERS	PROCEDURE
2	The non-Lone Wolf player chooses one of his four characters to be the Helghast.
3-6	Special Item counters are dealt to the Lone Wolf player first. One of the remaining counters is substituted with the Helghast counter prior to being dealt out. The player character dealt the Helghast counter becomes that creature.
7-10	Lone Wolf and Landlord receive Special Item counters first, then follow same procedure as per 3-6 player game.

The objective for the Helghast player is to kill Lone Wolf; this objective takes priority over that shown on the character profile card.

The Helghast player can enter combat without revealing his true identity, and all ENDURANCE points lost in combat are deducted in the usual way. Should the ENDURANCE points total of his 'disguise' fall to zero, the player must reveal his true identity by placing the Helghast counter onto the playing board (on top of his player character counter).

He may then continue to play using the Helghast COMBAT SKILL, MOVEMENT and ENDURANCE totals as shown on the playing board.

The Helghast player can choose to reveal his identity at any stage of the game but, in order to keep everyone guessing, it is recommended that he keep his identity a secret for as long as possible.

When the Helghast appears, it can only be killed by a Magical Weapon (Lone Wolf's Magic Spear, the Magic Sword (Special Item),

or the Magic Mace (Special Item) are the only weapons that can reduce the Helghast's ENDURANCE points during combat). All normal weapons are ineffective against it, and all ENDURANCE points lost by a Helghast in combat with a player character armed with a normal weapon should be ignored.

Obstructions to Movement

To climb over a table, reduce MOVEMENT by 2 squares.

To climb on to or off of a table, reduce MOVEMENT by 1 square.

To pick up an item, reduce MOVEMENT by 1 square.

To climb over a dead character, reduce MOVEMENT by 1 square.

To leave the alehouse by a window, reduce MOVEMENT by 2 squares.

Leaving the Alehouse

Players may leave the ale-house by any one of the doors or windows shown on the gameboard. They may re-enter by any one of the doors *two* game rounds later.

Special Items

The Laumspur and Alether Special Items can only be used once during the game. When a player chooses to do so, the counter must be shown and then removed from play. The Magic Wand and the Spell Book can only be used twice during the game.

Hidden Loot Counters

Players must remain in a square adjacent to a hidden Loot counter for one game round before they can lay claim to it in the Movement Quarter of the following round. Players cannot search for hidden Loot counters if they are involved in combat.

Winning the Game

2-6 Players

A complete game lasts for 16 game rounds. At the end of the Gaming Quarter of the 16th round, calculate each player's score as follows:

For every character's objective achieved	+6 points
For every character that survives the game	+3 points
For every Special Item you possess	+1 point
For every character you have lost	-2 points

The player with the highest score is declared the winner.

7-10 Players

The first player to achieve his objective and leave the alehouse by the double doors is declared the winner.

GAME ROUND SUMMARY

Movement Quarter:

1. Landlord moves NPCs.
2. Players move (first round clockwise, then alternating anticlockwise/clockwise).
3. Characters adjacent can elect to fight or talk.

Missile Quarter:

1. Items that can be thrown by characters are identified.
2. Hits/damage are calculated on Missile Chart.

Combat Quarter:

1. Attacker's COMBAT SKILL compared to Defender's COMBAT SKILL to find Combat Ratio.
2. Attacker picks Random Number.
3. ENDURANCE points lost by attacker and defender found on the **Combat Results Table**.
4. Alter Player Character profile cards.
5. Loser of combat chooses to continue combat next round, or evade.

Gaming Quarter:

See 'Gaming Table' for details.

MISSILE CHART

Missile	Target Distance				ENDURANCE loss
	1	2/4	5/7	8+	
DAGGER	2	4	6	8	3
AXE/OTHER THROWN WEAPONS					
	2	4	5	6	4
CHAIR	3	7	M	M	2
BOTTLE	2	4	5	6	2
TORCH	2	4	5	6	3
FOOD	2	6	9	M	1
BUCKET	3	5	9	M	2
BROOM	2	6	M	M	1

M = MISS

1. Determine how far target is from thrower.
2. Cross-reference missile with target distance on the above chart.
3. Pick a number from the **Random Number Table**.
4. If random number is the same or higher than the chart number, the missile hits the target.
5. Target loses the number of ENDURANCE points shown in the ENDURANCE loss column.

OBSTRUCTIONS

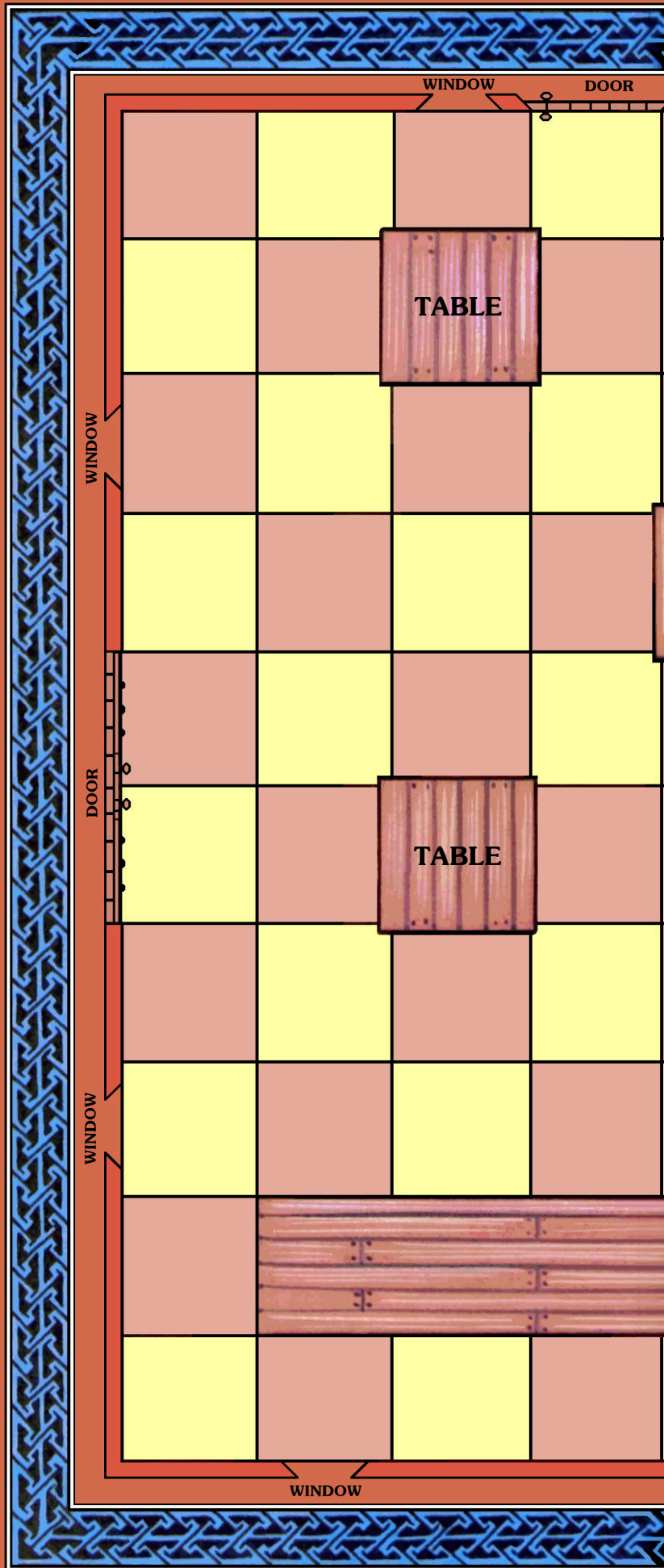
Climb onto/off table	-1 square
Climb over table	-2 squares
Climb over body	-1 square
Pick up item	-1 square
Leave via window	-2 squares

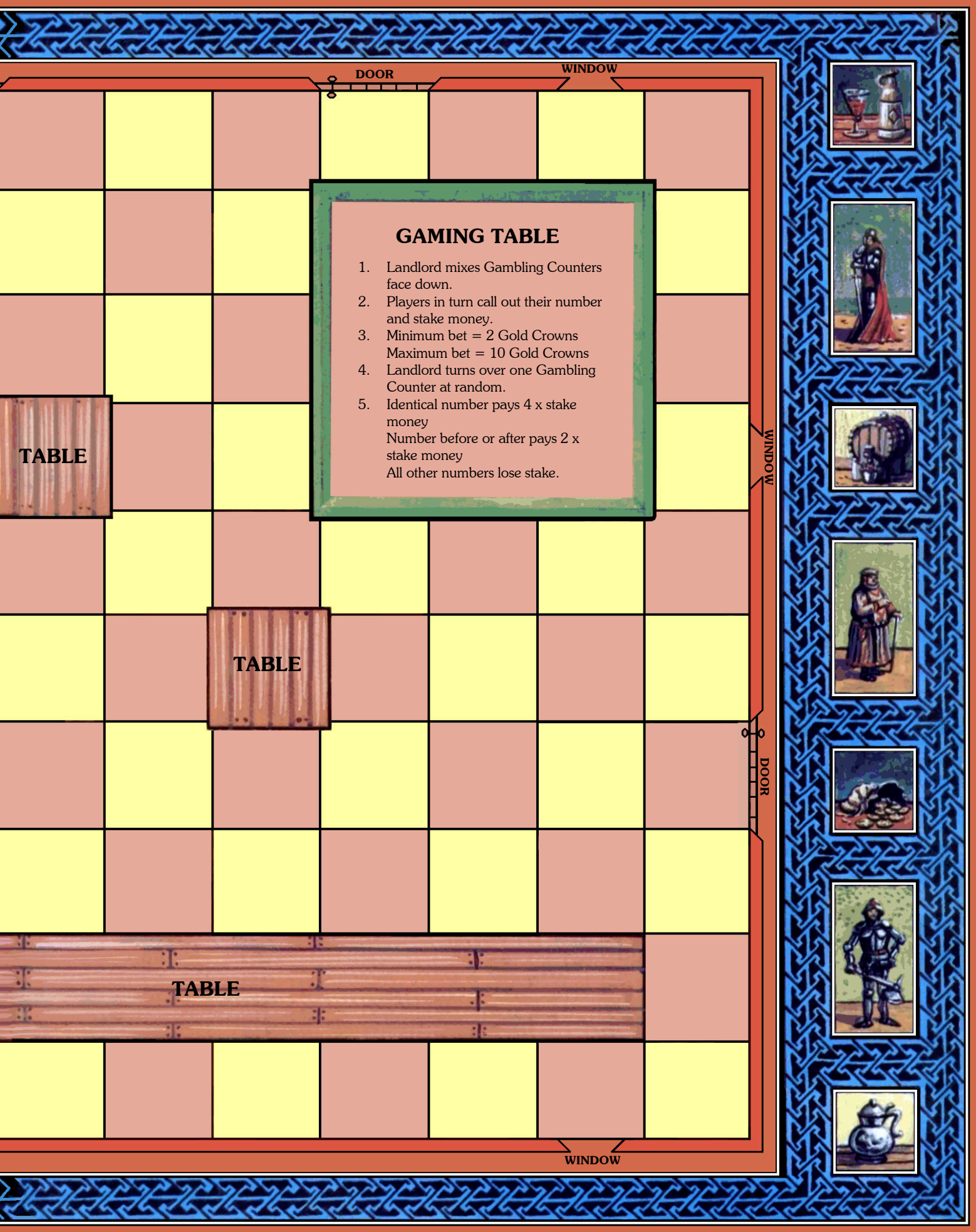
SPECIAL ITEMS

1. MAGIC SWORD +4 to COMBAT SKILL
2. RING OF SPEED +2 to MOVEMENT
3. ELIXIR OF LIFE +8 to ENDURANCE (once only)
4. MAGIC MACE +2 to COMBAT SKILL
5. SPELL BOOK Put any player to sleep for two game turns (twice only)
6. MAGIC WAND Stop any player moving for two game turns (twice only)
7. MAGIC TALISMAN + 4 to COMBAT SKILL when attacked by another player
8. GOLDEN SHIELD + 2 to COMBAT SKILL when attacked by another player
9. MEDALLION OF STEALTH +2 to MOVEMENT

HELGHAST PROFILE

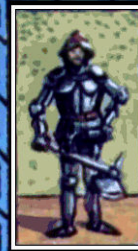
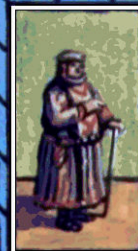
	COMBAT SKILL	END. PTS	GCs	Weapon	Move	Objective
HELGHAST	20	30	—	Sword	5	Kill Lone Wolf





DOOR

WINDOW



GAMING TABLE

1. Landlord mixes Gambling Counters face down.
2. Players in turn call out their number and stake money.
3. Minimum bet = 2 Gold Crowns
Maximum bet = 10 Gold Crowns
4. Landlord turns over one Gambling Counter at random.
5. Identical number pays 4 x stake money
Number before or after pays 2 x stake money
All other numbers lose stake.

TABLE

TABLE

TABLE

WINDOW

DOOR

WINDOW

Ragadorn Tavern Game Characters

Lone Wolf

COMBAT SKILL: 18
ENDURANCE POINTS: 34
MOVEMENT: 5
Weapon: Magic Spear
Gold Crowns: 10



You are Lone Wolf. A scroll found on the body of a dead Giak messenger in the Durncrag Mountains points to a Darklord plot to take control of Ragadorn. You arrived in the city last night and were attacked by a Helghast. Fortunately, you fought it off with your Magic Spear. You have now tracked the Helghast to this alehouse and you are sure that it has taken on the appearance of one of the customers.

Your objective: To uncover the Helghast and kill it before it kills you.

Knight

COMBAT SKILL: 16
ENDURANCE POINTS: 26
MOVEMENT: 4
Weapon: Broadsword
Gold Crowns: 12



You are a Knight of the White Mountain, a warrior lord of Durenor. Two days ago your brother was assassinated at his castle in Ryme. You witnessed the crime and have followed the assassin, a female Adventuress, here to Ragadorn. You hope to capture the assassin alive and take her back to Durenor to face trial, but you suspect that she will not give up without a fight.

Your objective: To arrest the Adventuress. You may only attack her if she offers resistance.

Magician

COMBAT SKILL: 13
ENDURANCE POINTS: 22
MOVEMENT: 3
Weapon: Dagger
Gold Crowns: 0



You are a Journeyman from the Magicians' Guild of Toran. You reached Ragadorn this morning, but as soon as you stepped inside the city gate you were attacked by a street thief. In the fight the thief fell on his dagger and died. You kept the Dagger and the Special Item that was in the thief's pocket. Since then you have heard that the Thieves' Guild are now on the lookout for you.

Your objective: To acquire 20 Gold Crowns for the coach fare to the safety of Durenor.

Herbwarden

COMBAT SKILL: 12
ENDURANCE POINTS: 20
MOVEMENT: 3
Weapon: Dagger
Gold Crowns: 8



You are a young Herbwarden from Bautar, sent to Ragadorn to investigate the disappearance of a fellow Herbwarden called Dalimor. You have discovered that your arch-enemies, the Cener Druids, have established a secret temple in Ragadorn, and that Dalimor was murdered there. You must return to Bautar to report your chilling discovery, but you do not have enough money.

Your objective: To acquire 40 Gold Crowns for your return trip to Bautar by whatever means possible.

Mercenary

COMBAT SKILL: 15
ENDURANCE POINTS: 28
MOVEMENT: 4
Weapon: Sword
Gold Crowns: 16



You are a Soldier of Fortune from Varetta. Two months ago, your regiment was lured into an ambush and massacred. You were the only one to survive and you have sworn to take revenge on the traitor who betrayed your comrades. He, like yourself, is a mercenary from Varetta, and you have learned that he is in hiding in Ragadorn. You have never seen this man, but you know that he often disguises himself as a Magician or a Ranger.

Your objective: To kill the Magician and the Ranger.

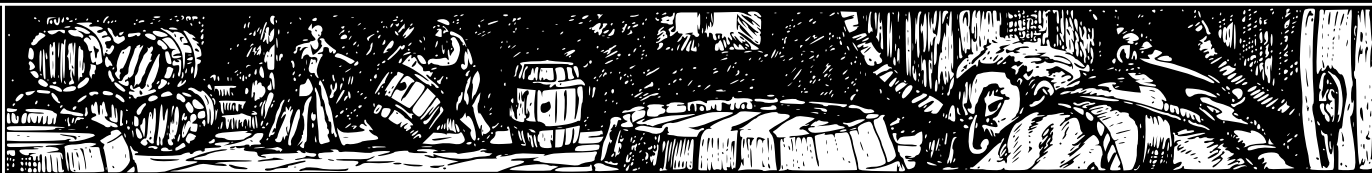
Druid

COMBAT SKILL: 12
ENDURANCE POINTS: 20
MOVEMENT: 3
Weapon: Quarterstaff
Gold Crowns: 6



You are a member of an evil sect of Druids called the Ceners. Your brotherhood has set up a secret temple deep in the heart of Ragadorn, but its location has been discovered by your arch-enemies—the Herbwardens of Bautar. You have already killed one of their spies, but now another has been sent to investigate his disappearance. You have tracked him down to this alehouse.

Your objective: To kill the Herbwarden as quickly as possible.



Adventuress

COMBAT SKILL: 15
ENDURANCE POINTS: 24
MOVEMENT: 4
Weapon: Short Sword
Gold Crowns: 12



You are a skilled fighter and assassin who has just returned from a successful mission in Durenor. Your contact has just been murdered but before his death he hid the payment for your mission, a large diamond (LOOT counter), somewhere in this alehouse. You fear someone witnessed the assassination you carried out, and that you have been followed all the way from Durenor.

Your objective: To find the large diamond that is hidden somewhere in the alehouse.

Ranger

COMBAT SKILL: 15
ENDURANCE POINTS: 24
MOVEMENT: 4
Weapon: Axe
Gold Crowns: 10



You have just returned from a long and successful hunting trip to Durenor. On your arrival you sold some furs to the Merchant for 25 Gold Crowns. You later discovered that he had cheated you and that 15 of them were counterfeit. You have come to the alehouse determined to make him give you the money he owes you.

Your objective: Either to persuade the Merchant to hand over 15 Gold Crowns, or to kill him and take the money.

Merchant

COMBAT SKILL: 10
ENDURANCE POINTS: 24
MOVEMENT: 3
Weapon: Dagger
Gold Crowns: 20



You are a wealthy Merchant who owns a trading post down by Ragadorn quay. You love gambling and often frequent this alehouse to play the Gaming Table—some nights you are very lucky! You have made many enemies due to your shady business dealings, and you should remain on your guard at all times.

Your objective: To win 50 Gold Crowns at the Gaming Table, or acquire the money by some other means before the night is out.

	Landlord	Croupier	Serving girl 1	Serving girl 2
COMBAT SKILL	16	10	8	7
ENDURANCE	26	21	18	18
MOVEMENT	5	4	4	4
Weapon	Club	Dagger	—	—
Gold Crowns	20	3	1	1

As landlord of the tavern your objective is to collect 40 Gold Crowns from players using the Gambling Table, and to ensure that none of your staff (the Non-player Characters) get killed.

CHARACTER GRID

2 PLAYERS:

Player 1

Lone Wolf
Mercenary
Druid
Merchant
Adventuress

Player 2

Landlord
Magician
Knight
Herbwarden
Ranger

3 PLAYERS:

(Take out Knight)

Player 1

Druid
Magician
Merchant

Player 2

Herbwarden
Ranger
Lone Wolf

Player 3

Landlord
Mercenary
Adventuress

4 PLAYERS:

(Take out Herbwarden & Druid)

Player 1

Magician
Ranger

Player 2

Merchant
Knight

Player 3

Adventuress
Lone Wolf

Player 4

Mercenary
Landlord

5 PLAYERS:

Player 1

Adventuress
Ranger

Player 2

Knight
Druid

Player 3

Merchant
Mercenary

Player 4

Herbwarden
Lone Wolf

Player 5

Magician
Landlord

6 PLAYERS:

Player 1

Lone Wolf

Player 2

Landlord

Player 3

Magician
Ranger

Player 4

Merchant
Knight

Player 5

Adventuress
Herbwarden

Player 6

Mercenary
Druid

7 PLAYERS:

(Take out Knight/ Herbwarden, and Druid)

Players take one character each

8 PLAYERS:

(Take out Herbwarden and Druid)

Players take one character each

9 PLAYERS:

(Take out Knight)

Players take one character each

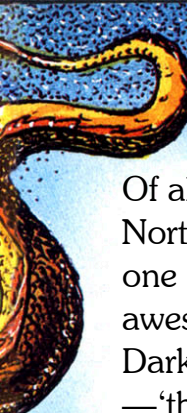
10 PLAYERS:

Players take one character each

THE ROYAL ESTATES, FRYELUND, AND
BARONIAL PROVINCES OF

Sommerlund





Of all the lands of Northern Magnamund, one only has defied the awesome might of the Darklands. Sommerlund —‘the land of the sun’—is now poised to fight a war which will decide the fate of the whole continent. The resolve of her people and the bravery of her warriors is seen as a shining example, a beacon of hope to all who fear the terror that follows Darklord domination. Only through Sommerlund’s continued vigilance and stolid determination to survive will the future of the Lastlands be secured.



SHIELD 7

THE SOUTHLUND MARCHES

This vast province to the south of Holmgard falls under the jurisdiction of Baron Vea Galt. It is an honorary title, for the Southlund Marches are a rolling expanse of plains, farmed by fryemen of the realm who are outside the feudal order of Northern Sommerlund. The ‘keeping of the King’s peace’ is enforced by the Border Rangers, who in turn answer to Baron Galt in Holmgard. The Baron is also Keeper of the Privy Seal.



SHIELD 1

THE ROYAL ESTATES OF KING ULNAR V

The Royal Estates encompass the capital of Holmgard, and much of the richly forested vale of Central Sommerlund. Stewardship of the estates rests with the Marshal of the Realm, Crown Prince Pelathar, the King’s only son. In addition, all the highways, bridges, and forests fall within this royal fiefdom.



SHIELD 2

THE BARONIAL CONFEDERATION OF TORAN

Although it is recognised as a baronial province, Toran is a confederation of guilds that dominates the social, political, and economic life of the city. All positions of high rank are held by guildsmen, the most influential under the control of the Magicians’ Guild—the Brotherhood of the Crystal Star.



SHIELD 3

THE BARONIAL PROVINCE OF RUANON

Located far to the south, Ruanon is a remote province under the control of Baron Oren Vanalund. The gold and precious gems that are mined from the Maaken Range yield an important source of revenue for Sommerlund.



SHIELD 4

THE COUNTY OF TYSO

Control of this small but wealthy coastal region rests with the Seneschal of Tyso: Baron Tor Medar. In addition to his county duties, the Baron holds the office of Chancellor of the Realm, and is one of the King’s most trusted advisors.



SHIELD 5

THE BARONIAL PROVINCE OF ANSKAVEN

This northern agricultural province is controlled by Baron Avan Caldor, Steward of the Royal Court and Commander of the Royal Fleet. The city of Anskaven has long had a naval tradition, with its fishing fleet being the largest in all the Lastlands.



SHIELD 6

THE FRYELUND OF THE KAI

The lands contained by the River Tor in the north, and the River Unoram to the south, traditionally have belonged to the warrior lords of the Kai; although it was not until after their massacre that the province was declared ‘fryelund’, and given into the command and protection of Lone Wolf, the last of the Kai.



SHIELD 8

THE KIRLUNDIN ISLES

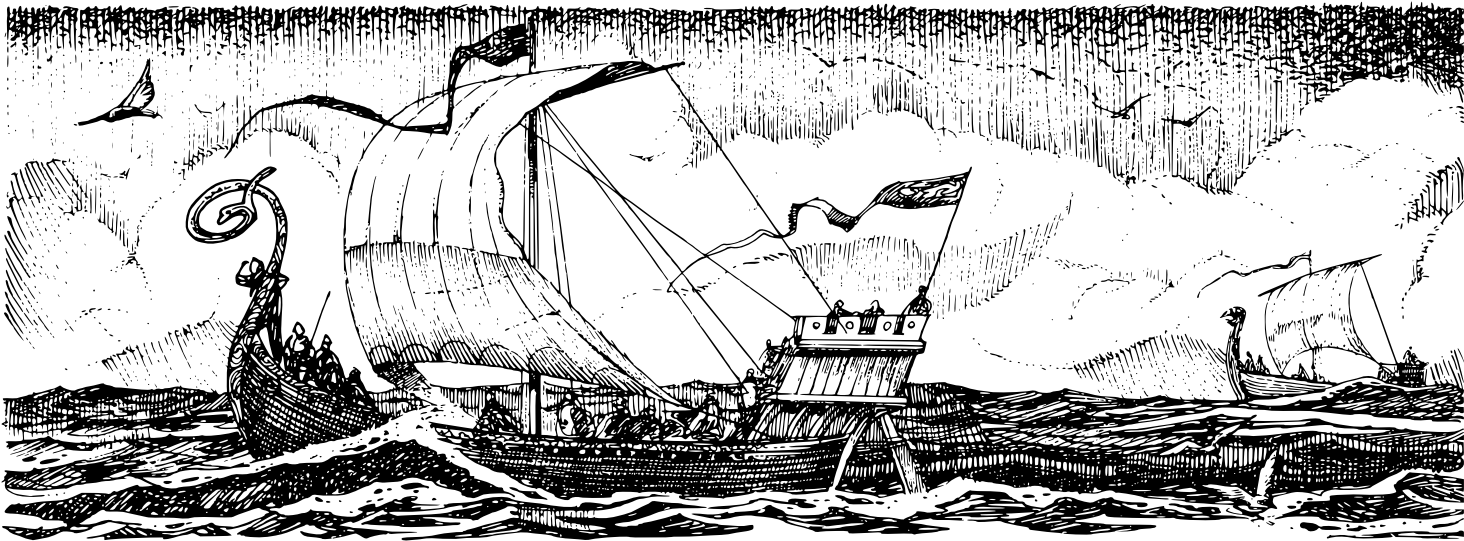
There are six islands in the Kirlundin chain, and collectively they fall under the baronial fiefdom of Knight-commander Baleon

Medar, brother of Tor, the Baron of Tyso. The inhabitants of these rocky isles are famed seafarers, their ships protecting the coastline from Anskaven to Holmgard.

The Saga of Sommerlund

In the year MS 3434, a host of fair-haired warriors led by a fierce and lordly king called Kian, came to the Lastlands in ships of yellowed oak. They had sailed across the Northern Void, through storm and ice, to turn back a tide of great evil that threatened to consume all. For three centuries the Darklords had conquered the lands of Northern

coming centuries. Vashna had sworn to destroy Sommerlund and in the depths of his stronghold, within the black city of Helgedad, he schemed and plotted the downfall of the sun-realm. In the face of this constant threat, King Kian ordered the construction of four great cities: Holmgard, Toran, Anskaven, and Tyso, and a number of smaller fortifications to



Magnamund, destroying everything in their path. But the arrival of the Sommlending reversed their victories in the east and drove them back beyond the Durncrag Mountains, into the wastelands that they themselves had created.

And so it was that the kingdom of Sommerlund was born in a land of fertile beauty, saved from destruction at the hands of Lord Vashna and his champions of evil. King Kian's victory was but the first battle in a long and vindictive war to be waged over the

guard the mountain passes through the Durncrag Range. Command of these cities, forts, and surrounding lands was given into the charge of the Barons of Sommerlund, high-ranking warrior lords who had achieved great honour and distinction during the war against Vashna. The barons ruled over the Sommlending who lived and worked their lands, and they in turn were bound to serve the king, supplying him with soldiers to protect the realm. Although King Kian had decreed that 'every Sommlending must have a lord', most

men, except the poorest, considered themselves free. Many skilled craftsmen, especially in the cities, banded together to form guilds, and officials, such as the Mayor and Lord-Justice of the City Court, were often elected from their ranks. Rich merchants or wealthy farmers were sometimes declared 'Fryemen of the Realm', a rank which freed them from service to a Baron. For acts of great honour or bravery, too, the King could award the title 'Fryearl of Sommerlund', a rare and greatly

ranks at an early age. Those who showed exceptional intelligence or a natural ability to grasp the secrets of their craft were raised and educated into the ways of magic at their guildhall in Toran.

Following the defeat of Lord Vashna at the Great Battle of Maakengorge, the Baron of Toran, a noble warrior who had distinguished himself during that battle, began a quest for the ancient Lorestones of Nyxator in order to acquire their wisdom. His quest was



coveted title that raised a man to the level of a Baron in wealth and standing.

With the threat of war so constant, every child (girl and boy) was trained in the use of weapons from an early age. This training was organized by the barons and took place in the grounds of their castles. Any child who displayed a natural instinct for combat was placed into the household of a Knight of the Realm, where they were groomed for the Sommlending army. Similarly, the Magician's Guild, the Brotherhood of the Crystal Star, recruited children into their

successful and in the year MS 3810, he took the name 'Sun Eagle' and established the Order of the Kai Lords, an élite warrior caste whose study of martial disciplines was to ensure the future security of Sommerlund. But in spite of that victory at Maakengorge, and the birth of the Kai Lords, the kingdom of Sommerlund was often attacked in the coming centuries. Only the strength of its people, and its alliance with the free kingdom of Durenor proved steadfast and unshakable in these years of conflict.

Lorin Faldon—Young Archer



I can remember my first bow, it was given to me by my father on my fifth birthday. He taught me to draw my bow using all my strength, not just my arms. 'Lay your body to the bow, Lorin,' he used to say, as I struggled to hit the stooks in our cornfield. I'd have no trouble hitting them now.

Our lands lie close to the Durncrag Range and at night you can sometimes hear Giaks calling one another in the hills. They are horrible creatures. Once they raided our village and killed our livestock; a cottage was burned down and Vinas the blacksmith was blinded in one eye. We lived in fear of them until the King built the watchtower at Shadow Pass, and Knight Hobar made the

villagers train with bows so that they could defend themselves if the Giaks ever returned. I trained every day until I could split a plank at four hundred paces, and I learned to fledge my own arrows with goose feathers.

On my Oathday of Fehmarn, I was sent into service in the household of Knight Hobar. I was taught how to fight with a sword and a mace, but all I really wanted was to use a bow. Eventually, I got my chance. It was mid-summer and a tournament was being held at Thornfalcon market. Knight Hobar granted us permission to attend but ordered: 'All boys must conduct themselves in a manner as befits Sommlending warriors.'

We wore our best white tunics and coats of mail, and held our heads high as we marched into the tournament stands. We had barely taken our seats when my eye fell upon a distant corner of the field. There, beyond the jousters and the tents, was an archery range. The targets were bales of twigs, stacked and cut to look like Giaks, with stunted arms and bow legs. A contest was set to commence. As my brothers shouted and cheered the joust, I sat in silence with my thoughts focused upon that distant range. The temptation was too great; I had to slip away and enter the archery contest myself. I wriggled beneath my seat and jumped down below the stand where I hid my surcoat and mail in a barrel. My shirt was quite plain and with my sleeves rolled up I easily passed for a stable lad or trades boy.





The judges chuckled when I paid my crown, and one even offered to help draw back my bowstring for fear I was too weak to manage it alone. I was given three arrows, and as I entered the field the crowd began to laugh and point their fingers at me. 'Who'll bet on the boy?' cried the umpire. 'Not I,' came the gamblers' unanimous reply. The first three rounds saw an end to the hopes of all but three archers: a cobbler, a woodsman and myself. Again the umpire called for bets, but none would wager gold on me. As my winning arrow hit the mark, the gamblers stopped laughing.

The news quickly spread and so caught up was I in the excitement of my victory that I didn't recognize the face of the man who handed me first prize until I had returned to my brothers at the tournament. He was my lord—Knight Hobar. My heart sank like a stone. To remove one's tunic and mail in a public place is considered dishonourable; I would be punished severely, of that I had no doubt. As I marched hesitantly into the castle keep, the gatehouse guard handed me a parchment. It was a summons to Knight Hobar's chambers. My legs started to shake and oh how I wished for the ground to open and swallow me up! Trembling all over, I knocked upon my master's door and entered.

'Lorin Faldon,' he boomed, 'you were ordered to conduct yourself as befits a warrior of the realm.'

I gritted my teeth and clenched my sweating palms as I awaited his wrath.



But to my shocked surprise, he began to laugh.

'Calm yourself, boy,' he said, grinning broadly. 'You're a credit to your village and this household. Never have I seen such natural bowmanship in all my days.'

I could scarcely believe my ears.

'I have need of skilful archers,' he continued, 'especially those who would dare face a taunting crowd and the wrath of their master to prove their worth.'

That night my lord invited me to dine at his table, and the following day he ordered that I join the garrison of the watchtower at Shadow Pass, where my bow-skill would be put to good use in the defence of my home and village. Now I am the youngest archer in the army of the King!



Aran Rolny—Young Scribe



My name is Aran Rolny, and I count myself the luckiest boy in all Sommerlund. When I was young, my father sent me to the household of Baron Caldor of Anskaven, to learn to read and write and wield a sword. Well, I must confess that I was the clumsiest boy in the castle, and I now remember with dread the days spent in the keep practising with sword and shield. The other boys would always tease me when it was my turn to fight. 'Stumbletoes Rolny,' they used to shout, 'you'll never be a knight!' No matter how hard I tried I always managed to drop my sword, or trip over my shield, or both. Then one day, the most humbling of my life, I knocked myself unconscious with the hilt of my sword. When I awoke, the castle keep was echoing to the

laughter of my classmates. They rolled around on the dusty ground, tears streaming down their faces as they laughed themselves hoarse at my misfortune. It was awful. The news reached the Baron and he ordered that I be excused my sword duties for fear I would injure myself further. He set me to work in the castle library, where I was placed under the supervision of the Chief Scribe. I learnt to scrape and polish parchment, to cut a quill and prepare the ink for my master. I was his best student and the only boy allowed to write upon his parchments. I loved to sit in his high-backed chair, with its high arms and footstool, with the sunlight streaming down upon a polished parchment laid out before my ink and pen.





It was early winter when my master told me the most joyous news. My work had come to the attention of Baron Medar of Tyso, the Chancellor of the Realm. So impressed was he by the neatness of my script, that he had requested I be sent into his service at the Chancery of the Privy Seal and, to my delight, my master agreed. A special messenger arrived at the castle to collect me, and in his charge he had a chest of solid oak. My heart skipped a beat as I opened the lid, for it contained the wardrobe of a Chancery scribe: a robe of blue silk, breeches of velvet and the finest pair of buckled brown shoes that I had ever seen. The robe was trimmed with lamb's fur and upon the sleeve was the embroidered seal of Baron Medar and my name in golden thread

below it.

That evening in the Great Hall, after food and prayers, the Baron himself announced to the assembled household the news of my appointment. The voices that once teased and cajoled me were now filled with praise for my achievement. It was the happiest, proudest moment of my life.

A year has passed since I left Anskaven castle and my world has changed in many ways. My days are now filled with the drafting of royal letters, the issue of summons and papers of state. I have my own horse, a small staff of messengers and the friendship of the King's court. Yet I often recall the day I stumbled with my sword and reflect upon it, not with shame, but with a smile.



Jac Taynor—Farmer's Son



My name is Jac Taynor and I live in the village of Stonefurrow with my mother, my father and my brother Lon. Stonefurrow consists of the village hall and thirty-one cottages, mostly built on either side of the highway leading to Tyso. There is a blacksmithy, an alehouse, a water mill, and beyond the cottages there are five great fields in which we grow our crops. No one, except Reeve Ladnor, has ever travelled further than thirty miles away, though my younger brother and I have often been to the market at Tyso, which is ten miles to the north. All the land of Stonefurrow belongs to the lord of the manor, Knight Evald of Worlan. Since he cannot work the land himself, it is shared among the villagers and in return they pay him

their taxes. My family moved here from the neighbouring village of Boonwold when I was very young. Our old cottage blew down in a storm, and my father was given permission to build a new one near Stonefurrow stream. He's a farmer and I help him work in our fields behind the cottages. We're lucky because we own four oxen and a plough. My father steers the plough and I rake the broken earth with my harrow before planting our wheat seed. Come the spring, the ploughing starts again, but this time I sow barley instead. It's hard work but I enjoy it, especially at harvest time when Knight Evald comes to the village hall and gives a feast. There are minstrels, dancing, and all kinds of entertainments, but none have been as good as last year's Harvestfest; it was then I learnt all about magic.

It was a hot and sunny day. Since early morning there had been sports such as wrestling, archery tournaments and casting the stone and, as the sun began to set, the festival moved into the village hall. My brother and I had found a hiding place up in the rafters where we could watch everybody dancing and singing without them seeing us, and I had my fishing line which I used to hook cakes from the table below. An hour after sunset, the Knight's heralds sounded a fanfare on their shiny brass trumpets and the floor was cleared. A magician, all the way from the city of Casiorn, came in and stood on the

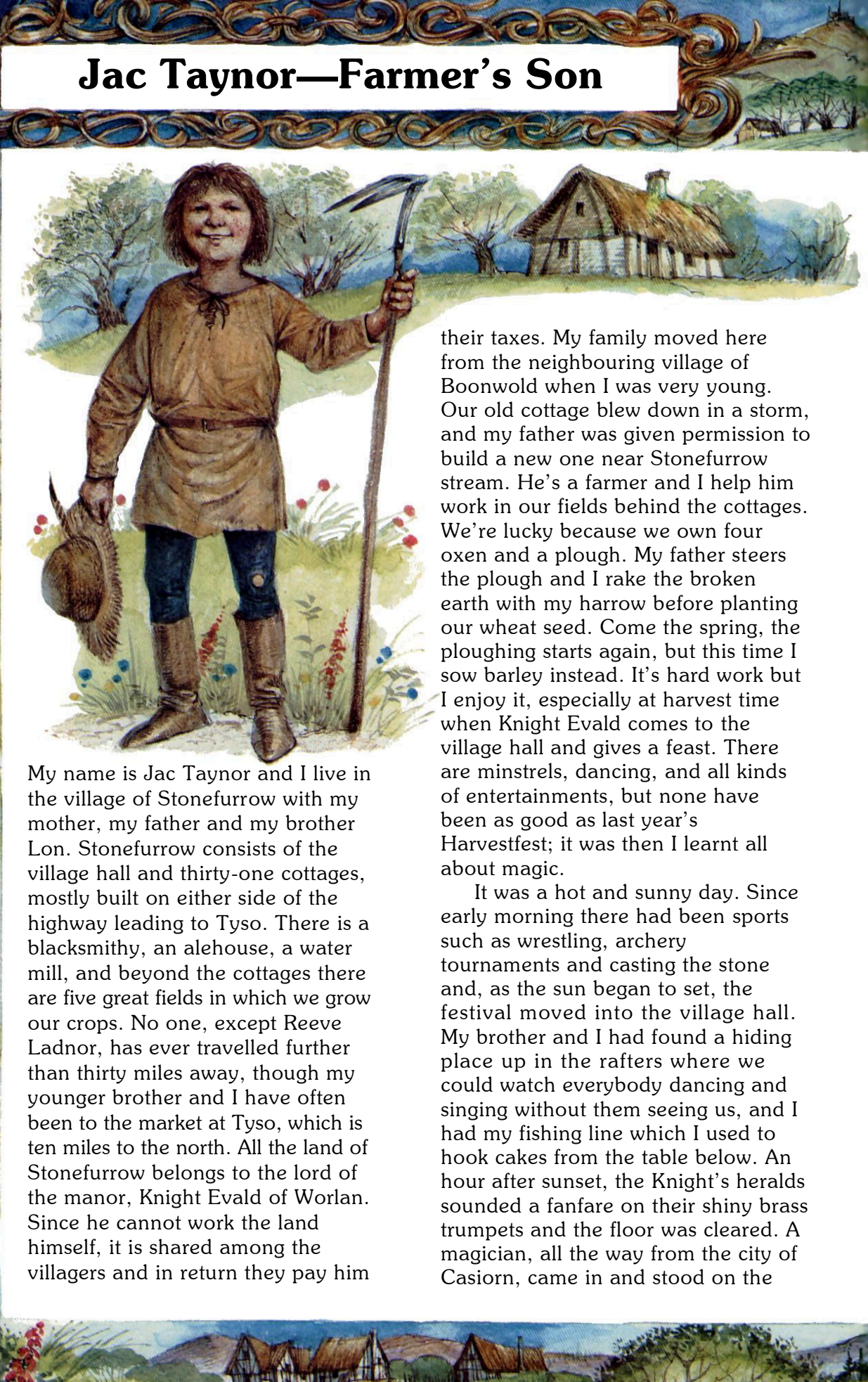




table directly below where my brother and I were hiding, and called for everyone's attention. I'd seen the street-magicians of Tyso before, but they were not as impressive as this brown-skinned man with his hat and cape of silk. He said he was 'Zalatar the Magnificent', and with a wave of his hand there was a flash and *bang* and suddenly he was sitting astride a little white donkey. Everyone began cheering and clapping as he rode around the hall, and they threw half-crowns into his silk hat which he held at arm's length. My brother and I tried not to laugh, for high in the roof we could see that Zalatar had hidden his donkey under the tablecloth. The flash must have blinded the villagers, for they seemed not to notice the magician pulling him out. But we had seen how his magic was worked. I thought it was all good fun until I suddenly noticed how much gold he was taking from the villagers: his tricks were stealing all they had earned from the harvest. It was then that I decided to try some magic of my own.

As the performance came to an end, he returned to the table below to gather his belongings together. In his haste he didn't notice the fishing line hooking his pouch of ill-gotten gold. I gave a swift tug and the pouch flew up in the air and landed in my lap. You should have seen his face as he reached the door and discovered that the money had disappeared! My brother and I jumped down from the rafters to tell Knight Evald what we had seen. He praised our honesty, and as the heralds returned the gold to the startled villagers, he warned them in future to take greater care of their money.



The Warriors of Sommerlund



BARON TOR MEDAR

Seneschal of Tyso

Baron Medar is Chief Advisor to the King. In his possession is the Great Seal of Sommerlund, under which are issued all the important royal proclamations. His wealthy county has 2400 well-trained retainers.



Kirlundin Naval Marine

The ships that guard and patrol the coast carry a retinue of marines to search suspicious vessels. They are often involved in ship-to-ship combat with rogue traders from Ragadorn, and pirate raiders.



Ruanese

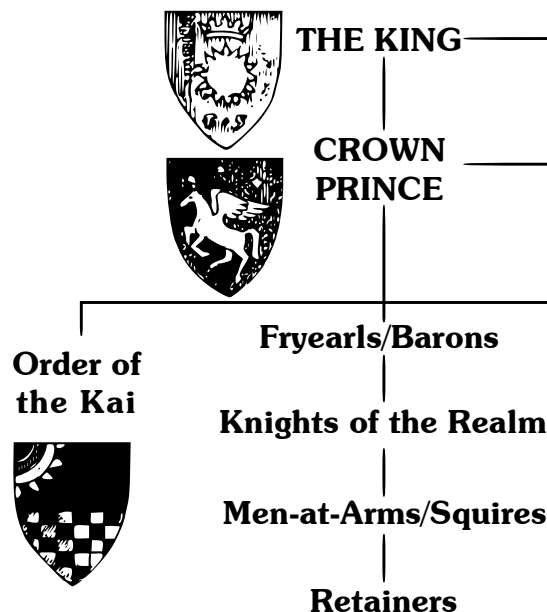
Man-at-Arms

The miners who work the gold-rich Maaken Range are frequently attacked by hostile bandits and ferocious Giaks. The Baron maintains a charge of Men-at-Arms to defend them.

The people of Sommerlund have always lived in the shadow of war, and the threat of Darklord invasion has demanded that they remain constantly prepared for battle. For centuries, they have grown strong in the face of this intimidation, and their army, although small, is the best equipped, trained, and motivated force in all of Magnamund.

Supreme commander of this force is the King, to whom all Sommlending swear an oath of loyalty upon reaching their seventh birthday. It is called the 'Oath of Fehmarn', and it is celebrated and renewed once a year, on the first day of spring, to remind all Sommlending that their highest duty is to protect their country by serving their King in time of need. A standing army, composed of the Royal Guard and Border Rangers, is maintained at all times, and new recruits for these regular

THE SOMMLENDING ARMY



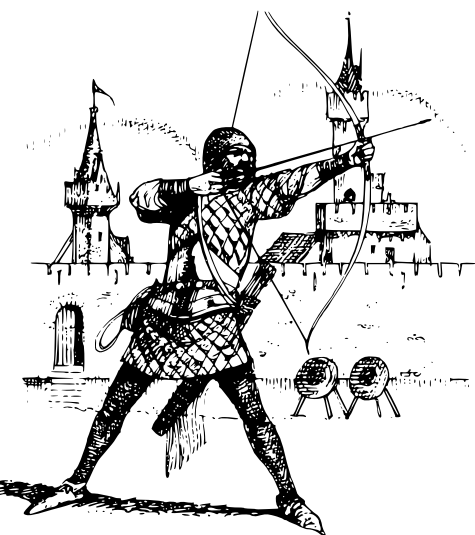
Sommlending Arrow-heads



Regular
Army Issue

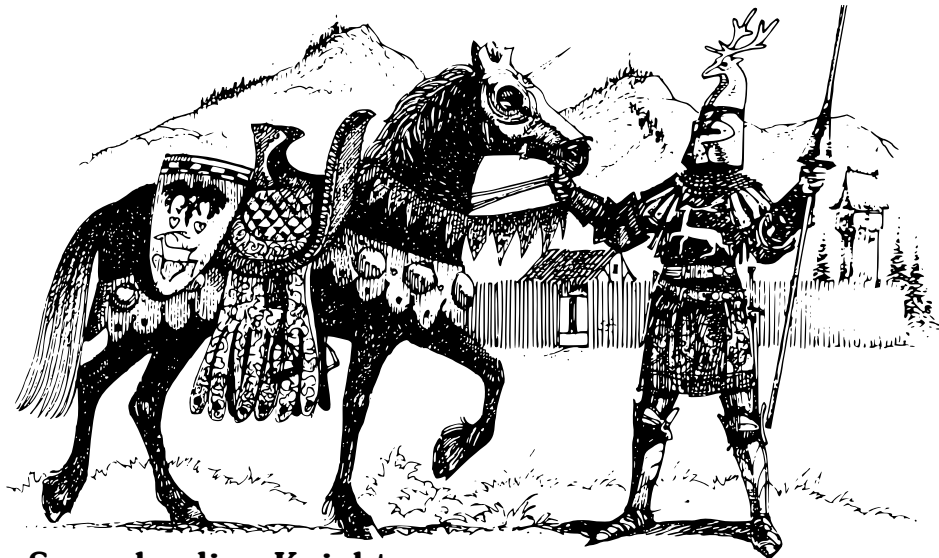


Incendiary



Toranese Archer City Guilds Regiment

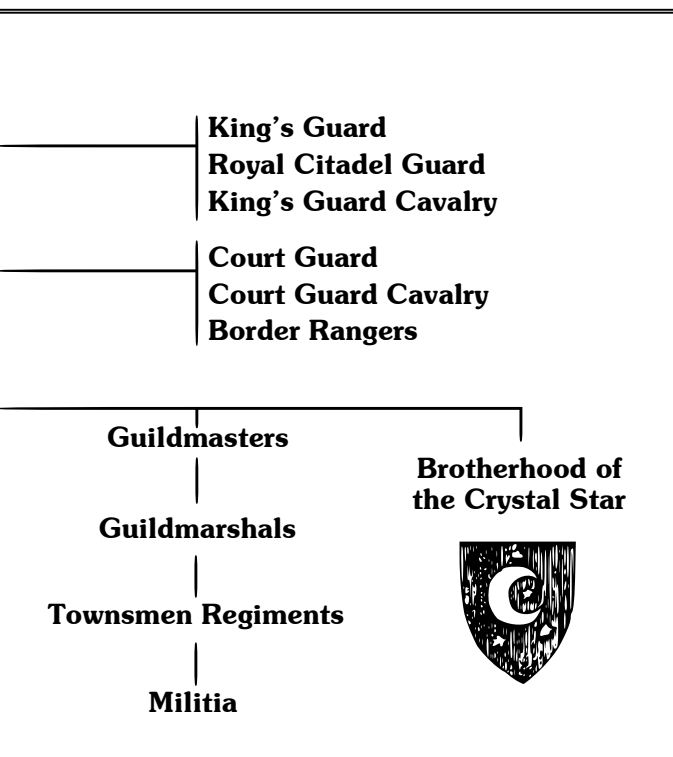
Composed of apprentices to the guilds of Toran, this regiment is regarded with fear by Sommerlund's enemies. They carry a range of special arrow-heads and their accuracy is unmatched.



Sommlending Knight of the Realm

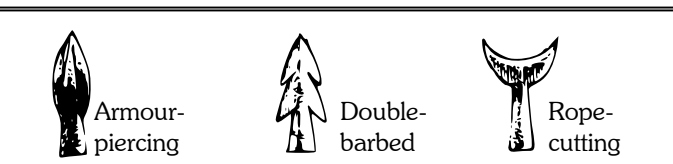
This noble knight owns a castle and lands in Anskaven. His household trains young warriors for battle, and he personally commands a charge of his own landed retainers (200+ men) in times of war. He is an expert

horseman and a master of battle lore. His warhorse responds instantly to the commands of the rider. Its ferocity in combat is matched only by its indefatigable stamina.



units are trained and supplied by the Barons and Knights of the Realm. In war-time, the Barons call upon each knight in their province to supply a troop of 200 soldiers, known as a 'charge'. Several charges combine under the command of a baron to form a 'cassel', and three to five cassels comprise an army. Additional troops are supplied by the city guilds in the form of Townsmen Regiments, led by Guildmarshals, and militia whose role it is to defend the city walls and protect the civilians.

The Brotherhood of the Crystal Star is called upon to provide sorcerers gifted in battle magic. They are attached to a cassel where they aid and advise the commander. Prior to their massacre, the Kai Lords formed a cassel of mounted and unmounted warriors, and Kai Masters were placed in command of Sommlending armies.



Giaks

These ferocious fighters, spawned in the dark dungeons of Helgedad, fear their evil masters more greatly than any mortal enemy. For centuries they have served the Darklords, bringing death and destruction to all who dare resist. It is said that on the field of battle there are but few sounds that match the blood-curdling clamour of the Giak war cry: 'SHEGGA-ASH-TAAG!'





The Giak Army

During the early years of the Age of the Black Moon, the Darklords bred slaves to form the mainstay of their invading armies and for labour in the construction of fortresses and cities within the conquered lands. These slaves were the Giaks, and quickly they became respected as a formidable fighting force.

Under the command of Darklord Vashna, the Giaks built the notorious stronghold of Helgedad, a place that owes its name to the Giak language (Hel = black/gedad = city). Upon its completion, Vashna began breeding new types of Giak in many dreadful spawning pits deep below his infernal city. The fruits of his ghastly labour were a stronger and more fearless breed that could better withstand the hellish heat and poisonous atmospheres of the Darklands. They were small, squat, and grey-skinned, with yellow fangs and eyes that could see clearly in the smoky dungeons of Helgedad. Ruthlessly, this new breed, the Mountain Giaks, persecuted the weaker earlier breeds, ruling over them in a society founded on strength, cruelty, and fear.

As the Darklords expanded their empire, and as their need for bigger armies increased, the Giaks were used less frequently as slaves. Their society became wholly military, and a well-developed language evolved to fulfil their need for clear communication. In addition to their

GIAK ARMY GROUP: 'ORGAR REKENAR'

NAME OF REGIMENT

COLOUR OF UNIFORM

GORAKIM

('The Animals')



RED

KONKORIM

('The Hunters')



YELLOW

KAGGAZHEG

('Fire-dogs')



ORANGE

MOGGADOR

('The Hammerers')



**DARK
BLUE**

NADUL-NAKIM

('Nightfighters')



BLACK

LAJAKAAN

('The Stonehearts')



GREY

OGSHASHEZ

('The Throatlitters')



PURPLE

NANENRAKIM

('The Lifestealers')



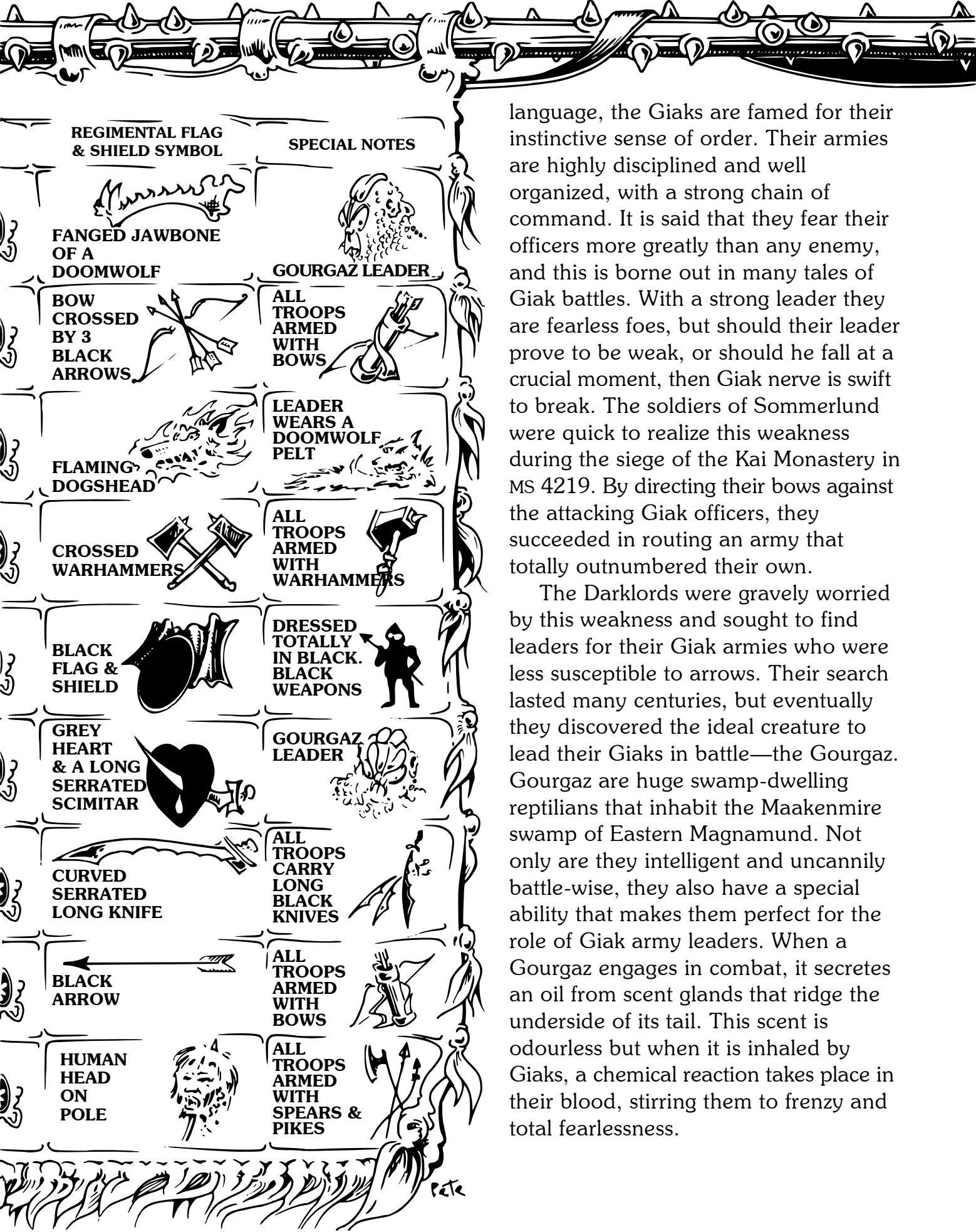
**LIGHT
BLUE**






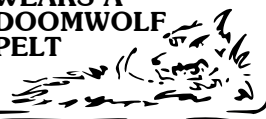


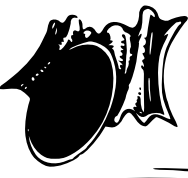





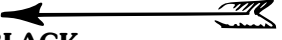



**ORGADAK-
TAAGIM**

('Human Killers')



DULL RED



REGIMENTAL FLAG & SHIELD SYMBOL	SPECIAL NOTES
 FANGED JAWBONE OF A DOOMWOLF	 GOURGAZ LEADER
 BOW CROSSED BY 3 BLACK ARROWS	 ALL TROOPS ARMED WITH BOWS
 FLAMING DOGSHEAD	 LEADER WEARS A DOOMWOLF PELT
 CROSSED WARHAMMERS	 ALL TROOPS ARMED WITH WARHAMMERS
 BLACK FLAG & SHIELD	 DRESSED TOTALLY IN BLACK. BLACK WEAPONS
 GREY HEART & A LONG SERRATED SCIMITAR	 GOURGAZ LEADER
 CURVED SERRATED LONG KNIFE	 ALL TROOPS CARRY LONG BLACK KNIVES
 BLACK ARROW	 ALL TROOPS ARMED WITH BOWS
 HUMAN HEAD ON POLE	 ALL TROOPS ARMED WITH SPEARS & PIKES

language, the Giaks are famed for their instinctive sense of order. Their armies are highly disciplined and well organized, with a strong chain of command. It is said that they fear their officers more greatly than any enemy, and this is borne out in many tales of Giak battles. With a strong leader they are fearless foes, but should their leader prove to be weak, or should he fall at a crucial moment, then Giak nerve is swift to break. The soldiers of Sommerlund were quick to realize this weakness during the siege of the Kai Monastery in MS 4219. By directing their bows against the attacking Giak officers, they succeeded in routing an army that totally outnumbered their own.

The Darklords were gravely worried by this weakness and sought to find leaders for their Giak armies who were less susceptible to arrows. Their search lasted many centuries, but eventually they discovered the ideal creature to lead their Giaks in battle—the Gourgaz. Gourgaz are huge swamp-dwelling reptilians that inhabit the Maakenmire swamp of Eastern Magnamund. Not only are they intelligent and uncannily battle-wise, they also have a special ability that makes them perfect for the role of Giak army leaders. When a Gourgaz engages in combat, it secretes an oil from scent glands that ridge the underside of its tail. This scent is odourless but when it is inhaled by Giaks, a chemical reaction takes place in their blood, stirring them to frenzy and total fearlessness.

Pete

Giaks—The Inside Story

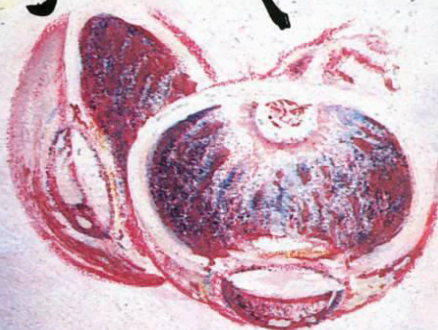
ANATOMY OF A GIAK

LUSTRAL TRACHEA



filters and neutralizes
inhaled toxins

Bifocal RETINA



sensitive to infra-red
and normal sunlight

Alimentary CANAL



impervious to all non-
corrosive poisons

Porous Body Fat



insulates internal organs
from extreme temperatures

CARTILAGINOUS FEMUR



twice the strength of human bone

The Giak Language

GIAK GRAMMAR

Giak is a well-developed military language that evolved to meet the needs of inter-racial communication. The language is full of concepts relating to warfare, military construction and hunting: the three main Giak occupations. It is a harsh and guttural language with a limited range of vowel and consonant sounds, but it serves as a common tongue for all the creatures serving the Darklords of Helgedad.

The structure of Giak sentences uses the simple grammar of *subject*, *verb*, and *object*, in that order. Any words that modify other words will follow them.

For example, the English sentence:

‘The enemy of the Giaks escaped the black doomwolf of the Great Forest,’
would be organized in Giak as follows:

‘Enemy of Giaks / escape
(*subject*) (*verb*)
doomwolf black of
(*object*)
Forest Great.’

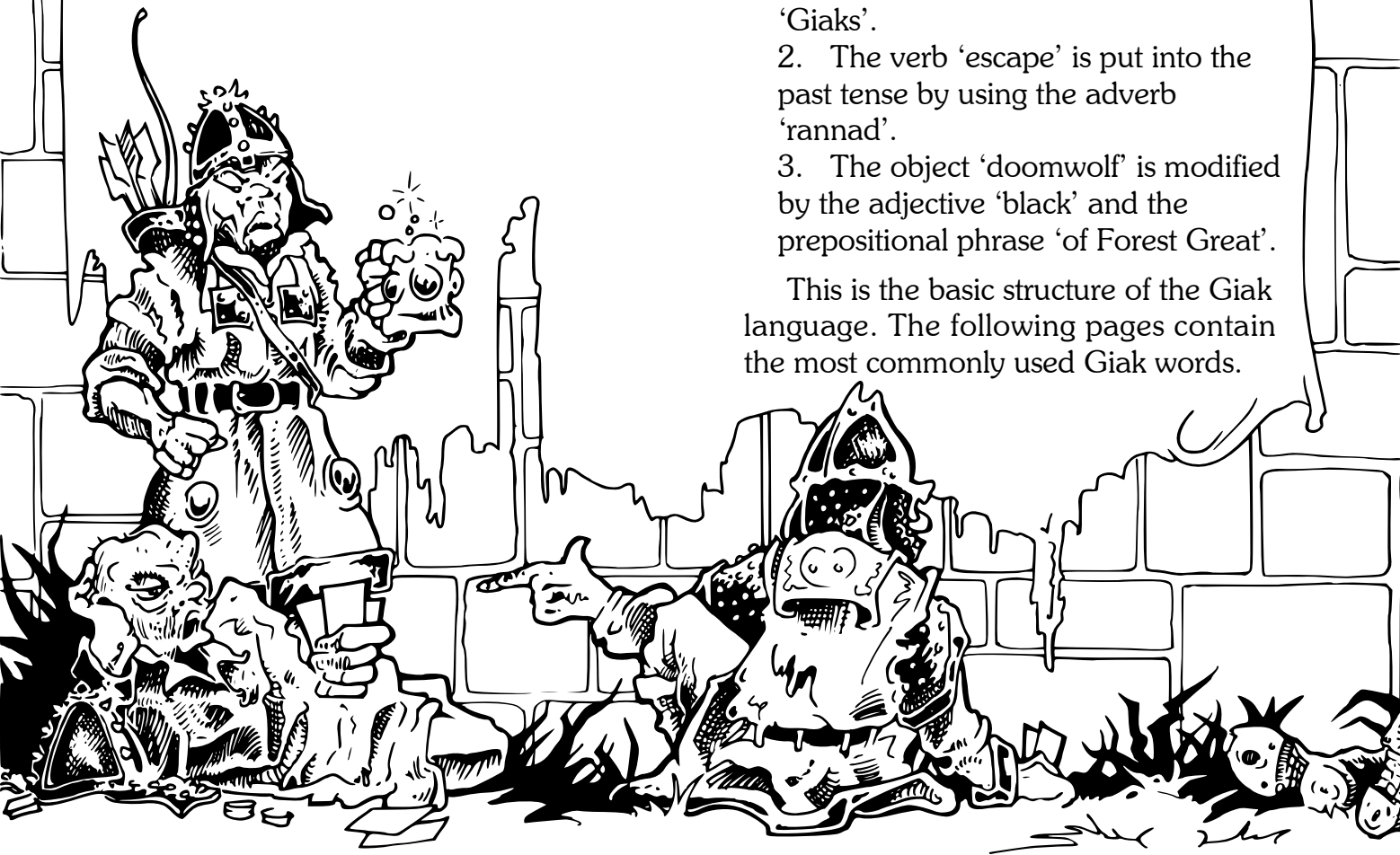
The simplest form of this sentence is:

‘Enemy / escape/doomwolf.’
(*Subject* / *verb* / *object*)



with the following modifiers:

1. The subject ‘enemy’ is modified by ‘Giaks’.
2. The verb ‘escape’ is put into the past tense by using the adverb ‘rannad’.
3. The object ‘doomwolf’ is modified by the adjective ‘black’ and the prepositional phrase ‘of Forest Great’.



This is the basic structure of the Giak language. The following pages contain the most commonly used Giak words.





WRITTEN GIAK WITH ENGLISH LETTER EQUIVALENTS


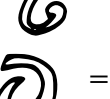
 = A  = R



 = D  = S



 = E  = T

 = G  = U

 = H  = Z

 = I  = AA

 = J  = OR


 = K  = SH


 = L  = N


 = O


 = ROGAG (Future tense)


 = RANNAD (Past tense)

 = FULL STOP

 = COMMA

 = ? QUESTION MARK

1 = 

2 = 

3 = 

4 = 


5 = 

6 = 

7 = 

8 = 

9 = 

10 = 


11 = 


15 = 


20 = 


30 = 

40 = 

50 = 

100 = 

500 = 

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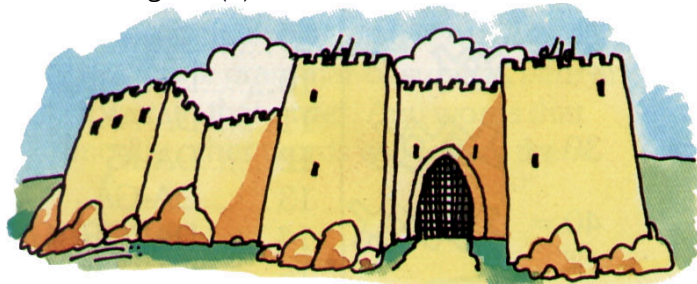
NUMBERS

- 1..... AKI
- 2..... IG
- 3..... GA
- 4..... RORAG
- 5..... ISHRAK
- 6..... NARGA
- 7..... NA
- 8..... SHA
- 9..... SHAK
- 10..... ISHRAKIG
- 11..... DA-AKI
- 12..... DA-IG
- 13..... DA-GA
- 14..... DA-RORAG
- 15..... DA-ISHRAK
- 16..... DA-NARGA
- 17..... DA-NA
- 18..... DA-SHA
- 19..... DA-SHAK
- 20..... GOGOZ
- 21..... GOGOZ-AKI

The Giak Word List



And (conj)	Ash
Army/War party (n)	Orgar/Dorgar
Ask/Demand (v)	Jok
At (prep)	Iak
Attack (n)	Dargag
Attack (v)	Darg
Bed (n)	Shardar
Big/Great (adj)	Gudjag
Black (adj)	Hel
Blood (n)	Adez
Blue (adj)	Gug
Boot/Shoe (n)	Hagor
Break (v)	Jez
Brown (adj)	Klag
Burn (v)	Azgad
But (conj)	Ka
Carry (v)	Kag
Castle/Stronghold (n)	Gazad



Chain (n)	Shuk
Champion (n)	Kookar
Charge (v)	Shaag
Chest (n)	Tadzar
Church/Temple (n)	Zazgog
City/Town (n)	Gedad
Climb (v)	Ezar
Close/shut (v)	Zen
Cold (adj)	Gour
Come (v)	Dez
Cut (v)	Shez
Dagger/Knife (n)	Ogsha
Danger (n)	Jatnar
Dark (adj)	Nad
Deep (adj)	Lenag
Defend (v)	Akag
Desert/Wasteland (n)	Adar
Destroy (v)	Ruzzar
Die (n)	Gaj
Dog (n)	Sheg
Doomwolf (n)	Akamaz
Drink (v)	Gag
Drink (n)	Gajog
Dwarf (n)	Shegtar



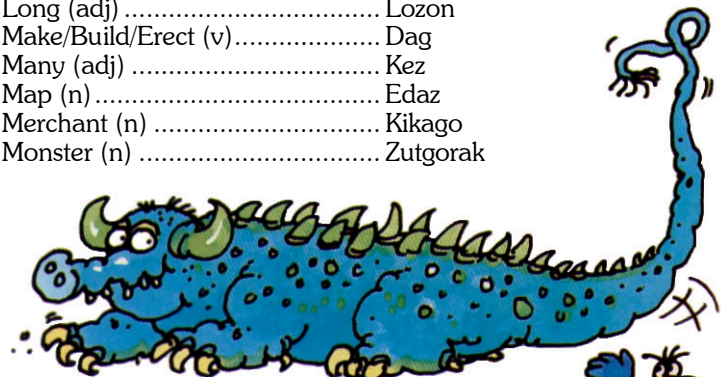
East (n)	Dej
Eat (v)	Raz
Eighty (adj)	Shazoz
Enemy (n)	Gaz
Escape (v)	Ozon
Fall (v)	Ekor
Far (adj/adv)	Ish
Fast (adj/adv)	Tagog
Fear (v)	Tuz
Fifty (adj)	Izraz
Fight (v)	Nak
Fire (n)	Kaggaz



Food (n)	Googa
For (prep)	Tor
Forty (adj)	Roraz
Free (adj)	Loga
Friend (n)	Lug
Get/fetch (v)	Ek
Giak (n)	Zegor
Go (v)	Der
Green (adj)	Shug
Guard (v)	Odak
Guard (n)	Odakar
Hammer (n)	Moggador
Hard (adj/adv)	Tadat
Hate (v)	Nig
He (n)	Dok
Head (n)	Nogjat
Hide (v)	Zek
Hold (v)	Jokog
Horse (n)	Nozod
Hot (adj)	Razi
House/Hut (n)	Heza
How (adv/conj)	Dak
Human (n)	Orgadak
Hunt (n)	Kon
Hunt (v)	Shegga
Hunter (n)	Konkor



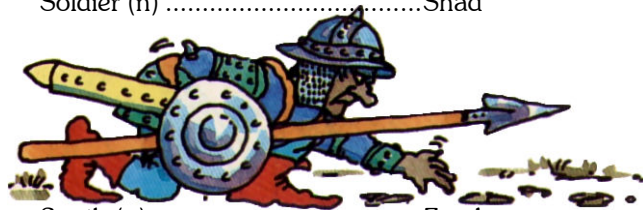
I/me (n)	Ok
If (conj)	Dar
Ill/Disease/Sickness (v)/(n)	Ezog
In (prep)	Kog
Is/am/to be (v)	Narg
Kill (v)	Taag
Lake (n)	Nengud
Lead (v)	Okgan
Leader/Officer (n)	Oknar
Left (n)	Daz
Like/As (prep)	Tek
Listen/Hear (v)	Tan
Live (adj)	Shok
Long (adj)	Lozon
Make/Build/Erect (v)	Dag
Many (adj)	Kez
Map (n)	Edaz
Merchant (n)	Kikago
Monster (n)	Zutgorak



Move (v)	Daka
Near (adj)	Naj
New (adj)	Haag
Night (n)	Nadul
Ninety (adj)	Shakoz
No/Negative (adj)	Naog
North (n)	Aztar
Obey (v)	Okja
Of/From (prep)	Kor
Open (v)	Tok
Or (conj)	Nart
Order (v)	Zaz
Order (n)	Zazdak
Pain/Hurt (n/v)	Zutag
Plan (v)	Tuja
Pleasure/joy (n)	Hoki
Poison (n)	Zejar
Red (adj)	Ak
Rest (v)	Dat
Retreat (v)	Ogot
Ride (v)	Kluz
Right (n)	Jag
River (n)	Odnenga
Run (v)	Dakagog
Safe/Safety (adj/n)	Tanoz
Scout (v)	Rek
Scout (n)	Rekenar
Sea (n)	Egina
See (v)	Zee
Seventy (adj)	Nazgiz
Shoot (v)	Zaj
Shut/Close (v)	Kot
Sixty (adj)	Nizgaz



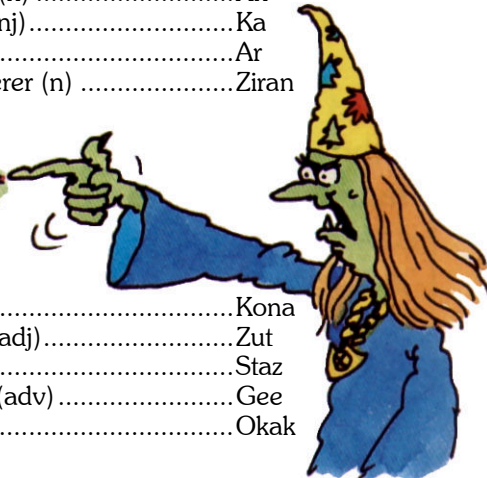
Slave (n)	Kuz
Slow (adj)	Jatnek
Small (adj)	Liga
Smell (v)	Zinoz
Soft (adj)	Zendod
Soldier (n)	Shad



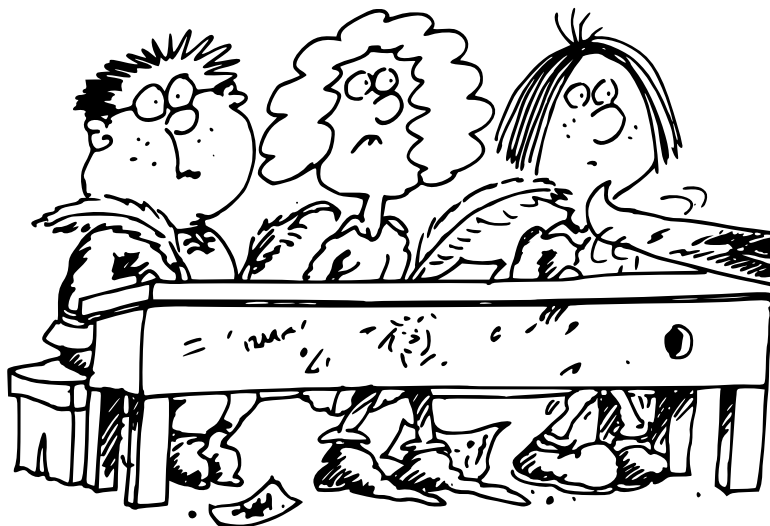
South (n)	Zand
Spear (n)	Zuk
Stand (v)	Dan
Start/Begin (v)	Ekar
Stone (n)	Lajak
Stop/Halt (v)	Koa
Strong (adj)	Tukor
Succeed/Win (v)	Leka
Swamp/Marsh (n)	Nodog
Sword (n)	Shezag
Take (v)	Jeg
Thief (v)	Nenrak
Thirty (adj)	Gaggaz
Threaten (v)	Gan
To (prep)	Eg
Treasure/Wealth/Money (n)	Kika
Undead (n/adj)	Zutaagon
Up (adv/prep)	Tog
Use (v)	Oza
Wall (n)	Zordak
Want (v)	Aga
War (n)	Nadgaj
Water (n)	Nen
Weapon (n)	Ogg
West (n)	Tozaz
Wet (adj)	Neni
What (adv/n)	Teg
When (adv/conj)	On
Where (adv/conj)	Ega
White (adv)	Orgad
Who/Whom (n)	An
Why (adv/conj)	Ka
With (prep)	Ar
Wizard/Sorcerer (n)	Ziran



Wood (n)	Kona
Wrong/Bad (adj)	Zut
Yellow (adj)	Staz
Yes/Positive (adv)	Gee
You (n)	Okak



Zegor Jok Dak Eg (How to Speak Giak)



Now use your Giak grammar and vocabulary to make sentences in Giak.

For example, take the sentence,

'The merchant asked us to guard the treasure.'

and rearrange it as explained on p. 70.

You now have:

'Merchant ask (past tense) to guard treasure us.'

The basic Giak sentence would be: 'Merchant ask me'. The subject 'merchant' is not modified, but the verb 'ask' is modified by the phrase '(to) guard the treasure', and by being placed in the past tense by the use of the word 'rannad'. The object of the sentence 'I' is modified by adding the plural suffix, 'a'.

A direct translation of this rearranged sentence into Giak reads:

'Kikago jok rannad eg odak kika oka.'

which, when written in Giak script, looks like this:

ᑭᑭᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭᑭᑭ

Now that you can see how the Giak language works, why not try your hand at solving these three fun exercises:

1. What does the following Giak phrase mean?

'Zutgorak shok rannad kog zazgog naj odnenga ak.'

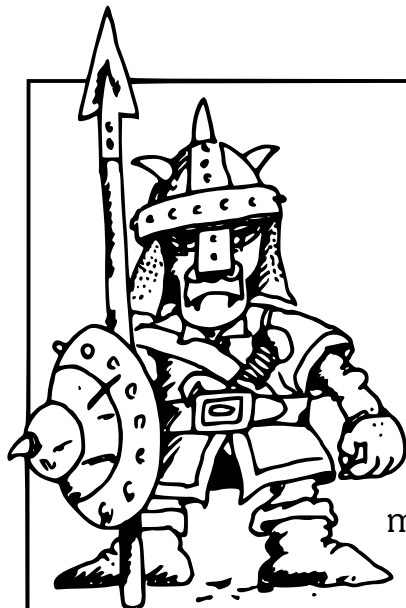
2. Translate the following English sentence into Giak:

'The human wizard is strong. He will destroy our castle.'

3. What does this Giak sentence say?

ᑭᑭᑭᑭᑭᑭ ᑭᑭᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭ ᑭᑭᑭᑭ

For the answers please see page 75.



THE OFFICIAL ENGLISH/GIAK PHRASEBOOK

Approved by H.A.T.E (Helgedad Adventure Tour
Enterprises)

A selection of everyday phrases you
may find useful when visiting the city of
Helgedad.



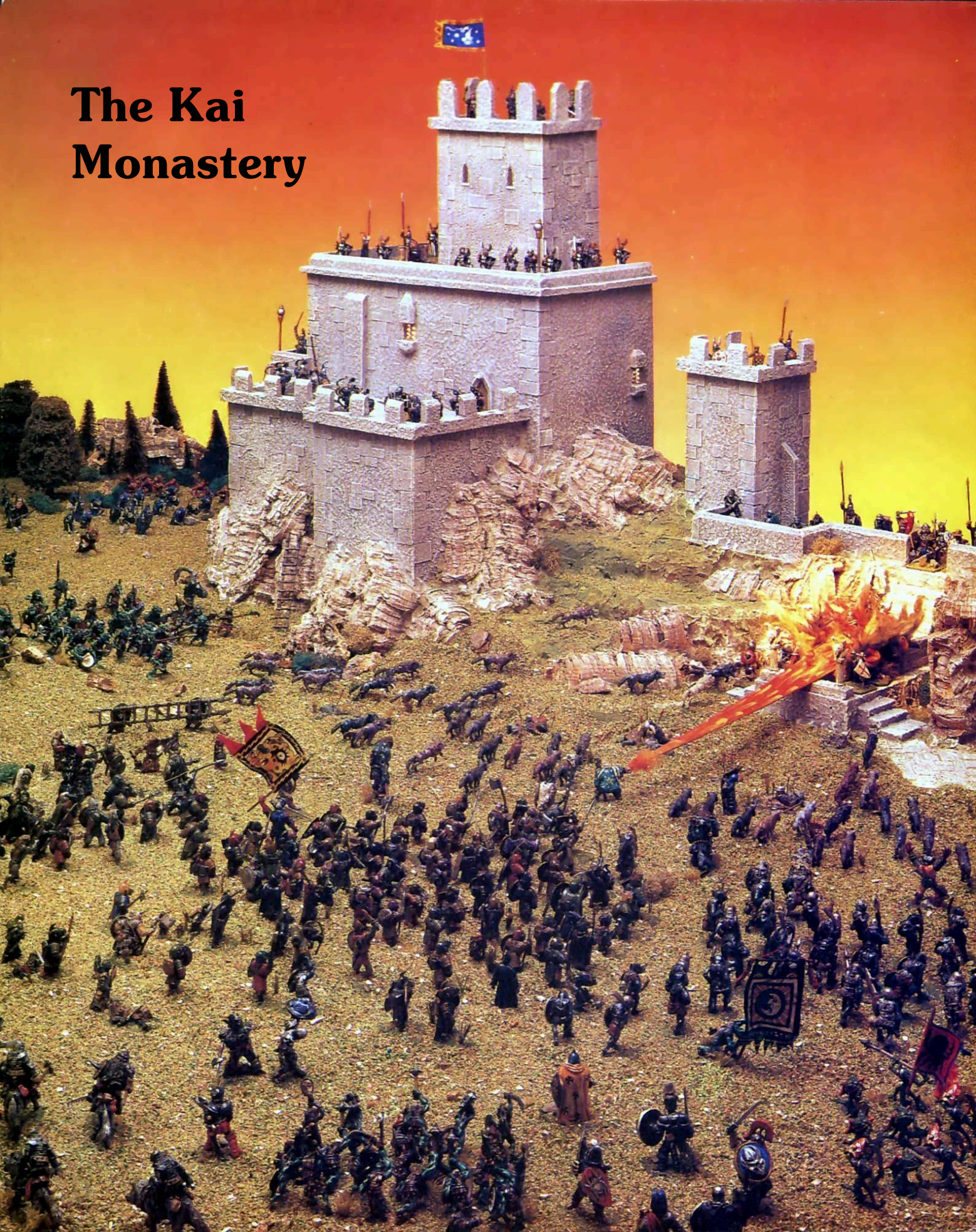
ENGLISH

1. Your spear is hurting my chest.
2. The view of the slave huts is nice.
3. There is a monster in my bedroom
4. When is the tour of the Lake of
Blood?
5. Your Doomwolf has eaten my
shoes/friend/horse.
6. Please unchain me from this wall.
7. How much is a poisoned dagger?
8. What is that incredible smell?
9. Waiter, there's an undead in my
soup.
10. Do you have a map of the Burning
Swamp?

GIAK

- Zuk okak zutag narg tadzar ok.**
- Zee kor hezaa kuz hoki narg.**
- Zutgorak narg kog
shardar-ligaheza ok.**
- Tak-eg on narg
Nengud-kor-Adez ta.**
- Akamaz okak raz rannas
hagora/lug/nozod ok.**
- Ok naog-shuk jok zordak kor.**
- Kez dak narg ogsha zejar
rannad ta.**
- Teg narg zinoz gudjag ta.**
- Zutaagon kog nenigooga—kuz.**
- Edaz jokog okak Nodog-
Azagada kor ta.**

The Kai Monastery



Modelling Magnamund

MAKING YOUR OWN FANTASY BUILDINGS

If you want to start re-fighting Lone Wolf's adventures in miniature, where better to start than at the Kai Monastery? It was here that the Darklords struck their greatest blow against Sommerlund, when on the Feast of Fehmarn, they launched a surprise attack on the Kai Lords.

On the left, you can see the Darklords launching their final assault. Those Kai with the swiftest reactions have snatched up weapons in a desperate attempt to stop the Giaks and Drakkarim bursting in. In the foreground, a Giak Shaman has loosed a fireball at the defending Kai warriors, killing some and wounding others. Doomwolves are waiting to pour through the gap in the Kai lines.

The model of the monastery was designed with a flat back to allow it to be placed up against the edge of a war-games table. The towers and keep have no back wall, enabling you to see the figures inside. The monastery is about 100 cm long—a fairly large model for an inexperienced modeller, but the same techniques can be used to make smaller, less detailed models.

First of all, draw a simple plan of your model showing the

layout of the building and its dimensions. Rooms should be relatively large as figure bases take up a lot of room. If you need help deciding what to build, try the junior history section of your local library.

The Materials

All the materials you need for making models are cheap and readily available in hobby or DIY shops or artists' suppliers.

You will need:

- 1) Some polystyrene ceiling tiles for walls and floors.
- 2) Some PVA glue. (This is for sticking the polystyrene tiles together. Don't use any other type of glue as it may dissolve the plastic.)
- 3) A piece of hardboard or chipboard for the model's base. For a small model use hardboard but for a larger model (over 30 cm square), use chipboard as it's less likely to warp.
- 4) A sheet of thin plasticard (to simulate stonework).
- 5) A tube of ready-mixed household filler, such as Tetrion or Polyfiller.
- 6) Some strip balsa wood (for door and window frames or mouldings on the building's exterior).
- 7) Dressmaking pins (to reinforce the corners and to hold the model together while the glue dries).



8) Cork bark (for any rocks or boulders on the base of your model). For small amounts try model railway shops; for large amounts try a garden centre or florist.

9) Ready-made accessories. The doors and windows of the Kai Monastery are white-metal castings. You should be able to buy them at model shops.* In plastic, they are available from model railway shops. You can make your own from balsa or plastic strip but they take a long time and look less finished. Statues can be made by painting figures grey. Use the larger plastic figures for huge statues.

10) Emulsion paint. If your model is meant to be a stone building, it will look best if painted in shades of grey. You can tint white paint by adding a little poster or powder colour. You can usually buy small quantities of paint at DIY shops.

* Citadel Miniatures have a worldwide mailing service. Their address is: Chewton St, Hilltop, Eastwood, Notts.

Instructions

1) The base. Cut a piece of hardboard or chipboard to the required size. Allow about 3 cm all around your model. If by any chance you have a jigsaw or keyhole saw, use this to cut the base in an irregular shape. Use sandpaper to remove roughness round the edge.

2) Walls and floors. Using a ruler and set square and a fine felt tip pen, draw the shapes of the walls and floor on the polystyrene ceiling tiles. Take care to ensure they're accurate. Mark in position the outlines of any doors or windows you require.

3) Cutting out the pieces. Use a craft knife or scalpel to cut out the pieces of

(Warning: these blades are sharp—never cut towards your hand.)

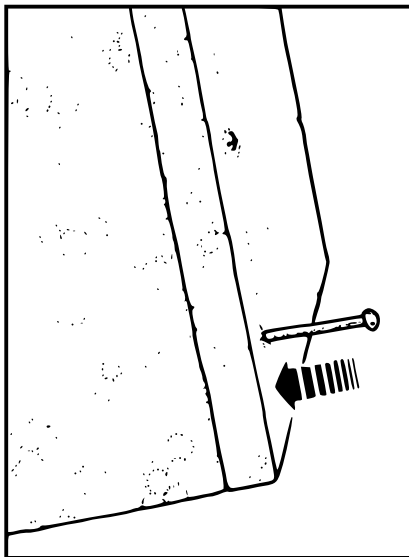


Fig. 1 When joining walls, make sure you push the pins well in

polystyrene. Any straight edges, door and window apertures should be cut by drawing the knife very carefully along the edge of a ruler.

4) Putting it together. Pin the pieces together to make sure they fit. If everything fits, brush the edges to be joined with PVA glue and press them together. Push a pin deep into each joint to hold it together. (See Fig. 1.) Remember not to glue the fourth wall if your model is to be free-standing. When

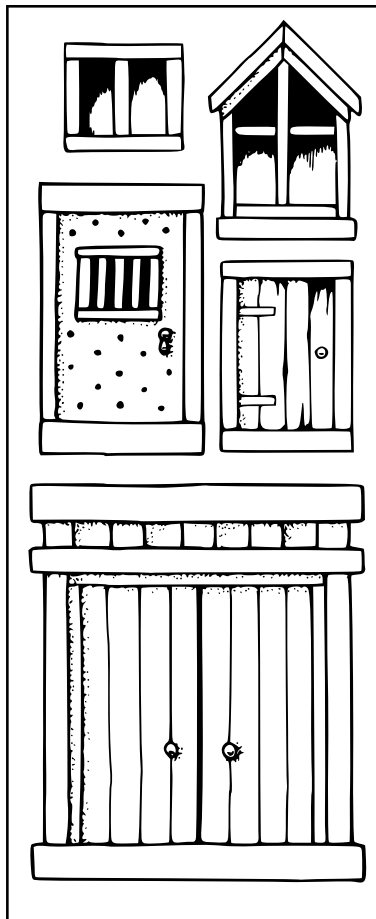


Fig. 2 Doors and windows made from balsa-strip

everything is glued together, allow the model to dry.

5) Doors and windows. If you are making your own, use balsa wood glued together with an impact adhesive like Uhu. (See Fig. 2.) Make them to the same size as the holes in your model. Do not attempt to fit them in place until the glue has set hard.

6) Stonework. Take your plasticard and with a ruler and craft knife, score its surface in a grid to make a large number of rectangles of different sizes (none should

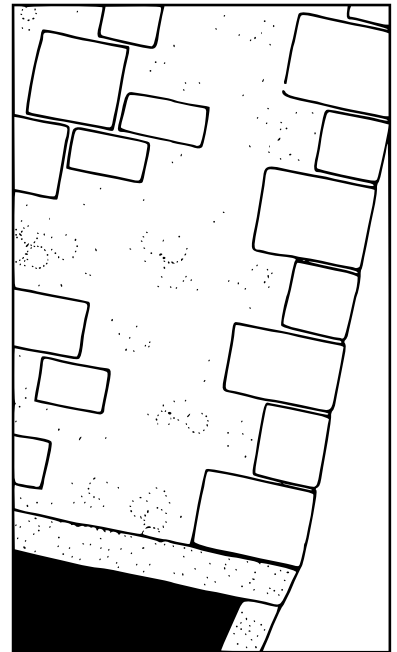


Fig. 3 Random stonework and reinforced corners

be larger than 1½ cm). Snap them off into individual pieces. Using the PVA glue, fix the pieces in irregular clusters on the exterior of your building (see Fig. 3). Glue the larger pieces on the corners as shown. If you are

making a building with a removable side, look closely at Fig. 4 before gluing the plasticard pieces onto the building. The corner pieces should only be fixed to the edge of the removable side. This will disguise any join between the loose wall and the main building. Now glue the model to the base, using the PVA adhesive.

7) Plastering. Wait until the glue holding the stonework in place has completely dried. Then, using a small spatula or scrap of plasticard, fill any gaps round the doors and windows with a little of the ready-mixed filler. Thin down some of the filler with a little water until it's like thin custard and then paint it all over the inside and outside of the building. If your model is built with a removable side, don't brush any plaster where the pieces of plasticard grip the walls as the increased thickness of the dried filler may prevent the loose section fitting properly.

8) The base. If you wish to have a rocky base, you should glue your cork bark into position with an impact adhesive such as Uhu. Then spread unthinned filler over the base right up to the walls and round any cork rocks so that they appear to be sunk into the ground. Make sure it sets with a rough texture but while it's still soft, add small objects (twigs, stones, treasure chests, severed heads!) for extra interest. If your building has a removable side take care not to plaster the loose section into place.

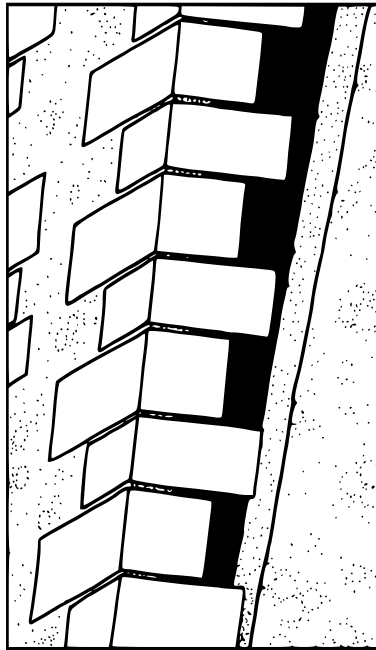


Fig. 4 The corner of a building with a removable wall

9) Painting. Make sure the plaster has dried. Use only emulsion paint on the polystyrene pieces. If you have a removable wall, remove and paint separately. Paint the interior in the colour of your choice. For the exterior and stone flooring, first paint all the exposed stonework medium grey and let it dry. Then put a little light grey paint on your brush and wipe it firmly with a rag. Now draw the brush lightly over the surface from side to side and up and down. This technique (dry-brushing) picks out the texture of the stonework and makes the building look more three-dimensional. Next, dry-brush the building with the off-white paint, very lightly, using up and down strokes. This highlights those parts that would catch the sunlight.

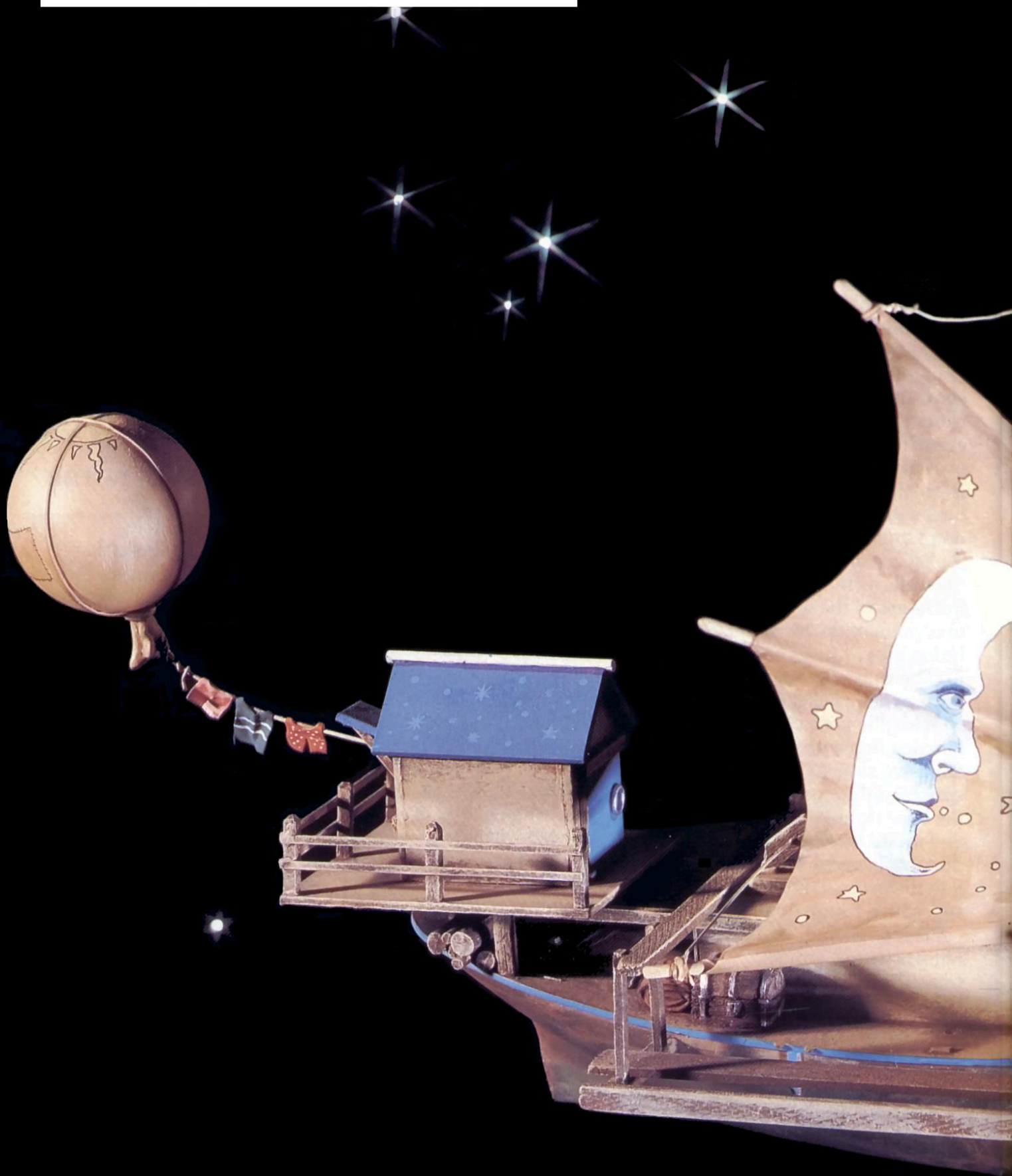
When the emulsion has dried, paint the doors and windows with modelling enamel in either dark brown or white. Paint the base next using medium green for grass, dry-brushed with yellow (when dry) to pick out the rough textures. Dry-brush cork rocks with off-white.

Your building is now complete. If you want to furnish the inside, visit your games shop and look at their range of miniature furniture. Or make your own using balsa wood strip and thin card.

THE SKYRIDER

This is the flying ship, *Skyrider*, which provides the setting for a fierce aerial battle between Lone Wolf and a pack of Drakkarim mounted on Kraan in *Shadow on the Sand*. Standing on the prow is Banedon, the vessel's captain, Journeymaster to the Guild of the Crystal Star. The crew, dwarves from the mountain kingdom of Bor, are below. Just as *Skyrider* was once a conventional water-borne craft, so the model overleaf started life as a model ship in kit form. Only the hull and deck were actually used in the model overleaf; everything else was built from scraps of card, balsa wood and other bits. Overleaf is a diagram of the *Skyrider* and instructions for building it. If you can't find exactly the same materials, don't worry. Use what you do have to create a unique flying ship.

Banedon's *Skyrider*





Building a Skyrider and a Fantasy Fleet

The diagram below shows a profile of the *Skyrider* with some notes explaining what each part of the vessel is made from. The most important part is the hull. If you feel that buying a brand new kit just for the hull is extravagant, you could make your own from card. A modified version of a death-hulk's hull with deeper sides and a flat bottom would look very good.

If you are using a hull from a plastic kit, you should glue it together using polystyrene cement. Everything else on the model can be glued into place using a contact adhesive, but small metal items are best cemented together with Superglue.

(NB Be careful not to get glue on your fingers.)

Once the hull is complete, you can build cabins and deckhouses from card and glue them one on top of each other. Alternatively, cabins and cockpits can be raised up on staging and the space underneath used for deck storage. The model in the photograph has a central cabin built straight onto the deck with a bridge above it, a forward observation cockpit and a small house-shaped cabin at the rear all built up on staging made from balsa strip.

The *Skyrider*'s mast was part of another old ship kit but could be made from the thin dowel available in model shops, as were the ribs stiffening the bat-like sails. The outriggers are built from balsa strip. Ready-made accessories from model

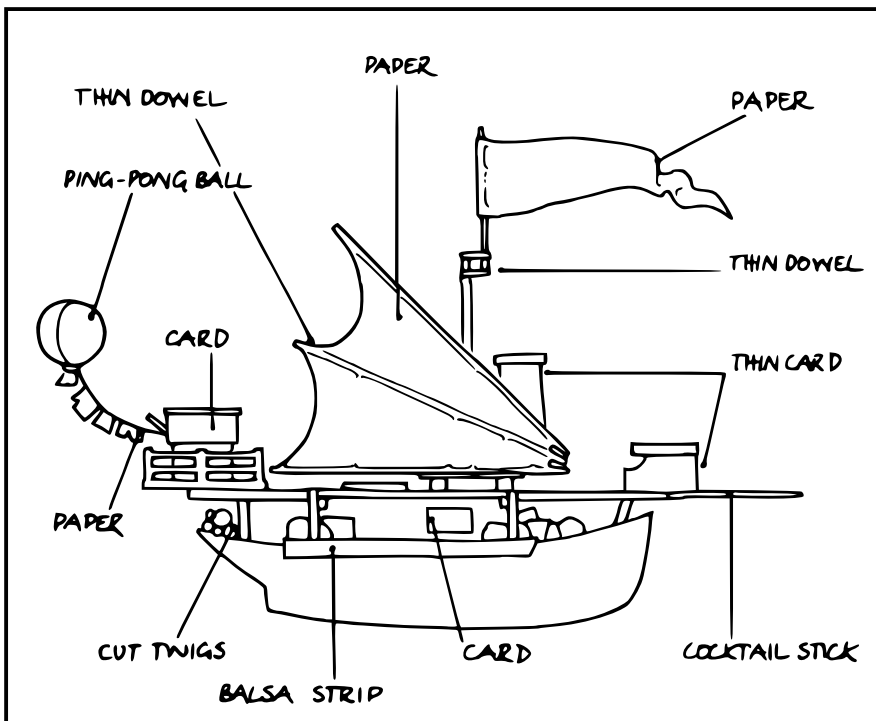
shops have been used for deck cargo, treasure chests, shields, rolled-up tarpaulins, crates, and sacks. Try model railways shops for useful boxes and bags, or you can make your own from balsa wood and modelling clay. Standing in the cockpit at the prow, Banedon is one of Citadel Miniatures' Lone Wolf figures. Unless you want a static display, don't glue the figures down—characters in role-playing games move around a lot. The *Skyrider*'s rigging is made from thin wire. You can use fuse wire but florist's wire is best. On completion, the ship was painted with modelling enamels.

FANTASY FLEETS

The battle between Admiral Calfen's Durenese fleet and Vonotar's death-hulks is the climax of *Fire on the Water*. Overleaf, you can see part of the action being refought with models. Building fantasy ships is not that difficult—those overleaf were built mainly from card and strip balsa wood.

For a death-hulk or Durenese warship, you will need:

- 1) Some mounting card. (Try artists' suppliers for large sheets or picture framers for cheap offcuts.)
- 2) Balsa strip for ships' rails and mouldings on the stern and forecastles. Use balsa



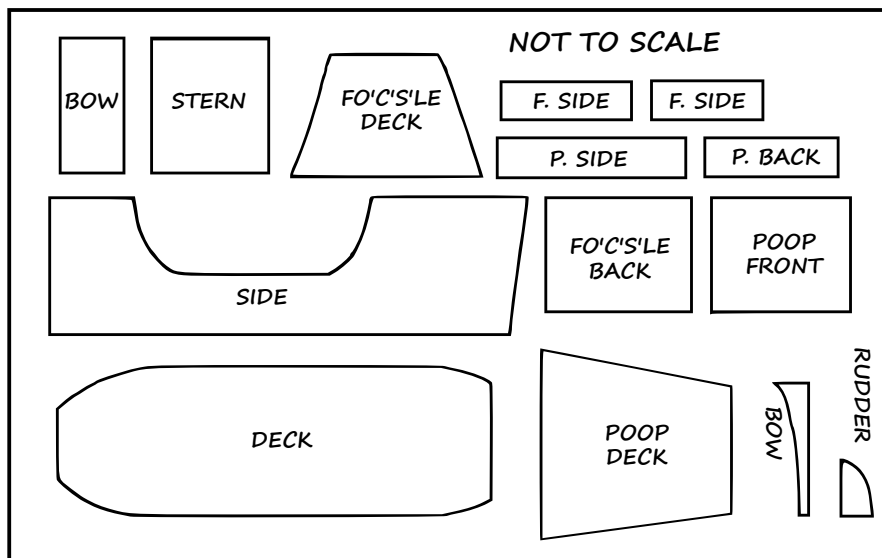


Fig. 1 Hull pieces used to construct a basic ship

block about 2 cm square for the ram on Vonotar's flagship.

3) Several pieces of dowel about $\frac{1}{2}$ or $\frac{3}{4}$ cm in diameter for masts and spars.

4) Cartridge or good quality typing paper for sails and, if you want to make several ships, to make a prototype for the various pieces.

5) Impact adhesive, e.g. Uhu.

6) Ready-made accessories. Anchors, pulleys, etc. from model shops. Metal washers make good portholes, and figures like the bolt throwers come from Citadel Miniatures.

7) Modelling enamels for painting the ships.

Constructing a Basic Hull

Using Fig. 1 as a guide, draw out the ship's sections using a ruler and set square. These can be cut out and used as a pattern to produce as many identical parts as you need. Use a craft knife to cut the ship sections out of the card, and bend the ship's sides to correspond to the curve of the deck. Then glue the parts together as shown in Fig. 2. This basic hull can then be decorated to become either a death hulk or warship. Add a section of dowel midway between the stern and

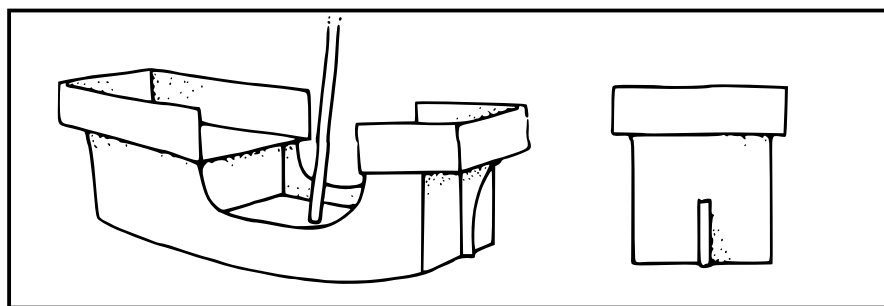


Fig. 2 Rear and three-quarter view of completed hull

forecastles to create a mast. Fix it in position under the deck with self-hardening modelling clay. Leave to set. Durenese ships should have intact mouldings on their stern and forecastles and smart card deckhouses with an overall bright paint finish. Their hulls are painted dark brown, dry-brushed with a little pale khaki; the decks, masts, and yards are painted light tan. Death hulks will have suffered damage during their time beneath the waves but don't overdo it. Small, jagged holes can be cut into the sides of the stern and forecastles to look like shattered planking and deckhouses can be made from irregular balsa planks. They should be painted black with dirty, greeny-brown decks, masts, and spars. Grey or brown dry-brushing will pick out the texture and make the vessel's shape more apparent. Exposed ironwork should be painted rust brown with vertical streaks leading from it to simulate staining. Mould a lump of modelling clay textured with a pin to resemble seaweed, and paint it green. The evil flagship was made bigger to reflect its importance. It also has a derrick, which swivels round the mast and carries a cage of monsters to drop on unwary opponents. All the ships have sails and flags cut from paper, their designs painted with drawing ink or modelling enamels. The creases, where the sails are glued to the yards, are painted in a darker shade of the sail's basic colour.

A Fantasy Fleet





Dawn of the Darklords

A Solo Role-playing Adventure Game



THE STORY SO FAR . . .

You are Banedon, a young Journeyman to the Magicians' Guild of Toran in Sommerlund. In the last two weeks disturbing events have rocked the stability of your guild. A brother magician named Vonotar denounced the Guild and murdered one of the Elders. He disappeared after the crime and your Guildmaster fears that he has fled to Helgedad to aid the Darklords.

It is now dawn of the day before the feast of Fehmarn. You have been summoned to the Guildmaster's chamber and entrusted with an envelope that must be taken to the Monastery of the Kai. It contains an urgent message for the Kai Grand Master, and your mission is to deliver it by hand at all costs. The Guildmaster warns you to be on your guard at all times, for he fears that enemy agents are already at work within the land. 'Travel swiftly, my son,' he says, as you turn to leave his chamber, 'and may the luck of the gods go with you.'

THE GAME RULES

To keep a record of your adventure, use the **Action Chart** on page 98. Before you start you must determine your fighting prowess (COMBAT SKILL) and physical stamina (ENDURANCE). To do this take a pencil and, with your eyes closed, point with the blunt end of it onto the **Random Number Table** on Page 98. If you pick 0 it counts as zero.

The first number that you pick in this way represents your COMBAT SKILL. Add 10 to this number and write the total in the COMBAT SKILL section of your **Action Chart**.

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**.

If you are wounded in combat, or if you use certain spells, 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.

Magical Powers

You have mastered only *five* of the ten spells that the Magicians' Guild calls the 'Brotherhood Spells'.

When you have chosen your five spells, enter them in the 'Brotherhood Spells' section of your **Action Chart**.

Lightning Hand

This spell enables you to cast a bolt of lightning, simply by pointing a finger and concentrating upon the spell. Every time this spell is used you must deduct 3 from your ENDURANCE points total.

Mind Charm

Casting this spell upon a person (or creature) will cause that person to regard you as a trusted friend. It will not allow you to control the person, but anything you do or say will be looked on as friendly.

Invisible Shield

When this spell is cast, an invisible barrier will form as protection from missiles and enemies. However, it will not protect you from magical attacks, and every time it is used you must deduct 2 ENDURANCE points from your score.

Net

This spell enables you to cast a web-like net of magical rope at a chosen target. It can be used to

ensnare an enemy, or to enable you to climb high walls or obstacles with ease.

Vigour

Casting this spell will increase your COMBAT SKILL by 3 points for the duration of one combat, at the cost of 3 ENDURANCE points. It cannot be used if your ENDURANCE points total is below 10.

Counterspell

This spell may be used to protect yourself, or another person or object of your choice, from a magical attack. Use of this spell costs 2 ENDURANCE points.

Levitation

This spell may be cast upon yourself, or upon another person or object, to cancel the effects of gravity, and thereby make the affected object rise into the air. The spell lasts no more than a few minutes and its usage costs 2 ENDURANCE points.

Sense Evil

When this spell is cast it will enable you to detect the presence of evil in any creature or object close by. However, perils such as traps or naturally poisonous animals will not be detected through the use of this spell.

Mend

This spell can be used to repair damaged items or to restore lost ENDURANCE points. In order for the spell to work, you must be standing in fresh running water, such as a river or stream, when the spell is cast. Using this spell upon yourself will restore 5 ENDURANCE points.

Silence

Casting this spell will muffle the sound of any movement that you make.

EQUIPMENT

You wear a Crystal Star Pendant (Special Item). Before leaving the Guildhall, you are given an Envelope that contains the Guildmaster's message to the Kai (Special Item), 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 this number. 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**. The message is carried inside your robe, and you are given a backpack in which to carry any four of the following items:

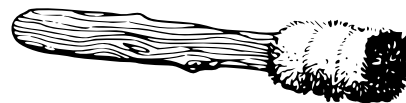
Blanket (Backpack Item)

Healing Potion (Backpack Item)

This potion restores 2 ENDURANCE points to your total when swallowed after combat. There is

enough for one dose.

Rope (Backpack Item)



Torch (Backpack Item)

2 Meals (Backpack Items)

Each Meal takes up one space in your Backpack.

Tinderbox (Backpack Item)

Bottle of Wine (Backpack Item)

You also possess a Short Sword (Weapon) which you carry in a scabbard.

Using Your Equipment

Weapons

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

Backpack Items

You may discover various useful items which you may wish to keep. You may exchange or discard them at any point when you are not involved in combat. Your Backpack can carry a maximum of eight articles (including Meals).

Special Items

When you discover a Special Item, you will be told how to carry it.

Gold Crowns

These are carried in your pouch (maximum 50 Crowns).

Food

Each Meal counts as one backpack item. If you do not have any food when you are instructed to eat, you will lose 3 ENDURANCE points.

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. Your 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 yourself.

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

The sequence for combat is as follows:

1. Add any extra points gained through the use of Special Items or spells 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**.
3. When you have your Combat Ratio, pick a number from the **Random Number Table**.
4. Turn to the **Combat Results Table** on page 97. 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 you have picked (the random numbers appear on the side of the chart). You now have the number of ENDURANCE points lost by both Banedon and his adversary in this round of combat.
5. On the **Action Chart**, mark the changes in ENDURANCE points to both 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 Banedon are reduced to zero or below, at which point that combatant is declared dead. If Banedon is dead, the adventure is over. If the enemy is dead, Banedon proceeds but with his ENDURANCE points possibly reduced.

Evasion of Combat

You may only evade if the text allows you to.

1

A sense of foreboding hangs over you as you mount your horse and head towards the city's south gate. There, a couple of tired night guards grumble wearily at your demand for the gate to be opened.

'What's the hurry?' they growl. The door finally opens and you gallop through the arch.

Half a mile beyond a stone bridge you see a signpost. An arrow pointing to the south says, 'Meadowood ½ mile/Holmgard 80 miles', and the other arrow, pointing west says simply, 'Old Mine Road'.

If you wish to continue south along the highway, **turn to 7**.

If you decide to take the road heading west, **turn to 55**.

2

Shouting your power-word, you point at the snarling Giaks. The lightning bolt breaks into several smaller energy pulses that rip into the evil warriors, sending them tumbling in all directions. Seizing the opportunity, you turn and run deeper into the ruined temple.

Turn to 32.

3

Reining your horse to a halt, you stare down at the two dead Rangers. Their chests are scorched as if

they were both struck by lightning. A Sword and a Mace lie close by. You may take either of these weapons.

Turn to 31.

4

The one-roomed hut is damp and deserted. You scan the moss-covered walls for a good hiding place and your attention is caught by a large stone fireplace. You waste no time in climbing up the flue. Minutes later you hear the Giaks enter the hut in search of you. You try to keep as still as possible but you are desperate to sneeze.

If you have the spell *Silence* and wish to use it, **turn to 74**.

If you do not possess this spell, **turn to 22**.

5

A search of the cupboards uncovers 2 Gold Crowns, enough food for one Meal, and the old man's Silver Warhammer. If you wish to take this, mark it on your **Action Chart** as a Special Item which you carry tucked into your belt.

Turn to 15.

6

'Quickly, take cover in the forest,' you shout to Daron and Thelda. But their little pony is terrified by the black-winged Kraan. It panics and gallops off into the trees on the other side of the highway. You are forced to ride deeper into the forest to avoid the black arrows of their Giak riders.

Turn to 73.

7

A few minutes later you see a line of wagons on the highway ahead. A group of merchants are arguing with a patrol of Border Rangers who stand guard at a barricade. The Rangers are refusing to allow anyone to pass through the village of Meadowood. 'No good you trying,' calls a disgruntled coachman.

If you wish to ask the Rangers to allow you through, **turn to 48**.

If you wish to stop and talk to the coachman, **turn to 57**.

8

You cast your spell and catch all three of them by surprise. They struggle to free themselves but to no avail. The Kraan, fearing its riders have fallen into the clutches of a hideous monster, flies away to avoid a similar fate. The path is now clear and you seize your chance of escape.

Turn to 47.

9

Suddenly, a wave of pain makes you scream out. Two arrows have passed through your chest and back, smashing the air from your lungs. You fall from the saddle, crashing to the soft earth with a terrible jolt.

The last thing you hear are gasps of horror as the Rangers recognize your sky-blue robes.
Your life and your mission end here.

10

As night falls, you reach the tiny village of Oak Hill, less than twenty miles from the Monastery of the Kai. There is no tavern here, but the blacksmith is well known for his generous hospitality.

If you wish to stop at the blacksmith's house, **turn to 66.**

If you choose to sleep out in the open, **turn to 79.**

11

For over an hour you move stealthily through the trees, straining for the sound of an approaching Giak patrol or nearby Kraan.

Gradually the trees begin to thin out and you can see the ruins of an ancient temple. You take refuge beneath a fallen pillar. As you catch your breath, you remove the Guildmaster's Envelope from your robe. Now that war has begun, it will be safer to commit its contents to memory rather than allow it to fall into enemy hands.

Turn to 42.

12

As you rush into the fray, the familiar sound of Kraan wings return. Hovering above you are six of the fearsome creatures. The peasants panic and flee, leaving you to face the Kraan alone.

If you wish to stand and fight, **turn to 37.**

If you wish to try to escape, **turn to 59.**

13

Hurriedly, you cast the spell, circling your palm behind your head to form the shield. An instant later, two arrows just miss your back. Your magic has saved your life, but it has not protected you from a third arrow that gouges your left leg. Lose 3 ENDURANCE points.

Wincing with pain, you press on until you have left the archers far behind.

Turn to 15.

14

You soon learn that your companions' names are Daron and Thelda, and that their father owns a bakery at Searsby.

An hour has passed when you hear the beat of huge wings. A great cloud of black-winged creatures appears flying in a vast formation that darkens the sky. Your heart sinks. The Darklords, the ancient enemy of your people, are attacking. War has begun.

If you wish to continue along the highway, **turn to 49.**

If you decide to seek the shelter of the forest, **turn to 6.**

15

The track continues for several miles down a steep wooded hillside to arrive at a little bridge spanning a deep, crystal-clear stream. A young woman dressed in padded leather armour stands there, warily watching you approach.

'Where are you bound for, young wizard?' she asks.

If you wish to tell her your destination, **turn to 54.**

If you demand that she allow you across the bridge, **turn to 76.**

16

The Giaks form a semi-circle, holding you at bay with the points of their spears. Suddenly, a clutch of Kraan glides across the trees and drop their riders almost on top of you. Their leader screams 'Darg!' and, as one, the Giaks charge.

Turn to 37.

17

As you whisper the spell-chant, a wave of fear numbs your senses.

You are in the presence of a great and malicious evil. The woman senses your fear and a smile spreads across her face.

Turn to 54.

18

Your quick thinking saves you from the full impact of the lightning bolt. It passes close by your head, blistering the skin on your cheek and causing your hair to smoulder. The Helghast screams a terrible cry that claws at your mind (lose 3 ENDURANCE points), but the pain quickly fades as you gallop away from the village.

Turn to 46.



19

As you leave your hiding place, a cry echoes in your ears. 'Orgadak—Dok taag!'

You thrust the Envelope back into your robes and clamber across the ruins. Giaks appear as if from nowhere; one has his arm drawn back ready to throw a spear.

If you have the spell *Lightning Hand* and wish to use it, **turn to 2**.

If you wish to try to dodge the spear, **turn to 51**.

20

You whisper the spell under your breath. A shiver runs the length of your spine as you sense evil. It comes, not from the cabin, but from the wooded hills beyond. It is many miles away but you can feel it drawing closer.

If you wish to hide in the cabin, **turn to 67**.

If you wish to turn away from the approaching evil and press on through the forest, **turn to 15**.

21

You arrive in time to witness a handful of peasants armed with pitchforks attacking two Giaks on Doomwolves. Although superior in numbers, they are no match for these ferocious fighters who have already killed many of their kinfolk.

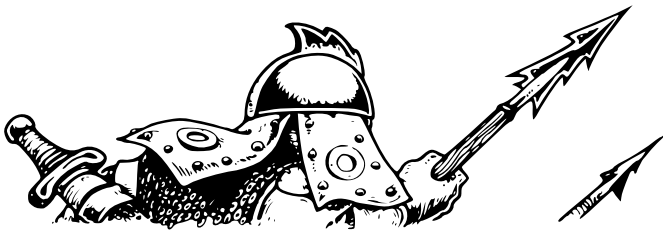
If you wish to aid the peasants, **turn to 12**.

If you choose to avoid the fight, you can run back along the track by **turning to 47**.

22

You cannot hold back the sneeze. Within seconds, three ugly Giak faces are squinting up the chimney at you, prodding your feet with their spears. You hurriedly climb the flue only to find a couple of Kraan hovering above. They drop their Giak riders on the roof, and a voice shrieks: 'Dok ek!'

Turn to 37.



23

The innkeeper's cheerful mood changes to a stony stare. 'Get out o' here!' he shouts angrily.

If you have the spell *Mind Charm* and wish to use it, **turn to 75**.

If you wish to leave the tavern, **turn to 7**.

24

As the smiling Ranger walks nearer, your horse becomes nervous and skittish. It takes a great deal of effort to bring him under control. When you

glance at the Ranger once more, your skin prickles with dread at the change that has come over him. The skin of his face is writhing. It is changing colour, growing darker and tighter on his skull. His eyes glow with a red fire and fangs sprout from his bottom lip. A wave of panic leaves you breathless as you realize he is a Helghast, a hellish agent of the Darklords. A blue flame ignites at the tip of his staff and a searing charge of energy leaps towards your chest.

If you possess the spell *Invisible Shield* and wish to use it, **turn to 41**.

If you possess the spell *Counterspell* and wish to use it, **turn to 58**.

If you have neither of these spells, **turn to 72**.

25

You invoke the spell and, to the astonishment of the Giaks, leap over the edge. You are able to control your rate of descent, and gently you come to rest in a shallow ravine. You can hear the cries of Kraan and Giaks echoing through the forest. The trees are thicker to the south and you press on in that direction.

Turn to 45.

26

Spreading the fingers of your right hand wide apart, you breathe the spell-runes. The net wraps around the old man, pinning him firmly to his chair. As you step forward to take away his Warhammer, the yellow bird swoops down and gouges your cheek before flying out of an open window. Lose 2 ENDURANCE points.

'Leave me be,' whimpers the old man. 'Take what little I have but spare my life.'

If you wish to free him from the net, **turn to 39**.

If you decide to leave him tied up and search his cabin for useful items, **turn to 5**.

If you choose to leave the cabin and continue on your mission, **turn to 15**.

27

After waiting several minutes for a unit of Giaks to march away you whisper the spell and take to the air. Unfortunately, the effects wear off as you near the middle of the lake, and gradually you descend into the cold dark waters of Lake Pewas.

You are forced to discard all your equipment, except for your Crystal Star Pendant and Guildmaster's Envelope, for fear of drowning (erase all but these two Special Items from your **Action Chart**).

Eventually, you reach the far side and stumble ashore, cold and bedraggled. However, if you possess the spell *Mend*, you may restore 5 ENDURANCE points to your current total, for you were able to cast the spell whilst swimming across the lake.

Turn to 11.



28

The captain is insulted by your attempt at bribery. He knocks the coins from your hand and forces you away from the barricade at the point of his sword. Erase half the number of Gold Crowns that are noted on your **Action Chart**.

There is little you can do except try to circle the village under cover of the forest.

Turn to 63.

29

You bite your lip as an arrowhead gouges a deep furrow across your thigh (lose 4 ENDURANCE points). The pain makes you swoon but you manage to press on until you have left the Rangers far behind.

Turn to 15.

30

You sense no evil in these children and you have no cause to doubt their word. They smile with joy when you agree to join them on the ride south.

Turn to 14.

31

From around a bend in the street ahead, a Ranger appears. He is carrying a long black staff. He smiles and waves at you to slow down.

If you wish to slow down and see what he wants, **turn to 24.**

If you decide to ignore him and gallop on, **turn to 38.**

32

A Giak, taller than the others and dressed from head to foot in black chainmail, curses and whips his troops with a barbed flail to get them to pursue you.

Suddenly, a figure dressed in green leaps out of the undergrowth wielding an axe. Your heart skips a beat as he raises the weapon to strike, but he fells a Giak lurking behind your back—not you! The stranger has saved your life.

Turn to 40.

33

‘Welcome to my humble home, welcome,’ beams the wrinkle-faced old man.

As you close the door, a sudden shriek sets your nerves on edge. ‘Now, now, Galir!’ says the old man, reproving a large yellow-feathered bird perched on a mirror above the mantelpiece. Irritably it flaps its wings and emits a curious warbling sound that the old man appears to understand. The man’s expression becomes less friendly and his fingers tighten around the silver handle of an ornate Warhammer.

If you have the spell *Net* and wish to use it, **turn to 26.**

If you wish to draw your sword and attack the old man, **turn to 44.**

If you wish to escape into the forest, **turn to 15.**

34

As the foul creature dies it tumbles from the bridge and is washed away by the fast-flowing stream. If you have the spell *Mend*, you can take this opportunity to restore 5 lost ENDURANCE points by wading into the water and casting the spell.

Before remounting your horse, you must eat a Meal or lose 3 ENDURANCE points.

Now **turn to 10.**

35

The Kraan heads west and soon lands in a clearing teeming with Giak soldiers. Roughly you are dragged from the saddle and thrown into a deep pit that holds three other humans, all Sommlending like yourself.

If you have the spell *Levitation* and wish to use it, **turn to 78.**

If you do not possess this spell, **turn to 65.**

36

You wake at dawn, refreshed and eager to continue your mission. The blacksmith’s nephew and niece join you for a hearty breakfast and then accompany you to the stable to collect your horse. They share a small black pony called Bobin.

Turn to 14.

37

You put up a brave struggle but you are soon overwhelmed. They tie your hands and confiscate everything you possess, except for your Crystal Star Pendant, and the Guildmaster’s Message, both of which they fail to discover.

‘Dok ziran,’ shouts a Giak officer pointing at you, ‘Dok kag eg oknar oka.’

Suddenly you are grabbed and thrown across the saddle of a Kraan. An ugly-faced Giak sits behind you, his knife held to your throat as the beast takes to the air.

If you have the spell *Lightning Hand* and wish to use it, **turn to 60.**

If you do not have this spell, or do not wish to use it, **turn to 35**.

38

The Ranger raises his black staff and aims it at your chest. A wave of nausea knots your stomach as suddenly you witness a terrible change. The skin that covers the Ranger's face is writhing, growing darker and tighter on his skull. His eyes glow red and great curved fangs have pushed themselves through his lower jaw. You stifle a scream as you realize he is a Helghast, a powerful shape-changing agent of the Darklords. A blazing blue flame ignites at the tip of his staff and a bolt of energy leaps towards your chest.

If you have the spell *Counterspell* and wish to use it, **turn to 58**.

If you do not have this spell you can try to dodge the energy bolt by **turning to 52**.

Or you can try to trample the Helghast beneath your horse's hooves. **Turn to 72**.

39

'Take it easy, old man. I mean you no harm,' you say, as you cut the magical netting that binds him to his rocking chair. 'Your yellow bird seems to have misjudged me, for I have not come here to rob you.' The old man listens with interest to your explanation and gives you some advice on how to reach the Monastery of the Kai.

You thank the old man and as you turn to leave he offers to exchange his Warhammer for any two items in your Backpack (excluding Meals). If you wish to make the exchange, erase two items of your choice and mark the Silver Warhammer as a Special Item which you carry tucked into your belt.

Turn to 15.

40

On seeing the green-cloaked stranger emerge from the woods, the Giak officer orders his troops to run to the shelter of the forest. For the time being, the danger has passed.

Wiping the sweat from your brow, you turn to thank your unexpected rescuer and, as you do so, you recognize the clothes he wears: they are the green tunic and cloak of a Kai initiate.

Turn to 80.

41

Drawing your hand across your face to invoke the spell, you form an invisible shield between yourself and the bolt of energy. Unfortunately, the bolt is magical, and it passes through the shield unhindered.

Turn to 72.

42

The message is a warning that the Darklords have

mustered a vast army beyond the Durncrag Range. The Guildmaster urges the Kai to cancel the feast of Fehmarn and prepare immediately for war. He fears that Sommerlund has been betrayed by a wizard of the brotherhood, called Vonotar.

Suddenly, you hear the crunch of iron-shod boots on stone, and before you can destroy the Guildmaster's message, a Giak booms: 'Zazgog rek okaka.'

If you wish to stay where you are, **turn to 62**.

If you wish to move deeper into the ruins, **turn to 19**.

43

The Border Rangers of Sommerlund are expert archers, and as you hear the hiss of their arrows speeding towards your back you pray that luck is on your side.

If you possess the spell *Invisible Shield*, **turn to 13**.

If you do not have this spell, pick a number from the **Random Number Table**.

If the number you have chosen is 0-2, **turn to 69**.

If the number is 3-7, **turn to 9**.

If the number is 8-9, **turn to 29**.

44

You strike at the old man's head, but he parries your blow with his Warhammer. To your horror, your Sword's blade disintegrates as soon as it touches the weapon's silver haft. Cackling with glee, the old man leaps into the attack, brandishing his enchanted Warhammer above his head.

Old Tadeus: COMBAT SKILL 18
ENDURANCE 18

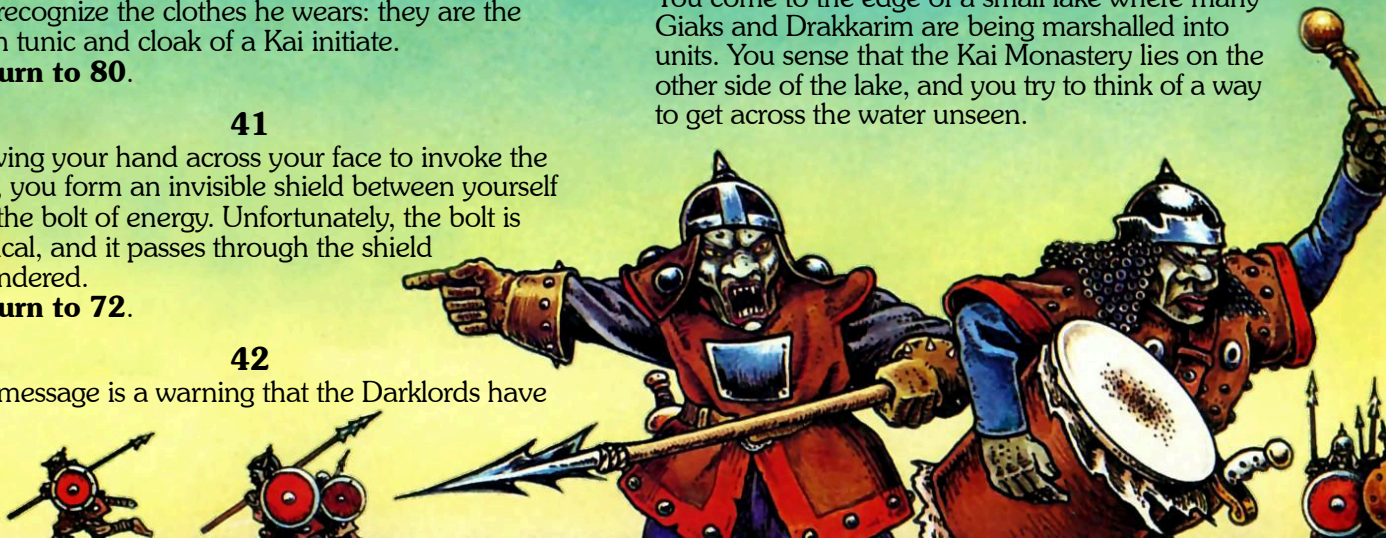
You must deduct 4 points from your COMBAT SKILL for you are now unarmed. If you have the spell *Vigour*, you may cast it to increase your COMBAT SKILL, but be sure to deduct 3 ENDURANCE points accordingly.

You may evade combat after three rounds by escaping to your horse. **Turn to 15**.

If you win the combat, **turn to 5**.

45

You come to the edge of a small lake where many Giaks and Drakkarim are being marshalled into units. You sense that the Kai Monastery lies on the other side of the lake, and you try to think of a way to get across the water unseen.



If you have the spell *Levitation* and you wish to use it, **turn to 27**.

If you want to swim across the lake, **turn to 53**.

If you decide to skirt around the lake, under cover of the forest, **turn to 68**.

46

You have ridden several miles before you dare rest. You stop by the banks of a stream and allow your horse to drink. If you have the spell *Mend*, you can take this opportunity to restore 5 lost ENDURANCE points by standing in the stream and casting the spell. Before you remount and continue, you must eat a Meal or lose 3 ENDURANCE points.

Now **turn to 10**.

47

You climb through a tunnel of trees and emerge at the top of a rocky knoll. About three miles to the south you can see a huge cloud of Kraan circling a grey stone building. You watch with grim fascination as they tear at the walls with their talons. Suddenly, you are disturbed by the sound of rustling undergrowth, and you spin around in time to see a handful of Giaks charging towards you. You turn to run, but find yourself teetering on the brink of a steep drop.

If you have the spell *Levitation*, **turn to 25**.

If you do not have this spell, or if you do not wish to use it, **turn to 16**.

48

The Rangers are not impressed by your request to be allowed through Meadowood. A Ranger captain tells you to return to Toran. They are searching for a spy who has murdered three of his men. Until he is caught, nobody can pass through Meadowood.

If you have the spell *Mind Charm* and wish to use it, **turn to 77**.

If you do not have this spell, you can offer him some Gold Crowns by **turning to 28**.

Or you can try to circle Meadowood by riding through the forest. **Turn to 63**.

49

A dozen black-winged creatures appear overhead. They are Kraan, and on their backs are shrieking Giaks eager to fight. Suddenly, the Kraan swoop.

If you have the spell *Lightning Hand* and wish to use it, **turn to 56**.

If you wish to evade the attack by entering the forest, **turn to 6**.

50

The foul-mouthed Giaks cackle with joy as they close in for combat. You must fight all three as one enemy.

Giaks:	COMBAT SKILL	16
	ENDURANCE	18

You can evade combat after three rounds by

running into the forest. **Turn to 70**.

If you win the combat, you can escape along the south path by **turning to 47**.

51

You dive aside and the spear whistles past your arm, tearing the cuff of your robe but drawing no blood. Quickly, you scramble to your feet and run deeper into the ruins.

Turn to 32.

52

You have barely seconds to act. Desperately you jerk your horse to the left to avoid the crackling blue pulse of flame.

Pick a number from the **Random Number Table**.

If the number you have chosen is 0–6, **turn to 18**.

If the number is 7–9, **turn to 72**.

53

You leave all you carry (except for your Crystal Star Pendant and Guildmaster's Envelope) on this side of the lake, for fear of drowning.

After fifteen minutes you reach the far side and stumble ashore, cold and bedraggled. However, if you possess the spell *Mend*, you may restore 5 ENDURANCE points to your current total, for you were able to cast the spell whilst swimming across the lake.

Turn to 11.

54

She unsheathes a black sword and emits a hideous laugh. The skin on her face is starting to writhe and change colour, growing darker with each passing second. Her eyes glow with red fire and long fangs appear from her lower jaw as she creeps slowly towards you. Shock leaves you breathless as you realize that she is a Helghast, a powerful shape-changing servant of the Darklords. Before you can think of using one of your spells, the Helghast hauls you out of the saddle. You land heavily on the stony ground and fumble in desperation for a weapon as the creature's black sword whistles towards your head.

If you have a Silver Warhammer, **turn to 64**.

If you do not possess this Special Item, **turn to 61**.

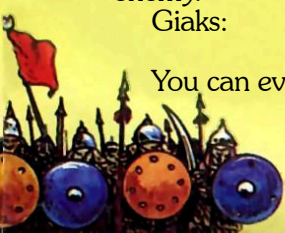
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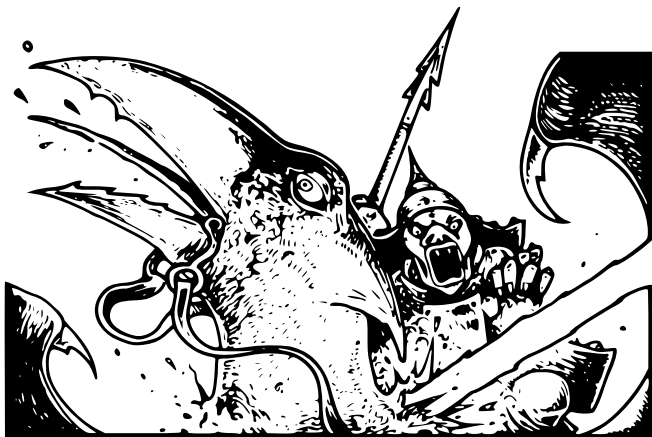
This road is little better than a rough forest track. Soon all trace of it disappears. You urge your horse through a mass of tangled undergrowth until you happen upon a moss-covered log cabin.

If you have the spell *Sense Evil* and if you wish to use it, **turn to 20**.

If you wish to take a closer look at the cabin, **turn to 67**.

If you wish to press on and try to find traces of the old mine road, **turn to 15**.





56

You release a bolt of lightning at the first of a number of Kraan screaming towards you. The pulse of energy tears through its chest, flipping it backwards and scattering its Giak crew like rag dolls. Two Kraan collide with it in mid-air and come crashing down in a tangled heap.

However, your magic has attracted more Kraan and quickly you realize you must take to the forest if you are to avoid being overwhelmed.

Turn to 6.

57

You learn that the Rangers are searching for a Darklord spy. Last night he killed three Rangers, here in Meadowood. He escaped but is still somewhere in the area. The Rangers have sealed off the highway and are not letting anyone through until the spy is caught or killed.

If you wish to approach the Rangers and ask them to allow you to pass, **turn to 48.**

If you decide to ride back to the junction at Old Mine Road and try to circle the village, **turn to 55.**

58

You shout the spell-words and feel a chill as some of your body warmth drains away to form the *Counterspell*. A flat sphere of translucent red mist suddenly appears in the path of the oncoming bolt and, as they collide, a splash of violet flame erupts in front of your eyes. A tremendous shock wave knocks you back in the saddle and your startled horse rears up, but somehow you manage to regain control. The Helghast emits a cry that rakes your mind (lose 2 ENDURANCE points), but the pain quickly fades as you gallop away from Meadowood.

Turn to 46.

59

You race back along the forest track, but a Kraan swoops down and drops three Giaks on the path ahead. They unsheathe curved swords and utter vile curses as they stalk nearer.

If you have the spell *Net* and wish to use it, **turn to 8.**

If you wish to draw your weapon and fight these three Giak soldiers, **turn to 50.**

If you wish to escape into the forest, **turn to 70.**

60

Carefully, you point your finger at the grinning Giak rider and say the power-words. There is an intense flash of blue light and a scream as your bolt decapitates him. His body somersaults backwards off the Kraan which begins to climb, its load instantly halved. The spell has burned through your bonds and now you can pull yourself into a sitting position. With blows to its head and neck, you force the Kraan to land in the forest. As soon as its clawed feet touch the soil, you leap from the saddle and run for cover.

Turn to 11.

61

The creature laughs manically as it raises the sword to strike again. Valiantly you try to fend off the attack, but you are greatly weakened through loss of blood. The last thing you hear as the black sword descends is the Helghast's mocking laugh of victory.

Your life and your mission end here.

62

You place the Envelope back into your robe and peek carefully over a broken marble slab. A squad of Giaks have entered the ruins and are systematically searching every square inch. Suddenly, a group appear to your left. They see you and raise the alarm: 'Orgadak!'

If you have the spell *Lightning Hand* and wish to use it, **turn to 2.**

If you wish to evade the Giaks, **turn to 32.**

63

The dense foliage makes it difficult to pass through the trees on horseback, so you keep to a narrow track. Suddenly, a patrol of Rangers rush out of the trees behind you. They have bows and are preparing to fire them at you.

If you wish to call out to them to hold their fire, **turn to 9.**

If you decide to escape along the track as fast as your horse will carry you, **turn to 43.**

64

A crackle of blue flame bursts from your enemy's sword as it strikes the haft of your Silver Warhammer. The Helghast recoils from the blow, allowing you to stagger to your feet, but it soon recovers and attacks again. You cannot evade combat and must fight this creature to the death.

Helghast: COMBAT SKILL 21
ENDURANCE 28

If you have the spell *Vigour*, you may cast it before combat begins.

If you win the fight, **turn to 34.**

65

Three hours pass before a Drakkarim officer appears at the edge of the pit and stares down at you with contempt. He barks an order and a circle of Giak archers appear. The last thing you hear is the hiss of their deadly black arrows.

Your life and your mission end here.

66

You knock on the door of the blacksmithy. It opens and a small plump woman stands before you, hurriedly wiping her hands on her chequered apron. She smiles and calls for Tym, her husband, as she ushers you into the dark warmth of the smithy. Tym the blacksmith welcomes you with a firm handshake. 'My word, Petrea, we're honoured to have a journeyman with us tonight,' he says to his wife.

You enjoy a delicious supper, during which the blacksmith asks a favour of you. His nephew and niece, who are staying at the blacksmithy, are due to return home to their village in the morning. They live in Searsby, which lies to the south, where the road to the Kai Monastery branches off from the main highway. All he asks is that you accompany them home. You can hardly refuse the blacksmith's request, especially after enjoying his food and hospitality.

Turn to 36.

67

You dismount and tether your horse before climbing the rickety steps to the cabin door. Through a cracked window pane you can see an old man sitting in a rocking chair. He is smoking a clay pipe and reading a leather-bound book. As you approach the door, you tread on a twig that snaps with a loud crack.

'Who's there?' calls the old man.

If you wish to enter the cabin, **turn to 33.**

If you decide to press on through the forest, **turn to 15.**

68

Cautiously you move through the enemy-infested trees, but less than a hundred yards from the water's edge you are spotted by a Kraan patrol. You cannot evade them.

Turn to 37.

69

You weave back and forth across the track, to present the archers with a harder target. Your tactics pay off, for although an arrow grazes your scalp (lose 1 ENDURANCE point), it is just a flesh

wound. Wiping a trickle of blood away, you press on and soon leave the archers cursing your escape.

Turn to 15.

70

Crashing headlong through the bracken, you fight to stay on your feet as you make your escape. Everywhere you hear the cries of Kraan and Giaks echoing through the trees. After ten minutes, the trees start to thin out and you can just make out the shape of a stone hut nestling at the bottom of a shallow ravine.

If you wish to hide in this hut, **turn to 4.**

If you wish to push on deeper into the forest, **turn to 45.**

71

You ask her once more to let you cross, this time using your spell *Mind Charm* to persuade her you are friendly. Unfortunately, your spell does not have the desired effect.

Turn to 54.

72

The energy bolt smashes into your unprotected chest and hurls you out of the saddle. Your chest is ablaze and tongues of orange flame flicker before your eyes—but you feel no pain. Only numbness and the irresistible urge to sleep fill your body. As your eyes slowly close, you do not see the Helghast raise its black staff to finish you off.

Your life and your mission end here.

73

Your heart is pounding fit to burst as you urge your horse through the ever-thickening foliage. The forest soon becomes too dense to continue on horseback and you are forced to press on by foot. You force your way through the rich vegetation until you discover a track. To the north you can make out some huts; to the south the path disappears into wooded hills.

If you wish to head north towards the huts, **turn to 21.**

If you wish to go south towards the hills, **turn to 47.**

74

You invoke the spell just in time, and your violent sneezing goes undetected by the Giak soldiers searching the hut below. You wait several minutes before leaving your hiding place and pushing on through the forest to the south.

Turn to 45.

75

Under the influence of your magic, a calm descends on the man and his anger is swiftly replaced by his usual jollity.

'I'm sorry,' he says. 'Please forgive my rudeness. I don't know what came over me.'

He ushers you to a table near the fireplace that is set for dinner, and calls to his son to prepare you a meal. The food is delicious: restore 2 ENDURANCE points to your total before leaving the tavern and continuing on your way.

Turn to 7.

76

She answers by grasping the hilt of a weapon sheathed at her side. Her expression is stern and unfriendly.

If you have the spell *Mind Charm* and wish to use it, **turn to 71**.

If you have the spell *Sense Evil* and wish to use it, **turn to 17**.

If you decide to offer her some Gold Crowns to let you cross the bridge, **turn to 54**.

77

To the surprise of his men, the captain orders the barricade to be drawn aside. You are allowed to pass, but as you are riding towards the village, you hear the captain shouting: 'Stop that rider!'

Your spell has begun to wear off. Spurring your horse to a gallop, you race along the deserted main street of Meadowood. Two bloodstained bodies lie on the road ahead; they are Rangers and they appear to be dead.

If you wish to stop and examine the bodies, **turn to 3**.

If you decide to ride on as fast as you can, **turn to 31**.

78

One of your fellow captives, a young hill farmer, unties the cords that bind your wrists. With your hands free once more, you whisper the spell *Levitation* and slowly rise to the edge of the pit. The others are amazed but they stay silent so as not to jeopardize your escape. Patiently you wait for the right moment before emerging from the pit and diving into the cover of the trees.

Turn to 11.

79

You awake shortly after dawn to a chill morning and, unless you possess a Blanket, you must deduct 2 ENDURANCE points. You are rising to your feet when suddenly you realize you are being watched. Two children, a boy and a girl, are sitting astride a little black pony, staring at you in disbelief.

'Have you been asleep here all night?' asks the young girl. You nod.

'You should have called on our uncle,' says the boy. 'He's the blacksmith of Oak Hill. He would have given you a bed for the night.'

The little girl leans forward and offers you some bread and cheese. Gratefully you accept her kind offer (restore 1 ENDURANCE point).

'We're on our way to Searsby for the feast of Fehmarn,' says her brother. 'Are you going that way?'

The village of Searsby lies to the south, where a road to the Kai Monastery branches off from the main highway.

If you have the spell *Sense Evil* and wish to use it, **turn to 30**.

If you wish to accompany the children south, **turn to 14**.

80


You offer your hand in friendship and it is gratefully received. After introducing yourself, you hand over the Guildmaster's Envelope. The Kai Lord studies the message and a great sadness fills his eagle eyes.

'Alas, the wisdom of this warning has arrived too late to save my kin. The war has already begun and my brothers in arms were the first to fall to the evil host of Helgedad. They are dead, and I am all that remains of the Kai. Your mission is complete, Banedon, but mine has only just begun. I, Lone Wolf, must journey to Holmgard to warn the King. He will know what must be done to save our land.'

Instinctively, you remove your Crystal Star Pendant and hand it to the last Kai warrior. It is a talisman of good luck and you pray that it protects him on the perilous road ahead.

Your mission is complete!



HERB- WARDEN		MERCENARY		MAGICIAN		RANGER		ADVENTRESS		MERCHANT		KNIGHT					
DRUID		LONE WOLF		LANDLORD		(NPC) SERVING GIRL2		(NPC) SERVING GIRL1		(NPC) CROUPIER		LAUMSPUR +4 ENDURANCE points		POUCH OF GOLD 10 Gold Crowns		ALETHER +2 COMBAT SKILL	
GAMING 0 COUNTER		GAMING 1 COUNTER		GAMING 2 COUNTER		GAMING 3 COUNTER		GAMING 4 COUNTER				POUCH OF GOLD 20 Gold Crowns		LAUMSPUR +4 ENDURANCE points		ALETHER +2 COMBAT SKILL	
GAMING 5 COUNTER		GAMING 6 COUNTER		GAMING 7 COUNTER		GAMING 8 COUNTER		GAMING 9 COUNTER				**NO** LOOT		**NO** LOOT		LARGE DIAMOND 30 Gold Crowns	
CHAIR	CHAIR	CHAIR	BOTTLE	BOTTLE	TORCH	FOOD	BUCKET		SPECIAL ITEM 1	SPECIAL ITEM 2	SPECIAL ITEM 3						
CHAIR	CHAIR	CHAIR	BOTTLE	BOTTLE	TORCH	FOOD	BUCKET	BROOM	SPECIAL ITEM 4	SPECIAL ITEM 5	SPECIAL ITEM 6						
CHAIR	CHAIR	CHAIR	BOTTLE	BOTTLE	TORCH	FOOD	BUCKET	AXE	SPECIAL ITEM 7	SPECIAL ITEM 8	SPECIAL ITEM 9						

COMBAT RESULTS TABLE

Combat Ratio

	-11 OR GREATER	-10/-9	-8/-7	-6/-5	-4/-3	-2/-1	0/0	+1/+2	+3/+4	+5/+6	+7/+8	+9/+10	+11 OR GREATER	
1	A -0	A -0	A -0	A -0	A -1	A -2	A -3	A -4	A -5	A -6	A -7	A -8	A -9	1
	B K	B K	B -8	B -6	B -6	B -5	B -5	B -5	B -4	B -4	B -4	B -3	B -3	
2	A -0	A -0	A -0	A -1	A -2	A -3	A -4	A -5	A -6	A -7	A -8	A -9	A -10	2
	B K	B -8	B -7	B -6	B -5	B -5	B -4	B -4	B -3	B -3	B -3	B -3	B -2	
3	A -0	A -0	A -1	A -2	A -3	A -4	A -5	A -6	A -7	A -8	A -9	A -10	A -11	3
	B -8	B -7	B -6	B -5	B -5	B -4	B -4	B -3	B -3	B -3	B -2	B -2	B -2	
4	A -0	A -1	A -2	A -3	A -4	A -5	A -6	A -7	A -8	A -9	A -10	A -11	A -12	4
	B -8	B -7	B -6	B -5	B -4	B -4	B -3	B -3	B -2	B -2	B -2	B -2	B -2	
5	A -1	A -2	A -3	A -4	A -5	A -6	A -7	A -8	A -9	A -10	A -11	A -12	A -14	5
	B -7	B -6	B -5	B -4	B -4	B -3	B -2	B -2	B -2	B -2	B -2	B -2	B -1	
6	A -2	A -3	A -4	A -5	A -6	A -7	A -8	A -9	A -10	A -11	A -12	A -14	A -16	6
	B -6	B -6	B -5	B -4	B -3	B -2	B -2	B -2	B -2	B -1	B -1	B -1	B -1	
7	A -3	A -4	A -5	A -6	A -7	A -8	A -9	A -10	A -11	A -12	A -14	A -16	A -18	7
	B -5	B -5	B -4	B -3	B -2	B -2	B -1	B -1	B -1	B -0	B -0	B -0	B -0	
8	A -4	A -5	A -6	A -7	A -8	A -9	A -10	A -11	A -12	A -14	A -16	A -18	A K	8
	B -4	B -4	B -3	B -2	B -1	B -1	B -0	B -0	B -0	B -0	B -0	B -0	B -0	
9	A -5	A -6	A -7	A -8	A -9	A -10	A -11	A -12	A -14	A -16	A -18	A K	A K	9
	B -3	B -3	B -2	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	
0	A -6	A -7	A -8	A -9	A -10	A -11	A -12	A -14	A -16	A -18	A K	A K	A K	0
	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	B -0	

A = PTS LOST BY ENEMY B = PTS LOST BY BANEDON K = AUTOMATICALLY KILLED

ACTION CHART

BROTHERHOOD SPELLS

Notes

1
2
3
4
5

WEAPONS (maximum 2 Weapons)

1
2

If combat entered holding no weapon -4 COMBAT SKILL

BACKPACK (maximum 8 articles)

ITEMS	MEALS
Can be discarded or changed when not in combat	-3 EP if no Meal available when instructed to eat

SPECIAL ITEMS

BELT POUCH

Containing Gold Coins (max 50)

COMBAT SKILL

ENDURANCE POINTS

Can never go above initial score 0 = dead

COMBAT RECORD

ENDURANCE PTS

ENDURANCE PTS

BANEDON

COMBAT RATIO

ENEMY

RANDOM NUMBER TABLE

1	5	7	3	6	9	0	1	7	9
3	9	2	8	1	7	4	9	7	8
6	1	0	7	3	0	5	4	6	7
0	2	8	9	2	9	6	0	2	4
5	9	6	4	8	2	8	5	6	3
0	3	1	3	9	7	5	0	1	5
5	8	2	5	1	3	6	4	3	9
7	0	4	8	6	4	5	1	4	2
4	6	8	3	2	0	1	7	2	5
8	3	7	0	9	6	2	4	8	1

Appendix

The maps on the subsequent pages have been adapted from those by Rob Adams printed earlier in this document with extra labels added for place names. The following pages are taken directly from the *Lone Wolf Club Newsletters* 7, 8, and 12, and the 1987 *New Year's* and *Summer Specials*. These newsletters contained a section called 'The Companion Postscript', which contained information about the countries of Magnamund not found in the original *The Magnamund Companion*. We have chosen to include this official material, originally excised due to space restrictions, here for the sake of completeness. Also included are two expanded Giak Word Lists, taken from *Lone Wolf Club Newsletters* 7 and 23. Finally, as an aid to Giak-English translation, Jonathan Blake has allowed the **Giak-English Lexicon** section of his **Desert Lynx's Oasis** website to be reproduced here.

Northern and Southern Magnamund Expanded Maps

Magnamund History (Expanded Version)

(Lone Wolf Club Newsletter New Year's Special 1986)

The Companion Postscripts

The Vaderish/Aluvian Nations

(Lone Wolf Club Newsletter #7)

The Nael/Nael-Aluvian Nations

(Lone Wolf Club Newsletter New Year's Special 1987)

The Lastlander/Old Kingdom Nations

(Lone Wolf Club Newsletter New Year's Special 1987)

The Mythenish/Tianese Nations

(Lone Wolf Club Newsletter #8)

The Primitive/Drodarin Nations

(Lone Wolf Club Newsletter #12)

The Vassa Nations

(Lone Wolf Club Newsletter Summer Special 1987)

The Drakkarim/Agarashi Nations

(Lone Wolf Club Newsletter Summer Special 1987)

The Giak Language Addendums

Giak Chat

(Lone Wolf Club Newsletter #7)

Giak Word List 2

(Lone Wolf Club Newsletter #7)

Giak Additional Word List

(Lone Wolf Club Newsletter #23)

Giak->English Lexicon

(Courtesy of Desert Lynx's Oasis website)

Additional Material





Key

- Ice
- Mountains
- Hills
- Forest
- Desert
- Wasteland
- Plains
- Minor Cities
- Major Cities
- Swamp





Southern Magnamund



See Northern Magnamund for Key

A History of Magnamund

© JD '86

A condensed history of the last free planet of Aon, covering the major events that have shaped this world in the 18,000 years from its creation to the defeat of Darklord Zagarna.

In the silent darkness before the creation of Magnamund, a titanic struggle raged between the formless, shapeless gods of Good and Evil. Ageless and unceasing was their conflict until the Peace of Ishir heralded an uneasy truce between the powers of life and death. Goddess Ishir, High Priestess of the Moon, sealed a promise with Naar, the King of the Darkness, by which their endless war might cease. A great vessel was shaped from the truth of her pledge into which Naar infused the essence of his terrible power. Their creation became Aon, the 'Great Balance', and from this seed grew a universe filled with light and dark, life and death, hope and despair. The Lords of Good and Evil looked down upon Aon in wonder, and so greatly did they desire to enter and control their creation that the Peace of Ishir was ended, and their struggle was born anew.

The many jewels of Aon shone brightly in the darkness and swiftly were they claimed by the gods. As one world fell to Evil, so another was saved by Good, until just one, the brightest jewel of them all, remained unclaimed and unconquered. The great powers marshalled their forces in preparation for the final, momentous battle that would decide the fate of Aon, for control over the last world would tip the balance in favour of the victor and banish the defeated gods to the Void from whence they came. And so it was that Magnamund, the last free world of Aon, became a battleground of the gods—the keystone of power in the war between Good and Evil.

The forces of the noble god Kai, Lord of

the Sun, were the first to enter the primeval world of Magnamund, and in doing so they became mortal creatures. They chose to dwell in the depths of the oceans where they took the shape of sea dragons of massive size and power. Kai spoke to Nyxator, a dragon of immense wisdom, and warned him of the birth of evil among his brethren. Nyxator led the true dragons onto the land and created the realm of Cynx to avoid the evil spawn of Naar who were hatching in the depths of the sea. In his wisdom, Nyxator created the Lorestones in order to preserve the powers bestowed upon him by the great god Kai. The dragons of Naar emerged from the sea and waged war on Cynx, destroying it with a rain of fire that lasted many centuries. Nyxator escaped and rallied his brothers to fight again, but he was finally defeated and forced to take refuge at the molten core of the planet. The dragons of Naar burned and savaged the land, laying all to waste in an orgy of triumphant destruction. But in doing so they sealed their own doom for they were now mortal creatures.

Following their extinction, the King of the Darkness sought to destroy Nyxator by other means. He caused the land to seethe and boil, to erupt, twist and tear. For two thousand years Magnamund was tortured, but it refused to yield its hidden refugee. In desperation, Naar sent forth his most powerful servant—Agarash the Damned. In the year 6700 MS, he arose and conquered Southern Magnamund, creating the Doomstones in mockery of the Lorestones of Nyxator. In the depths of his fortress of Naaros, he used them to breed a legion of dreadful forms—the Agarashi, the

Creatures of Darkness. They were let loose upon the ravaged land and nowhere was safe from their insatiable hunger. The power of Agarash grew unchecked; he forged great weapons of power and raised the dead to do his bidding. He became invincible, but still his purpose was unfulfilled: Nyxator still lived.

In the year 5246 MS, with all Magnamund at his feet, Agarash began the Great Hunt. His search took him to the depths of the world and culminated in a fiery duel at the very core, in which Nyxator was slain and the Lorestones captured. For two hundred years Agarash sought a means of destroying the Lorestones. They were the last vestige of Good in Magnamund, and their destruction would bring total victory to his master. For the gods Ishir and Kai, it was the nadir of their struggle. Yet, in the depths of their desperation they conceived a new power to save their cause—the power of magic.

In the year 4570 MS, the gods Ishir and Kai sent forth the magical Elder Magi to challenge the mighty Agarash, servant of Darkness. They planned and undertook a daring assault upon his fortress of Naaros and recaptured the stolen Lorestones while he slept, entranced by their spells. Enraged to a terrible fury, Agarash unleashed his Creatures of Darkness and waged a horrific war upon the Elder Magi that lasted one thousand years. Outnumbered by their foes, the Elder Magi used their powers to devastating effect by charming the Agarashi and turning them against one another. It was thus that they brought about the downfall of Agarash and the destruction of his fortress in 3572 MS.

With the ruin of the Agarashi Empire, the pendulum of fate swung in a favourable arc towards the powers of Good. The land became stable and fertile, flora and fauna grew in abundance, and the Elder Magi grew in wisdom through the study of the Lorestones. The Age of the Old Kingdoms welcomed the arrival of new civilisations and new hope for a world scarred by war, but it also saw the emergence of a sinister force. The Cenerese, a race of treacherous druids,

appeared in central Magnamund shortly before the outbreak of the Great Plague (2514 MS) which swept slowly and systematically across the world, leaving the Elder Magi decimated in its wake. Cenerese power grew until the arrival of the Herbalish, a holy order devoted to the healing arts, who defeated them in a bitter war.

In the year 1600 MS, an accident took place that was to alter the balance and course of history. A race of lesser gods called the Shianti appeared by means of a 'Shadow Gate'—a door between the material world of Magnamund and the astral world of the Daziarn. At first they settled in the southern reaches of Magnamund, but as the centuries passed, they grew ambitious and sought to increase their knowledge of their new home and discover the secrets of the Daziarn. Their culture spread to the north and east where they were known by several names (Majhan, Suukon, Ancients). Their quest for knowledge was successful and it culminated in the creation of the Moonstone, a gem of power formed in the astral Daziarn that became the focus of their wisdom, their magic and their very existence. It saw the dawn of their Golden Age, an era that brought health and plenty to all creatures of Magnamund. Many humans arrived during this age: the Mythenish and Tianese in the south; the Vassa in the east; the Vaderish, Nael and Aluvians in the west; and the Ice Barbarians and Ulnarians in the north. But the presence of the Shianti, and especially their Moonstone on Magnamund, disturbed the balance between the Lords of Good and Evil.

Ishir appeared to the Shianti and persuaded them to relinquish their Moonstone and exile themselves to the remote Isle of Lorn. The Moonstone was returned to the Daziarn and a great exodus took place in which the Shianti abandoned their cities and pledged never to interfere in the affairs of Man or the course of future history. In the years prior to the exodus, a new and evil force had arrived in the west. A barbaric horde of warriors called Drakkarim were

laying claim to vast tracts of the northwest, putting to the sword and the torch all that stood in their path. Their name was enough to strike terror in the hearts of men, but they were merely a prelude to the nightmare that was about to begin. Naar, the King of the Darkness, had laboured unceasingly to create new champions of Evil, and now his task was complete. In the year MS 3072, the Darklords appeared for the first time in northern Magnamund and began their terrible war of desecration. Huge areas of fertile, cultivated land were devastated by fire and pestilence, and turned into volcanic wastelands through the use of evil magic. The Drakkarim nations, in fear and awe of Darklord power, allied themselves to this new force and constructed huge city-fortresses to dominate the lands they had helped to conquer. Never, since the rise of Agarash the Damned, had Magnamund faced such overwhelming evil.

The gods Ishir and Kai mustered their forces to counter the Darklords, but they were woefully ill prepared for the speed with which Naar's new champions of Evil were conquering the land. They sent forth a race of men called Sommlending, a noble breed of warriors both wise and strong, and fortified them further with new magic and a weapon of great power called the Sommerswerd: the Sword of the Sun. In the year MS 3434, the Sommlending forced the Darklords out of the Lastlands and pushed them back beyond the Durncrag Mountains. They established their homeland of Sommerlund on territory wrested from the Darklords, and constructed their capital, Holmgard, in celebration of their victory. Defeat so inflamed the Darklord commander, Lord Vashna, that he vowed to destroy Sommerlund and its race of men who had dared to challenge his power. For three hundred years he waged wars of attrition

against the Sommlending, but his efforts were to end in defeat at the great Battle of Maakengorge. Aided by the army of Durenor, King Ulnar I and his warriors broke Lord Vashna's forces at the Pass of Moytura and drove them all the way back to the Maakengorge. There Lord Vashna was slain in mortal combat with the Sommlending King upon the very brink of the abyss. The defeat of Vashna halted the Darklord invasion, but it did not destroy their considerable power. In order to triumph over each other, both the Darklords and the Sommlending undertook similar quests. Aided by the magicians of Dessi (the last remnants of the Elder Magi), Sun Eagle—the first Kai Lord of Sommerlund—sought to find the lost Lorestones of Nyxator. Meanwhile, in the black city of Helgedad, the Darklords were commencing a quest for the Doomstones of Agarash, lost during the destruction of Naaros.

In MS 3822, Sun Eagle completed the Magnakai quest and established the Order of the Kai to protect the future of his country. Many years later the Darklords completed the Doomstone quest and a new leader, Lord Zagarna, emerged to claim the throne of Helgedad. Under his command the Darklords began the lengthy construction of fortresses in the Durncrag Mountains in preparation for the eventual invasion of Sommerlund. However, in spite of overwhelming superiority of numbers, the aid of a treacherous Sommlending wizard called Vonotar, and the near-total destruction of the Kai Lords, Zagarna failed to conquer Sommerlund, and was destined to perish himself during the Siege of Holmgard, destroyed by Lone Wolf, last of the Kai, and the power of the Sommerswerd: the Sword of the Sun.

The Companion Postscripts

The Vaderish/Aluvian Nations

THE PROTECTORATE OF CINCORIA

Established in the year MS 1199 as a religious refuge from the doctrines of the Grand Duchy of Kasland, Cincoria prospered and grew in strength under the leadership of the first Margrave. But with the coming of the Nael, Cincoria found herself drawn into a succession of bitter conflicts with the warlike Klarnorians. Much of her southern territory, including the gold-rich Klann Mountains, was lost to the enemy. Were it not for the unexpected aid of Kasland, Cincoria would undoubtedly have suffered total defeat during these wars.

THE KINGDOM OF DELDEN

Ever since the building of Luyen in MS 1862, the rulers of Delden have found themselves at war with neighbouring kingdoms, each of whom have at some time laid claim to rightful ownership of that city. The Knights of the Owl, an alliance of embittered nobles outlawed in their native lands, established Delden from land won in wars with Magador and Eldenora during the Age of the Black Moon. The knighthood disintegrated soon after the War of the Lorestone, and the crown of Delden was claimed by the House of Naumon, former rulers of Eldenora.

THE UNIFIED PRINCIPALITIES OF ELDENORA

The rich timber-valleys and silver mines of Eldenora attracted the settlement of Vaderish and Aluvian migrants from southern Magnamund. Jealousy the first of these settlers guarded their land, forcing later migrants to continue northwards into Slovia and Salony. Distrust and envy, ugly but common traits among Eldenorians, led them into many wars with their neighbours and into civil strife amongst themselves. It remains an unstable country in the hands of ruthless and selfish princelings.

THE PRINCIPALITY OF ERU

The climate and terrain of Eru is harsh and inhospitable; were it not for the abundance of natural resources, the Vaderish pioneers would have undoubtedly moved on to a more agreeable land. Mining settlements suffer repeated attacks from the creatures of the Hellswamp, and lightning raids by Drakkarim renegades of the Hammerlands. Prince Graygor and his small army are unable to defend their border from attacks that are destroying their land.

THE DUKEDOM OF HALIA

In the year MS 1306, Duke Saldor the Recanter rebelled against the League of the Sword and exiled himself to the forested hills of Halia. Many disgruntled knights followed him into exile and pledged themselves to his cause. A brief campaign was fought and lost by the League, after which the outlawed realm of Halia became a sanctuary for those seeking an escape from the austerity of Ilion.

THE LEAGUELANDS OF ILION

Ilion was once part of Lencia until the Vaderian Knights of the Sword were granted independence in MS 1294. The fertile grasslands that surround Feravan are well known for the wild white horses that live there. They are long-lived and intelligent creatures, much prized by the League for their ability to understand the languages of men. A strong alliance exists between Ilion and Talestria, and the Knights of the League form a regiment of cavalry in the army of Queen Evaine.

THE GRAND DUCHY OF KASLAND

With the arrival of the Aluvian peoples, the Grand Duchy was the first of their kingdoms to be established in Southern Magnamund. It became the base for further expansion across the Tentarias and the spiritual home of their culture and religion. In MS 1199, the War of Recension saw the birth of Cincoria, a breakaway state established by Margrave Vactor I as a refuge for his recensionist followers.

THE GREAT UNION OF LUNARLIA

In MS 1234, the Great Union was founded on many smaller Aluvian states that shared the fertile plains of central Magnamund. Barbaric attacks by the creatures of Kaum, Naaros and the Kelderwastes plagued these states for over a century before the Union of Lunarlia established a standing army large enough and strong enough to defend the plains. With the arrival of the war-like Nael in MS 1309, Lunarlia was plunged into the Great Plain Wars, but emerged victorious at the defensive Battle of Kaylar Flat (MS 1366).

THE REPUBLIC OF PALMYRION

In a region of Magnamund plagued by civil strife and petty power struggles, the Republic of Palmyrion stands like a beacon to justice and sanity. Her strong elected government and her massive regular army guarantees the defense of her borders, and the continued support of her ally—Talestria.

The Nael/ Nael-Aluvian Nations

THE KINGDOM OF REZOVIA

The kingdom of Rezovia was established by Nael migrants who chose to settle and farm the lush river-plains of the Ioma. Conflict with neighbouring Lunarlia has led to many wars and the gradual loss of western territories. In MS 3856, it joined with Siyen in a military alliance to defend mutual interests along the Tentarias. It was an alliance that many fear was orchestrated by the Darklords of Helgedad.

THE PALINATE OF FIRALOND

The cotton-rich plains of Firalond are famed for the high quality of cloth and textiles that originate there. Firina—‘the Linen City’—has a long tradition of freedom that has attracted merchants and exiles from less tolerant nations. Strong links with Kakush and Anari have made them enemies of Vassagonia, and agents of the Zakhan have attempted the assassination of Firalonding Grandars many times during the last two hundred years.

THE THEOCRACY OF VALERION

The Holy Fathers of the Truth established their theocracy in MS 1961 as a retreat and a sanctuary for their order. Religious persecution and superstitious intolerance of their faith had driven them out of Siyen and northern Shadaki, forcing them to settle in the hills and jungles of Valerion. The city of Kelis is a holy shrine to their order and a place of sacred pilgrimage for believers of their faith.

THE SENATOCRACY OF LOURDEN

A strong and fiercely independent state, Lourden has managed to resist becoming involved in the conflicts that have caused the demise of her less-fortunate neighbours. The democratically elected Senate of Arlcor is considered by many to have attained an ideal; a wise elected government and a fair system of justices in a region that has seen many wars and other unnatural disasters.

The Lastlander/ Old Kingdom Nations

THE PLENARY OF BAUTAR

The small dominion of Bautar is both a place of pilgrimage and the home of the Herbalish people who first appeared during the Age of the Old Kingdoms. Devoted to the study and practice of the healing arts, the many orders of the Herbalish are to be found spread throughout the lands of Northern and Southern Magnamund. As sworn enemies of the Cenerese, they are pledged to the eventual destruction of Ruel, and the extermination of her agents of evil.

THE GYNARCHY OF TELCHOS

The early arrival of the Telcharim places them among the peoples of the Old Kingdoms, but, unlike their contemporaries, they chose not to expand their frontiers. The land barriers that surround the land of Telchos deterred outsiders from prying into their affairs, and so enabled their culture to develop in isolation from the rest of Magnamund. They are a society dominated and administered by females, who uphold a strict social law that is founded on their religious beliefs and their devotion to the Goddess Ishir.

THE REALM OF RUEL

The druids of Ruel are the descendants of the Cenerese who rose to power during the Age of the Old Kingdoms. They are an evil and malicious race who seek to twist and pervert the natural order of the land. The Great Plague of 2514 MS, which decimated the Elder Magi, was caused and spread by the druids of Ruel. In the wake of the disease they took control of central Magnamund and ruled it until the Herbalish defeated them in the Druid Wars of 1968 MS. Their empire was destroyed, but their stronghold of Ruel was unbroken.



The Mythenish/Tianese Nations

THE KINGDOM OF VADUZHAN

The Mythenish were the first men to settle in Southern Magnamund following the creation of the Moonstone. They appeared in Vaduzhan in MS 289 and quickly migrated to the north and east, having first established their cities on the Mythenian Peninsula. The Great Civil War of MS 1620 split Vaduzhan and gave birth to the neighbouring dictatorship of Bhanar. Hostility between the nations has cooled, although border incidents and trade wars are still commonplace.

THE ISLAND PRINCIPALITIES OF MHYTAN

The mainland and islands of Mhytan have long enjoyed the benefits of controlling the narrow straits which give access to the Chai Sea. The citizens are, by nature, seafaring traders. Their merchant fleets are the largest in all of Magnamund and their blue and gold ensign is a common sight in any trading port. They are also gifted at diplomacy, a skill which has helped them to avoid the many wars that have plagued their neighbours over the last centuries.

THE PLAINLANDS OF LISSAN

Formerly inhabited by the proud warrior race of plains nomads called the Masbaté, the Mythenish peoples of this region were decimated almost to a man by the invasion of Shasarak the Wytch-king and his evil host of Zadakar demons in the early months of MS 5044. After a prolonged war using his chariot legions, the evil Wytch-King unleashed the abomination of the Zadakar against whom the Masbaté had no defence. Their ruler, King Samu, survived the extermination of his people and fled east to escape Shasarak's monsters who now inhabit the plains (MS 5050).

THE PROVINCE OF ANDUI

This land-locked province was once part of the state of Korli, but its fiercely independent inhabitants broke with Korlian rule following the discovery of mineral wealth in the

mountains of the Kashima Range. The fertile lands that border upon the rivers Anduis and Kalamar have since experienced many wars contesting their rightful ownership. Anduin forts sprang up to defend the border, but they proved ineffective in preventing the Shadakine from invading and occupying Andui in MS 4665.

THE PROVINCE OF SUHN

From the earliest settlements of Suhn, its industrious inhabitants have preserved a careful neutrality through skilful diplomacy and the intrigues of its ruling household—the Shygin. However, many of the petty wars which have befallen Suhn's neighbours have been caused by the devious manipulations of Suhnese nobles and ambassadors who have profited from these conflicts. Too small to dominate and too influential to be conquered by other Tianese nations, Suhn remained untouched by war until the coming of the Shadakine. The Shygin chose to capitulate to the Shadaki invaders in order to remain intact, rather than engage in fruitless resistance to Shasarak's rule.

THE DESOLATION OF TAKLAKOT

In the year MS 3154, the land of Taklakot rose to power following the arrival of the renegade Shianti wizard—Shasarak the Great—who had refused to obey the call to exile of his fellow Shianti brothers. The power of his 'sun-stone' accelerated the evolution of the Taklakotians, but by their own ineptness, its power was eventually misused and brought about the total destruction of their land. It became known as Desolation Valley, and the only city which remained—Gyanima—was shunned by all outsiders due to the curse of a terrible wasting sickness that befell nearly all who dared enter its environs.

THE FREEDOM GUILD OF KARNALI

The people of this land have long held a reputation for being tough and indomitable, a reflection of the region that they chose to inhabit. The bleak marshes and deadland of Karnali attracted Tianese frontiersmen who were prepared to suffer the hardships of this region in order to free the soil of its considerable mineral wealth. Naturally rebellious, Karnali was the first nation to throw off the yoke of Shadakine oppression in the year MS 5050, after having been the last region to fall to their domination.

The Primitive/ Drodarin Nations

THE KINGDOM OF BODEN

Ruler: King Lomaer II
Capital: Anarin
Population: 120,000+
Resources: Iron ore, bronin, gold, silver, rare metals, rare minerals, agriculture, fish
Currency: Ain (1 Ain = 1 Gold Crown)

The surviving Dwarves of southern Magnamund, known in some lands as the Droda, settled in the Boden Peaks following the destruction of their kin during the great plague of 2514 MS. Unlike their cousins in Bor, they chose to build castle-fortresses in the steep-sided mountain valleys of their kingdom, rather than mining and tunnelling underground. A strong alliance exists with the giants of Starn, and the Droda have grown very rich from trade along the Tentarias.

THE ICY WASTES OF KALTE

Ruler: Brumalmarc Kzu'tooa
Capital: Ljuk
Population: 6000
Resources: Furs
Currency: Gold Crown (Ljuk only)

The Icy Wastes of Kalte are controlled by a warlike race of nomads called Ice Barbarians. Their only contact with the rest of Magnamund is through the trading post of Ljuk. Their ruler [MS 5050], the Brumalmarc Kzu'tooa, reigns over his snowy domain from the ice fortress of Ikaya, formerly a Shianti fortress built during the Age of Awakening.

THE CLOUD-REALM OF THE AZANAM

Ruler: King Okosa
Capital: None
Population: 12,000
Resources: Rare herbs, rare minerals, timber, spices
Currency: None

The peninsula of this humid rain forest remained unexplored for many ages due to the natural hostility and inaccessibility of the land, and the ferocity of its primitive peoples—the Kazan Islanders. Following the destruction of Lara in MS 4663, the Kundi Tribe fled to the Azanam and took refuge here, building their new kingdom in the tops of the massive Azawood trees.

THE BURNTLANDS OF LARA

Ruler: Shasarak the Wytch-king
Capital: None
Population: 2000+
Resources: Sparse agriculture
Currency: Noble (1 Noble = 1 Gold Crown)

Prior to the coming of the Shadaki, Lara was the realm of the primitive Kundi Tribe who inhabited its lush mountain forests. But in the year MS 4663, the forests were burnt to the ground by order of Shasarak the Wytch-king, in retribution for the guerrilla warfare waged by the Kundi upon his Shadakine armies. Following the destruction of their home, the Kundi disappeared, but later reappeared in the jungles of the Azanam. Lara is now a desolate land populated by a few settlers from Shadaki who farm its scorched hills.

THE DARK FOREST OF FERNMOST

Ruler: None
Capital: None
Population: Doubtful
Resources: Rare herbs, rare flora, rare timbers
Currency: None

This large forest was formerly part of Taklakot until the destruction of that kingdom in MS 3280. Fernmost has since been cloaked in mystery for it survived the devastation of the Great Blast, yet its trees changed and mutated in extraordinary ways. Strange creatures and tales of vast treasure vaults beneath the blood-red soil have tempted the adventurous to their doom. It is said that no person who has ever entered Fernmost has returned sane in mind after their experiences there.

THE WILDERLANDS OF KAUM

Ruler: Unknown
Capital: None
Population: 1000+
Resources: Silver, gems, rare metals, rare herbs
Currency: None

Reputedly still a stronghold of the Cenerese Druids, these mountainous wilderlands have posed a continual threat to the stability and security of neighbouring states. In particular, Halia and Lunarlia have suffered persistent attacks from black-skinned giants who use evil herb-sorcery (tell-tale hallmark of the Cenerese) to devastating effect. Many human settlers have been kidnapped by these giants, and all retaliation has so far proved fruitless, for the mountains of Kaum are a formidable natural stronghold.

The Vassa Nations

THE GREAT SADI DESERT

The earliest settlers of the Vassa peoples were the tough nomads who took control of this vast sea of sand. The reputation enjoyed by these nomads for being the most feared and most fearless of all human warriors, struck terror in the hearts of their enemies for over a thousand years. After the Great Alliance of MS 4650, the Sadi Nomads were used by the Wytch-king as assault troops during the invasion and occupation of the south. But the promise of land and riches that was their reward as part of the alliance pact never materialised, and as a consequence the Sadi Nomads waged war on Shadaki in MS 4860.

THE ZULTANATE OF CLOEASIA

The state of Cloeasia came into being in the year MS 2950. It was formed by exiles from Vassagonia and displaced rebels from the coastal region of southern Durenor. It maintains a shaky independence from Vassagonia, but has lost much of its former territory and wealth due to geological and political upheaval in the Lastlands. It is currently one-fifth of its original size, and its population is less than 30% of the original number when first it established self-rule.

THE REPUBLIC OF ANARI

The natural protection afforded by the Chah Mountains has enabled Anari to repel hostile Vassagonian armies for over three centuries. It was once a much larger state which stretched to the borders of Casiorn, but defeat at the hands of the Black Zakhn reduced their territories by half. A strong alliance exists with Kakush, Lourden, Firalond and Slovia, and Slovia mercenaries account for almost seventy percent of the President's army.

THE IMPERIAL EMIRATE OF KAKUSH

In MS 4301, a nomadic Vassa tribe called the Kakushi broke with nomadic tradition and established a permanent settlement on the plain of southwestern Vassagonia. They constructed the city of Nikesa and forged strong links of trade and friendship with Dessi, Anari and Firalond. However, since the rise of the Vassagonian Empire they have suffered great losses in wars against their former kinsmen.

THE LAKURI ISLES

The Lakuri pirates have terrorised the coasts of the Kuri Sea for many centuries. Their volcanic island base is heavily fortified and has withstood many attacks, notably by Durenese and Vassagonian fleets. They have been known to raid merchantmen as far south as the Gulf of Tentarium, where the sight of their red-sailed ships strikes fear into the hearts of captains and crews.

The Drakkarim/ Agarashi Nations

THE DARK REALM OF SKAROR

The hills of Skaror have long had a sinister reputation for harbouring creatures of evil. In 5518 MS, the tunnels that honeycomb the Karak and Ogian highlands were invaded by the creatures of Agarash the Damned, and for many centuries they bred and multiplied in their underground warrens until called upon by their master to swell his legions during the War of One Thousand Years. When Naaros fell, most of the Skarorian horde was exterminated. It was not until MS 2650, with the arrival of the barbaric Drakkarim, that Skaror was occupied by humankind. In MS 3150, Skaror allied itself to the Darklands and became a territory under their control.

THE HELOTRY OF NYRAS

The timbered wastes and heaths of Nyras were once Northern Lencia, until they were lost to the invading Drakkarim during the Darkdawn War (MS 2606–10). The Lencians mounted a series of campaigns and crusades to recapture their territory, but they all proved costly and fruitless. The Drakkarim built a mighty fortress on the ruins of Gamir, the former Lencian capital, and named it Nagamir after their victory. In MS 3150, Nyras allied itself to the Darklords of Helgedad, and Nagamir was renamed Darke in their honour.

THE HELOTRY OF NYVOZ

This forested wilderness north of the great Hellswamp became a refuge for bandits and outlaws during the Golden Age of the Shianti. Gradually, they banded together to form a bandit kingdom, and enjoyed great success raiding the territories of Eru and Northern Lencia. When the Drakkarim arrived, the bandit kingdom fled to the sanctuary of the Hammerlands, leaving the city of Kagorst in ruins. The Darklords took control of Nyvoz in MS 3152, and Kagorst was rebuilt as a city-fortress by their Giak slaves.

THE DARKLORDSHIP OF ZALDIR

Zaldir was the first place to fall to the Drakkarim in MS 2591. The city of Shpydar (formerly Vinaldo) was besieged and its inhabitants massacred by the barbaric Drakkarim. In MS 3140 the Drakkarim were themselves overrun by an invasion from the Tadatizaga. The Darklords tricked the Zaldirians into allowing their Giak armies into their land in order to repel the invaders; when the war was won, it was the Darklords who took control of Zaldir and promptly crushed all who dared to oppose their rule.

SWAMP OF MAAKENMIRE

The geography of the Lastlands underwent dramatic change during the formation of the Maakengorge in MS 3055. Formerly an expanse of rolling grassland, the Maakenmire Swamp was created when a vast bowl of land sank below sea level as the tremors of the shifting land spread eastwards. Fearsome, semi-intelligent reptiles, notably the Kwaraz and Gourgaz, emerged from the Maakenmire and inhabited the newly-formed swamps. The island stronghold of V'ka is rumoured to contain many thousands of these hostile creatures.

THE INFERNAL HELLSWAMP

This shifting, seething morass of quaking mires and

fathomless pools is home to many giant reptilians and humanoid amphibians. It harbours a myriad carnivorous insects and poisonous barbed plants that often ensnare any warm-blooded creature who is unfortunate or unwise enough to enter its murky channels. Its eastern border with Eru and the Hammerlands is markedly less hostile than the western or central regions, and access to inland territories is often attempted by smaller boats.

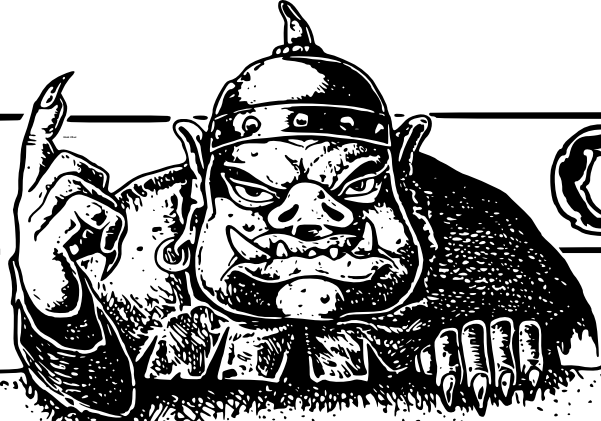
THE HELOTRY OF OGIA

The mountains and broken hills of Ogia mark the limit of Drakkarim invasion before the Darklords arrived to take control. Deep below its barren soil, a multitude of evil creatures have survived since the fall of Agarash the Damned. Many were enslaved by the Drakkarim and were used to build the city of Xanar, from which they launched their raids on the rich river-valleys of northern Talestria.

THE DOOMLANDS OF NAAROS

Formerly the seat of the greatest, most evil dynasty that has ever ruled upon Magnamund, Naaros is now no more than a desolate wasteland of blackened ash and heat-fused rock. A vast chasm marks the site of the ancient city, and deep within there lurk the last remaining survivors of this once-powerful realm.





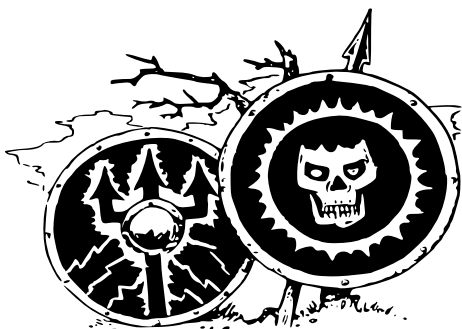
GIAK CHAT

Many Lone Wolf fans have written to us in the past few months, all wanting to know more about the Giaks. In response, here's a brief background history about the race that will be featured in greater detail in the forthcoming 'Magnamund Companion':

Giaks are a breed of evil goblinoids composed of three main sub-species: Mountain Giaks, Swamp Giaks and Szalls. Of these, the Mountain Giaks are by far the stronger and more prolific type, accounting for over 90% of the total Giak population.

Originally bred as slaves, the Giaks have evolved into a formidable fighting force. They have developed their own language, and a war-like society based on the brutal concept of the strongest Giaks ruling over the weaker or socially inferior breeds. Their demonic masters, the Darklords, use them to form the mainstay of their armies and as slaves for the construction of fortresses and cities within their domain. The largest and most notorious of these strongholds is Helgedad, a city that owes its name to the Giak language ('Hel' means black, and 'gedad' means city). Although it was originally believed that they occupied only mountainous regions of northern Magnamund, there is growing evidence to support the belief that Giaks have been spawned on other worlds.

They are small and grey-skinned, and tend to favour weapons and armour of black steel. As all Mountain Giaks are part of a strict military society, the clothing that they wear is usually the same colour as their regiment's flag or banner.



**The Symbols of Kraagenskûl and Zagarna,
Darklords of Helgedad**



The Standard of Vashna

Shields and banners usually depict the personal symbol of the regiment's leader, although it is common for a Darklord emblem or devise to be used in conjunction with a Giak Regiment's symbol.

Many Giak regiments in the service of a Darklord have a Gourgaz leader. These large (10 ft. +) cold-blooded reptilians are a tribal, swamp-dwelling breed of giant troglodyte. Their intelligence and their uncanny battle-wisdom are much sought after by evil army leaders, for the Gourgaz are motivated to fight by one overwhelming desire—the taste of human flesh! To feast upon the field of battle is all that they usually demand in return for their services.

When a Gourgaz is engaged in combat, it exudes a potent battle musk. Scent glands that ridge the underside of its tail secrete an oil that blocks its sense of fear or terror (even against magical attacks). This scent is odourless and colourless, and undetectable by all creatures except Gourgaz and Giaks. When Giaks inhale the scent, a chemical reaction takes place in their blood, stirring them to fearlessness and crazed battle-frenzy.

The Giak Word List

ADDITIONAL GIAK WORDS FOR USE WITH THE MAGNAMUND COMPANION LIST

ANGER/

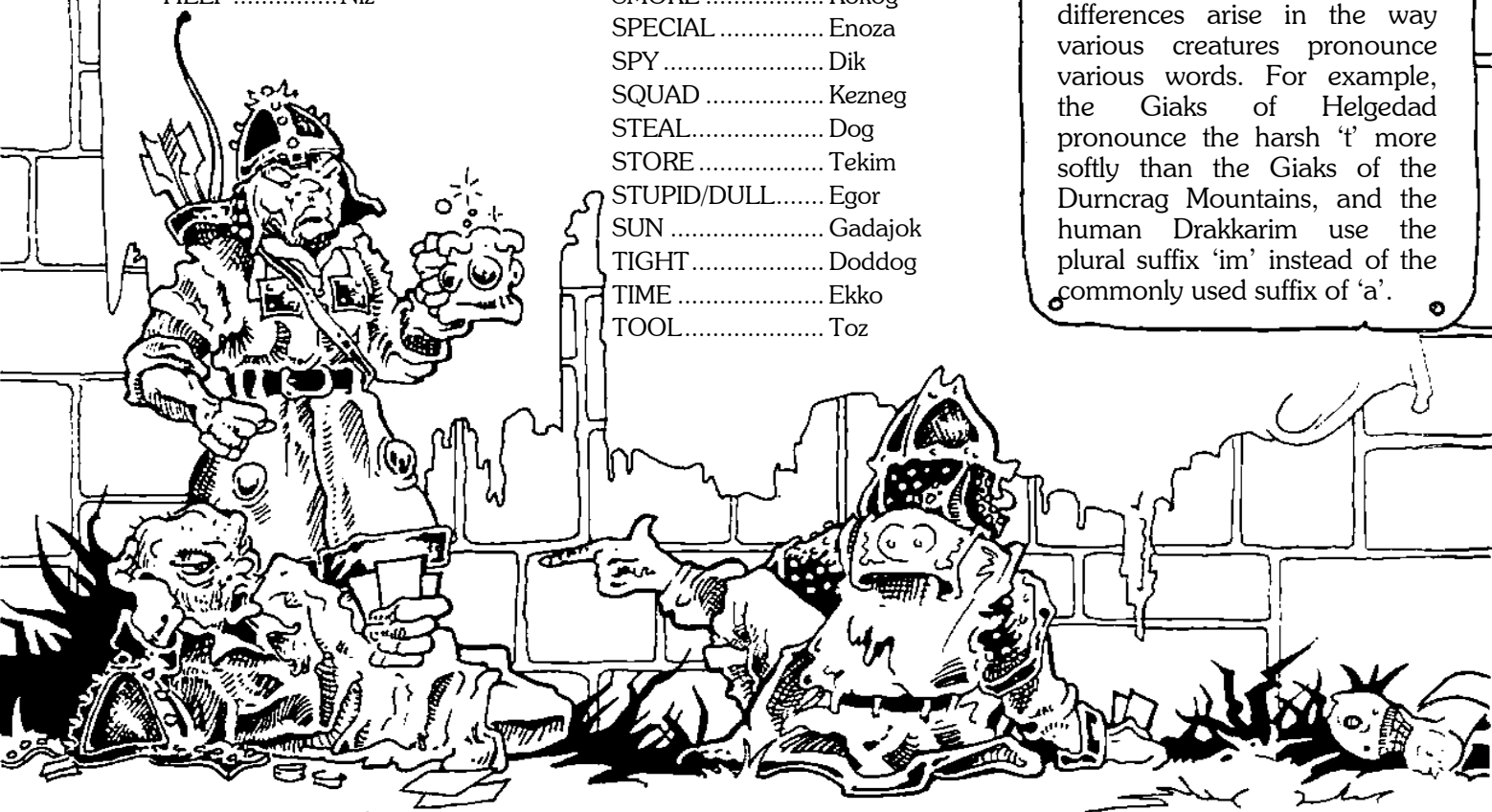
ANGRY..... Ganiak
ARMOUR..... Zaggan
ARROW..... Dulag
AXE..... Darg
BOAT/SHIP..... Muzar
BOOK..... Zad
BOW..... Tuk
CHEAT..... Noza
CLOAK..... Nozosh
COMPANY..... Nadarog
COURAGE..... Rugga
COWARD..... Odogon
DIG..... Nar
DOOR/GATE..... Etaar
END..... Zoz
FEMALE..... Zizi
FLANK..... Nartag
FLY..... Dikoz
GOING..... Naka
GRASS..... Zika
HELP..... Niz

JACKET/COAT..... Tugga
KEY..... Ruz
MAGIC/SPELLS..... Jigi
MARCH..... Tak
MIX..... Shushum
MOON..... Dajdok
MOUNTAIN..... Ritzag
OLD..... Jet
PATH/TRACK..... Adog
PROBLEM..... Ketki
PUNISHMENT..... Ekug
RING..... Ditka
ROAD..... Agna
SADDLE..... Togtar
SERGEANT..... Kordak
SHALLOW..... Kaat
SHIELD..... Danak
SIT..... Dandon
SLEEP..... Jat
SMOKE..... Kokog
SPECIAL..... Enoza
SPY..... Dik
SQUAD..... Kezneg
STEAL..... Dog
STORE..... Tekim
STUPID/DULL..... Egor
SUN..... Gadajok
TIGHT..... Doddog
TIME..... Ekko
TOOL..... Toz

TREE..... Koson
VEGETABLE/HERB..... Zug
WARN..... Rigi
WASTE..... Tezna
WAY..... Tuztor
WIND..... Duga
WINDOW/PORTAL..... Zogak
WINE..... Jogg

INDIRECT TRANSLATION

Giak is sprinkled with indirect translations, otherwise known as dialects. The use of the language is widespread, and differences arise in the way various creatures pronounce various words. For example, the Giaks of Helgedad pronounce the harsh 't' more softly than the Giaks of the Dumcrag Mountains, and the human Drakkarim use the plural suffix 'im' instead of the commonly used suffix of 'a'.



The Giak Word List

The start of a semi-regular feature in which we catalogue all of the most frequently used words of the Giak vocabulary.

ENGLISH	GIAK	ENGLISH	GIAK
above.....	ATOQ	BRIGHT.....	gadaj
AND	ash	BROWN.....	klag
ANGER / ANGRY	ganiak	bucket	EDAK
ANIMAL.....	gorak	BURN	azgad
archer	DULDUG	bury	ADUG
arena	MAGNOK	BUT	ka
arm	GUK	call	HUK
ARMOUR.....	zaggan	camp	GOGAK
ARMY / WAR PARTY	orgar / dorgar	canyon / chasm	OKROG
ARROW	dulag	captain	EGUD
ash.....	KEGA	CARRY	kag
ASK / DEMAND.....	jok	cask / barrel.....	RADGOR
AT.....	iak	CASTLE / STRONGHOLD.....	gazad
ATTACK (n).....	dargag	catapult	TEGDARG
ATTACK (v)	darg	cavalry	NOZODIM
awake / awaken	RAKKA	cell / prison.....	LIZOG
AXE	ogg	CHAIN.....	shuk
baby	LAG	CHAMPION.....	kookar
bag	JUGA	CHARGE	shaag
barracks	GAZJAT	CHEAT	noza
barricade.....	ODGOZ	cheer	JEGKA
battle.....	GUDNAK	CHEST	tadzar
bay / cove	EGIZA	child.....	IGGI
BED.....	shardar	CHURCH / TEMPLE.....	zazgog
before	NUG	circle	ADUZ
behind	OGAT	CITY / TOWN	gedad
belly.....	DUG-DUG	claw (n).....	HAG
bend	IKA	claw (v)	HAGAG
berserk / crazy	HEGEZ	CLEAN	stug
betray	STAG	CLOAK	nozosh
BIG / GREAT	gudjag	CLOSE / SHUT.....	zen
bird	DIKRAK	cloud.....	MUGTAZ
bite	DIG	COLD	gour
BLACK	hel	COME.....	dez
blind	EKIZ	COMING	dogez
blockade	ODGOZEG	COMPANY	nadarog
BLOOD	adez	cook.....	LAZAG
blow.....	DUZA	COURAGE.....	rugga
BLUE.....	gug	COWARD	odogon
BOAT / SHIP	muzar	crossbow	NUZOG
body	HAK	crown.....	REKNOZ
bolt	SHAZ	cup.....	IOK
BOOK.....	zad	CUT	shez
BOOT / SHOE	hagor	DAGGER / KNIFE.....	ogsha
border	GAGJAK	damage	ADUK
bottle / jug.....	ADAG	dance	JANTOK
BOW.....	tuk	DANGER	jatnar
bracelet	MUTAZ	DARK.....	nad
BREAK	jez	dawn.....	ZUGGUZ
bridge	MOK	day.....	EGUK
		deaf.....	AKOG

NB. Words in capitals in the English column are those which are featured in *The Magnamund Companion* and past issues of the Lone Wolf Club Newsletter. Words in capitals in the Giak column appear here for the first time.

The Giak-English Lexicon

(Adapted from the **Desert Lynx's Oasis** website)

Adag (n).....	Bottle, Jug	Dan (v).....	Stand
Adar (n).....	Wasteland, Desert	Danak (n).....	Shield
Adez (n).....	Blood	Dandon (v).....	Sit
Adog (n).....	Path, Track	Dar (conj).....	If
Adug (v).....	Bury	Darg (v).....	Attack
Aduk (?).....	Damage	Dargag (n).....	Attack
Aduz (n).....	Circle	Dat (v).....	Rest
Aga (v).....	Want	Daz (n).....	Left
Agna (n).....	Road	Dej (n).....	East
Agoz (v).....	Jump	Der (v).....	Go
Amaz (n).....	Wolf	Dez (v).....	Come
Ak (adj).....	Red	Dig (v).....	Bite
Akag (v).....	Defend	Dik (?).....	Spy
Akamaz (n).....	Doomwolf	Dikoz (v).....	Fly
Aki (adj).....	One, Lone	Dikrak (n).....	Bird
Akog (adj).....	Deaf	Ditka (n).....	Ring
An (n).....	Who/Whom	Dog (v).....	Steal
Anak (?).....	Trap	Dogez (adj).....	Coming
Ar (prep).....	With	Doddog (adj).....	Tight
Ash (conj).....	And	Dok (n).....	He
Atog (prep).....	Above	Dorgar (n).....	War Party
Azga (n).....	Front	Duga (n).....	Wind
Azgad (v).....	Burn	Dug-Dug (n).....	Belly
Aztar (n).....	North	Dulaga (n).....	Arrow
Da-Aki.....	Eleven	Duldug (n).....	Archer
Da-Ig.....	Twelve	Duza (?).....	Blow
Da-Ga.....	Thirteen	Edak (n).....	Bucket
Da-Rorag.....	Fourteen	Edaz (n).....	Map
Da-Ishrak.....	Fifteen	Edzar (n/adj).....	Light
Da-Narga.....	Sixteen	Eg (prep).....	To
Da-Na.....	Seventeen	Ega (adv/conj).....	Where
Da-Sha.....	Eighteen	Egina (n).....	Sea
Da-Shak.....	Nineteen	Egiza (n).....	Bay, Cove
Dag (v).....	Build, Erect, Make	Egor (adj).....	Stupid
Dajdok (n).....	Moon	Egud (n).....	Captain
Dajo (v).....	Follow	Eguk (n).....	Day
Dak (adv/conj).....	How	Ek (v).....	Get, Fetch
Daka (v).....	Move	Ekar (v).....	Begin, Start
Dakagog (v).....	Run	Ekid (adj).....	Blind

Kon (n) Hunt
 Kona (n)..... Wood
 Konkor (n) Hunter
 Konon (n) Tree
 Kookar (n)..... Champion
 Kor (prep) From, Of
 Kordak (n)..... Sergeant
 Kot (v)..... Close, Shut
 Kuz (n) Slave
 Lag (n)..... Baby
 Lajak (n) Stone
 Lazag (?) Cook
 Leka (v) Succeed, Win
 Lenag (adj) Deep
 Liga (adj) Small
 Lizog (n) Cell, Prison
 Loga (adj) Free
 Lozon (adj) Long
 Lug (n)..... Friend
 Magak (v)..... Fail, Lose
 Magnok (n) Arena
 Moggador (n)..... Hammer
 Mok (n) Bridge
 Moton (adj)..... Short
 Mugtaz (n)..... Cloud
 Mutaz (n) Bracelet
 Muzar (n) Boat, Ship
 Na (adj) Seven
 Nad (adj) Dark
 Nadarog (n) Company
 Nadgaj (n)..... War
 Nadul (n) Night
 Nadulheza (n) Camp
 Naj (adj)..... Near
 Nak (v)..... Fight
 Naka (adj)..... Going
 Naog (adj)..... No, Negative
 Nar (v) Dig
 Narg (v) Is, Am, To Be
 Narga (adj)..... Six
 Nart (conj) Or
 Nartag (?)..... Flank
 Nashez (v)..... Parry
 Nazgiz (adj) Seventy

Nen (n) Water
 Nengud (n) Lake
 Neni (adj) Wet
 Nenrak (n) Thief
 Nig (v) Hate
 Niz (v)..... Help
 Nizgaz (adj) Sixty
 Nodog (n)..... Swamp, Marsh
 Nogjat (n) Head
 Noza (v)..... Cheat
 Nozod (n) Horse
 Nozodim (n) Cavalry
 Nozosh (n)..... Cloak
 Nug (adv) Before
 Nuzog (n) Crossbow
 Odak (v) Guard
 Odakar (n)..... Guard
 Odgoz (n) Barricade
 Odgozeg (n) Blockade
 Odnenga (n) River
 Odogon (n) Coward
 Ogg (n) Weapon
 Ogot (v)..... Retreat
 Ogot (prep)..... Behind
 Ogsha (n) Dagger, Knife
 Ok (n)..... I
 Okak (n) You
 Okgan (v) Lead
 Okja (v) Obey
 Oknar (n)..... Officer, Leader
 Okrog (n)..... Canyon, Chasm
 On (adv/conj) When
 Orgad (adv)..... White
 Orgadak (n) Human
 Orgar (n) Army
 Oza (v) Use
 Ozon (v) Escape
 Radgor (n) Barrel, Cask
 Rakka (adj/v) Awake/Awaken
 Rannad (adv) Past tense
 Raz (v)..... Eat
 Razi (adj) Hot
 Rek (v)..... Scout
 Rekenar (n) Scout

Reknoz (n) Crown
 Rigi (v) Warn
 Ritzag (n) Mountain
 Rogag (adv) Future tense
 Rorag (adj) Four
 Roraz (adj) Forty
 Rugga (n) Courage
 Ruz (n) Key
 Ruzzar (v) Destroy
 Sha (adj) Eight
 Shaag (v) Charge
 Shad (n) Soldier
 Shak (adj) Nine
 Shakoz (adj) Ninety
 Shardar (n) Bed
 Shaz (n) Bolt
 Shazoz (adj) Eighty
 Sheg (n) Dog
 Shegga (v) Hunt
 Shegtar (n) Dwarf
 Shez (v) Cut
 Shezag (n) Sword
 Shok (adj) Live
 Shug (adj) Green
 Shushum (v) Mix
 Shuk (n) Chain
 Stag (v) Betray
 Stak (adj) Orange
 Staz (adj) Yellow
 Stug (?) Clean
 Stuzor (adj) Weak
 Taag (v) Kill
 Tadat (adj/adv) Hard
 Tadzar (n) Chest
 Tagog (asj/adv) Fast
 Tak (v) March
 Tan (v) Listen, Hear
 Tanoz (n) Safety
 Tanoz (adj) Safe
 Teg (adv/n) What
 Tegdarg (n) Catapult
 Tek (prep) As, Like
 Tekim (?) Store
 Tezna (?) Waste

Tog (adv/prep) Up
 Togtar (n) Saddle
 Tok (v) Open
 Tor (prep) For
 Tot (adv) Down
 Toz (n) Tool
 Tozaz (n) West
 Tugga (n) Coat, Jacket
 Tuja (v) Plan
 Tuk (n) Bow
 Tukor (adj) Strong
 Tuz (v) Fear
 Tuztor (n) Way
 Zad (n) Book
 Zag (n) Weapon
 Zaggan (n) Armour
 Zaj (v) Shoot
 Zand (n) South
 Zaz (v) Order
 Zazdak (n) Order
 Zazgog (n) Church, Temple
 Zee (v) See
 Zegor (n) Giak
 Zejar (n) Poison
 Zek (v) Hide
 Zendod (adj) Soft
 Zika (n) Foliage, Grass
 Zinoz (v) Smell
 Ziran (n) Sorcerer, Wizard
 Zizi (n) Female
 Zogak (n) Gate
 Zordak (n) Wall
 Zourg (v) Thrust
 Zoz (?) End
 Zug (n) Herb, Vegetable
 Zugguz (n) Dawn
 Zuk (n) Spear
 Zut (adj) Wrong, Bad
 Zutaagon (n/adj) Undead
 Zutag (n/v) Hurt, Pain
 Zutgorak (n) Monster

Additional Material

The following information was culled from all thirty-six issues of the Lone Wolf Club Newsletter. For ease of use, the material has been organised by subject rather than by publication date. This section contains some spoilers for the Lone Wolf gamebooks.

Magnamund Geography

Where is the grave of Sun Eagle, the first Kai Grand Master?

Lone Wolf Club Newsletter Summer Special 1987:
Sun Eagle, who was a Baron of Toran, is buried in a tomb in the middle of the city of Toran in northern Sommerlund.

What is the history of Castle Taunor, which is featured in *The Kingdoms of Terror*, Section 63?

Lone Wolf Club Newsletter 6:

Castle Taunor was built in MS 4402 by Prince Lydan of Winigen, then ruler of a small principality that is now part of Lyris. If you look at the map of the Stornlands in the front of Lone Wolf Book 6, you can see the area that was once Winigen; it is the forest and plain which is bordered to the east by the River Quarl and the west by the highway between Amory and Varetta. Three years after the castle was built, it was attacked by a rival baron and besieged for nine months. The prince eventually broke the siege by smuggling out one of his soldiers, who summoned the help of the Prince's brother, Prince Frennen of Woeld. During the siege, the defenders rolled rocks covered with moss at the enemy. At first the rocks were carefully investigated, but as more and more of them were found to be harmless, interest in them waned. That, of course, was when the defenders wrapped a man inside a layer of moss and rolled him down, too. He was able to get through and summoned Prince Frennen's army. Prince Lydan was killed ten years later at the Battle of Tido. His body was buried in the chapel of the castle and it is legend that the healing spa began to flow from the altar stone exactly a year after his death. The healing properties of Taunor Water became well known throughout the Stornlands, and many battles were fought to gain control of the castle. For two

hundred years the spa dried up (MS 4615–4815), and during this time the castle fell into disrepair. In MS 5008, its main watchtower was rebuilt for use by the army of Lyris, but it was abandoned when the Denka Gate was constructed in MS 5017. The Yawshaths occupied its dungeons in the year MS 5035, the same year in which Lone Wolf was born.

What is the capital of Cloeasia?

Lone Wolf Club Newsletter Summer Special 1987:

Kadan is the capital of Cloeasia. The Zultanate of Cloeasia came into being in the year MS 2950, formed by exiles from Vassagonia rule and displaced rebels and renegades from southern Dur-enor. It maintains a shaky independence from Vassagonia, but has lost much of its former wealth and territory due to political and geological upheavals in the Lastlands. It is currently (MS 5058) one fifth of its original size, and its population number less than 30% of its number when it first established self-rule. Its main resources are iron ore and copper, and its ruler is Zultan Guldarra.

Is Helgor a Darklord city?

Lone Wolf Club Newsletter Summer Special 1987:

Helgor is the capital city of Magador, the most northerly territory in the Stornlands. The peoples who originally settled here came from the south-west and mined the ore-rich mountains. But their wealth soon attracted outlaws and robber-barons who fought to take over the land. In MS 3657, all of the royal household were murdered, and a pretender called Prince Dolgorn acceded to the throne. The present ruler, King Vanagrom VI, is a descendant of Dolgorn. Although Magador is seen to be an independent kingdom, the King is little more than a puppet of the Darklords. Helgor, at the moment, is not a Darklord city, but it is destined to become one in the very near future!

On the Isle of Ghosts in MS 5060, where Lone Wolf witnesses a repeat of history, why did Roark and the druids return here specifically?

Lone Wolf Club Newsletter 12:

Of all the unholy shrines hidden throughout Magnamund, the Demonlord Tagazin could only be summoned to the altar located deep in this ancient Eruan forest temple.

What is a Doomstone doing in Ikaya (see *The Caverns of Kalte*, Section 334)?

Lone Wolf Club Newsletter 5:

The story of the Ikaya Doomstone is that a Lesser Darklord (known as a Xaghash) stole it from his master, Darklord Zagarna, and went to Ikaya in the hope of using it to release the Ice Demons imprisoned there. He intended to lead them against the Durenese, capture Hammerdal, and set himself up as ruler. His plans went disastrously wrong and he was destroyed by the Ice Demons which he released. The Doomstone remained in Ikaya, where it was hidden by the Ice Demons in the secret Temple of the Ancients ([Section] 264 of *The Caverns of Kalte*).

How is Ljuk pronounced?

Lone Wolf Club Newsletter 5:

Ljuk is pronounced 'Le Yook', 'Le' as in the French word for the, and 'Yook' as in book.

What is the history of the ruins of Raumas?

Lone Wolf Club Newsletter 5:

The Temple of Raumas was once a secret shrine and place of worship for a race of healers known as the Herbalish. It was destroyed by the Cener Druids of Ruel in the year 994 MS, a long time before the Sommlending arrived and took over the land. The Druids of Mallis Mound (see [Section] 93 in *Flight from the Dark*) are direct descendants of the evil Ceners. They have pledged themselves to the destruction of any who would dare try to rebuild the temple. The Kai and the army of Sommerlund tried on many occasions to rid their land of these evil druids, but all attempts proved

unsuccessful; the druids simply melted into the honeycomb of tunnels that they have excavated beneath the foothills of the Durncrag Mountains.

Races of Magnamund

Where did the Sommlending come from?

Lone Wolf Club Newsletter New Year's Special 1987:

To the east and west of the two great continents of Northern and Southern Magnamund are huge expanses of sea. In the northern hemisphere this sea is called 'The Northern Void'; in the southern hemisphere it is called 'The Southern Void'. There are thousands of uncharted islands, which collectively are called the 'Kayunis'—a Vassagonian word which means 'the stones of the void'. The Sommlending people were originally from an archipelago in The Northern Void. The God Kai compelled them to leave their islands and voyage to The Lastlands, and it was during this great voyage that he imbued many of the warriors with special powers. These warriors were destined to become the Kai Lords of Sommerlund.

If the race that makes up Durenor are Ulnarian, then why is Sommerlund ruled by the House of Ulnar?

Lone Wolf Club Newsletter 27:

The Ulnarians had occupied the region of Durenor for several centuries before the arrival in the Lastlands of the Sommlending. The two races had similar and compatible values and cultures, as well as a common enemy—the Darklords. Their natural alliance was bolstered periodically by marriages between the two royal households. Prior to his marriage to a Sommlending princess, King Ulnar I of Sommerlund (the slayer of Darklord Vashna) had been a Durenese prince. He began the Ulnarian line of succession in Sommerlund. In MS 5050, Sommerlund is still ruled by the House of Ulnar.

Where do the Drakkarim come from?

Lone Wolf Club Newsletter 4:

The Drakkarim are a race of evil human barbarians

who invaded Northern Magnamund from the west approximately 2500 years before the birth of Lone Wolf. They laid claim to vast tracts of land, putting to the sword and the torch all that stood in their way. The lands of Nyras, Ghatan, Nyvoz, Ogia, Skaror and Zaldir became theirs, but only to be lost to the Darklords when, in fear and awe of their power, the Drakkarim nations allied to their cause. These evil warriors now form regiments of assault troopers in Darklord armies.

What is the difference between a Drakkar and a Drakkarim?

Lone Wolf Club Newsletter 9:

There is no difference between the two: Drakkar is simply the singular of Drakkarim (i.e. one Drakkar, two Drakkarim).

Where do the women and children of the Drakkarim live?

Lone Wolf Club Newsletter 28:

Drakkarim society exists in their homelands, those territories that were colonised after their invasion of Northern Magnamund in the year MS 2591, namely Zaldir, Nyras and Nyvoz. All of the Drakkarim that Lone Wolf encounters are soldiers, which explains why they are never seen with their women and children. Some Drakkarim units, notably the Death Knights, are trained from an early age and do not have families. But others are predominantly natives of the Drakkarim homelands and occupied territories (Ogia, Northern Magador, Skaror and Ghatan). Before the demise of the Darklords, the strongest Drakkarim males were automatically conscripted into the Darklands army when they reached physical maturity around the age of 17.

People of Magnamund

In *Flight from the Dark* Banedon says he started on his quest with two companions, but in *Dawn of the Darklords* it says he travelled alone. Which is right?

Lone Wolf Club Newsletter 12:

In fact, both statements are correct. Banedon set

out from Toran alone on his quest to deliver the Guildmaster's warning to the Kai. But, during his ride, he joined up with the two Sommlending children, Daron and Thelda. These were the companions he mentioned in *Flight from the Dark*.

How did the innkeeper of the Forlorn Hope at Gorn Cove come to lose the sight in one eye?

Lone Wolf Club Newsletter 4:

The old innkeeper, in his younger years, was part of a bandit gang that raided the forested border with Durenor. He lost his eye after ambushing a merchant caravan: the merchant's pet hawk took its revenge for the murder of its master!

What are the COMBAT SKILL and ENDURANCE points of Vonotar the Traitor?

Lone Wolf Club Newsletter 6:

Vonotar the Traitor: CS 14 ENDURANCE 23
(Weak, but tricky!)

In Section 318 in *The Chasm of Doom*, who was the man tied to the stake?

Lone Wolf Club Newsletter 7:

This unfortunate person was Karl Vanalund, the eldest son of Oren Vanalund—the Baron of Ruanon. He was murdered by Barraka's men when the castle (shown in the background) fell to his attack.

Were King Ulnar I's COMBAT SKILL and ENDURANCE ratings as high as Vashna's, or did he possess a lot of Special Items, such as magical armour?

Lone Wolf Club Newsletter 9:

King Ulnar's COMBAT SKILL / ENDURANCE scores were CS 28 / END 32. Compared to Vashna, the king's basic ratings were very weak, and to make matters worse he was already mortally wounded, and near to death at the time of the confrontation at the Maakengorge. The combat would have been a walkover for the Darklord leader had the king not been armed with the Sommerswerd. In a last-ditch attempt to defeat Vashna, King Ulnar lured

him out to the edge of a rocky spur that jutted out into the chasm, and, as the Darklord leader swooped down to finish him off (yes . . . Vashna could fly as well!), he unsheathed the Sommerswerd and unleashed a blast of energy that was to seal Vashna's fate. Both Ulnar and Vashna fell into the chasm of doom, but the Sommerswerd did not. It lay on the edge of the spur and was retrieved by the Baron of Toran, who later became Sun Eagle, the first of the Kai.

What happened to the mercenary captain who appears in *The Kingdoms of Terror*?

Lone Wolf Club Newsletter 8:

Unfortunately the mercenary captain (whose name is Hal Morkarn) and his band of brave fighters were wiped out during the Darklord invasion of the Stornlands in the year MS 5061. They were defending the town of Oredal at the time of their deaths. The enemy were a Giak / Drakkarim army group led by Darklord Menashga.

Lone Wolf is Skarn—the Wolf of Dessi legend. Who then is Ikar—the Eagle of Dessi legend?

Lone Wolf Club Newsletter 8:

Skarn and Ikar are the two *Koura-tas-kai* of Dessi legend. Lone Wolf is the wolf of legend and Sun Eagle, the first Kai Grand Master was the eagle of the legend.

Who was Zakhan of Vassagonia after Kimah?

Lone Wolf Club Newsletter 11:

Lhazhor, the Emir of Bisutan, was elected by the elders of Vassagonia as successor to Zakhan Kimah [in MS 5062].

What happens to Lord Paido after Lone Wolf falls into the Shadow Gate at the end of Book 10 (MS 5062)?

Lone Wolf Club Newsletter 10:

Sadly, I have to report that brave Lord Paido was slain by Darklord Gnaag as he tried to escape from the Shadow Gate chamber barely seconds after Lone Wolf disappeared.

When the Chaos-master died [before MS 5070], was the beholder of Yanis changed back to Sinay, and Serocca released from her prison?

Lone Wolf Club Newsletter 10:

Upon the death of the Chaos-master, the power-field that imprisoned Serocca immediately disappeared. However, where the effects of the Chaos-master's power had caused a mutation of a life form (e.g. the Beholder, the Plains of Guakor, and sections of the Nahgoth Forest) the reversal of those effects was a slow process. It took the equivalent of 10 Aon years for the Beholder to regain his former shape, and the equivalent of 25 years for the Plains of Guakor and the Nahgoth Forest to revert to their natural condition.

In *The Masters of Darkness*, what happened to captain Borse and the rest of the crew after the *Intrepid* was sunk [MS 5070]?

Lone Wolf Club Newsletter 11:

Captain Borse was killed when a Darkland ironclad rammed the *Intrepid*, but Davan and six of the crew (including two Kirlundin marines) managed to survive the action and swim ashore. They avoided the Giak beach patrols and eventually made their way back along the coast to Toran.

What happened to the Slavemaster after the fall of Helgedad in MS 5070?

Lone Wolf Club Newsletter 11:

The Slavemaster was given safe passage to the Stornlands where he was granted a command of a brigade in the army of Lyris. Once the now leaderless and demoralized Darkland armies had been forced back into the Naogizaga (where most of them eventually perished), he returned to his native Magador and led an uprising against King Vanagrom VI. The revolt ended with the King's death and the dissolution of the monarchy. Magador became a republic and the Slavemaster, whose name was Kadharian, was elected its first President.

Prince Pelathar

When I beat the Gourgaz in *Flight from the Dark*,

did Prince Pelathar die in the battle after I escaped on his horse?

Lone Wolf Club Newsletter #3:

Yes, I'm afraid that the King's only son, Prince Pelathar of Sommerlund, was killed by a Giak arrow during the Battle of Alema Bridge.

With Prince Pelathar dead, who is heir to the throne of Sommerlund?

Lone Wolf Club Newsletter #4:

With the Crown Prince dead, the throne (unless something untoward should happen in the meantime!) will pass to his older sister, the Princess Imelda. Only on one prior occasion has the male genealogical line been broken, and that was when the heir to King Corel I, the Crown Prince Pheron the Young, died at birth. The throne passed to his only sister, Princess Maura (later Queen Maura II), who married Prince Oldar of Durenor. Their son became King Ulnar III of Sommerlund.

Lone Wolf and Grey Star

How old is Lone Wolf?

Lone Wolf Club Newsletter New Year's Special 1986:

At the time of the massacre of the Kai, Lone Wolf is fifteen years old. Events in Books 1 & 2 take place in the year MS 5050; Lone Wolf was born in the year MS 5035. Throughout Northern and Southern Magnamund, all reckoning is dated by the Moonstone (MS), the date on which this gem of power was created by the Shianti. The years before its creation are shown by placing the date prior to the letters MS (e.g. 3647 MS). The years after its creation are denoted by the date being placed after the letters (e.g. MS 5050).

Where in Sommerlund was Lone Wolf born?

Lone Wolf Club Newsletter 9:

Lone Wolf was born and raised in the village of Dage, situated ten miles south of Toran.

How old is Lone Wolf during his various adventures?

Lone Wolf Club Newsletter 7:

The following list shows the date and the age of

Lone Wolf during each of the first eight Lone Wolf adventures:

<u>BOOK</u>	<u>DATE</u>	<u>LONE WOLF'S AGE</u>
1	MS 5050	15
2	MS 5050	15
3	MS 5051	16
4	MS 5054	19
5	MS 5055	20
6	MS 5058	23
7	MS 5059	24
8	MS 5060	25

When Lone Wolf returned from the Daziarn in MS 5070, had his body aged only the small amount of time that he had been away, or was he eight years older?

Lone Wolf Club Newsletter 11:

Lone Wolf aged only three months despite having been absent from Magnamund for over eight years.

Are Lone Wolf and Grey Star alive at the same time?

Lone Wolf Club Newsletter New Year's Special 1986:

Yes, Grey Star and Lone Wolf are alive at the same time. The events in Grey Star Book 1 are set in the same year in Lone Wolf Books 1 & 2.

How old is Grey Star?

Lone Wolf Club Newsletter New Year's Special 1986:

Grey Star was born in MS 5034, and is one year older than Lone Wolf.

Creatures of Magnamund

Where do the Akataz come from, and do the Drakkarim train them?

Lone Wolf Club Newsletter New Year's Special 1987:

The Akataz are ferocious wild dogs that inhabit the forests of Zaldir and Nyvoz. The Drakkarim do train them for use as hunting dogs and to guard their camps. They love horsemeat and will always attack horses in preference to other creature;

therefore, in battle, they are often used in great packs to counter enemy cavalry.

What happens to the Crocaryx now that their stewardship of the Lorestone of Tahou has ended?

Lone Wolf Club Newsletter Summer Special 1987:

Following Lone Wolf's discovery of the Lorestone of Tahou [MS 5061], the Crocaryx become extinct within the lifespan of one generation. Their existence has been prolonged by the God Kai, contrary to the natural laws of time, in order that they should protect the Lorestone until Lone Wolf's coming. Once the Lorestone was removed from the city of Zaaryx the power that protected them disappeared and they quickly succumbed to the ravages of time that they had previously been shielded against for many thousands of years.

What is the name of the creature Lone Wolf encounters in Section 168 of *The Chasm of Doom*?

Lone Wolf Club Newsletter 5:

This creature is a Daemonak. They are used as messengers and spies (and sometimes as assassins) by the Darklords of Helgedad. When Darklord Vashna perished at the Maakengorge, some of his Daemonaks survived and took up residence in the ruins of the city of Maaken. They still scout the area and bring back information to the spirit of their master imprisoned in the Chasm of Doom. The one that you encountered in [Section] 168 was one of these vampire scouts.

What is the Gagadoth, of whom the Magicians of Dessi needed Banedon's help in order to defeat it?

Lone Wolf Club Newsletter 6:

For thousands of years, the Gagadoth hid in the depths of the Chasm of Gorgoron, having escaped the destruction of Naaros where originally it was bred by Agarash the Damned. Slowly it changed and evolved an immunity to the magic of the Elder Magi that enabled it, eventually, to rise up from the chasm and terrorize Dessi. The Elder Magi were helpless to stop it, but Banedon, whose magical skills are of a different kind to those of the Elder Magi, was able to defeat the creature after a long and terrible struggle in the cold depths of Gorgoron itself.

How do you pronounce 'Giak'?

Lone Wolf Club Newsletter 8:

The word Giak is pronounced 'Gee' (as in 'the')–'ak' (as in 'mack').

What are Giak Shamans?

Lone Wolf Club Newsletter 8:

The Nadziranim use some Giaks, the most intelligent ones, as assistants and slaves in the preparation of their sorcerous experiments. Some of these privileged Giaks have been able to learn the rudiments of the Black Art and it is these few (they number no more than a dozen or so) who have earned the title of Shaman. Generally they remain in the service of their particular Nadziranim master, but often in times of war they are attached to Giak regiments and operate as Battle-magicians.

Where do Kraan come from?

Lone Wolf Club Newsletter 4:

Kraan were originally bred in the dungeons of Helgedad by Darklord Vashna, about 1600 years before the time in which the Lone Wolf books are set. They were created as flying mounts for Darklord commanders, to enable them to reach the far-flung corners of their empire in the quickest possible time. Fed on the meat of Szalls and Swamp Giaks, these creatures grew fierce and strong. Zagarna amassed a great number in preparation for the invasion of Sommerlund, and it was their air assault on the Kai Monastery that brought about the near-total destruction of the order.

Do the Nadziranim have the same kinds of powers as the magicians of Toran, or do they have a totally different type of magic?

Lone Wolf Club Newsletter New Year's Special 1987:

The Nadziranim are magical creatures who, along with the Xaghash, form the higher court of followers that surround each of the Darklords of Helgedad. They derive their power from the Plane of Darkness, the dimension of existence that is the stronghold of Naar—the King of the Darkness.

Their magic is far more destructive than that of the Brotherhood of the Crystal Star, but the Nadziranim are not without considerable weaknesses. In mortal form they cannot exist in the temperate climates beyond the borders of the Darklands; therefore, they are usually only found in places like Helgedad. They exist to serve their particular Darklord master by creating weapons and magic that he can use to further his ambitions. For example, the Nadziranim that served Darklord Haakon fashioned for him a special helm and body armour which enabled him to survive his visit to Vassagonia in *Shadow on the Sand*. They also created the weapon called 'The Orb of Death', with which Haakon bargained with the Zakhan in order to capture Lone Wolf.

How do you pronounce 'Quoku'?

Lone Wolf Club Newsletter New Year's Special 1986:
'Quoku' is pronounced 'Quo' (as in 'Joe'), 'ku' (as in 'you').

Where do the Yawshaths come from?

Lone Wolf Club Newsletter 6:
The Yawshath, like most of the evil monsters that inhabit Magnamund, is one of the Agarashi—the creatures of darkness. When Naaros was destroyed, the Agarashi melted away into the mountains and swamps where they have hidden ever since. Many became extinct, but some, like the Yawshaths, evolved and survived in isolation, eventually emerging to terrorize the areas which border their lairs.

The Darklords

The Darklords are described as 'mortal', but mortal means human. The Darklords aren't human . . . are they?

Lone Wolf Club Newsletter 10:
The dictionary definition of mortal is something that is subject to death. The Darklords are most definitely not human, but they are subject to death. A Darklord can be slain either by one of his own

kind, by his creator—Naar, the King of the Darkness, or by their bane—the Sommerswerd.

What are the COMBAT SKILL and ENDURANCE points of Lord Zagarna and Darklord Vashna?

Lone Wolf Club Newsletter 6:

Darklord Zagarna: CS 46 ENDURANCE 60
(Reduce by 25% if beyond the limits of the Darklands.)

Darklord Vashna: CS 58 ENDURANCE 88
(Reduce by 20% if beyond 400 miles from Helgedad.)

If the Darklords physically disintegrate outside the Darklands after too long, how come Darklord Haakon survived his visit to Vassagonia?

Lone Wolf Club Newsletter 12:

Haakon's Nadziranim, his personal magicians, made for him a special helmet to enable him to breathe the air of Vassagonia. Normal air is poisonous to all Darklords, the oxygen content being the main cause of their disintegration. Haakon's helmet was featured on the first edition covers of *Shadow on the Sand*, and is also to be seen on page 33 of *The Magnamund Companion*.

After Darklord Haakon's death in *Shadow on the Sand* (MS 5055), who is the leader of the Darklord Empire?

Lone Wolf Club Newsletter Summer Special 1987:

The successor to Darklord Haakon will be Darklord Gnaag of Mozgôar. Following Haakon's demise, a civil war breaks out in Helgedad as rival Darklords fight for the throne. The war lasts five years before Gnaag emerges triumphant.

What are the names of all the Darklords, and which of them are alive?

Lone Wolf Club Newsletter New Year's Special 1987:

The twenty Darklords created by Naar are as follows:

VASHNA	Lord of Helgedad
ZAGARNA*	Lord of Kaag
HAAKON*	Lord of Aarnak
DAKUSHNA	Lord of Kagorst
KRAAGENSKÛL	Lord of Helgedad
CHLANZOR	Lord of Gazad Helkona
MENASHGA	Lord of Nadgazad
TOMOGH	Lord of Gournen
UNC*	Lord of Aarnak
SLÛTAR	Lord of Kaag
GNAAG	Lord of Mozgôar
SHEBNAR	Lord of Helgedad
TAKTAAL	Lord of Helgedad
ZHANSHAL	Lord of Aarnak
GHANESH	Lord of Helgedad
NHORG	Lord of Gourizaga
MRUGOR	Lord of Helgedad
XOG	Lord of Helgedad
GHURCH*	Lord of Ghargon
KHATELLU	Lord of Helgedad

Archlord Vashna was killed by King Ulnar I at the Great Battle of Maakengorge. He was the most powerful of all the Darklords and, technically, he is not completely dead; his spirit lives on, imprisoned in the chasm of doom, and it can be released if the correct ritual is performed.

Four Darklords have been completely destroyed, and they are those marked with a (*) in the list above. Darklords Zagarna and Haakon were destroyed by Lone Wolf [MS 5050 and MS 5055 respectively]. Darklords Unc and Ghurch were destroyed during the civil war that followed Haakon's death. They were both killed by Darklord Gnaag, Lord of Mozgôar, the eventual winner in the struggle for Archlordship of the Darklands.

If Kraagenskûl is a Lord of Helgedad, why in Lone Wolf Book 12 does he call himself 'Lord of Argazad'?

Lone Wolf Club Newsletter 11:

Kraagenskûl was a former Lord of Helgedad until he was put in charge of the construction of Argazad. On its completion he became lord of that stronghold. (The naval base was built from scratch while Lone Wolf was in the Daziarn.)

What happened to the armies of Gnaag after the destruction of Helgedad in MS 5067?

Lone Wolf Club Newsletter 11:

When the Transfusor was destroyed, those Darklords who were outside the borders of the Darklands physically disintegrated. Without their tyrannical leadership the factions which made up their armies, notably the Drakkarim, began to fight amongst themselves for control. This widespread disorder quickly escalated into a virtual civil war within the Darkland armies. It gave the Freeland forces time to recover and launch an offensive that exploited the chaos and led to a quick and total victory.

What happened to 'Darkflame', the sword belonging to Darklord Gnaag?

Lone Wolf Club Newsletter 12:

Gnaag's sword, Nadazgada, was consumed by the flames of Helgedad when the city-fortress exploded and fell into the Lake of Blood, as described at the end of *The Masters of Darkness* [in MS 5070].

The Daziarn and Aon

If Magnamund is the last free planet of Aon, what are the names of the others?

Lone Wolf Club Newsletter 6:

Within its own solar system, there are eight planets apart from Magnamund. They are TORM, BAZITTO, CANNADOM, PLUTARNIS, GORDONIA, HERMIDOS, SHUNA and ITHIS.

As well as the Daziarn Plane and the Material Plane, how many planes are there?

Lone Wolf Club Newsletter 6:

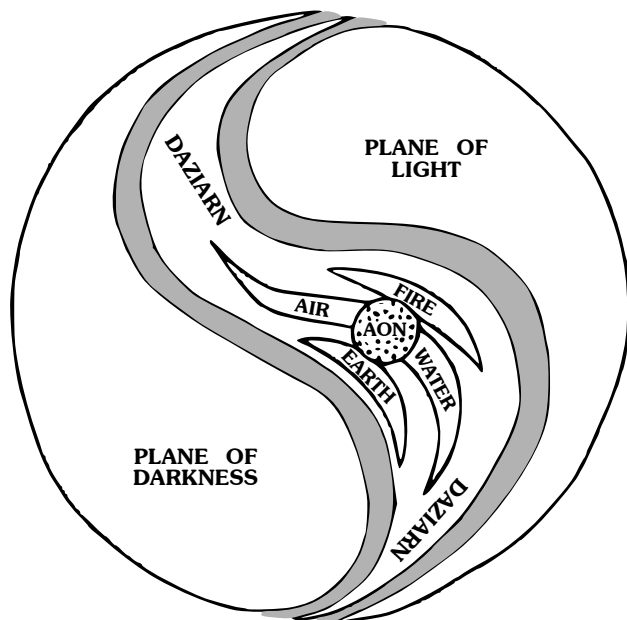
The planes of existence are the MATERIAL plane—the material manifestation of the planets and Universe of Aon; the DAZIARN plane—the ethereal 'corridor' connecting the planes; the plane of LIGHT—fortress plane of the Gods Ishir and

Kai; the plane of DARKNESS—fortress plane of Naar, King of the Darkness; the four elemental strongholds of FIRE, EARTH, AIR, and WATER; and the plane of CONFLUENCE—a plane where the Gods of Light and Darkness can create material forms outside of the Laws of Time and the conditions of the material plane.

How do the Planes of Existence fit together?

Lone Wolf Club Newsletter Summer Special 1987:

The [diagram] shows how the many planes of existence are related to each other. Unfortunately, because it is drawn on a flat piece of paper, it cannot show the three-dimensional aspects, channels and gates between the planes.



Why is it that the entrance to the Daziarn below the Magicians' Guildhall stays where it is?

Lone Wolf Club Newsletter Summer Special 1986:

The nature of Shadow Gates differs greatly in Northern and Southern Magnamund. In the north they are fixed geographical locations where the two planes of existence overlap and connect to form doorways from one to the other. But in the south, following the exodus of the Shianti, Shadow Gates rarely—if ever—appear in the same place

for more than one day. Before the Golden Age of the Shianti, all Shadow Gates were like those in the north. But following the return of the Moonstone to the Daziarn, the Goddess Ishir used her power to alter the nature of the Shadow Gates in the south, so that the Shianti would not easily be tempted to enter and retrieve their Moonstone. (One of the fixed southern Shadow Gates was once located in the Darkling Room in the Port of Suhn.)

How did the magicians know it was a Shadow Gate and knew it was there if they couldn't see it and they weren't of the Kundi Tribe?

Lone Wolf Club Newsletter Summer Special 1986:

The magicians of the Crystal Star Guild are not aware of the purpose of the Shadow Gate on which they built their Guildhall. Early members of their order entered the portal and were never seen again (they are still alive somewhere in the Daziarn), after which the guild assumed the portal to be some sort of magical black hole, and have used it ever since as a place of disposal for murderers and traitors. Other fixed sites for northern Shadow Gates include Ikaya (through which the Ice Demons entered Magnamund) and below the Tomb of the Princess in Barrakeesh.

The Giak Language

What does the Giak Officer shout in *Flight from the Dark*?

Lone Wolf Club Newsletter Summer Special 1985:

In *Flight from the Dark* ([Section] 325) the Giak officer shouts: "Ogot, Ogot!" at his cowering troops, followed by, "RANEG ROGAG OK—ORGADAKA OKAK ROGAG GAJ!", which he screams at you.

The literal translation of this Giak sentence is as follows:

RANEG (return) ROGAG (future tense) OK
(I)—ORGADAKA (humans) OKAK (you)
ROGAG (future tense) GAJ (die)

Rearranged into English, the sentence reads: “I will return—you humans will die!”

‘Ogot’, by the way, means ‘Retreat’ in English.

In *Flight from the Dark*, Section 267, what does the message attached to the Giak dagger say?

Lone Wolf Club Newsletter 5:

In entry no. 267 of *Flight from the Dark*, the message is written in Giak and is pronounced as follows:

“ORGADAK SHADA TAAG OKAK—
ORGADAK OKNARA EK ASH JEK EG
HELGEDAD”

When the above sentence is translated into English, it reads:

“YOU ARE TO KILL ALL HUMAN
SOLDIERS—HUMAN LEADERS ARE TO
BE TAKEN TO HELGEDAD”!

What do the territorial names of areas in the Darklands translate as?

Lone Wolf Club Newsletter 28:

The main territorial regions of the Darklands are:

AZTAREGINA	=	Northern Sea
GOURIZAGA	=	Coldlands
NAOGIZAGA	=	No-lands
DAJDOKRITZAGA	=	Moon Mountains
KAGAZITZAGA	=	Fire Mountains
DEJKAATA	=	Eastern Shallows

The Kai Monks

How old are the Kai?

Lone Wolf Club Newsletter New Year’s Special 1986:

The Order of the Kai was established by Sun Eagle, the first Kai Grand Master, in the year MS 3810. At the time of their massacre, the order was 1,240 years old!

Is there any distinction between Kai Warriors and ‘Kai Monks’?

Lone Wolf Club Newsletter 5:

Strictly speaking, there is no distinction between the term warrior and monk. During long periods of peace, the Kai devoted themselves to study and training, which prompted outsiders to call them monks because their order was separate from the rest of Sommlending society. During times of war, they formed important army units in the Sommlending army. They wore armour and their higher-ranking masters were placed in command of all troops (Kai and regular army soldiers). Hence, they were also called warriors.

When was the Book of the Magnakai lost, and how?

Lone Wolf Club Newsletter Summer Special 1987:

The Book of the Magnakai was lost in the year MS 4434. It was stolen by agents of the Zakhan of Vassagonia who wished to use it to bargain for power from the Darklords. The plan went wrong when the agents double-crossed the Zakhan and tried to strike up a deal directly with the Darklords. They hid the Book in the Tomb of the Majhan and then sought an audience with the Darklords by approaching a Drakkarim warlord in the city of Torgar. Unfortunately, the Drakkar dismissed their attempt to strike up a deal and simply tortured them in order to extract the hiding place for himself. However, both agents died before revealing the location of the book, and the hiding place remained a secret until MS 5055 when Haakon learned of what had happened. He used his power to call on the spirits of the agents, and bought them back under his control as ‘Stuzor-zutaagon’—weak, wraith-like undead. This is how he learned of the location of the lost *Book of the Magnakai*.

Before their massacre, how long did it take for a Kai Lord to master each basic and Magnakai Discipline?

Lone Wolf Club Newsletter 9:

There was no set time limit in which a Kai Lord had to master any particular Discipline. Each of

the Kai developed their innate skills at differing rates of progress. Some Kai never progressed higher than the rank of Warmarn (Journeyman) or Guardian, whilst others, having entered the monastery as children aged seven, developed their skills very quickly and attained these ranks before they were 12 or 13 years old. Assuming that a Kai Lord had the innate potential of developing his skills to the rank of Kai Grand Master, then the average progression through the ranks (compared to age) would have been:

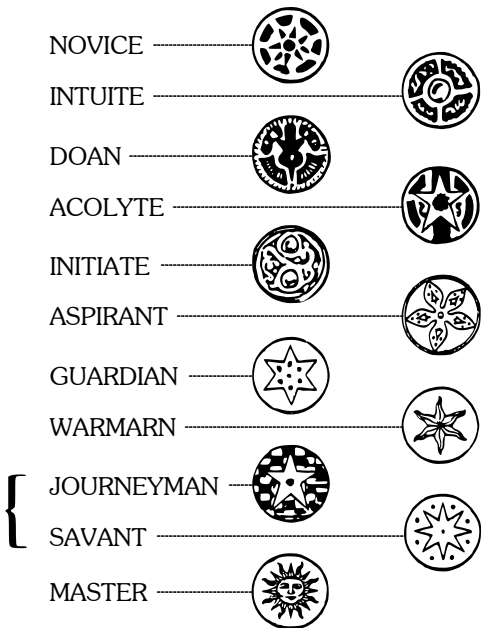
<u>RANK</u>	<u>AGE</u>
NOVICE	7
INTUITE	9
DOAN	12
ACOLYTE	14
INITIATE	16
ASPIRANT	18
GUARDIAN	19/20
WARMARN/JOURNEYMAN	20/22
SAVANT	24
KAI MASTER	28
KAI MASTER SENIOR	30
KAI MASTER SUPERIOR	32
PRIMATE	35
TUTELARY	38
PRINCIPALIN	42
MENTORA	48
SCION-KAI	50
ARCHMASTER	52/54
KAI GRAND MASTER	56/60

In *The Chasm of Doom*, Lone Wolf is asked for his Badge of Rank. What does this item look like?

Lone Wolf Club Newsletter 7:

Badges of Rank were given to the Kai Lords during their training at the Kai Monastery. These badges took the form of cloak clasps worn at the right shoulder. The Badge of Rank given to Lone Wolf during *The Chasm of Doom* was that of a ‘Guard Captain of Rangers’, a badge shaped like a horse’s head embroidered in red thread and worn on the

right sleeve. Below are the ten cloak badges awarded to Kai Lords whilst they study the basic Kai Disciplines.



What are the Badges of Rank like for the Magnakai ranks of Kai Master to Kai Grand Master?

Lone Wolf Club Newsletter 8:

The insignia for Kai Masters are very different to the Badges of Rank worn by Kai Lords who have yet to master all of the basic Kai Disciplines. When a Kai Lord becomes a Kai Master he is granted the privilege of being allowed to design his own uniform. But in order for others to be able to identify his rank, these unique uniforms had to conform to certain specifications. Each level of Magnakai training is identified by a colour and a symbol. When a Kai Master designs his uniform (which he must do every time he masters a new Magnakai Discipline) he must incorporate his Magnakai rank colour and symbol into the design. Before their massacre, it was common for Kai Masters to combine elements of their name, rank symbol and rank colour into a crest which was worn as an embroidered badge on their right shoulder. For their formal uniforms, worn in battle or on special or state occasions, these crests were woven into the fabric and would cover both the chest and the back of the tunic. The Kai Master rank colours and symbols were as follows:

<u>RANK</u>	<u>COLOUR</u>	<u>SYMBOL</u>
KAI MASTER	Grey	Castle
KAI MASTER SENIOR	Light Blue	Anvil
KAI MASTER SUPERIOR	Dark Blue	Ship
PRIMATE	Green	Oak tree
TUTELARY	Scarlet	Sword
PRINCIPALIN	Orange	Horse's head
MENTORA	Yellow	Dragon
SCION-KAI	White	Moon
ARCHMASTER	Silver	Star
KAI GRAND MASTER	Gold	Sun

It should be noted that following the massacre of the Kai, Lone Wolf has chosen not to follow in the tradition of designing his own uniform. He has decided to wear his Initiate's tunic until he has successfully completed the Magnakai quest.

When Lone Wolf is a Kai Master, does he teach others his Kai skills at the Monastery?

Lone Wolf Club Newsletter New Year's Special 1986:

Upon completion of all ten basic Kai Disciplines, traditionally a Kai Lord becomes a Kai Master. The pupil is now a teacher whose role it is to train young Novices in the way of the Kai, while he still receives instruction into the secrets of the Magnakai from higher-ranking Masters. However, due to the massacre of the Kai, Lone Wolf must now complete the Magnakai quest before he can fully establish the order once more.

What is the feast of Fehmarn celebrating?

Lone Wolf Club Newsletter New Year's Special 1986:

The Feast of Fehmarn is an annual celebration in Sommerlund when all Sommlending swear an oath of loyalty to their King. The Oath of Fehmarn is first taken upon reaching the seventh birthday, and is renewed once a year on the first day of spring to remind all Sommlending that their highest duty is to protect their country by serving their King in times of trouble.

On page 44/45 of *The Magnamund Companion*, what is the room next to the Armoury?

Lone Wolf Club Newsletter Summer Special 1987:

The room to the left of the Armoury is the Marshalling Room. Here, patrols were organised prior to scouting missions in the Durncrag Range. A stout door leads from this chamber directly to the outside grounds.

On page 44/45 of *The Magnamund Companion*, what weapons are the two foot soldiers using in the training park?

Lone Wolf Club Newsletter Summer Special 1987:

The two Kai Guardians depicted in the Monastery illustrations are training with weapons called 'Toran Hammers'. They consist of a six-foot shaft of fire-hardened oak with a heavy hammerhead at its top. Narrow strips of steel are nailed down each side of the shaft to prevent the head from being chopped off during combat, and two sharp spikes protrude from the tip and the rear of the hammer. The Kai used these weapons to counter attacks by Drakkarim cavalry.



Steel Head of a Toran Hammer

Miscellaneous

If the Crystal Explosive, featured in Section 301 of *The Dungeons of Torgar*, was so powerful that it completely destroyed Torgar's iron gate, how come it didn't destroy the surrounding wall which was only made of stone?

Lone Wolf Club Newsletter 9:

The Elder Magi designed this magical explosive to destroy only the iron gate, leaving the surrounding masonry intact. Were it simply a very powerful charge then the entrance to Torgar would have been sealed off in the resulting explosion, and, most likely, the causeway would have collapsed as well.

What happened to the Juggernaut in Argazad harbour after I sabotaged its wiring [in MS 5070]? Did it eventually sink at sea after all?

Lone Wolf Club Newsletter 11:

As a consequence of having sealed the doom of the Darklords by completing your mission in Helgedad, the ironclad juggernaut was never actually launched. Had it been, its engine would undoubtedly have broken down within hours of setting out to sea, and there would have been at least a 60% chance of it being hit by a storm whilst incapacitated. That would have sunk it for sure.

Could you tell me the names of all the Lorestones of Nyxator?

Lone Wolf Club Newsletter 8:

The names of the seven Lorestones of Nyxator are:

VARETTA, HERDOS, OHRIDO, TAHOU,
LUOMI, GAMIR and VINALDO

[Note: Gamir and Vinaldo were the original names of Darke and Shpydar before they were conquered by the Drakkarim.]

Are the Powerstaves, like the one that appeared in *The Dungeons of Torgar* (Section 252), manufactured by the Nadziranim in Helgedad? If so, how did Shasarak come to have one in the Grey Star series?

Lone Wolf Club Newsletter 9:

The Powerstaves, as used by the Ziran during the Battle of Cetza, are very rare. They number only five, and were created by the Nadziranim who serve Gnaag in Helgedad. Shasarak's Powerstave was not a Nadziranim weapon; he created it himself.

How is the game of Samor played?

Lone Wolf Club Newsletter 5:

The game of Samor is a bit like chess, but it has more pieces and there are more squares on the game board. Joe created the game with the intention of using it in *The Magnamund Companion*, but, due to a lack of space, it had to be left out in favour of the Ragadorn Tavern multi-player game.

What is the history of the Seal of Hammerdal?

Lone Wolf Club Newsletter 7:

The Seal of Hammerdal was the ring of office worn by King Alin I of Durenor at the time of Darklord Vashna's defeat at the Maakengorge. It was given as a mark of the eternal alliance between Sommerlund and Durenor. It is the one treasure that the Durenese would not want returned because its return would signify one of two things: either the end of the alliance between the two countries, or, as is the case in the book *Fire on the Water*, a major invasion of Sommerlund that warrants the return of the Sommerswerd in order to defeat the Darklord invaders.

Which 'god-like race' made the Sommerswerd?

Lone Wolf Club Newsletter 11:

The Sommerswerd was forged by the Nuoma, a race of spirit like demigods who serve Kai on the Plane of Light. Their powers are akin to the Shianti, although the Nuoma have always remained within the confines of their plane of existence and have never had need to take on a physical form.



ERRATA

Introduction:

Replaced 'game books' with 'gamebooks', and 'full colour' with 'full-colour'.

Page 3: Title Page

Removed original publisher's logo from illustration.

Page 4: Copyright

Replaced 'Richard Hooks' with 'Richard Hook'. Adjusted all page number references by +2. Credited the Title Page to Gary Chalk. Added: '[Reproduced with calligraphic font]' beneath Jane Laycock's credit as we have not yet been able to contact her and receive her permission to use her work. Removed 'Cover illustrator: Brian Salmon'. Replaced 'This Berkley book contains the complete text of the original edition' with 'This Project Aon book contains the complete text of the original edition'. Removed 'A Berkley Book / published by arrangement with Century Hutchinson Ltd.'. Removed printing history. Replaced 'This book may not be reproduced in whole or in part, by mimeograph or any other means, without permission' with 'Distribution of this Internet Edition is restricted under the terms of the Project Aon License'. Removed the addresses of both Arrow Books and Berkley Books. Removed ISBN number.

Page 5: Contents

Adjusted all page number references by +2. Replaced 'Nael Aluvian' with 'Nael-Aluvian', 'ALE-HOUSE' with 'ALEHOUSE', 'Game Board' with 'Gameboard', 'Role-Playing' with 'Role-playing', 'Ale-house' with 'Alehouse', and 'Fryelund and' with 'Fryelund, and'.

Page 6: Magnamund Then and Now

Replaced 'Damned Rises' with 'Damned rises'.

Page 7: Magnamund Then and Now

Replaced 'North Magnamund' with 'Northern Magnamund'.

Page 10: The Realms of Northern Magnamund

Replaced 'Tadatizagaza' with 'Tadatizaga'.

Page 9: Southern Magnamund

Replaced 'The Kotains' with 'The Koltains'.

Page 14: The Realms of Southern Magnamund

Replaced 'arts, defeated' with 'arts, who defeated', and 'MAGIC AND' with 'MAGIC, AND'.

Page 15: The Races of Magnamund

Replaced 'Nael and' with 'Nael, and'. Replaced 'Drakkar Assault-Trooper' with 'Drakkarim Assault-trooper' and 'Assault-Troopers' with 'Assault-troopers' to reflect standard usage.

Page 16: The Races of Magnamund

Replaced 'Varetian' with 'Varettian'.

Page 17: The Races of Magnamund

Replaced 'The Vassa' with 'The Sharnazim'.

Page 18: The Vaderish/Aluvian Nations

Replaced 'city state' with 'city-state' and 'robber barons' with 'robber-barons'.

Note: There is some confusion as to what city is the capital of Lencia. It is here named as Helmstorm, though later *Lone Wolf* adventures seem to indicate that Vadera is the capital. During the Darkdawn War, Lencians lost their northern territories (and their capital, Gamir) to the Drakkarim (after MS 2591). Then the capital could be Helmstorm—a well protected city-port. After the demise of the Darklords and the beginning of the crusades (MS 5070?), Vadera could become just the royal seat. We have therefore left this unchanged.

Page 20: The Nael/Nael-Aluvian Nations

Replaced 'Klann mountains' with 'Klann Mountains', 'comprised' with 'composed', and 'east and' with 'east, and'.

Page 21: The Nael/Nael-Aluvian Nations

Replaced 'Klanos' with 'Klamos'. Replaced 'Tentarius' with 'Tentarias'.

Page 22: The Lastlander/Old Kingdom Nations

Replaced 'age of the Eternal Night' with 'Age of Eternal Night'.

Page 23: The Lastlander/Old Kingdom Nations

Removed superfluous dash before '(Isle)'.

Page 24: The Mythenish/Tianese Nations

Replaced 'Bhanarian' with 'Lissanian', 'burrow and' with 'burrow, and', and 'Naaros: it' with 'Naaros; it'.

Page 25: The Mythenish/Tianese Nations

Replaced 'Winds. For' with 'Winds; for', 'Shuri mountains' with 'Shuri Mountains', 'Mesanna palace' with 'Mesanna Palace', 'Kalamar river' with 'Kalamar River', 'Civil War' with 'Civil war', and 'Formally ruled' with 'Formerly ruled'.

Page 26: The Vassa Nations

Replaced 'Sadi desert' with 'Sadi Desert'.

Page 28: The Drakkarim/Agarashi Nations

Replaced both occurrences of 'Agarashi empire' with 'Agarashi Empire', and 'freelands' with 'Freelands'.

Page 29: The Drakkarim/Agarashi Nations

Replaced 'Cragmantel' with 'Cragmantle' and 'Nyraz' with 'Nyras'.

Page 30: The Primitive/Droardin Nations

Replaced 'descent, that' with 'descent that'. Replaced 'Capital: Sheasu' with 'Capital: Mydnight' and 'The Isle of Sheasu is the only human settlements' with 'The Isle of Sheasu hosts the only human settlements'.

Page 34: The Creatures of Helgedad

Replaced 'monastery of the Kai' with 'Monastery of the Kai'.

Page 35: The Creatures of Helgedad

Replaced 'lesser-Darklords' with 'lesser Darklords', and 'tombs and' with 'tombs, and'.

Page 36: The History of the Darklords

Replaced 'towers and' with 'towers, and', and 'Doomwolves and' with 'Doomwolves, and'.

Page 37: The History of the Darklords

Replaced 'Arch-lord' with 'Archlord', 'new-found' with 'newfound' and 'monastery of the Kai' with 'Monastery of the Kai'.

Page 38: The Fighting Power of the Darklords

Replaced 'ARCH-LORD' with 'ARCHLORD' and Kai lords' with 'Kai Lords'.

Page 39: Darklord Weapons

Replaced 'Mozgoar' with 'Mozgōar', and 'Kraagenskul' with 'Kraagenskūl'.

Page 42: The Rise of the Kai Lords

Replaced 'SUN-EAGLE' with 'SUN EAGLE', 'dormant kai disciplines disciplines, were' with 'dormant Kai Disciplines were', and 'Master, Sun' with 'Master Sun'.

Page 43: The Rise of the Kai Lords

Replaced both instances of 'lore-circle' with 'Lore-circle', and 'honour and' with 'honour, and'.

Page 44: The Kai Monastery

Replaced 'Sun-Eagle' with 'Sun Eagle', and 'honour and' with 'honour, and'. Added label: 'Marshalling Room' (as per *Lone Wolf Club Newsletter Summer Special 1987*).

Page 46: Ragadorn Alehouse Brawl

Replaced both instances of 'Ale-house' with 'Alehouse', 'p. 95' with 'p. 97', 'pp. 48-9' with 'pp. 50-1', 'Pages 46/47' with 'Pages 48/49', three instances of 'Non-Player' with 'Non-player', 'non-player character' with 'Non-player Character', 'Hidden Counters' with 'Hidden Loot Counters', 'ale-house' with 'alehouse', 'co-operate' with 'cooperate', and two occurrences of 'ENDURANCE POINTS' to 'ENDURANCE points'.

Page 47: Ragadorn Alehouse Brawl

Replaced 'Ale-house' with 'Alehouse', both instances of 'ale-house' with 'alehouse', six instances of 'movement' with 'MOVEMENT', five occurrences of 'ENDURANCE POINTS' with 'ENDURANCE points', one occurrence of 'ENDURANCE POINT' with 'ENDURANCE points', 'that quarter' with 'that Quarter', and 'Item) or' with 'Item), or'.

Page 48: Ragadorn Alehouse Brawl Gameboard

Replaced 'NPC's' with 'NPCs' and added 'Climb over table –2 squares'.

Page 50: Ragadorn Alehouse Brawl Characters

Replaced 'Durncrag mountains' with 'Durncrag Mountains', 'Magicians Guild' with 'Magicians' Guild', three instances of 'ale-house' with 'alehouse', 'dagger' with 'Dagger', and 'thieves' guild' with 'Thieves' Guild'.

Page 51: Ragadorn Alehouse Brawl Characters

Replaced four instances of 'ale-house' with 'alehouse', and 'non-player characters' with 'Non-player Characters'. Replaced 'Herbwarden and' with 'Herbwarden and', and 'Herbwarden &' with 'Herbwarden and'.

Page 52: The Royal Estates, Fryelund, and Baronial Provinces of Sommerlund

Replaced 'FRYELUND AND' with 'FRYELUND, AND'.

Page 53: The Royal Estates, Fryelund, and Baronial Provinces of Sommerlund

Replaced 'Stewardship of the estate' with 'Stewardship of the estates', 'south of Holmgard, falls' with 'south of Holmgard falls', 'confederation of guilds that dominate' with 'confederation of guilds that dominates', and 'magician's guild' with 'Magicians' Guild'. Replaced 'bridges and' with 'bridges, and', 'political and' with

- 'political, and', and each occurrence of 'Anskavern' with 'Anskaven'.
- Page 54: **The Saga of Sommerlund**
Replaced 'forts and' with 'forts, and' and 'northern void' with 'Northern Voids'.
- Page 55: **The Saga of Sommerlund**
Replaced 'magician's guild' with 'Magicians' Guild', and 'elite' with 'élite'.
- Page 57: **Lorin Faldon—Young Archer**
Replaced 'bow skill' with 'bow-skill'.
- Page 58: **Aran Rolny—Young Scribe**
Replaced 'Baron Calder' with 'Baron Caldar'.
- Page 60: **Jac Taynor—Farmer's Son**
Replaced 'dancing and' with 'dancing, and'.
- Page 61: **Jac Taynor—Farmer's Son**
Replaced 'bang' with 'bang'.
- Page 62: **The Warriors of Sommerlund**
Replaced 'trained and' with 'trained, and'.
- Page 63: **The Warriors of Sommerlund**
Replaced 'war horse' with 'warhorse', 'war time' with 'wartime', 'Comprised' with 'Composed', and 'are called' to 'is called'.
- Page 66: **The Giak Army**
Replaced 'squat and' with 'squat, and', and 'cruelty and' with 'cruelty, and'.
- Page 70: **The Giak Language**
Moved 'of' below the "object" line in the explanation of Giak Grammar. Replaced 'verb and' with 'verb, and'.
- Page 71: **The Giak Language**
Replaced 'RORGAG' with 'ROGAG', 'DARAROG' with 'DARAROG', and 'DAISHAK' with 'DA-ISHAH'.
- Page 73: **The Giak Word List**
Added 'Weapon (n) . . . Ogg' to the list, as noted in *Lone Wolf Club Newsletter #9*.
- Page 74: **Zegor Jok Dak Eg**
Replaced 'sentence.' with 'sentence,', and 'p. 68' with 'p. 70', and 'page 73' with 'page 75'.
- Page 75: **English/Giak Phrase Book**
Replaced 'page 72' with 'page 74' and 'The monster lives' with 'The monster lived'.
- Page 77: **Modelling Magnamund**
Replaced both instances of 'cms' with 'cm', 'stone work' with 'stonework', 'door- and window-frames' with 'door and window frames', 'Kai Monastery.' with 'Kai Monastery?', 'modeller but' with 'modeller, but', and 'square) use' with 'square), use'.
- Page 78: **Modelling Magnamund**
Replaced both instances of 'cms' with 'cm', and all three instances of 'Fig' with 'Fig.', and italicised all occurrences of 'Skyrider'.
- Page 79: **Modelling Magnamund**
Replaced 'Fig 4' with 'Fig. 4', and 'three dimensional' with 'three-dimensional'. Replaced 'plasticard fill' with 'plasticard, fill', 'The Base' with 'The base', 'flooring: first' with 'flooring, first', 'Next dry-brush' with 'Next, dry-brush', 'craft so the' with 'craft, so the', and 'model opposite' with 'model overleaf'.
- Page 80: **Banedon's Skyrider**
Replaced 'Skyrider' with 'Skyrider'.
- Page 82: **Building a Skyrider and a Fantasy Fleet**
Replaced four occurrences of 'Skyrider' with 'Skyrider'. Replaced 'crates and' with 'crates, and'. Replaced 'Citadel Miniature's' with 'Citadel Miniatures'.
- Page 83: **Building a Skyrider and a Fantasy Fleet**
Replaced 'cms' with 'cm', 'etc' with 'etc.', both instances of 'Fig' with 'Fig.', 'drybrushed' with 'dry-brushed', and both occurrences of 'mast and' with 'mast, and'.
- Page 86: **Dawn of the Darklords**
Replaced 'Role-Playing' with 'Role-playing', 'journeyman' with 'Journeyman', both instances of 'Magicians Guild' with 'Magicians' Guild', 'call the' with 'calls the', 'any of your spells' with 'certain spells', 'Action Chart below' with 'Action Chart on page 98', 'to zero' with 'to zero or below', 'the 'Spells' section' with 'the 'Brotherhood Spells' section', 'on the last page of this book' with 'on Page 98', 'the one with the zero score' with 'that combatant', and 'luck of the Gods' with 'luck of the gods'.
- Page 87: **Equipment**
Replaced 'envelope' with 'Envelope', 'restores 2 points' with 'restores 2 ENDURANCE points', 'short sword (weapon)' with 'Short Sword (Weapon)', and 'your 28' with 'your COMBAT SKILL'. Put items in initial capital letters. Replaced each occurrence of 'weapons' with 'Weapon', and 'weapon' with 'Weapon'.
- Page 88: **Rules for Combat**
Replaced 'page 96' with 'page 97', 'to zero' with 'to zero or below', and 'ENDURANCE points reduced' with 'ENDURANCE points possibly reduced'.
- Page 88: **Section 4**
Replaced 'spell of Silence' with 'spell *Silence* and wish to use it'.
- Page 89: **Section 11**
Replaced 'envelope' with 'Envelope'.
- Page 89: **Section 16**
Replaced 'semi-circle' with 'semicircle', and 'a clutch of Kraan glide' with 'a clutch of Kraan glides'.
- Page 90: **Section 19**
Replaced 'envelope' with 'Envelope', and 'Ogadak' with 'Orgadak', and 'spell of Lightning Hand' with 'spell *Lightning Hand*'.
- Page 90: **Section 23**
This section is currently unreachable and cannot be brought back into the game. Replaced 'spell of Mind Charm, and' with 'spell *Mind Charm* and'.
- Page 90: **Section 24**
Replaced 'spell of Counter Spell, and' with 'spell *Counterspell* and', and 'spell of Invisible Shield, and' with 'spell *Invisible Shield*, and'.
- Page 90: **Section 27**
Replaced 'spell of Mend' with 'spell *Mend*'.
- Page 91: **Section 33**
Replaced 'spell of Net, and' with 'spell *Net* and'.
- Page 91: **Section 34**
Replaced 'restore lost ENDURANCE' with 'restore 5 lost ENDURANCE', and 'meal' with 'Meal'. Replaced 'spell of Mend' with 'spell *Mend*'.
- Page 91: **Section 35**
Replaced 'spell of Levitation' with 'spell *Levitation* and wish to use it'.
- Page 91: **Section 37**
Replaced 'spell of Lightning Hand' with 'spell *Lightning Hand* and wish to use it'.
- Page 92: **Section 38**
Replaced 'spell of Counter Spell, and' with 'spell *Counterspell* and'.
- Page 92: **Section 41**
Removed superfluous line-break after 'magical,'.
- Page 92: **Section 43**
Split the *Random Number Table* choices onto separate lines. Replaced 'spell of Invisible Shield' with 'spell *Invisible Shield*'.
- Page 92: **Section 44**
Replaced 'sword blade' with 'Sword's blade', 'Old Tadeus' with 'Old Tadeus:' and split the option to evade combat onto its own line. Replaced 'spell of Vigour' with 'spell *Vigour*'. Replaced 'rounds, by' with 'rounds by'.
- Page 93: **Section 45**
Replaced 'spell of Levitation, and' with 'spell *Levitation* and'.
- Page 93: **Section 46**
Replaced 'restore lost ENDURANCE' with 'restore 5 lost ENDURANCE'. Replaced 'spell of Mend' with 'spell *Mend*'.
- Page 93: **Section 47**
Replaced 'spell of Levitation' with 'spell *Levitation*'. Replaced 'or do' with 'or if you do'.
- Page 93: **Section 48**
Replaced 'spell of Mind Charm, and' with 'spell *Mind Charm* and'. Replaced 'Crowns, by' with 'Crowns by'.
- Page 93: **Section 49**
Replaced 'spell of Lightning Hand, and' with 'spell *Lightning Hand* and'.
- Page 93: **Section 50**
Replaced 'Giaks' with 'Giaks:'.
- Page 93: **Section 52**
Split the links onto separate lines.
- Page 93: **Section 53**
Replaced 'spell of Mend' with 'spell *Mend*'.
- Page 93: **Section 55**
Moved the last choice (about using *Sense Evil*) into the first position. Replaced 'spell of Sense Evil, and' with 'spell *Sense Evil* and'.
- Page 94: **Section 57**
Replaced 'Road, and' with 'Road and'.
- Page 94: **Section 58**
Replaced 'counter spell' with '*Counterspell*'.
- Page 94: **Section 59**
Replaced 'spell of Net, and' with 'spell *Net* and'.
- Page 94: **Section 60**
Replaced 'power words' with 'power-words'.

- Page 94: **Section 62**
Replaced 'envelope' with 'Envelope', and 'Ogadak' with 'Orgadak'.
Replaced 'spell of Lightning Hand, and' with 'spell *Lightning Hand* and'.
- Page 94: **Section 64**
Replaced 'Helghast' with 'Helghast:'.
- Page 94: **Section 64**
Replaced 'spell of Vigour' with 'spell *Vigour*'.
- Page 95: **Section 71**
Replaced 'spell of Mind Charm' with 'spell *Mind Charm*'.
- Page 95: **Section 75**
This section is currently unreachable and cannot be brought back into the game. Replaced 'says, 'please' with 'says. 'Please'.
- Page 96: **Section 76**
Replaced 'spell of Mind Charm, and' with 'spell *Mind Charm* and'.
- Replaced 'spell of Sense Evil, and' with 'spell *Sense Evil* and'.
- Page 96: **Section 78**
Replaced 'spell of Levitation' with 'spell *Levitation*'.
- Page 96: **Section 77**
Replaced each occurrence of 'the Captain' with 'the captain'.
- Page 96: **Section 79**
Replaced 'blanket' with 'Blanket', and 'boy, 'he's' with 'boy. 'He's', and moved the last choice (about using *Sense Evil*) into the first position.
Replaced 'spell of Sense Evil, and' with 'spell *Sense Evil* and'.
- Page 97: **Coloured Counters**
Replaced three occurrences of 'gold crowns' with 'Gold Crowns', both occurrences of 'end. pts' with 'ENDURANCE points', both occurrences of 'com. ski.' with 'COMBAT SKILL', and slightly altered the layout of four of the purple counters to allow for these adjustments.
Replaced 'FEMALE FIGHTER' with 'ADVENTURESS'.

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21 August 2009

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