

LONE WOLF

ADVENTURE GAME



BOOK OF KAI LEGENDS

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INTRODUCTION



IN THIS CHAPTER

YOUR ADVENTURE STARTS HERE!
HOW TO USE THIS BOOK
GETTING STARTED
HOW TO PLAY THIS ADVENTURE



CHAPTER ONE INTRODUCTION

YOUR ADVENTURE STARTS HERE!

Welcome to the *Book of Kai Legends*, the best place to start playing **The Lone Wolf Adventure Game**. The easiest way to learn the rules for any game is by playing it, and that is just as true for **The Lone Wolf Adventure Game**. You and your friends can get started right away, just by following the instructions and advice in this introduction, and then by turning to your first adventure.

What you will find here are two full length adventures and a chapter devoted to narrating the game using your own scenarios. **The Lone Wolf Adventure Game** is only limited by your imagination, so the more time and effort you put into it, the better your stories of epic fantasy roleplaying will become. Every book in this boxed set is designed to provide you with the rules and tools to make your game as fun for everyone as it can be.

The first of these adventures, *The Lost Caravan*, tells a story in which you and your friends play the main characters. The Narrator starts the story and describes all the scenes and actions

within it during the game, while the Players each act out their role as a Kai Lord and react to events in the story as it unfolds. *The Lost Caravan* provides guided instructions for first-time Narrators but after a little while you will likely not need them. It also teaches you how to play the game as your Players encounter different and increasingly complex situations.

Once you get started, you and your friends will learn quickly. After you have played *The Lost Caravan*, take some time to read through the other two books included in the box, the *Book of Kai Training* and the *Book of Kai Wisdom*. They will expand on the rules you have already been using, as well as give you loads more tips and advice.

Once you feel ready, you and your friends can then play through the second adventure, *Onward 'Til Morning*. This adventure can be played through in exactly the same way as *The Lost Caravan*, but also gives you the option – if you feel comfortable – of adding some more complex rules to your games.

Finally, this book ends with some advice on writing and running your own adventures. That is all you need to know for now. Round up some friends, turn the page, and start playing!





HOW TO USE THIS BOOK

To help you narrate your first adventure, you'll see a number of different symbols throughout:



When you see this symbol it means you should read aloud the accompanying text.



When you see this symbol it means you should ask the Players a question or prompt them to make a choice.



When you see this symbol it describes a suggested course of action or activity that the Players might attempt.



When you see this symbol it means you should use the game mechanics to resolve the outcome, and it explains how to do so.

When you're ready, turn the page and prepare to set out on your first adventure in Magnamund!

GETTING STARTED

Included in this box you will find six characters; each a Kai Lord with different skills and abilities. Pass them round for the other Players to have a look at — we'll come back to them in a moment, and all the numbers will be explained during your first adventure.

Next get out the Random Number Table and the Combat Resolution Table. These are handy reference tables that you'll need during the game; you can find the Random Number Table inside the box lid, so place that somewhere everyone can reach it. The Combat Resolution Table is in the box set alongside the characters. You will need to use these regularly during the game, as Random Numbers

are how you determine the success or failure of various actions and the Combat Results Table gets a work out whenever the evil forces of Magnamund need a good thrashing!

There are other useful items in the box, such as tokens and markers for things like Kai's Favour, but don't worry about these for now.

The first thing you and your friends are going to decide is who is going to play the stars of the story, the Kai Lords, and who is going to tell the story, the Narrator. As you're the one reading this now, we're going to assume that you're the Narrator — if not, hand this book to your friend who is going to be the Narrator without reading any further; you don't want to spoil the story, after all!

THE NARRATOR

If you're still reading, that means you must have volunteered to be the Narrator — well done! Being the Narrator in an adventure game is great fun; you get to tell the story to the other Players, play all the bad guys and guide everybody through the game.

It's a very fun and rewarding role to play and, although it might seem intimidating at first, don't worry; we're going to guide you through every step of the way.

In a moment, you're going to read a little more about the adventure and how you go about starting to play the game. But, before you do, you're going to give the rest of your friends something to read themselves. If you're reading this before the other Players get here, you should feel free to read the adventure all the way to the end. Otherwise, you can read along with the Players, interacting with them as indicated in the text.

THE PLAYERS

Your friends are going to be the stars of your story — brave heroes out on an exciting adventure! They're going to play the role of a character, a Kai Lord of Sommerlund, saying what they'd say,



Making your Own Characters

If your Players have already played an adventure game before, they might want to make their own characters up. You can find out how to do that on page 27 of the *Book of Kai Training*.

But if this is your first time playing *The Lone Wolf Adventure Game*, or any adventure game, then it's probably best if you use the ready-made characters.



deciding what they do and throwing counters to decide the outcome of their actions.

Read this out to the other Players:



You are going to each play a Kai Lord, a brave hero out on your first adventure. There are six characters to choose from...

Then take the ready-made characters from the box and place them in the middle of the table. Take each of the Action Charts in turn and read aloud the accompanying description:



This is Bright Shield, he is brave and tough.

This is Storm Sparrow, she is pious and outdoorsy.

This is Night Fox, he is stealthy and skilled with a bow.

This is True Song, she is inquisitive and honest.

This is Moon Blade, he is charming and sharp of mind.

This is Dawn Thunder, he is quick and clever.



Then get each of the players to pick one of the characters to play, and encourage them to read the description of their chosen Kai Lord. Tell them not to worry too much about what all the numbers mean – we'll explain them as the game goes on!

While they're busy doing that, read on.

the numbered sections in a game book, think of them more like a scene in a film. Each scene progresses the story to its conclusion. In some adventures it may be the case that not all scenes are played out, as some represent alternative paths through the adventure; but in this adventure you should play through each scene in order.

Narrators should take the Players through these scenes, reading aloud the descriptions, presenting the Players with their options and responding to what the Players choose to do. Because a Player could do anything, not all of their reactions will be listed as an option but, we've done our best to make sure the most obvious choices are covered. You might want to present these options as choices, much like the choices in a game book, for at least the first couple of scenes to give new Players some support and encouragement in deciding what to do next.

As confidence grows for both you and your Players, then you don't have to give such options to the Players. Instead you can allow the Players to make their own choices. You can still give advice or help on what you think their Kai Lord characters would do in a given situation, of course.

As you play through each scene, you'll be introduced to the rules of the game. Whenever a new rule is introduced, just follow the instructions presented in the text – everything you need to know and do is presented in easy-to-follow steps, so just take your time and read it through with your friends. You'll have all picked up the basics of playing *The Lone Wolf Adventure Game* by the end!

HOW TO PLAY THIS ADVENTURE

You'll see that the adventure is divided into 'scenes' and within those scenes are numerous sections that describe various options available to the Players. Rather than thinking of such scenes as

YOUR ADVENTURE AWAITS!

Creating the Right Atmosphere

Creating the right mood can really aid any game session. Make sure everyone is comfortable (but not so relaxed that they can't pay attention), focused and in the right mood. Try playing some music in the background; putting a good fantasy soundtrack (such as the *Lone Wolf Soundtrack*) together is pretty easy nowadays. Mood lighting can also add to the atmosphere of the game, just make sure it's not too dark the players can't see their Action Charts! Gaming aids, props and imagery can make a game truly special. Make hand drawings, maps and letters to hand out to the players at appropriate points and watch how they pore over them, looking for clues.



THE LOST CARAVAN



IN THIS CHAPTER

WHAT'S THIS ADVENTURE ABOUT?

SCENE ONE: THE STORY SO FAR...

SCENE TWO: LEAVING THE MONASTERY

SCENE THREE: AT THE ALEMA MITRE

SCENE FOUR: OVER ALEMA BRIDGE

SCENE FIVE: TROUBLE AT LAKE HELMAR

SCENE SIX: TO HOLMGARD!



CHAPTER TWO

THE LOST CARAVAN

Welcome to your first adventure in *The Lone Wolf Adventure Game* – and possibly your first ever adventure, anywhere!

This adventure is intended to be the first thing you read in *The Lone Wolf Adventure Game*, and is designed to teach you and your friends the rules as you play through it together. It has been written in such a way that you and your friends can play through it without prior experience or preparation – you can open the box, grab this book and start right away.

All you need to play is a copy of this book and at least one other friend to play with (and up to five other friends!), as well as characters, counters and a copy of the random number chart – don't worry, you'll find they are included in the box too!

If you've not already done so, flip back a couple of pages and read through the introduction. It will explain who gets to do what. Once you've decided on who is the Narrator and which characters the Players are playing, read on!

TIPS FOR THE NARRATOR

Don't forget that this is an introductory adventure. Its primary purpose is to quickly get you and your friends playing and enjoying *The Lone Wolf Adventure Game*. The basic game rules are introduced along the way, so that by the end everyone should have an idea as to how the game works. It has been

written in such a way that it allows Players to overcome each challenge in a number of different ways, but the overall adventure follows a linear path.

This adventure is designed to:

- Introduce the Players and Narrator to the world of Lone Wolf.
- Teach the Players something new and useful about the rules in each scene, taking them through their basic Action Chart and illustrating each entry as to what it means and why it is important.
- Make sure every Player gets to do something in the adventure – roleplaying with each other, interacting with the Narrator's characters and their environment, as well as becoming familiar with the mechanics of combat.

WHAT'S THIS ADVENTURE ABOUT?

In this adventure, the young Kai Initiates (played by the Players) are tasked with investigating the disappearance of a caravan that never returned. The Kai Elrhin at the Kai Monastery view this as an ideal mission to put before a group of young and eager Kai Initiates. They are tasked with investigating what has happened and, if possible, locating the whereabouts of the missing merchant caravan.

Take as Much Time as you Need

Being a Narrator is an important role to play in an adventure game. It can take time to get comfortable with this. When playing through the adventure, if you need to time to think about something, then ask the Players if it's OK to take a break so you can gather your thoughts before proceeding; go grab a drink or a snack and take a moment away from the table to read ahead or think about what you want to do next. The most important aspect of the game is to have fun, Narrators and Players alike.





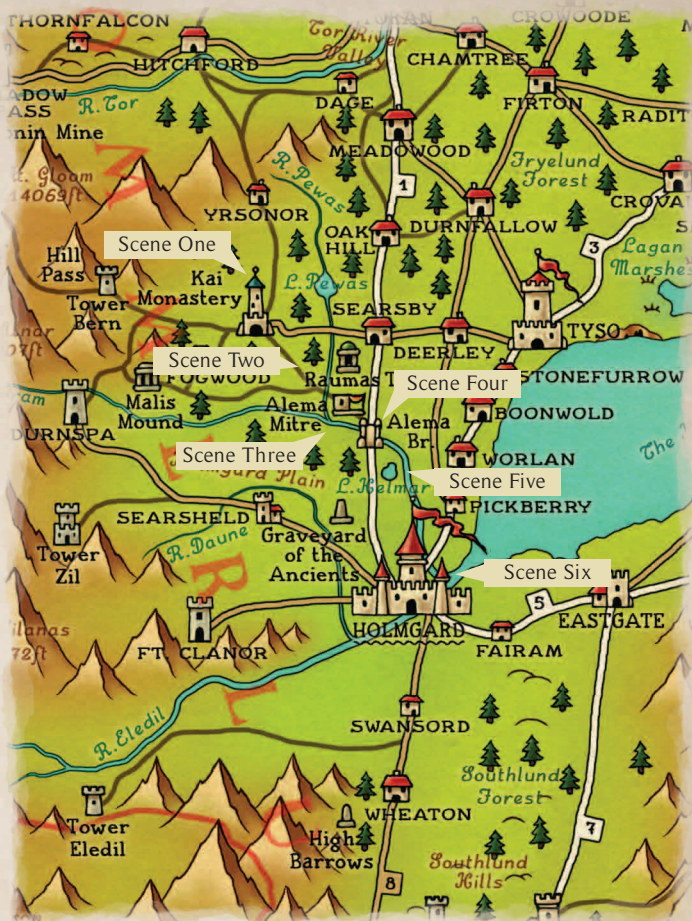
The adventure is made up of six scenes:

- **Scene One** introduces the Kai Initiates to their mission.
- **Scene Two** takes the Kai Initiates along a trail through the woods south-east of the Kai Monastery to the Alema Mitre.
- **Scene Three** takes place at the Alema Mitre, where the Kai Initiates may question the merchants there. They could also be involved in their first combat.
- **Scene Four** takes the Kai Initiates to the Alema Bridge where they have an opportunity to search for clues as to the whereabouts of the missing merchant caravan and its passengers.
- **Scene Five** takes place around Lake Helmar and involves the brave young Kai Initiates in a demanding combat with several adversaries.
- **Scene Six** concludes the adventure with the Players travelling to Holmgard. It also leads into the second adventure in this book: *Onward 'Til Morning*.

The map opposite shows the route that the characters will take in the adventure, with each of the scenes marked to show where they occur. Don't share this with the Players, though – you don't want to tip them off as to what's going to happen, where! Instead the Players should have their own map, which you can find in the box.

SCENE ONE THE STORY SO FAR...

This scene introduces the Players to their mission and lets them role play and ask questions of the Narrator before they set off. There are no tests or rules mechanics in this scene; instead it is designed to provide the Players with a reason for why they are adventuring together and to help them understand what is expected of them.



Read the following to the Players:



It is not yet dawn when you all arrive in the courtyard of the Kai Monastery. Eagerly you await the appearance of Kai Femskurd River Blade. She has summoned you here for an unknown purpose. Shivering in the chill morning



Playing Narrator Characters

Playing Narrator characters is one of the best things about being a Narrator as it allows you to role play each and every person or creature that the Players encounter during their adventure. To make each of your characters interesting, think about their personalities and their motivations. These aspects will help you in your interactions with the Players.

A Narrator character doesn't need to be highly detailed; a well-chosen phrase or description is often all that is needed. A little more effort should be invested in important Narrator characters, especially those you intend to reuse in future scenarios. Throughout this book, you'll find advice for playing each of the principal Narrator characters the Players encounter.



air of this early autumnal day, you can hear the calls of larks and callysparrows beyond the surrounding walls of the Kai Monastery. You watch with trepidation as River Blade makes her way down the grand stairs from the door to the quarters of the Skurdin – the leaders of your Order.

“Greetings, Initiates,” she says, regarding you fondly with her keen bright eyes. “I see that you have come prepared for a journey as I requested. This is good. We have received a request for help from the merchants at the Alema Mitre. One of their caravans has not returned as scheduled and they have asked us to investigate what has happened to it.”

River Blade pauses, regarding you all intently. Excitedly, you come to realise what this means for you fledgling Kai Skurdin. You have satisfied your mentors that you’ve attained a sufficiently high enough level of competence in your Kai disciplines that they deem you worthy to carry out a mission in the service of the Order of the Kai. And this will be a proper mission: one you’ll carry out as a team!

You look at each other, the significance of the mission suddenly becoming apparent to you all. River Blade begins to laugh. She is not mocking you; there is warmth and humour in her laugh and the words that follow:

“Yes, that is right my young warriors. This is the moment you have awaited. The time is right for you to take your first flight together away from the nest! Now, do you have any questions you’d like to ask me before I set you to your task?”



Pause and ask the Players if they would like to ask River Blade anything, ideally something relating to the mission at hand. Understandably, some Players will want to just get on to the action of the adventure, but others may enjoy the chance to interact with River Blade.



QUESTIONS FOR RIVER BLADE

The Players may ask River Blade a number of questions relating to their mission. The following are answers to their most likely questions. You should use the advice found above for playing River Blade and the information below to respond appropriately to questions the Players throw at you. Don’t worry if they don’t ask these exact questions, or all of the questions; you don’t need to tell them all the information below. If they’re struggling to think of what to ask, you can help them out!

Are there any lost merchants or is it just their caravan that has gone missing?

There are a number of missing merchants, somewhere between half a dozen and a dozen. The name of the senior merchant is Trevis. You should suggest that they question the Merchant Quartermaster at the Alema Mitre for more information.

What cargo was the missing caravan carrying?

The caravan was carrying fur pelts and cooked meats from Holmgard, the capital city of Sommerlund.

Is there a reward?

The Players are playing the roles of warrior monks, so helping the needy and upholding the fine reputation of the Order of the Kai should be reward enough for them!

Was the caravan guarded?

Yes. Although the journey they were on is considered routine and relatively safe, the merchants travel lightly armed and with a small escort of bodyguards – a few able and trusted men who are capable of dealing with most kinds of trouble that may be encountered along the way.

If the Players have no questions, or simply run out of things to ask, or if you feel that the game is slowing down, then you can hurry the adventure along a little.



Playing River Blade

River Blade is a fairly young Kai Mistress (Femskurd is the appropriate term, just as Menskurd is for a Kai Master), certainly no older than 30 years, and she retains a sense of wonderment and empathy that strike a chord with younger Kai Initiates.

Older Kai Skurdin may have lost this empathy after going through some particularly hard times in their lives. River Blade is tall and graceful with clear blue eyes and golden hair. Her smile brightens the cloudiest of days, as does her easy demeanour and her ready sense of humour. When playing the part of River Blade, your Players should come away from their first encounter liking this feisty Kai Femskurd.





Read the following to the Players:



River Blade lifts her hand to indicate that she wants you to be silent.

"It's time for you to set about your mission for I have many other things that demand my attention. I'm sure you are all aware that the success of this mission is important to those concerned, however trivial it may seem to some of you. Remember, from small acorns grow strong Sommerlund oaks!"

River Blade pauses a moment and looks up at the crisp and brightening autumnal sky. A wistful smile lingers on her face for few moments.

"Now, be on your way and I will speak to you all upon your return. For Sommerlund and the Kai!"

With these words, the young Kai Initiates pass through the gates of the monastery and into the timberland beyond.

SCENE TWO LEAVING THE MONASTERY

The second scene takes the Players through the timberland that separates the Kai Monastery from the Alema Mitre. Along the way, they will have time to introduce themselves to each other, get to know their Kai characters, be introduced to the basics of roleplaying, as well as get to try out the rules of the game for the first time.

When the Players leave the Kai Monastery, it is up to you as Narrator to make their journey an interesting one. Remember to give them visual clues and immerse them in the sights and sounds of the territory that surrounds the Kai Monastery.

When describing locations, pay attention to what the Players' can see and smell around them. For example, does the air smell damp because it has just rained, or is there a storm on the way?

Read the following to the Players:



As you walk under the granite archway of your monastery home, you see the trail stretching out before you. It winds its way into the depths of the Fryelund Forest. The sounds of your footfalls change as you cross a wooden bridge and step onto the packed stone and dirt of the track beyond. Looking over your shoulder, you take one last glimpse at the Kai Monastery. It has been your home and sanctuary for many years. The mid-autumnal sun arises and bathes the forest with its welcoming light. With high hopes and warm hearts you pass below the boughs of the trees and venture deeper into the forest.

Before long, you are walking with confidence through the timberland on a south-easterly tack, along a winding trail that will see you arrive at the Alema Mitre just before dusk. Just so long as you set and maintain a brisk pace that is. The air is crisp and the leaves of many trees are turning golden brown. When you look up into their boughs, you see callysparrows and larks flitting between them, and an occasional grey squirrel scurrying about its business.





It's over to you now for a little while. The Players know how long they will be on the path and they have already had their breakfast before leaving the Kai Monastery.

Encourage them to roleplay and introduce their characters to one another:



Ask the Players the following:

- Ask the Players how they came to know each other? Are they all close friends, or are they mere acquaintances at this time? Are those with the same Kai disciplines competitive, or do they want to help each other?
- Ask them what they think (as Kai Lords) about the mission. Do they think there is some simple explanation for the missing caravan, or do they suspect that something more sinister has befallen it? Their responses will reveal some insights into their characters – both for you and the other Players. They may be optimistic, suspicious, innocent, confident, naïve. Encourage them to roleplay such thoughts and opinions in order that they can interact with each other as Kai Lords.
- Encourage each Player to think about the personality of their character as they interact with each other and, later, with Narrator characters. How would an aggressive person talk and behave as opposed to one who is naturally friendly and outgoing? This should help the Players' decide on what is different about them when compared to the others in the group.

Give the Players a little time to get used to role playing their Kai Lord characters, and prompt them with the above questions in order to help get the conversation going. Soon enough, you'll want to move the adventure along. This is when you can introduce the Players to the rules for tests.

A DISTRESSING SOUND

As the young Kai Initiates travel along the forest trail, they hear sounds of distress coming from among the trees away to their left:



It is around midday. As you travel along the Alema Trail, suddenly you hear pained cries coming from the trees at the side of the track. The moans and mewling are pitiful and they seem to come from someone, or something, that is in a great deal of pain and distress. What could be the cause of their anguish?

It is up to the Players to decide whether or not to investigate the noises. The following section has a number of steps that will help the Players to progress. There is also some associated information and tests that relate to the encounter and any subsequent investigation.



WHAT DOES THE NOISE SOUND LIKE?

Those Players who have the Animal Kinship discipline (Storm Sparrow and Bright Shield, if you are using the ready-made characters), can tell that the sounds are being made by an animal in distress, most likely a deer. Those characters who do not have the Animal Kinship discipline will only be able to discern the pain and anguish by the sound and tone of the cries; they will not be able to determine if it is being made by an animal or a human.

Suspicious characters who do not have Animal Kinship may suspect something sinister is afoot, but any character who has the Kai discipline of Sixth Sense (such as Dawn Thunder, Moon Blade and True Song) will not have their suspicions aroused in such a way.



INVESTIGATING THE SOUND

Those characters who have either the Tracking or Hunting disciplines (Storm Sparrow, Night Fox, Dawn Thunder and Bright Shield) can find a small animal trail that branches off the main path.

“What do you want to do?”

This is a great question – perhaps the great question – for a Narrator to ask new Players in a situation. Present them with options then let them choose. More experienced Players might already be clamouring to declare their actions already, but always stop to make a new Player feel important and included.





Those without Tracking or Hunting will need to succeed at a test with a Target Value of 6 to locate this adjoining trail. To do this, the Player takes a token and flips it into the box lid to determine a random number. If this number is 6 or more, they are successful. If the random number is less than 6, they have failed.

If none of the characters possess either of these disciplines, and if nobody succeeds at the test, they will be unable to find the secondary trail and will have to continue on their journey without being able to find an alternative way through the dense timberland, or the source of the distressed sounds.

FINDING THE ANIMAL

Those following the animal trail will soon discover evidence of recent poaching:



As you walk along the narrow animal trail, the thick foliage brushes against your cloak and thighs. You spot a snare lying at the side of path, partially covered by twigs and leaves. Nearby, you easily spot a field dressing that has been abandoned by the side of the trail. The poaching appears to have taken place very recently and the cries of distress are coming from somewhere close by. It should not be too difficult for you to locate the source.



Ask the Players if they carry on searching. If they continue to follow the sound of the cries, it is not long before the Players encounter the injured animal that is making the plaintive noises:



It is only a short time after discovering signs of poaching that you happen upon a female fallow deer lying on the leaf-strewn forest floor. One of her hind legs is ensnared in the vice-tight grip of a poacher's trap. She looks up at you with

anxious eyes, her chest rising and falling quickly as she struggles to control her breathing and cope with her pain.

The deer is clearly in pain and distress, and any compassionate Player will wish to aid it. Others may wish to put it out of its misery, whereas some might want to treat its injuries and release it back into the wild. It is up to the Players to discuss and agree upon a course of action – they might all work together, or each attempt a different task, but it is up to you to adjudicate who can attempt what.



HELPING THE DOE

Kai Initiates with Animal Kinship (Bright Shield and Storm Sparrow) will be able to calm the injured animal. Firstly they need to use their mental power to communicate with the deer.



They will have to make a test with a Target Value of 6. As before, the Player takes a token and flips it into the box lid to determine a random number. If the random number is 6 or more, their test is a success. If it is less than 6, they have failed.

If they are successful, they will receive visions of the deer's young fawn. It is wholly reliant on its mother for nourishment and protection. They will be able to calm the injured deer which, in turn, will assist any Players who wish to aid it.



Removing the trap is easily done. But the deer will limp off into the wilderness and quickly disappear unless the Players have previously calmed or restrained it. If the deer remains, then a Player with the Kai discipline of Healing can automatically alleviate its pain and anxiety. If this occurs, those Players with Animal Kinship will “hear” it thank them before it turns away and disappears into the trees:



The doe rises unsteadily and tests her healed hind leg. She sniffs at it and puts weight on it. Then she raises her



Keep Things Moving

Don't wait for things to happen: if the story comes to a halt, try to encourage your Players to think outside the box. If they're genuinely stumped for a solution, help them out. Nobody wins if the game gets boring or – worse – frustrating. You can always inject some excitement into the game by having the Kai Lords ambushed by a group of Giaks!



head and nods twice before moving away into the surrounding undergrowth. Those of you with Animal Kinship feel a satisfying calmness wash over you when you see the grateful animal turn about and return to its natural habitat.



NOT HELPING THE DOE

It is quite possible that the heroes choose to take a different course of action. If they did not help the deer in any way, they will only receive a chiding from their Kai Elrhin if they had the ability to help and did not. Kai Lords with the Animal Kinship discipline (Storm Sparrow and Bright Shield) will be especially likely to get scolded for their inaction. If the heroes deliberately harmed the deer, this could be argued as putting the deer out of its misery. Such an action will be acceptable if the Kai Lords had no ability to help or felt their mission was too critical to take time to help the deer.

As with all roleplaying, discuss this with the Players in character and use your discretion as Narrator to decide what reaction from the Kai Monastery is appropriate. As long as you treat both the Players and their Kai Lord characters fairly, there is no wrong answer here.



REWARDING THE CAREGIVERS

Those Players who contributed to caring for the female doe by healing, calming, restraining or removing the trap from its hind leg can certainly expect to receive praise from their Kai Elrhin when this act is reported after the adventure – make a note to remind yourself to do so at the end of the next adventure. This sort of behaviour is a good example of what it means to be part of the Kai Order.

By a simple act of mercy they will have helped to foster life and peace. With their good deed done for the day, it will be time to continue their mission and press on with their journey to the Alema Mitre.

SCENE THREE AT THE ALEMA MITRE

This scene sees the Players arriving at the Alema Mitre, a campsite for merchants. They can begin their investigations by questioning the merchants who are gathered there. It also involves an encounter with a thief, introduces the Players to the basics of camping, the need for Meals and the handling of the passage of game time.

Read the following to the Players:



You make your way through the trees and, after a short while, you notice that the floor of the forest is beginning a gradual descent. Through the trees ahead you catch a few tantalising glimpses of the River Unoram. This major watercourse is one of the three great rivers of Sommerlund, the other two being the Tor and the Eledil. It is almost a mile across at the point where you are now. The Unoram tumbles down from the central Durncrag Mountains and joins with the Eledil within the walls of Holmgard before flowing out into the seas of the Holmgulf. A great span, the Alema Bridge, was constructed many centuries ago to provide a way across the river. From your present vantage point you can see its impressive stone towers, its wide approach ramp and its granite gateway that is washed by the waning light of the evening sun.

In the shadow of the towers there is an area of levelled ground, paved with ancient slabs of granite worn smooth by the passage of centuries. This paved area is known as the Alema Mitre and it is used as a meeting place and campsite for merchants. Their wagons are bivouacked on the Alema Mitre, and their lanterns are steadily growing brighter as the sun slowly sets below the treetops. Men and women pass among the wagons and horses, busily preparing their camp for the onset of night.

Heroic Behaviour

This scene presents the Players with a choice; help the doe or press on to complete their mission. There are valid arguments to do both and your Players may go either way. Whether or not they help the doe, they should reap a reward or punishment commensurate with both their actions and their intentions.

For example, if they press on past the doe because they honestly feel time is of the essence and lives are on the line, River Blade should take that into account when chastising them for not rendering aid. In this case, a few minutes of kindness would have cost the Kai Lords nothing and helped to foster life. They should help the wounded doe, but be mindful that your Players might have valid reasons not to do so.





You should now ask the Players what they want to do. The following section provides some interesting information for you to use as the Players begin their investigations.

If the Players questioned Kai Femskurd River Blade before leaving the Kai Monastery, then they will already know that further information can likely be found here at the Alema Mitre, as this is the nearest and most significant trading place that lies between the Kai Monastery and Holmgard. If not, then you should pass this detail to the Players and suggest that this would be a very good place for them to begin their investigations.

They can start by seeking out someone in authority.

APPROACHING THE ALEMA MITRE

The Alema Mitre is an area adjacent to the northern approach ramp to the Alema Bridge. It is used by traders and river traffic, including the merchants who alerted the authorities that one of their caravans never made it back from Holmgard.

As the Players approach, they will encounter a couple of guards on the edge of the camp. They are warming their hands above an iron brazier full of glowing coals. They will recognise at once the green cloaks that the Kai Lords are wearing and, if the Players ask them who to speak to, the guards will freely volunteer the name of the Merchant Quartermaster: Haldred.

One of the guards is happy to escort them to Haldred. If not, then they can seek out Haldred by themselves, although this will take them a bit longer to achieve than if they accept the guard's offer.

MEETING HALDRED

As the Players approach the Merchant Quartermaster's wagon, read to them the following text:



The wagon of Haldred the Merchant Quartermaster is an impressive semi-permanent structure. The wagon's tent has been erected along the open side of the vehicle and has lots of space inside. Its flap is drawn aside and tied back with silken rope. As you walk inside, accompanied by a guard, you see a lean and bearded man sitting in a high-backed wooden chair behind a desk of yellow oak. He is sifting through papers and annotating them with a quill pen. Ledgers and other trading paraphernalia cover the table's surface. When you enter, he looks up from his work and immediately he recognises your distinctive Kai cloaks. He stands up and gives you a courteous welcome.

"Kai Lords! Welcome, welcome! I am Haldred the Quartermaster. Thank you for answering my call for help."

The following scene allows the Players to interact with Haldred the Merchant Quartermaster. Much like the previous interaction with River Blade at the Kai Monastery, the following information is presented to help you in your role as Narrator to play the part of the Merchant Quartermaster and answer questions the Players may have.



QUESTIONS FOR HALDRED

The Players may ask Haldred a number of questions relating to the lost caravan. The following are answers to the most likely ones they'll have. They are similar to Kai Femskurd River Blade's answers, but provide a little more detail and contain some information that will be very helpful for their mission.

How many merchants and wagons were there in the lost caravan?

There are four missing merchants. The senior of these is a Sommlending Master Trader named Trevis. He was in charge of the two wagons in the caravan. They were transporting their wares here from Holmgard.



The Power of Conversation

One of the most important lessons this introductory adventure can teach your Players is that some challenges cannot be met with force. Kai Lords are well trained in combat but they are also taught to parley and question others in the pursuit of their missions.

In the example above, Haldred the Quartermaster has valuable information for the Players. He is unlikely to provide it if they confront him with weapons drawn or try to intimidate him into speaking, so the Players will have to try adopt a more diplomatic approach.



What was their cargo?

It was mainly a consignment of animal furs, including some rare and valuable Black Corvayl pelts. Also, there were some haunches of salted and cured meat.

How overdue are they?

They should have returned to the Alema Mitre six days ago. On the fifth day, I sent word to the Kai Monastery and, Ishir be praised, here you are in answer to my call. I should have reported their disappearance a little sooner, I know, but it's not uncommon for merchant caravans to be delayed on the King's Highway. This is the main road that runs north from Holmgard.

Was the caravan guarded?

Yes. The merchants were all lightly armed and they were accompanied by an escort made up of four bodyguards. But as the route from Holmgard is a relatively safe one, I didn't consider it necessary to increase the provision of bodyguards. One bodyguard per merchant would normally be enough for such a routine journey. There is always the risk of encountering outlaws or highwaymen on the King's Highway but, as I say, the route from Holmgard is usually a safe one to go by.

Is there anything else you can tell us? Something that you feel may be of importance?

One of the two wagons in the caravan had a damaged wheel. But Trevis assured me that it was sound enough to reach Holmgard. He intended to purchase a replacement when he arrived at the capital. If the wheel failed during the journey, it would not be difficult for Trevis to send one of the bodyguards ahead to find a wheelwright in one of the villages along the route. He could either purchase a replacement wheel, or have the wheelwright accompany him back to the caravan and carry out a repair there.

As long as the Players are discussing the mission and their conversation is vibrant, do not feel a need to interfere with their discourse. You should aim to respond to their questions with helpful answers, just as Haldred would do. Tell them that the route from here to Holmgard is a relatively easy one much travelled by the merchants of the Alema Mitre. It follows the

Playing Haldred the Quartermaster

Haldred is a world-weary man in his late forties. He is wealthy and has a lot of experience of commercial trading in Sommerlund. Savvy and quick-witted, he is friendly to the Kai Lords as he is greatly appreciative of the fact that they may provide invaluable help in investigating the whereabouts of the lost caravan.

Haldred is well dressed, as befits his status. He has a habit of stroking his bearded chin when he speaks, particularly when he's thinking about something complex or contemplating an important decision that needs to be made.





King's Highway for most of the way. This is a well-maintained stretch of road. If all was well, they could be expected to make the journey to Holmgard within a day of leaving the Mitre. When their conversation reaches a natural end, move on to the next section.

A THIEF IN THE NIGHT

As the young Kai Lords question Haldred about the lost caravan, the tranquil evening is disturbed by the anguished shouts of a man in trouble.

Read the following to the Players:



From outside the confines of Haldred's tent, you hear shouts of consternation.

"Unhand me you villain! Stop! Thief! Stop! Help me!"

Rushing out of the tent you see, about 30 feet distant, two men struggling. One appears to be a merchant and he is down on his knees. The other is a younger man who is standing over the kneeling man. They are clinging to a purse, most likely containing coins, and the younger man is trying desperately to wrest it from the merchant's grasp. With a sudden twist of his torso, the younger man tears the purse free from the older man's hands and turns to run. "Nooooo!" cries the merchant, plaintively, as the younger man makes off with his purse.

What do you do?

You should ask this question of the Players with an insistent tone. They need to make a quick decision before the thief disappears into the darkness. Ask the same question to each of the Players in turn, beginning with the one who has the highest COMBAT SKILL and ending with the Player who has the lowest COMBAT SKILL. Make them aware of the pressing need to decide quickly.



GIVING CHASE!

If at least one of the Players gives chase they will easily catch up with the thief. Knowing that he cannot outrun a Kai Lord, he will draw a dagger, skid to a halt, and turn to face them with the blade held provocatively before him:



Quickly, you react and give chase. Your Kai training has given you the ability to outrun this young man quite easily. It takes only 20 seconds or so for you to catch up with him. Upon realising that he can't out-distance you, he skids to a halt and turns to face you. He has drawn a stiletto bladed dagger from his belt and he points it towards you provocatively. At first he is sneering, but when he sees your green Kai Cloak, doubt and anxiety washes over him like a cold shower. Your pulse quickens when you realise that you are about to experience your first real fight. There is a possibility that it could turn out to be fatal! What do you do?

Again, ask the question with a real sense of urgency. The Players have a number of options available to them:



DEMAND THE THIEF'S SURRENDER

Allow the Players to demand that the young man surrenders, but prompt them to do so in character. If the Players make a convincing attempt at roleplaying out their demand, it will be successful, with the thief throwing down his dagger and raising both hands in surrender. He will beg that they treat him with mercy. This demand can also be made even if combat has already commenced. A Player can make this demand instead of attacking.



INTIMIDATE THE THIEF

Before combat begins, an astute Player may decide to demonstrate their prowess with a weapon, but only if they have the Weaponskill discipline (Storm Sparrow, Night Fox and Dawn Thunder). Upon seeing this impressive display, the thief will automatically surrender rather than go on with the fight.

Making Choices Count

The choice of whether or not to chase the thief is a prime example of the sort of branching story path that will come up often in your games. While it is fair to say that most times the Kai Lords will chase down the thief because that would be the heroic thing to do, Players should always be free to take any action in game they wish. Sometimes, this means the scenario's story goes right and the Players choose to turn left instead. Never force your Players to take any given action in game. If the Kai Lords do not chase the thief in this scene, the thief gets away for now. Work that into the game and make sure there are consequences. Players have infinite freedom to make their own decisions but those decisions have consequences. If the heroes give chase but delay before doing so, catching the thief might require harder Tracking tests or he might simply get away. Be reasonable, let the Players' choices matter, and have the game adjust to what they do.





FIGHT THE THIEF

The thief is outnumbered and weakened by hunger – if he loses at least half of his ENDURANCE, he will surrender. Although one or more of the Players may be injured during the combat, it should turn out to be short fight that ends with a victory for them.

If the thief dies during the fight then little more can be done except to return the stolen purse to its rightful owner, a merchant called Merrum. If Dandros surrenders then he will be bound with rope by the guards and, early the following morning, the thief will be handed over to the reeves (the Sommlending equivalent of policemen) who are stationed at the entrance of the Alema Bridge.

The lone thief has the following statistics:

DANDROS THE THIEF

Combat Skill: 14 / **Endurance:** 18

He is malnourished and poorly dressed in a threadbare shirt and breeches made from rough hemp cloth. Despite his sorry appearance, he is desperate and dangerous, but he is not foolish. He will fight you and attempt to escape, but this course of action will be quickly abandoned if he is confronted by three or more Players.

RESOLVING THE COMBAT

Combat is resolved in a little more of an involved fashion than the tests your Players have been making so far, but just follow these instructions step by step and you'll be swordfighting in no time.

1. DETERMINE ORDER OF BATTLE

List each of the Kai Lords and Dandros the Thief, in order from highest COMBAT SKILL to lowest. This is called the Order of Battle and is how you decide who gets to act when. If there is a tie between a foe and a Kai Lord, the Kai Lord goes first. If you are using the Kai Lords that came with the game, your list will look like this:

- Bright Shield (CS 20)
- Night Fox (CS 19)
- Storm Sparrow (CS 18)
- Moon Blade (CS 17)
- Dawn Thunder (CS 15)
- True Song (CS 14)
- Dandros (CS 14)



2. FIRST PLAYER ACTS

The first person on the list gets to act first – ask them what they'd like to do. Since it is likely that at least one Kai Lord has a higher COMBAT SKILL than Dandros' CS 14, this will probably be one of the Players. They can move and attack an opponent, they can use a ranged weapon, or something else entirely.

- *If you are using the pre-generated characters, this will be Bright Shield. If one of your Players has Bright Shield, he can attack Dandros with his spear if he wants to.*



A. Attack in Close Combat

If the Player decides to attack Dandros in close combat, compare both of their COMBAT SKILL scores – you can find them on the Action Chart. If the Kai Lord has the Mindblast or Weaponskill disciplines, they get to add +2 to their COMBAT SKILL too. Then, subtract Dandros' COMBAT SKILL from the Kai Lord's – the result will be their Combat Ratio. Remember it or make a note of it!

Rewarding Good Roleplaying

Roleplaying your character is, in many ways, its own reward. The point of the game is to have fun and what could be more fun than to become the hero you are playing? By acting the part of a brave, skilled hero of the people, you get to interact with the other characters in the adventure, confront evil and change Magnamund for the better. That alone is a powerful incentive for roleplaying.

In addition, Magnamund rewards its heroes. Some rewards will be small, like bartenders remembering your hero's name when you visit. Others might be grand, like a commendation medal from the Royal Citadel of Holmgard for your bravery and virtue.





- *Bright Shield has a COMBAT SKILL of 20. He also has the Mindblast discipline so can use that to increase it to 22 if his Player wants. Then, subtract Dandros' score of 14 from Bright Shield's score of 22. This results in a Combat Ratio of +8 (22-14 = 8).*

You always subtract the enemy's COMBAT SKILL from the Kai Lord's, so if the opponent has a higher CS than the Kai Lord, the Combat Ratio will be a negative number. If not, the result will be 0 or a positive number.



Pick a Random Number

Once you have determined the Combat Ratio, the Player should pick a random number – to do this, they flip a token into the box lid and see which number it lands on.



Look up Result on Combat Results Table

Next, look up the Combat Ratio and random number on the Combat Results table, which you can see opposite. The result specifies who inflicts the most harm to their opponent. The number next to the E is how many ENDURANCE points Dandros loses. The other number lists how many ENDURANCE points the Kai Lord loses.

- *Bright Shield has a Combat Ratio of +8 vs. Dandros. Bright Shield's Player should then pick a random number and compare this to the Combat Results Table on the +7/+8 column. The result is the number of ENDURANCE points Dandros (listed as E on the table) and Bright Shield lose.*

If the Kai Lord loses any ENDURANCE, the Player should write this down (in pencil) on the relevant bit of their Action Chart. If Dandros loses any ENDURANCE, you as Narrator should make a note of this on a scrap bit of paper. Remember, Dandros starts out with 18 ENDURANCE – when he is reduced to half this, he will surrender. If he is reduced to 0 ENDURANCE, he will die.

- *If Bright Spear's Player picks a 0, he takes no damage and Dandros suffers a K (Kill) result. This will kill Dandros outright. If this does not happen, combat continues with the next person on the list.*



B. Fire a Ranged Weapon

Instead of attacking in close combat, the Player might decide to fire a ranged weapon – such as a bow – at Dandros. Compare both of their COMBAT SKILL scores – you can find them on the Action Chart. If the Kai Lord has the Weaponskill (Bow) discipline, they get to add +2 to their COMBAT SKILL too. Then, subtract Dandros' COMBAT SKILL from the Kai Lord's – the result will be their Combat Ratio. Remember it or make a note of it!



Pick a Random Number

Once you have determined the Combat Ratio, the Player should pick a random number – to do this, they flip a token into the box lid and see which number it lands on.



Look up Result on Combat Results Table

Next, look up the Combat Ratio and random number on the Combat Results table, which you can see here. The result specifies whether the shot injures the target. The number next to the E is how many ENDURANCE points Dandros loses.

The other number lists how many ENDURANCE points the Kai Lord loses – but because he's firing a ranged weapon, this value is ignored.

If Dandros loses any ENDURANCE, you as Narrator should make a note of this on a scrap bit of paper. Remember, Dandros starts out with 18 ENDURANCE – when he is reduced to half this, he will surrender. If he is reduced to 0 ENDURANCE, he will die.



Order of Actions

Combat is explained in detail in the *Book of Kai Wisdom* (see the chapter starting on page 22), but the example and advice given above will walk you through your first fight. Just follow the guidelines and you can see how a round of battle should play out. Things start with Bright Shield because he has the highest COMBAT SKILL at 20. This order of actions (also called the Order of Battle) continues until Dandros goes at the very end, just after True Song. In other fights, things will play out this same way, with enemies going in order of their COMBAT SCORE just as your heroes do.

Keep in mind that whenever a hero and an enemy are tied on CS, the hero goes first.





3. SECOND PLAYER ACTS

It is now the second person on the Order of Battle's go — they can now move and attack or use a ranged weapon, resolved exactly as you did just now!

If you are using the pre-generated characters, this will be Night Fox. He has a bow, so a Ranged Attack might be his best bet. He has the Weaponskill (Bow) Discipline, so his COMBAT SKILL is increased by +2 if firing at Dandros.

Although each Kai Lord gets to attack Dandros in turn, Dandros does not get to attack every Kai Lord! So, from the second Player onwards, do not inflict damage indicated on the Combat Results table on the Kai Lords — just on Dandros. Once the second person's action has been resolved, move on to the third person

on the list, and so on until Dandros is dead, has surrendered or it gets to be his go!

4. DANDROS THE THIEF ACTS

Last on the Order of Battle is Dandros, the desperately outmatched thief. Wielding a sharp, slender dagger, his COMBAT SKILL is 14 and he has no special abilities. He is smart enough, however, to attack the opponent with the lowest COMBAT SKILL in melee with him. He will not try to run away, as it would be suicide to turn his back on Kai Lords now that he has been caught in combat.

Unfortunately for Dandros, he has already been attacked and fought back in this round (on the first Player's go). He cannot take any actions other than to flee (which he will not do). Surrender, on the other hand, is looking like a very good idea.

COMBAT RESULTS TABLE

COMBAT RATIO

RANDOM NUMBER		-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	E -0	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	1
		H K	H K	H -8	H -6	H -6	H -5	H -5	H -5	H -4	H -4	H -4	H -3	H -3	
	2	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	2
		H K	H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -3	H -2	
	3	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	3
		H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -2	H -2	H -2	
	4	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	4
		H -8	H -7	H -6	H -5	H -4	H -4	H -3	H -3	H -2	H -2	H -2	H -2	H -2	
	5	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	5
		H -7	H -6	H -5	H -4	H -4	H -3	H -2	H -2	H -2	H -2	H -2	H -2	H -1	
	6	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	6
		H -6	H -6	H -5	H -4	H -3	H -2	H -2	H -2	H -2	H -1	H -1	H -1	H -1	
	7	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	7
		H -5	H -5	H -4	H -3	H -2	H -2	H -1	H -1	H -1	H -0	H -0	H -0	H -0	
	8	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	8
H -4		H -4	H -3	H -2	H -1	H -1	H -0	H -0	H -0	H -0	H -0	H -0	H -0		
9	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	9	
	H -3	H -3	H -2	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0		
0	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	E K	0	
	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0		

E=Enemy

H=Hero

K=Automatically Killed



5. ONCE EVERYONE HAS ACTED

If everyone has had a go, including Dandros, and the thief is still up and fighting, return to the top of the Order of Battle and repeat the sequence!

6. ENDING THE COMBAT

If Dandros is reduced to half his ENDURANCE, or to 0 ENDURANCE, the combat will end at once. Dandros either surrenders, or is killed.

THE REWARDS OF SUCCESS

Whether the thief survives or not, Merrum will thank the Players and offer them 5 gold crowns as a reward (which, of course, they should refuse).



Ask the Players if they accept the reward. If one or more of the Players says that they accept the reward, then this is a good opportunity for you to remind them of their duty to uphold the good name of the Kai Order at all times. Accepting a cash reward under these circumstances would not be appropriate. Further, it would damage their reputation and tarnish the impeccable name of the Order of the Kai. Such an offer must be declined:



Merrum smiles and shrugs his shoulders. "Of course, what am I thinking! I should know better than offer such a reward to Kai Lords. Please, forgive my impertinence. Perhaps you'll accept my thanks, some warm food, and a place near my campfire tonight instead. Yes?"



Ask the Players where they intend to sleep tonight. They might accept the merchant's hospitality; if they do they will benefit from the warm broth and bread they will be given. They can also enjoy a comfortable night's rest beside the Merchant Quartermaster's campfire.



Or they might decide to camp by themselves, which while no less safe will not be as comfortable. Call for the Players to cross off a Meal from their Action Chart – any Player who cannot or will not do so must reduce their ENDURANCE by 3 instead. Kai Lords with the Hunting discipline (Bright Shield, Night Fox and Storm Sparrow) do not need to cross off a Meal.

They rise at dawn after an uneventful night. Good food and a warm night's sleep will leave them feeling much refreshed and replenished.



Any Players who have the Healing discipline (Dawn Thunder, Moon Blade and True Song) will recover up to 5 points of ENDURANCE that they may have lost in the fight with the thief or to hunger. Players might also wish to drink a Potion of Laumspur too, if they have one – if they do so they should cross it off their Action Chart and restore 4 ENDURANCE.

After breaking camp the following morning, and waving farewell to an appreciative Merchant Quartermaster, the Players can continue on their way.



Ask the Players where they intend to go next. They should have all the information they need to encourage them to cross the Alema Bridge and follow the road beyond that leads eventually to Holmgard.

SCENE FOUR OVER ALEMA BRIDGE

This scene has the Players continuing their investigations at the Alema Bridge and beyond. It involves a further chance to roleplay, this time with the reeves (the guards of the bridge). It also introduces the idea of Luck tests. There will be other tests



Food and Camping Out in the Open

Players will not always be fortunate enough to spend a dry and comfortable night in the open air in relative safety, and with others of their kind nearby whom they can call upon for support if attacked. The same can be said for when they lodge at an inn or hostelry located far away from their Kai Monastery. They will be called upon frequently to make camp in the open, and Meals will be needed to be carried and consumed if they are to avoid loss of Endurance due to lack of sleep or food. Such a danger can often be ignored by Players with the Kai discipline of Hunting, who are more at home in the outdoors.





involving some of the Players' Kai disciplines too as they try to discover the fate of the lost caravan.

Read the following to the Players:



After breakfasting with the merchants at the Alema Mitre, you gather up your equipment and ascend the wide stone ramp that approaches the impressive twin stone towers and gatehouse of the Alema Bridge.

This ancient bridge is a little over one mile long and comprises a series of elegant stone compression arches, interrupted at regular intervals by grand towers and huge granite piers. At the centre there stands the Durnstone. For many centuries, this wide central pier of the Alema Bridge has been used as a market place. Merchants from Holmgard and Toran come here to buy fish, timber, and ore from the Fryelunding; the hardy Sommlending of the west who make their livelihood in the forests and foothills of the Durncrag Mountains.

Passing under the arches of the gatehouse, two Sommlending reeves nod in acknowledgement of your distinguished order. It reassures them to know that the security of Sommerlund is assured so long as they have the Kai to call upon for help and protection.



Ask the Players what they want to do: they might question the reeves, carry on to the Durnstone or continue over the bridge.



QUESTIONING THE REEVES

Players may choose to stop and question the two reeves on duty at the gatehouse. It is their job to monitor all

traffic passing through the entranceway to the bridge and remain ever watchful for signs of trouble. They have no reason to be obstructive to the Players. However, it's a matter of pure luck as to whether or not they have any knowledge of the missing merchant caravan that the Players are searching for.



Luck Test

This encounter introduces the concept of a Luck test to your Players. A Luck test is used in situations where the Kai Lords' skill or ability has nothing to do with the outcome; instead the outcome falls purely to chance.

Pick one of the Players who has not said anything recently, or who did not participate much in the combat, to make a Luck test. To do this the Player takes the Luck token and flips it up into the air, like a coin.

If the token lands with Kai's face showing, the Luck test is successful. Read aloud the following:



One of the reeves nods affirmatively.

"Yes, I remember that caravan. It passed by here and crossed over the bridge on its way to the capital. That must have been almost a week ago. Ol' Trevis comes by this way regularly. I've not seen him since he left. I hope he's alright."

If the token lands with Naar's face showing, the Luck test is unsuccessful. Read the following instead:



The reeve shakes his head and frowns. "No, my Lord. I'm sorry. I don't recall the caravan of which you speak."



Persistent Players or those who give a detailed description of the caravan and its passengers should be allowed to retest their Luck.

If one of the Players further mentions that one of the wagons had a dodgy wheel then allow a further Luck test, reading the results as per the above.



CONTINUING TO THE DURNSTONE

The Durnstone is a large pier built over the River Unoram and is used as a market place by Sommlending merchants. The Players might opt to bypass the reeves and go straight to the Durnstone – or they may come here after they have spoken to the reeves.

Read the following:



As you approach the central pier of the Alema Bridge, the Durnstone is already hustling and bustling with early morning traders. Fishmongers joyfully announce their catch, shouting out today's prices, while other traders with clothing, leather goods and foodstuffs set up their stalls for the coming day's business.



Ask the Players what they are looking for. Allow them to browse the stalls and improvise an encounter or description or two if you like. If the Players state that they are searching for evidence that the missing caravan passed over the Alema Bridge, they may again test their Luck.



Again, one of the Players should flip the Luck token. If Kai's face lands facing upwards, they are successful and find a merchant who remembers Trevis and his caravan passing by in the early morning about a week ago. He says that they were heading for the King's Highway that leads to Holmgard. He hasn't seen "hide nor hair" of him since.



CONTINUING OVER THE BRIDGE

Read the following to the Players:



As you traverse the Alema Bridge, you are astounded by this grand feat of Sommlending engineering. Its paved roadway spans the River Unoram for almost a mile and it is wide enough to easily accommodate two lanes of wagon traffic with plenty of extra room on both sides for pedestrians. The warmth of the autumnal sun is chilled by the cold waters of the river rushing beneath the great stone arches. You cross the bridge and walk down the ramp on the far side. Another two reeves are standing guard at the exit archway and cheerfully they bid you "Good day" and "Godspeed" as you pass by.

The bottom of the exit ramp adjoins a wide highway that heads off towards Holmgard. This is the King's Highway. A wooden signpost indicates two directions: Toran (to the north) and Holmgard (to the south).

The journey is made easier by the road's good surface. Although this section of the King's Highway appears to be deserted at present, with a little luck you may be able to find some clues as to the whereabouts of Trevis and his missing caravan.



Ask the Players where they are going, what they are doing or whether they are going to use any of their Kai disciplines.

The following section lists some of the courses of action or disciplines that might prove fruitful – work your way down the list, resolving any actions stated by the Players in turn, or skipping actions they have not undertaken. Gradually, what has happened to the lost caravan will be revealed.



When to use Luck Tests

You won't have much cause to use Luck tests in your games; certainly, there are only a couple of instances in the adventures in this book where they are used. Luck tests are used instead to resolve unusual situations, ones that rarely occur in the course of an adventure and for which no Narrator can plan for.

When special circumstances occur and a given action or event could literally go one way or the other, it is time for a Luck test. When a task at hand has no applicable skill or characteristic and you need to see if a hero has succeeded or failed, it is time for a Luck test. If you have to make a judgement call and you want to be absolutely impartial, well this is the perfect time for a Luck test too.



USING TRACKING

Players who have the Tracking discipline (Storm Sparrow, Dawn Thunder, Night Fox and True Song), and specifically state that they are looking for signs of wagon tracks where one of the wheels is out of alignment with the others, will automatically succeed in finding them.



Otherwise, allow any Player with Tracking to make a test against a Target Value of 6 – pick a random number, and if it's 6 or more, they succeed.

If they succeed, either automatically or as a result of a Tracking test, you should read out the following:



You have not been searching long when you discover tell-tale tracks of a heavily-laden wagon. They are found in the soft soil at the side of the King's Highway. These furrows reveal that one of the wheels was out of true with the others. To your surprise, you discover that the tracks indicate that two wagons, one with a damaged wheel, left the King's Highway and headed off across the adjacent fields in a due easterly direction.

It would seem that the lost caravan veered away from the King's Highway at this place and, for some unknown reason, headed off across open fields heading due east. There does not appear to be anything of interest in the far distance, just open fields and grassland and a treeline beyond that.



USING ANIMAL KINSHIP

Players who think to use their Animal Kinship discipline (Storm Sparrow and Bright Shield) will encounter a fox hiding in the undergrowth near the side of the highway. Read the following to these Players:



You spot a flash of terracotta red in the foliage and your eagle eyes detect that it is a vixen – a female fox.

She is watching you intently. Her three cubs are playing in the undergrowth nearby. The wary vixen observes you with inquisitive eyes. She is trying to determine if you pose a threat to her and her offspring.



Any Player with Animal Kinship may attempt to commune with the fox in order to try and find out if she knows anything about the lost caravan. Doing so successfully will require the Player to make a test against a Target Value of 6 in order to commune with the vixen and understand its responses.

If a Player succeeds, read out the following:



Closing your eyes, you gather your thoughts and focus your mind's eye on the vixen. Upon the instant that you establish a mind-link with this fox, you open your eyes and find yourself staring directly into hers. Mentally, you ask her if, a week ago, she saw two wagons leave the highway and head off across the open fields heading east. She responds immediately and without hesitation.

"Two large human-boxes, pulled by slow horses. They went that way seven darks ago. Over the far horizon. To a forest trail. I saw one of their turning tables fall off near the big water. Their box stopped. The other box stopped behind it. The male-humans got out of their boxes. They played with the turning table. Then other male-humans came out from the trees. They attacked them with long shiny hard-sticks. The male-humans from the boxes fell down. I smelled their blood. I saw their blood. I ran away. The new male-humans are bad. It is not a safe place. I will not go there again."

The thought-words of the fox fade from your mind and the psychic connection comes to an end. The vixen's cubs are nipping impatiently at her back and she has become distracted by their need to feed and her motherly impulse to succour them.

Shining the Spotlight

Each of your Kai Lords should have some spotlight time in every session. Every Kai Lord, and therefore every Player, should feel (and should be) important in your game. Take some time to study your party's Kai disciplines or skills, and then come up with some situations where they can use them to help save the day. If everyone knows they'll get their own chance to shine, they won't try to trample over their fellow Players to get their time in the limelight.





She turns away and scurries off into the foliage with her mewling cubs close behind. You deduce from what the fox has imparted to you that the 'big water' must be Lake Helmar which lies a couple of miles away to the east, in the middle of a forest.

With this important information, the Players may deduce that the missing caravan isn't just missing; it seems it's been attacked and some, if not all, of the merchants and bodyguards have been wounded or killed by their assailants.



USING SIXTH SENSE

To any Players with the Sixth Sense discipline (True Song and Dawn Thunder), read the following:



Your Kai Sixth Sense warns you that you are being watched by someone or something in the distant trees to the east of the highway. You sense that they are not friendly!

The Players may not know the precise location of the watcher, but if they tell you that they are scanning the landscape towards the east, read the following to them:



As you peer at the distant woodland, you see a distinctly human silhouette framed between the trunks of two trees. It pauses for a few moments before moving out of sight.

Knowing now for sure that they are being watched, albeit at a fair distance, the Players will likely decide to head off towards the woods and investigate the mysterious human a little closer.

What if None of the Players have Animal Kinship, Tracking or Sixth Sense?

In the unlikely event that none of the players possess these Kai disciplines, read the following to them instead:



You can see the perimeter of a distant woodland stretching across the eastern horizon. Something catches your keen eyes; something that doesn't look quite right. You focus your eyes on the woods and see a distinctly human silhouette framed between the trunks of two trees. It pauses for a few moments before deliberately moving out of sight.



WHAT NOW?

Whatever information the Players have gained from the above sections should give them enough incentive to continue their journey towards the east. Ask them if they are following the clues east, and if they are taking any special precautions. You can also recap the clues they have discovered so far or prompt them to a course of action if you think they need help.



The tracks made by the wheels of the caravan when it crossed the grasslands a week ago are still easy to follow; the grass has not grown much these past seven days. The tracks can be seen heading off towards a narrow forest trail that bisects the far woodland. Judging by the location of the trail, you feel sure that it goes to Lake Helmar.



Ask the Players if they want to pursue the strange figure they saw in a gap in the treeline, or if they want to follow the wagon tracks towards the start of the forest trail and continue by that way.

Depending upon the Players' decision, use **one** of these options:



Following the Caravan Trail

The Players may follow the tracks left by the caravan as it crossed the open fields and grassland. This will take them to the start of a forest trail that wends its way through the trees. Assuming they do not stop along the way, from the



Putting the Clues Together

Players will enjoy an adventure more if they feel like they have solved a mystery and accomplished their goals without being led by the Narrator. In the case of this adventure, there are a number of ways to get to the end and several clues that they can follow. Always let the Players piece together the information they have on their own. Your job is to give them what they earn, not to fill in the blanks for them.

That said, sometimes Players get lost or miss things their characters would likely know. It is OK to be helpful so long as you do not do all the work for them. If the Players feel like they have an active role in how the adventure is solved, they will have a lot more fun playing through it.





moment they set foot upon the trail to the moment they get their first glimpse of Lake Helmar will take an hour.



Going to Lake Helmar

Based upon the mental images provided by the helpful vixen, the Players may decide to follow the tracks of the caravan towards the start of the forest trail. In this case, they will be unaware that their progress is being observed by the watcher in the trees – but they might be alert for the “bad male-humans”.



Pursuing the Fleeing Figure

Should the Players discover that they are being watched – by Sixth Sense, for example – they may decide to go off in pursuit of this character. At a steady jogging pace, it will take them 10 minutes to reach the gap in the tree line where they last saw the mysterious watcher. Upon reaching this gap, they will at once find his footprints in the soft soil. The imprints are so clear and fresh that even Players who do not have Tracking or Hunting disciplines will be able to spot them with ease.

Read the following to them:



You follow the fresh tracks through the woods. The trees hereabouts are deciduous Sommlending oaks. They have a distinctive yellowy bark and apple green leaves. Some of the leaves have started to turn a beautiful russet brown colour. Fallen leaves provide a patchy carpet that deadens the sound of your footfalls. It also deadens the sounds made by the fleeing watcher, making him a little harder to follow than would be the case at any other time of the year, except perhaps during the snows of winter.

It is beginning to seem that you are in danger of losing his trail when you come to a part of the forest where the covering of fallen leaves is particularly thick.

If none of the Players have Tracking or Hunting disciplines, tell them that a Luck test must now be made.

Let the first Player pick up a Kai Token, but upon the instant they cast it, say:



“Hold on, you’ve just heard something!”

You hear a short cry of pain and surprise. It comes from among the trees directly ahead. You press on with your pursuit and a few moments later you happen upon the lifeless body of a man lying at the foot of a Sommlending oak. He is dressed in travel-stained clothes that smell strongly of body odour. He’s wearing an old leather jerkin and a brown woollen hat. A bow lies by his side, along with a quiver containing four arrows. Attached to his belt is a short sword in a black leather scabbard. It appears that, in his haste, he has tripped over the roots of the tree and slammed head first into its trunk. The impact was forceful enough to break the man’s neck.

Players may decide to search the dead body. They will find the short sword has not been well looked after. The hilt is badly corroded and the blade is deeply pitted with rust. This is not a serviceable weapon and you should discourage the Players from keeping it. If they do not heed your advice, and later they attempt to use it, the blade will fail after the First Round of combat in which it is used, rendering them weaponless. Also attached to his belt is a small woollen drawstring bag containing 6 Gold Crowns. They may take these if they wish, sharing them out among themselves at their discretion.

When they decide to move on, they will soon come to a part of the forest where the trees thin out. Through the gaps between the trunks they will catch their first sighting of Lake Helmar and the remains of the missing caravan. The two wagons have been abandoned at the water’s edge.

Interrupting the Game

The purpose of this deliberate interruption is to get the Players away from the habit of thinking that the passage of ‘game time’ pauses when they are called upon to make a test. It’s a device you can use in your own future scenarios and is especially effective when Players are in pursuit or are being pursued.





IF THE PLAYERS DO NOT PURSUE THE FLEEING FIGURE

If the Players decide not to give chase, read this aloud instead:



After about an hour spent following the forest trail, you catch your first sighting of Lake Helmar in the distance. The path gently descends from the trees and leads to the shore of this glittering lake. Now you can see the remains of the missing caravan; two wagons have been abandoned at the water's edge.

SCENE FIVE TROUBLE AT LAKE HELMAR

In this scene, the Players are introduced to a longer and more dangerous combat with a band of nasty bandits and their brutish leader.

As the Players arrive at the lake read the following:



Beautiful Lake Helmar would be an ideal place to stop and enjoy a meal, were it not for the gruesome remains of a crime that took place here a week ago. One of the two wagons is missing a wheel from its rear axle. The other vehicle lies overturned and partially submerged in the waters at the edge of the lake.

The eight horses that were used to pull these two wagons have been cut free from their traces and are nowhere to be seen. Both wagons have been emptied of their cargoes. You can see no obvious signs of the merchants and the bodyguards who rode them all the way from Holmgard.

What do you want to do?



The Players now have a number of options, along with a chance to gather information as to the whereabouts of the missing merchants and their bodyguards.



The Road Not Taken

Sometimes Players go left when all the action is waiting for them to the right. You can set up a great scene but if your Players decide to do something that completely avoids it, all your preparation may have been in vain. When this happens, just improvise. Take elements of what you prepared and see how you can work it back in later.

Never negate what the Players choose to do or force them to go where you want them to. This is called 'railroading' and nothing makes Players feel like they have lost control over their actions quite like this.





SEARCHING THE WAGONS

A closer inspection will reveal patches of dried blood on the floors and sides of the empty wagons. There are also two arrows embedded deeply in the wooden side of the wagon that is overturned and half-submerged in the lake. The other wagon reveals three places where it was also struck by arrows. These missiles have been retrieved, leaving behind the puncture holes made by their steel tips and the gouge marks made by the dagger that was used to dig them out.



SEARCHING THE FOLIAGE ALONG THE TREE LINE

Any character approaching the foliage along the tree line will detect the cloyingly sweet smell of decomposing flesh. This will lead them to the place where the six corpses have been dumped. All four of the bodyguards and one of the merchants lie here, the sixth body is neither a bodyguard nor a merchant; it is the corpse of one of their attackers.

At this point in the scenario you should read the following:



An attempt has been made to cover the bodies with fallen leaves, but some of the larger woodland animals that live in the forest have since gnawed at the exposed hands and faces of the fallen.

Examining the partially eaten corpses is grisly work. It must be done, but the grim task fills you with revulsion. From their clothing you are able to deduce that these are the bodies of all four bodyguards, one merchant and one bandit. Two of the bodyguards were killed by arrows. These appear to have been retrieved in a similar fashion to the way some of the arrows were retrieved from the wagons: gouged out with a sharp dagger. The two remaining bodyguards and the bandit died as a result of sword thrusts to their chests and necks. The merchant suffered an especially gruesome end; his throat has been cut from ear to ear.



SEARCHING THE BODIES

If the Players decide to search the bodies more closely, read the following aloud to them:



The body of one of the fallen bodyguards is wrapped in the voluminous cloak that he was wearing when he was killed. His corpse lies at the bottom of the heap and was the first to be placed here, the other bodies having then been stacked on top of it.

Under the cloak you discover that he has a bow and a quiver with six arrows slung over his back. It appears that he never used these during the fight and his murderers must have overlooked them when they laid him to rest here.

The bow and the arrows are in good condition and could prove useful if a confrontation with the bandits takes place in the very near future – if the Player wants to keep them, they should write it on their Action Chart.



LOOKING FOR THE MISSING HORSES AND CARGO

The cargo and horses are nowhere to be seen hereabouts. They have been taken away to the bandits' camp, but their tracks will not readily be detected unless a Player has the Kai discipline of Tracking and decides to use it.

A FURTHER TRAIL?

If any Players have the Kai discipline of Tracking, or if any Player states that they are actively searching for signs of the missing horses and cargo at the edge of the lake, then they will automatically succeed in discovering hoof prints in the soft soil near the abandoned wagons.

You should now read them the following:

Looting the Bodies

Looting the dead can be a very touchy subject for Kai Lords, especially given their heroic tradition. The rule of thumb to use in situations like this would be to consider the purpose of the looting and the nature of the situation. Taking a needed item from a defeated foe is generally acceptable as there is a practical, meaningful reason for doing so.

Grave-robbing is another matter entirely, and one which we'll come back to in the next adventure. It is almost always unacceptable, especially if the hero is ransacking a peaceful burial site. In Magnamund, the powers of darkness are everywhere. Breaking into a sealed crypt and disturbing bodies laid to rest could result in the dead arising from their graves, hungry for revenge!





You find several tracks in the loamy soil around the abandoned wagons. Many of them are booted footprints. From the number and position of these prints, it's safe to conclude that this is the place where the fight between the caravan passengers and their attackers took place. Some of the footprints and all of the hoof prints lead away from the wagons and trail off around edge of the lake towards a cluster of wooded hills away to the north. These horse tracks are unusually deep, indicating that the animals were heavily-laden when they made them.

You are about to follow these tracks when suddenly a small group of men and women break from the cover of the trees and come charging down to the lake shore towards you!

If none of the Players possess the Tracking discipline, or if they choose not to search for tracks around the edge of the lake, read the following:



In silence, you contemplate the fates that befell the men you found and offer up prayers to God Kai to gather in and take care of their souls. Suddenly, your respectful silence is rudely shattered by the cries of angry men! Looking to the north, you see a group emerge from the cover of the trees and come charging down to the lake shore towards you. These men are armed with axes and swords that are raised in readiness to cut you down!

The Players do not have much time to brace themselves to meet this determined attack!

THE BANDITS ATTACK!

First the Bandit Mob attacks the characters, and then the Bandit Leader attacks. The Kai Lords must defeat both foes separately to achieve victory. If the Kai Lords had time to prepare for the attack (they had discovered the tracks leading north, perhaps), then they have a couple of extra options before combat is joined:

- One Kai Lord may elect to clamber onto the wagon that is wholly out of the water. By so doing, they will take the higher ground against any opponents they face. This will give them a +1 modifier to their COMBAT SKILL so long as they remain in this elevated position
- Kai Lords with ranged weapons may shoot twice each (if they have enough arrows) at the bandits as they come charging down the hillside.



The Bandit Mob

This battle is far more serious than the one the heroes fought before. These bandits are not frightened, malnourished men armed with knives and hiding out in the woods. These cut-throats murdered the merchants the Kai have now discovered and they know the only fate awaiting them is execution if they are captured. They will fight to survive and if that means adding Kai Lords to their tally of victims, then so be it.

Run this combat with this in mind. These are determined criminals with nothing to lose. They will fight to the last, doing all they can to slay the heroes, rather than be captured and made to suffer a public execution.





If the Players did not discover the tracks that lead away to north, they may only do the following action before the onset of combat:

- Kai Lords with bows only have time to each shoot once at the onrushing Bandits due to their closer proximity.

All the bandits in the first wave fight as a single 'entity' called a Mob. This introduces you and your Players to the concept of fighting a Grouped enemy rather than individual adversaries.



The statistics for the Bandit Mob are based upon the number of Players you have in your group. For every Kai Lord in your group, increase the following COMBAT SKILL by +2 CS and the ENDURANCE by +2 END. Work out the Bandit Mob's statistics now and note them down on a piece of scrap paper:

BANDIT

Combat Skill: 14 / Endurance: 16

For example, if you have four Kai Lords in the combat, then they will be attacked by a Mob comprising five bandits with a collective COMBAT SKILL of $(14 + 2 + 2 + 2 + 2)$ 22 and an ENDURANCE of $(16 + 2 + 2 + 2 + 2)$ 24.

FIGHTING THE BANDIT MOB

1. DETERMINE ORDER OF BATTLE

Make a list of each of the Kai Lords and the Bandit Mob, in order from highest COMBAT SKILL to lowest. This is the Order of Battle. If there is a tie between a foe and a Kai Lord, the Kai

Lord goes first. Chances are, unlike in the fight against Dandros the Thief, the Bandit Mob will get to act first (if this isn't the case, skip to step 3).

2. THE BANDIT MOB ACTS FIRST

Because they fight as a Mob, the Bandit Mob has a high COMBAT SKILL – possibly higher than any of the Kai Lords. If they get to act first, they will get to choose who to attack when it is their go in the Order of Battle.

If the Bandit Mob gets to act first, you get to decide which of the Kai Lords it attacks.

- Work out the Combat Ratio as described below (the Kai Lord's CS - the Bandit Mob's CS).
- The Player (not you) picks a random number as normal, and you look up the result on the table. Reduce END by the amount listed.
- However, when it comes to that Kai Lord's turn to act, they may not attack again – they have effectively attacked already!



3. THE NEXT PLAYER ACTS

Once the Bandit Mob has acted, the next Player on the Order of Battle may act so ask them what they'd like to do. They can move and attack an opponent, they can use a ranged weapon, or do something else entirely.

The exception to this rule is if the next Player to act was already attacked by the Bandit Mob this round, in which case they don't get to attack it again, although they may still take another action like drinking a Potion of Laumspur.



A. Attack in Close Combat

If the Player decides to attack the Bandit Mob in close combat, compare both of their COMBAT SKILL scores –

Mob-handed

Remember that even though in the story there are numerous individual bandits within the Mob they have only one set of CS and END scores between them. This can be a little hard to wrap your head around at first, but it's a useful mechanic to spare you from having to keep track of lots of similar foes.

For the purposes of the game the Mob counts as one enemy. It may only inflict damage in one Combat Exchange with one Player, but may be attacked by all the Players in each Round of Combat. The danger a Mob poses to a Kai Lord is in its increased COMBAT SKILL and ENDURANCE. Although you may describe numerous bandits dying within the ensuing combat, the overall COMBAT SKILL of the mob is never reduced.





you can find them on the Action Chart. If the Kai Lord has the Mindblast or Weaponskill disciplines, they get to add +2 to their COMBAT SKILL too. Now, subtract the Bandit Mob's COMBAT SKILL from the Kai Lord's – the result will be their Combat Ratio. It's best to make a note of it!

You always subtract the enemy's COMBAT SCORE from the Kai Lord's, so if the opponent has a higher CS than the Kai Lord, the Combat Ratio will be a negative number. If not, the result will be 0 or a positive number.



Pick a Random Number

Once you have determined the Combat Ratio, the Player should pick a random number – to do this, they flip a token into the box lid and see which number it lands on.



Look up Result on Combat Results Table

Next, look up the Combat Ratio and random number on the Combat Results table, which you can see on page 21. The result specifies who inflicts the most harm to their opponent. The number next to the E is how many ENDURANCE points the Bandit Mob loses. The other number lists how many ENDURANCE points the Kai Lord loses.

If the Kai Lord loses any ENDURANCE, the Player should write this down (in pencil) on the relevant section of their Action Chart. If the Bandit Mob loses any ENDURANCE, you as Narrator should make a note of this.

Remember that if the Bandit Mob has already acted this round, it will have inflicted damage already – ignore any other damage it inflicts to the Kai Lords until its next go.



B. Fire a Ranged Weapon

Instead of attacking in close combat, the Player could decide to fire a ranged weapon – such as a bow – at

the Bandit Mob. Compare both of their COMBAT SKILL scores – you can find them on the Action Chart. If the Kai Lord has the Weaponskill (Bow) discipline, they get to add +2 to their COMBAT SKILL too. Now, subtract the Bandit Mob's COMBAT SKILL from the Kai Lord's – the result will be their Combat Ratio. Make a note of it.



Pick a Random Number

Once you have determined the Combat Ratio, the Player should pick a random number – to do this, they flip a token into the box lid and see which number it lands on.



Look up Result on Combat Results Table

Next, look up the Combat Ratio and random number on the Combat Results table, which you can find on page 21. The result specifies whether or not the shot injures the target. The number next to the E is how many ENDURANCE points the Bandit Mob loses. The other number lists how many ENDURANCE points the Kai Lord loses – but because he's firing a ranged weapon, this value is ignored. If the Bandit Mob loses any ENDURANCE, you as Narrator should make a note of this.

4. SECOND PLAYER ACTS

It is now the turn of the second person on the Order of Battle so ask them what they wish to do. They can now move and attack or use a ranged weapon, resolved exactly as you did for the first Player.

Although each Kai Lord gets to attack the Bandit Mob in turn, the Bandit Mob does not get to attack every Kai Lord! So, from the second Player onwards, do not inflict damage indicated on the Combat Results table on the Kai Lords – just on the Bandit Mob.

Once the second Player's action has been resolved, move on to the third Player on the list, and so on until the Bandit Mob is wiped out!



Tactics

This fight could be lethal for the Kai Lords if they do not approach it intelligently. There have been opportunities for the Players to acquire some extra equipment for their characters, such as the bow and arrows from one of the bodyguards in the previous scene. Certain Kai Lords (True Song in particular) might be better served fighting at range as they are not as effective as some of the others in melee combat.

Positioning, attacking from higher ground, and other smart choices in battle will serve the Players well. As the Narrator, you may want to suggest tactics like this if your Players seem lost for ideas.





5. ONCE EVERYONE HAS ACTED

If everyone has had a go, including the Bandit Mob, and the Bandit Mob are still up and fighting, return to the top of the Order of Battle and repeat the sequence.

6. ENDING THE COMBAT

When the Bandit Mob is reduced to 0 ENDURANCE, this section of the combat will end – but the combat is not yet over!

THE BANDIT LEADER APPROACHES

Once they have defeated the Bandit Mob, the Players will see the Bandit Leader approaching. He is armed with a large bladed, long-hafted axe and he looks very mean indeed:

LOGRIM THE BLOODY (BANDIT LEADER)

Combat Skill: 20 / Endurance: 28

They must fight the Bandit Leader in close combat because he is already too near for them to effectively use any ranged weapons. You can resolve the combat using the previous sequence – once again, the Bandit Leader may well act before the Players do.

VICTORY TO THE KAI LORDS!

Once Logrim the Bloody has been killed, the Players may follow the trail left by the heavily laden horses and the men assigned to escort them. Their tracks lead away into the hills on the north side of Lake Helmar. Read the following aloud:



It's an easy trail to follow. The hoof prints and footprints can readily be seen in the soft soil at the lake's edge.

After no more than 15 minutes spent following this trail, you happen upon a forest track that leads directly to the bandit's encampment. It appears to be deserted, save for eight horses that are corralled in an area ringed by a crude fence constructed from shaved logs. There are several tents nearby, as well as the smouldering remains of three campfires.

You search the tents and discover the cargoes that were looted from the merchant wagons at the lakeside. You also discover three tired and anxious-looking merchants. Their wrists have been bound with rope, and they are further bound by additional lengths of rope to the central tent post.

The Players have found Trevis and the surviving merchants. Enthusiastically, the captive merchants cheer their welcome arrival. Trevis says:



"Kai be praised, we did not dare to hope that we'd be rescued by such an esteemed party of young Kai Lords! Come, untie us. Let us gather our belongings, bury our fallen brother, and leave this dreadful encampment. This whole misadventure will teach us not to leave the road again! We were so wary of attack on the road, we left the path and ended up walking right into an ambush instead!"



Ask the Players what they want to do now. Do they untie the merchants as requested and accompany them back to Lake Helmar to help bury their murdered companions? Ask them what they are going to do with the bodies of the dead bandits. Trevis insists that their corpses are left where they fell. He says that the woodland creatures will dispose of them all in good time. Do the Players agree with his somewhat callous suggestion?

The conclusion of the scene presents the Players with an opportunity to interact with Trevis and the other appreciative merchants they have rescued from captivity. Allow them some

How to Describe an Exciting Combat

To keep the action of a battle scene exciting, you will need to spice things up through descriptive imagery. You can start by describing the scene for your Players, mentioning the terrain and bringing their opponents to life with evocative descriptions.

Once combat starts, describe each round as it happens. Let the Combat Results Table be your guide here. If a hero suffers damage, describe the attack. If the heroes defeat one of their opponents, talk about the foe going down and the reactions of the other enemies.





time to role play with the merchants as they retrieve the body of Melsiar, their likeable companion, and bury his remains at the lake's edge, side-by-side with the four fallen bodyguards.

SCENE SIX TO HOLMGARD!

The final scene brings the adventure to a close. There are no new rules to be introduced here, just a few concluding paragraphs that should be read aloud to the Players. It also leads into the second adventure *Onward 'til Dawn*.



Congratulations are in order, my fine young Kai Lords. You have succeeded in your mission and emerged victorious. You have discovered what happened to the lost caravan and you have rescued the surviving merchants and their leader, Trevis. Well done!

After the burial of Melsiar is completed, you gather around and offer up a prayer to God Kai to watch over his soul and keep it safe from the forces of Darkness. Trevis, a devoted follower of Goddess Ishir, also says a prayer over the merchant's grave, beseeching her to keep safe Melsiar's spirit for all eternity.

With some reluctance, Trevis is persuaded to return with his fellow merchants to the bandit encampment in order that they may release their horses. The merchants attend to the horses, making improvised saddles for them out of folded blankets and lengths of rope.

Meanwhile, Trevis searches for his personal belongings, which were confiscated by Logrim when he was first dragged here a week ago. He finds what he is looking for, and he also discovers a large pouch filled with Gold Crowns that he gleefully attaches to

his belt. Then he returns to his companions and announces that he has acquired some compensation for the theft of their cargo. He shares out the Gold Crowns among them.

Now the time has come to leave the camp for good. Together, you mount up and return to Lake Helmar. You follow the forest trail and, by mid-afternoon, you reach the King's Highway.

Only a few hours of daylight remain, too few for you to complete the long ride to the capital. As dusk approaches, you stop at a roadside Inn and Trevis insists that you spend the night here and continue to Holmgard in the morning. The merchant leader insists that he pays the cost of room and lodging for you all. Tired from the excursions of this memorable day, you readily agree to his generous offer.

Shortly after dawn, you arise from your comfortable beds and meet with Trevis in front of the inn. The innkeeper's son has looked after the horses well and they are groomed and ready for the ride to Holmgard. The long ride to the capital passes uneventfully and, by early evening you arrive at the city's grand North Gate.

Trevis is a native Holmgarder and returning to the city of his birth fills him with pride. You pass through the North Gate with ease. The watchmen on duty here all know Trevis and they wave your party of riders through the gate without let or hindrance.

Trevis leads you through the teeming streets of Holmgard and you get to feast your eyes on its many wonderful buildings, shops and tree-lined avenues as you go. At length, you arrive at Guild Gate. This is the entrance to the city's opulent Guild Quarter. Trevis shows the guards his Trademaster's Seal, the mark of a Master Tradesman of the city, and respectfully they open the heavy oak doors and permit you all to enter.



Playing Trevis

Trevis is a middle-aged man and tends towards being gruff in his dealings with people. He leads his fellow caravan merchants with stern discipline and fair treatment, something the others appreciate. His strong will has been sorely tested by the actions of Logrim and the bandits, leaving him feeling vulnerable and upset.

Kind treatment at this time could easily crack his stubborn shell and make him a staunch friend for life of any Kai Lord so doing. Conversely, unsympathetic or rude behaviour will restore his taciturn nature very quickly.





The Guild Quarter is where some of the richest and most revered citizens of Holmgard reside. Contained within the encircling Guildwall, this is an area of wealth, culture and refinement. Trevis leads you along sweet-smelling Duana Street where exotic emporiums of spice merchants stand side-by-side with the shops of florists and perfumiers. At length, you come to a magnificent green-roofed building constructed of ancient stone. Trevis delights in telling you that this is the Guildhall, the second oldest building in Holmgard. You dismount from your horses in the Guildhall's stables and follow Trevis as he makes his way to the Guildmaster's chambers. An audience with the Guildmaster, Balnor Gage, is swiftly granted.

Respectfully, you are presented to the Guildmaster in his opulent chamber. With a sombre expression, the elderly man listens to Trevis's account of what befell his caravan, his fellow merchants, and the bodyguards assigned to their protection. He then turns to you all and asks for you to relate of your adventure too.



Encourage your Players to relate the story so far – and to put their own spin on things! They needn't give a blow by blow account of the adventure, just the highlights will do!



Upon hearing your account, the venerable Guildmaster rises from his throne-like chair and praises you all for your bravery and courage.

"Well done, my fine fellows," he says, with a benevolent smile, "you have served us with great distinction. Your Order shall be rightly proud when they hear of your achievement."

The Guildmaster makes provision to retrieve Trevis's cargo from the bandit encampment and bring it back to Holmgard. The Master Trader is overjoyed to hear this and he proffers the Guildmaster his heartfelt thanks.

You are invited to spend the night at the Guildhall and sample the many luxuries it has to offer. Fine food, vintage wine, and a recital by Royal Court musicians make it an especially enjoyable time for you all. Over the course of the evening, you discuss plans for your return to the Kai Monastery tomorrow. You agree to rise early and leave Guildhall at first light. It is a sensible schedule, but things do not work out quite as you plan. Something happens on your way back to the Kai Monastery, something that brings you into contact with an ancient evil that has awoken from a long and restless sleep!

To discover the nature of this ancient evil, and how the Players must overcome it, turn to the page and read the second introductory adventure for **The Lone Wolf Adventure Game**, entitled: *Onward 'Til Morning*.

THE REWARDS OF SUCCESS!

Congratulations! Both you and your Players have completed your first introductory adventure together and (hopefully) with great success! One of the best things about playing **The Lone Wolf Adventure Game** is seeing your characters grow and change as they become more experienced. By completing *The Lost Caravan*, the Players can now advance to Rank 6. They should mark this proudly on their Action Chart!

In addition to any new items and equipment the Players have gained during their travels, they are now entitled to choose a new Kai discipline. Allow each Players time to look at the list of Kai disciplines (see the *Book of Kai Training*, page 37) and choose a new one to learn. Some of your Players may already have decided which new discipline they want.

Finally, commend the Players for surviving the adventure. They are no longer Kai Initiates; they are now Kai Aspirants!

Character Advancement

Having your Players advance their Kai Lords at the end of *The Lost Caravan* is the perfect opportunity for you to help them make their characters more 'theirs' in a way. Be a part of the process, sharing your books and making suggestions on what each character might do to improve their performance or echo their roleplaying during the scenario.

Does True Song's Player want to be more effective in battle? Perhaps True Song should take Mindblast or Weaponskill. If Night Fox enjoyed helping the wounded doe, Animal Kinship seems like a logical new Discipline to take. This would be a good time to hand them blank Action Charts to transfer their Kai Lords to, if you want to be able to reuse the ready-made characters again!



ONWARD 'TIL MORNING



IN THIS CHAPTER

WHAT'S THIS ADVENTURE ABOUT?

SCENE ONE: A SLIGHT DETOUR

SCENE TWO: TROUBLE ON THE ROAD

SCENE THREE: AN UNEASY AUDIENCE

SCENE FOUR: MURDER AT THE MOUND

SCENE FIVE: HOMeward BOUND



CHAPTER THREE

ONWARD 'TIL MORNING

Onward 'til Morning is the second introductory adventure for **The Lone Wolf Adventure Game**. The events in *Onward 'til Morning* take place following directly on from the events of *The Lost Caravan*.

- **Scene Four** takes the Kai Initiates to Malis Mound where they are beset by all manner of evil creatures.
- **Scene Five** concludes the adventure with the Kai Initiates returning (at last!) to the Kai Monastery.

WHAT'S THIS ADVENTURE ABOUT?

In this adventure the Kai Lords leave Holmgard and take a slight detour to Searsheld before moving on to Fort Durnspa. Along the way, they lend their expertise to folk they meet, and display the sort of bravery and ingenuity that Kai lords are renowned for.

By the time the Players return to the Kai Monastery, they will have defeated a great evil and proved themselves, both to their Kai Elrhin and to the King and citizens of Sommerlund.

The adventure is made up of five scenes:

- **Scene One** introduces the Kai Initiates to their mission and gives them the opportunity to heroically defend the helpless once more.
- **Scene Two** takes the Kai Initiates to the town of Searsheld, where they are asked to use their diplomatic skills to adjudicate a tricky situation.
- **Scene Three** takes them to Fort Durnspa, where they find that the military commander there does not want their aid.

SCENE ONE

A SLIGHT DETOUR

In this scene, the Kai Lords are about to leave the capital city of Holmgard and return to the Kai Monastery. Before they are able to do so, a soldier of the city guard asks them if they can help his comrades in Searsheld, a Sommlending garrison and trading post located north-west of Holmgard.

Should the Players agree to his request, he provides them with horses in order to help them reach Searsheld faster.

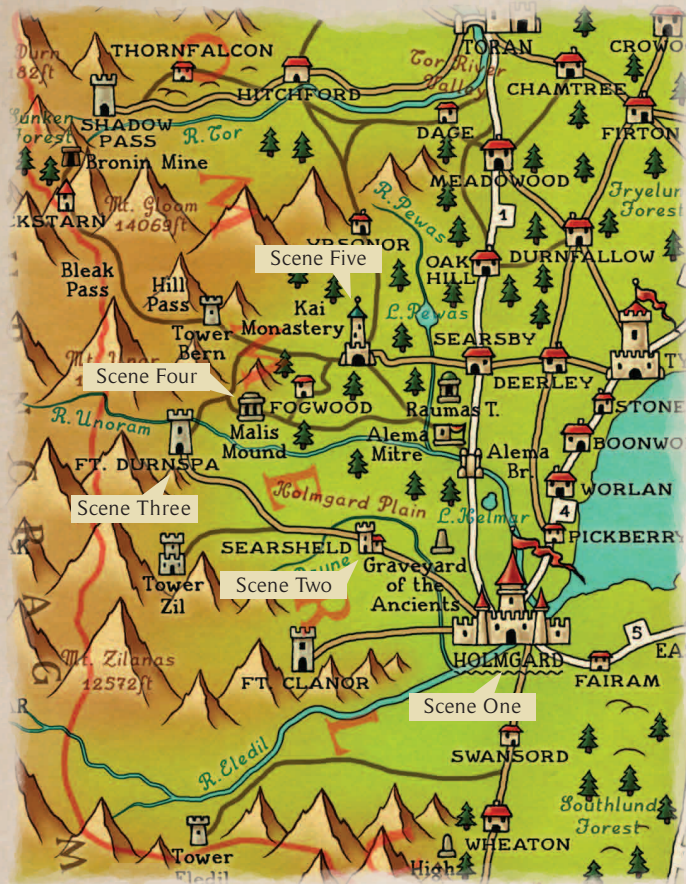
Along the way, the Players pass by the Graveyard of the Ancients. They hear cries for help coming from somewhere inside the necropolis. If they respond to these cries, they will discover that two youths have trespassed into this forbidden place and awakened an ancient Sommlending nobleman who now thirsts for vengeance for the desecration of his tomb.

Introducing New Rules

Hopefully, now you've played through the first adventure, *The Lost Caravan*, you and your Players will have a basic understanding of how *The Lone Wolf Adventure Game* works. This second adventure uses exactly the same rules and we'll either recap them or give you a page reference if you need reminding how a test or a combat works.

If you're comfortable with the rules you've used so far and fancy trying out some new parts of the game, we'll be introducing the concept of skills and traits from the Master-Level game in some of these box outs. If you are using the ready-made characters, just flip the Action Charts over to the other side, where you'll find the Kai Lords' skills and traits listed.





A PLEA FOR AID

When the Players leave Holmgard for the Kai Monastery, the most obvious route home will take them back the way they came, through the North Gate and along the King's Highway. If, for some reason, the Players should decide to leave Holmgard by way of another city gate, the following scene will need some minor adjustment.



Useful Skills and Traits

The first part of this scene has lots of character interaction and exposition. The second part, which takes place in the Graveyard of the Ancients, features combat against a powerful undead foe. The combat abilities of the Players should be tested to the limit, and they should come away feeling powerful and heroic after the fight. Skills and traits are introduced and will be of benefit to the Players. If the Players are using the pre-generated Kai Lords, they will have an opportunity to use Night Owl (possessed by both Night Fox and Moon Blade) in the dark and gloomy graveyard, and Keen Senses (Storm Sparrow) may prove to be especially useful here.

Other useful skills that might be used during this scene include Sage (granted by Dawn Thunder's Erudite trait), Influence (Moon Blade), Investigate (True Song), Medicine, Perception (Storm Sparrow), and Occult.

As the Players approach the Gate, read the following text aloud:



As you pass through Holmgard's North Gate, a burly city guardsman approaches you and salutes.

"My lords," he says, "I'm Corporal Jordun. I hate to impose upon you, but I've learned there is a spot of trouble going on near Searsheld. Would you be prepared to go to Searsheld and see what's amiss? I'm authorised to supply you with fresh horses to help make your ride swifter and more comfortable."



ASSESSING JORDUN'S MOTIVES

Jordun is a good soldier, and his men at the gate watch with curiosity as he speaks to the Kai Lords. Suspicious Players may attempt to assess Jordun using Sixth Sense to check if his intentions are honourable. They will discover that he is indeed an honourable and loyal soldier.



ASKING FOR MORE INFORMATION

Players may ask Jordun for more information about the trouble in Searsheld; the Corporal is not specific.



"A lieutenant has sent me a letter saying he's scared about what could happen soon in Searsheld," he says, quietly. "To be honest, I'm not really sure what the problem is, but it's very unlike the Lieutenant and his men to be scared of anything. I think a little bit of Kai wisdom may be all they need to calm their nerves."



CONSIDERING THE REQUEST

The Players' direct route north to the Kai Monastery and the way to Searsheld are not on the same road, but it is possible to reach the Kai Monastery by way of Searsheld. It is a slightly longer route, to the west rather than to the north, but the Corporal's offer of fresh horses will help speed the Players' journey so that the time it takes by that way will be





about the same as if they go via the King's Highway directly north. Therefore, the Players have no good reason to refuse the corporal's request. It will not be too much of an inconvenience if they stop by Searsheld, find out what is going on, and reassure the anxious Lieutenant stationed there.

If the Players are undecided as to the choice they should make, whether they should return to the Kai Monastery by way of the King's Highway north, or via the west road that goes to Searsheld, one of them (likely a Player with the Tracking discipline, such as Storm Sparrow) will realise that the road to Searsheld will take them past the Graveyard of the Ancients.

While this ancient necropolis is a forbidden place and is avoided by Holmgarders, it is also a place where a very rare herb, Malavan, can be found. Malavan is a potent stimulant that increases mental power. It is non-addictive and is highly valued by the Order of the Kai for this reason.



ACCEPTING THE QUEST

If they agree to ride west to Searsheld, Corporal Jordun sends two of his men to fetch fresh horses for their use.



While they are waiting for him to return, Jordun offers them some cool water to drink and he asks them a few questions about their life at the Kai Monastery – this is a great opportunity for the Players to get into character again, ready for the adventure ahead. Whatever the Players may tell him, he will be impressed. Proudly, he tells them that his young 5 year old daughter has 'special talents' that he feels are latent Kai disciplines. He hopes to send her to the Monastery when she is seven years old. It is his fervent wish that she will one day become a Kai Lord like them.



When Jordun's men return with the horses, he inspects each one of them before allowing you to mount up.

"Can't be too careful," he says. "I want to make sure we're loaning you horses that are worthy of the Kai."

The horses are indeed fine specimens, and any Player with the Animal Kinship discipline will readily discern this.

Corporal Jordun and his men wish the Players good luck and Godspeed, and thank them for agreeing to stop by Searsheld to see what is, or isn't, going on there. Jordun gives the Players the letter he received from Lieutenant Perle at Searsheld in case it may be of some help to them. It reads as follows:



'We are beset by wickedness and we're in dire need of help. The morale of my men is suffering greatly. Several have disappeared. I am sure they have deserted their posts and run away. We all feel like running away. If we are to hold the fort and keep Searsheld safe, we are going to need some help. Jordun, my old friend, please do what you can to persuade someone in authority to come to our aid. I've sent messages to the Court Guard Captain requesting reinforcements, but he says he can't spare any men. He told me to pull myself together and do the job I'm paid to do. He just doesn't appreciate the situation. I fear that, by the time he does, it will be too late.'



ASKING ABOUT LIEUTENANT PERLE

If asked about Lieutenant Perle, Jordun tells the Players that he went to the same village school as the Lieutenant. They aren't exactly old friends, as one could assume from the message he sent Jordun. They haven't seen much of each other since their school days.

Jordun says he takes it as a sign of how desperate the Lieutenant must be feeling, if he's resorting to writing messages to a lowly corporal like him who he barely knows. He tells the Players, that as far as is aware, Lieutenant Perle is in charge of a company of

Playing Corporal Jordun

Corporal Jordun could easily become the perfect example of what a brave and loyal soldier of Sommerlund should be. He is kind, honourable, and devoted to his duty. He also shows great deference to the Kai Lords during their interactions with him because he has fought beside several during his career and he knows how valiant they can be. Corporal Jordun will be fair and friendly any time he interacts with the characters, honestly jovial and helpful whenever he can be.





regular army soldiers stationed at Fort Durnspa, near Searsheld. Jordun has a couple of friends in Perle's company but he hasn't received any letters from either of them. He thinks this strange as they have often written to him in the past.

THE GRAVEYARD OF THE ANCIENTS

The Graveyard of the Ancients is the source of strange chills and a growing sense of disquiet among travellers on the road to Searsheld, causing most to hasten on their journeys. This ancient necropolis dates back to the time when the Shianti Pariahs, also known as the Ancients of the North, controlled this area. It is a forbidding and forbidden place where only the foolish or desperate would dare to venture. Though the Sommlending have, in the past, interred their dear departed in this necropolis, the lingering malevolence of the Ancients of the North has long since put an end to that practice.

Despite the dangers and the superstitions surrounding the Graveyard of the Ancients, it has not deterred some from venturing there in search of treasure. Over the years, many adventurers and would-be grave-robbers have risked their lives to find some small piece of ancient Shianti wealth or power that may lie hidden in the depth of the necropolis. Few have returned to tell about it.

After the Kai Lords depart, read the following to them:



Shortly after setting off along the west road from Holmgard, a cold wind begins to blow from the north-east, bringing with it a faint, charnel smell. Only a few people are on the road and they seem to be in a hurry to reach their destinations. The horizon to the right of the road seems unusually dark, as if a storm is brewing.

If any of the Kai Lords have the Sixth Sense discipline (Dawn Thunder, Moon Blade and True Song), note to them that a sense

of unease blankets the surrounding landscape and that this disconcerting feeling grows stronger as they continue onward.

At length, the Players arrive at a junction where they can either continue on their way towards the west or turn off the road and go north towards the Graveyard of the Ancients. If one of the Players has previously considered the idea of stopping at the Graveyard of the Ancients to look for some Malavan to take back to the Kai Monastery, now is their chance to do so.

Read the following text to the Players when they reach the junction:



An overgrown byway branches off the west road. Dead weeds and thorny briars are sandwiched between the ancient cobblestones, evidence that this path is rarely, if ever, used. The cold wind and the oppressive gloom intensify. Your horses are nervous; they whinny and become increasingly agitated. Suddenly, you hear a cry from the north-east. The plaintive sound is muffled by distance, but there is one word among the cries that is unmistakable: "Help!"

Any player who possesses the Sixth Sense discipline can discern that someone is in grave danger. However, they will not be able to tell precisely who that someone is. Ask the players, with a sense of urgency in your voice, what they wish to do.



If the Players dither, describe how the screams will continue, growing ever fainter until they can no longer be heard. Brave and daring Players may jump at this opportunity to help someone in danger, but they should not be so foolish as to rush into the Graveyard of the Ancients without first considering how best to go about it. Ask the Players how they plan to proceed: cautiously, still mounted on their horses or charging headlong into the ancient necropolis?



Graveyards and Ancient Tombs

Magnamund is an old world, a very old world with a long history. Civilisations have risen, reigned, and fallen, covered over by the growth of new people and new places. These forgotten ruins are everywhere, often hidden for centuries before being discovered again in the most surprising of places. The Graveyard of the Ancients is one such structure, a place so old that most have forgotten who built these ageless tombs and the abandoned dead interred within them.





ENTERING THE GRAVEYARD ON FOOT

If the Players decide to follow the overgrown path which leads to a stone gateway in the boundary wall of the graveyard, the cries will be heard again, only this time they will be louder and clearer. The Players should make a test against Target Value 8. Remember, to take a test simply flip a token into the box lid to determine a random number. If the number picked is 8 or higher, the test is successful, if the test is 7 or less it is not.

This test is very difficult. If they are successful, they can make out that there are two voices: one male and one female, and that the speakers are likely in their early teens.

As the Players approach the graveyard entrance, read the following text aloud:



A stone gateway, wreathed in a cloying mist, can be seen directly ahead. The cries can be heard once more; they are louder and more distinct. "No!" cries the voice. "Please, no!" You can tell that whoever is calling out is not far from the entrance to this grim necropolis.



ENTERING THE GRAVEYARD ON HORSEBACK

The horses refuse to go any further. They are now very agitated and you'll have difficulty getting them to take another step towards the arched entrance. If you wish to proceed, it looks like you're going to have to dismount and go into the graveyard on foot.

If the Players decide they do not want to dismount, they'll need to make an Animal Kinship test with Target Value 8 for each horse in order to get it to continue onward. However, the entrance to the Graveyard of the Ancients and the voices are close enough now that proceeding from here on foot is a more logical choice than forcing the reluctant horses to proceed against their will.



CHARGING IN RECKLESSLY

Charging in recklessly is a poor idea for several reasons, not the least of which is the fact that doing so will automatically spook any mounts the Kai Lords might be riding. In this case, even Animal Kinship will not help mounted Kai Lords from being bucked off painfully (causing them to lose 3 points of ENDURANCE) before watching their horses gallop away from the graveyard as fast as their terror can take them.

BEYOND THE ENTRANCE

The eerie mist is thicker beyond the entrance gate. The Players can see little more than thirty feet in any direction; beyond this distance the tombs and mausoleums of the necropolis are completely obscured. Sound, too, is deadened, although the voices, which have grown ever more desperate, provide a clear direction for the Players to follow.

NIGHT OWL AND OTHER TRAITS

Master-level Rule: This is a good opportunity to introduce the rules for traits. A trait is like a special ability; not quite as powerful as a Kai discipline and more mundane in nature, but it can offer a Kai Lord a tremendous advantage now and again all the same. For instance, in the dark of the graveyard the Night Owl trait is of help – both Night Fox and Moon Blade possess it, giving them a +1 bonus.

Read the following text to the Players:



You follow your ears towards the cries. Cracked gravestones and weathered crypts surround you, overgrown with thorny briars. The path you follow through this city of

Discipline Trumps

The concept of a Discipline Trump is fairly simple. If you are faced with a task that could be covered by a discipline and a skill **AND** you possess both, you get to declare a Discipline Trump. This allows you to attempt the task as a skill test with both your skill bonus and your discipline bonus. In addition, if you fail, you may spend a **WILLPOWER** point to retake the test. It reflects the fact that you are extremely skilled at the task in question because you have both the skill and the discipline to succeed.





the dead comprises faded mosaic tiles embellished with ancient script, their meanings lost to age and exposure to the elements. Up ahead the mist parts and you are able to make out three figures in the centre of a low-walled enclosure. Two of them appear to be teenagers who have fallen or fainted, while a larger third figure, cloaked in black, advances upon them with a notched sword raised threateningly.

The armed figure stops its advance as you approach and spins around to face and appraise you. It has a skull-like face, with parchment-thin skin stretched across its cadaverous features in a repulsive mask. Rasping laughter cackles from the creature's hollow throat before it deigns to speak to you:

"I crave not your blood, fledgling minions of the Kai. I have no quarrel with you. It is these two young thieves who have desecrated my tomb in search of treasure. Stand back. Do not come any closer. I intend to take my revenge upon them and hew the flesh from their bones. Defy me and I will hew your flesh in their stead."

The skeletal creature is a long-dead Sommlending Knight of the Realm whose soul has been corrupted and whose uneasy rest has been disturbed by the two youngsters cowering before him. Although he was not an evil man in life, this knight has long since been imbued with the power of undeath due to the insidious effects of the ancient and evil magic that saturates this necropolis. Despite his fearful countenance, this undead knight is far less powerful than many other creatures that dwell in the tombs and chambers deep below your feet.



Ask the Players what they want to do next. They have two real choices when dealing with the undead knight: fight him, or try to convince him to spare the youths.



FIGHTING THE UNDEAD KNIGHT

The first, and perhaps the most obvious choice, is to fight him.

UNDEAD SOMMLENDING KNIGHT OF THE REALM

COMBAT SKILL: 16 / **ENDURANCE:** 20 / **WILLPOWER** 10

SPECIAL RULES: This undead knight is immune to Mindblast.



This combat should be resolved using exactly the same rules and procedure you used in the fight against the Bandit Leader in the last adventure (see page 33). When the knight is reduced to 0 ENDURANCE, read the following aloud:



When the killing blow is struck, the knight lets out a last gasping shriek before his bones fall apart and scatter across the ground of the walled enclosure.

REASONING WITH THE UNDEAD KNIGHT

Players who are less inclined to engage in combat may attempt to convince the Undead Knight to spare the youths. The Undead





Knight has become so corrupted by his long incarceration in this accursed graveyard that he refuses to let the youths go free unless one of the Players agrees to take their place – or unless they can come up with some other ploy! Reward clever thinking and good roleplaying here. However, if the Players are able to convince him to return to his tomb without taking any lives, he staggers away into the mist, dragging the tip of his sword along on the stony ground behind him. He will let his sword fall from his bony grasp before he descends a narrow staircase into the complex of crypts and passageways below. This sword is very old and its blade is pitted with rust.

The Player who talked the Undead Knight into sparing the youths and return to his tomb will also discover a gold signet ring inset with a blue sapphire. It fell from the knight's bony index finger when he dropped his sword. Note that if the Players chose to engage the Undead Knight in combat, they will not find the ring after the fight ends.

RESCUING LOREN AND POL

The two terrified youths are a brother and sister named Loren and Pol. Loren is 11 years old; Pol is 13. Pol has fainted. Loren expresses her gratitude to the Players for saving them. With trembling voice, she explains that she and Pol come from a poor family and their father, a stonemason's assistant, has been unable to work for several months after injuring his back. The two siblings decided to come to the Graveyard of the Ancients in search of treasure so that they could put food on the table for their parents and themselves. After sliding open the lid of a tomb casket in one of the subterranean chambers, they awakened the undead knight and angrily he pursued them all the way to the surface.



SEARCHING FOR MALAVAN

Amidst all the excitement, the Kai Lords may have overlooked their earlier aim of collecting a few sprigs

of Malavan to take back to the Kai Monastery. For those Players who do remember why they have come to this forbidden place, a Hunting test with a Target Value 6 is now called for so that may locate some Malavan in the immediate vicinity. There is enough Malavan hereabouts to provide two effective doses of the stimulant – see below.

USING THE MEDICINE, SAGE OR SURVIVAL SKILLS

There are many ways to achieve the same thing in a situation like this. Different skills can provide unique ways to succeed.

Medicine: Succeeding at a TV 6 Medicine test will reveal the appearance of the herb from drawings found in medical texts. This is enough to locate enough Malavan for the Monastery.

Sage: A Kai Lord who succeeds at a TV 6 Sage test recalls a little known fact about Malavan only growing near certain kinds of rocks. This will be enough to locate those rocks and find the herb.

Survival: A successful Survival test will reveal the best places to find accessible water in the graveyard. Malavan, a herb that grows best in wet conditions, will easily be found in such places.

TAKING POL AND LOREN HOME

Pol is prodded back to consciousness and sheepishly the two youths ask the Players to take them home. They promise the Players that they will make them a meal with the last of their provisions. Both are impressed by the Players' status as Kai Lords

Monsters with Special Rules

Most monsters are straightforward in combat. They have basic characteristics and fight as per the normal rules. Some, however, have special abilities or features that you as the Narrator need to keep in mind during play. Many of these features are summarised in monster traits, special rules that can apply to a wide array of creatures.

Others have rules that apply just to them or to a very small set of monsters. These will be listed as 'Special Rules' after the creature's characteristics in a scenario.





and ask an endless stream of questions once they have left the Graveyard far behind. Their home is a small cottage near the west road, less than an hour's ride from the necropolis. Next to this modest dwelling are two bleached-wood pens that hold a sorry-looking menagerie of livestock comprising two scrawny chickens, one pig and one emaciated cow.



Loren and Pol beg the Kai Lords not to tell their parents about their visit to the forbidden Graveyard of the Ancients. Ask the Players if they intend to hold their tongues on this matter. If the Players have recovered the Undead knight's sapphire signet ring, they may wish to give it to the youths so that they can sell it and alleviate their family's poverty. At the Merchant's Market in Holmgard, this ring will fetch 50 Gold Crowns.

Regardless of what the initiates decide, Loren and Pol's parents – Fara and Tomas – greet them warmly and insist that they stay with them for the night as their honoured guests. They prepare the best meal they can by slaughtering their pig and roasting it over an open fire. Fara, the mother, is an excellent cook and Tomas, the father, is a jovial fellow despite the constant pain he suffers from his injured back. If told about Loren and Pol's trespass in the graveyard, they will both be very shocked. They will admonish their children and send them to their rooms. They will not be allowed to partake of the meal of roasted pork as punishment for their transgression.



HEALING TOMAS' BACK

If asked about his injury, Tomas, who moves around with the aid of a makeshift crutch, recounts how his back was damaged by a falling block of stone. Any Player with the Healing discipline will be able to see that a disc in the middle of Tomas' spine is badly displaced.



They should make a Healing test with a Target Value of 7. If they pass the test, they are able to manipulate the

displaced disc back into place, thereby freeing a trapped nerve. This will alleviate Tomas' pain immediately.



BREWING MALAVAN TEA

Any Player who has gathered some Malavan from the Graveyard of the Ancients, can brew some tea from the sprigs. Fara will prepare the hot water and provide two bottles in which the green-coloured liquid can be kept for future use. The Players can share these two bottles of Malavan Tea out however they like. Each bottle occupies one space in a Backpack – whichever Players take them should note them on their Action Charts. When ingested, the tea will double the COMBAT SKILL bonus provided by the Mindblast discipline from + 2 to +4 for the duration the next combat. There is no extra benefit to be gained by drinking both doses at once.



Ask the Players if they accept Tomas and Fara's hospitality and stay at their cottage overnight before departing at first light, or if they continue their journey on the west road.

SCENE TWO TROUBLE ON THE ROAD

In this scene, the Players arrive in Searsheld. Although they learn that the message sent by Lieutenant Perle to Corporal Jordun didn't originate here in Searsheld, they are nonetheless called upon to aid the town in a matter of some importance to them. A large family of reprobates from the Holmgard Pale have recently arrived in Searsheld.

According to the town's Mayor, they have been responsible for a spate of thefts, brawls, swindles and a suspected kidnapping. He asks the Players to confront this family, known as the Bognors, and send them packing before things get any further out of hand.



Useful Skills and Traits

Depending on how the Players handle the events that unfold in this scene, combat abilities and physical skills may be important to a greater or lesser degree. Violence is likely the worst choice of action, but it's always a possibility when two groups find themselves at odds with one another. In this particular scene, however, the Players should try to act as law keepers in an attempt to settle the dispute between Searsheld and the Bognors in a peaceful manner.

To this end, the Influence skill (which Moon Blade has) should play an important role in any negotiations the Players take part in. Likewise, Investigate (True Song), Sage (Dawn Thunder), and even Occult may come in handy. Once contact with the Bognors has been made, both Medicine and Tinkering (True Song) will be useful in sending the Bognors peacefully on their way.





THE SEARSHIELD 'CURSE'

Whether or not the Players decide to stay the night with Loren and Pol's family at their cottage, eventually they must continue on the west road to Searshield. Read the following aloud:



The remainder of your journey is uneventful, and the gloomy shroud of the Graveyard of the Ancients is soon left far behind. When you reach Searshield, you discover that it is a garrison town and trading post. The people of Searshield are a mix of farmers, merchants and garrison soldiers. You receive a warm welcome as you enter the gate in the palisade wall that surrounds the perimeter of this settlement. It doesn't take long for the news of your arrival to spread.



ASKING ABOUT LIEUTENANT PERLE

The folk of Searshield do not know Lieutenant Perle by name, but any garrison soldier who is asked will recognise his name at once.



"Perle, eh? He's a good officer," they will say. "But he's not stationed here. He's up at Fort Durnspa, that's where you'll find him."

Further inquiries as to the nature of the letter given to the Players by Corporal Jordun in Holmgard reveal that it was sent from Fort Durnspa and passed on to Holmgard by a military courier here in Searshield. Though the garrison soldiers know little in the way of specifics, there have been rumours of late about some disturbances at Fort Durnspa.



LOOKING FOR INFORMATION

Canny Players may attempt to learn a few things in Searshield, but much of what they can wheedle out of the locals is no more than hearsay. Players wishing to dig deeper can attempt an Influence or Investigate test with a Target Value of 7 to discover any of the following pieces of information. Narrators

should decide, at their own discretion, which of the following three pieces of information to impart to the Players:



"You didn't hear it from me, but I've heard tell that the dead have risen near Fort Durnspa."

"The commander of the fort is Captain Meron. I hear that he's got a big load of trouble on his plate but he's too proud to ask for help."

"Some deserters from the fort were caught here in town a week ago. They were sent straight back to Durnspa. I've heard that they've all been executed."



TALKING TO MAYOR TREYNOR

Whether or not the Players try to find out more about the whereabouts of Lieutenant Perle from any of the garrison soldiers, a party of three persons from the Mayor's town hall will come to meet them, led by the Mayor himself. The town Mayor is a middle-aged man named Treynor.

He greets the Players in a respectful manner as befits their rank and Order, and asks permission to speak with them on behalf of Searshield – it is up to the Players whether they wish to accompany him or not.

If granted this permission, he invites the Players back to the town hall where they can talk in private.

When the Players reach the town hall, they are shown every courtesy and made to feel comfortable. Town Mayor Treynor and two of his advisors make small talk and answer what questions they can. Unfortunately, they are civilians and are not privy to information relating to military matters, other than those with a direct relevance to the running of Searshield.

Playing Mayor Treynor

The Mayor of Searshield is a complicated man and his inner conflicts should come out in conversation if the Players press him about his motivations. While he is a devoted politician with a strong interest in keeping the peace, he is also deeply bigoted and can be intolerant when confronted with that fact. He is just highly placed enough in Sommerlund's feudal society that he will not abide being bullied by the Kai Lords, but he remains respectful enough to accept their advice and leave military matters to them and Captain Meron.





Once the pleasantries are done, Treynor addresses the Players. Read or paraphrase the following text:



The town Mayor stands before you with a solemn look on his craggy face.

"I am truly humbled by your presence in our modest little town," he says. "Though you are likely on your way to attend to business elsewhere, I must nonetheless beg for your assistance in a matter that is troubling us deeply. Recently, Searsheld has been beset by a family of thieves and ruffians of ill repute. They are the Bognors and they hail from the Holmgard Pale."

"I have issued a decree that all members of the Bognor family are banned from setting foot inside the palisade wall. They have made camp about five miles west of the town, on the banks of the River Daune. If you would be so kind as to go there and convince these ne'er-do-wells to break camp and leave the area, the loyal and law-abiding citizens of Searsheld will be most grateful. And I'll forever be in your debt."

The Bognors have recently come to Searsheld and, following their arrival, there have been a spate of thefts and altercations, many of which have come to blows. Since Treynor issued his decree banning the Bognors from setting foot inside the town, the garrison soldiers have tried to keep them out for the past week or so. Yet these undesirables have snuck in, either singly or in pairs, and committed crimes of theft and burglary. It is also believed that they have kidnapped a farmer's daughter, although the Mayor has no hard evidence to support this serious allegation.



Mayor Treynor is a persuasive speaker and he makes his case well. He fears that if the Bognors aren't run off soon, the townsfolk will be likely to take matters into their own hands. "If you've never seen an angry mob in action,

my Lords, you cannot imagine the terrible consequences that their thirst for vengeance can bring about."



Those Players who possess the Sixth Sense discipline will get a strong feeling that the town Mayor's motivations go beyond the bounds of his civic duties.

Regardless of Treynor's personal prejudices, the unfortunate matter of the Bognors needs to be resolved in some way. Treynor is ambivalent towards the methods the Players choose to employ to achieve the task, just so long as the Bognors leave their current encampment on the River Daune and never come back to Searsheld.



INVESTIGATING THE BOGNORS

The Players might want to investigate in Searsheld to find some additional facts about the Bognors and the trouble they have caused recently, before they go to confront them. They can ask around the town, talk to vendors in the market or guards on the gate, or any other folk they might think to question.

Many of the disputes between the townsfolk and the Bognors have been over gambling. The Bognors obtain some of their income by staging games of chance. None of the townsfolk were lucky enough to profit from these games and, understandably, they feel that the Bognors rigged the games and cheated them.

On the matter of the kidnapping, Clarys, a local girl, has recently disappeared. Though there isn't any hard evidence tying her disappearance to the Bognors, the townsfolk have decided that the Bognors are behind it. Some townsfolk believe that the Bognors put a curse on Searsheld when the garrison soldiers forced them to leave. Although the effects of this 'curse' are a matter of speculation and conjecture in the local taverns, the majority of townsfolk are convinced that many minor happenings, like the souring of milk, the stillborn birth of a farmer's calf and



Negotiating for a Reward

Beyond Searsheld's eternal gratitude, Treynor offers the Players no tangible reward. Players motivated by material wealth may attempt an Influence test with a Target Value of 8 to negotiate with Treynor for monetary compensation. This is not an honourable thing for a Kai Lord to do and they should be reminded that it will not do their personal, or the Order of the Kai's, reputation much good if they choose to take this test.

If they insist on taking the test regardless, and it succeeds, Treynor will agree to provide the Player with a 'civic donation' of 20 Gold Crowns if the Bognors are successfully driven away. He will only release this money from the town's coffers and hand it over when the deed has been accomplished.



the turning of some bottles of tavern wine into vinegar are all 'clear and obvious signs' of the curse.

THE BOGNOR ENCAMPMENT

The Bognors are a notorious family of petty thieves, swindlers and reprobates. For three generations they have lived in an area located between the high stone walls of the capital and its perimeter defences known as the Holmgard Pale. This area is populated with undesirables and petty criminals who have been thrown out of city for various crimes and misdemeanours. The Bognors are among the worst of 'The Palers', the name given to those who live in the Holmgard Pale by law abiding Holmgarders. Their behaviour has become so intolerable of late that even the Palers have thrown them out and banned them from ever returning. Every member of the Bognor Family, with the exception of very young children carries a razor sharp stiletto-bladed dagger hidden about their person. They claim it is purely for defence but this explanation is disingenuous at best. More often they use their daggers to pick locks, cut money pouches from the belts of unwary citizens and to intimidate anyone they perceive to be weaker than them into handing over their worldly possessions. The older male members of the family possess bows, which are used mainly for hunting and poaching. They travel in a caravan comprising four large covered wagons, each drawn by a team of four mules. Their wagons are quite nondescript and look much like any of the merchant wagons one would see travelling to and from Holmgard.

When the Players are finished in Searshield and ready to visit the Bognor encampment, read the following to them:



The Bognor camp is five miles from Searshield. The Town Mayor directs you follow the west road and, when it approaches the River Daune, look out for a track that branches off to the north. There is an old signpost at the junction but its painted inscription is too faded to be read clearly.

As you make ready to leave, some of the townsfolk gather at the town's palisade gate. One person shouts out, angrily, "Send that scum on their way, my Lords!" Another cries out: "Those Bognor thieves are cunning. Watch your backs and keep a weapon to hand."

When you reach the junction, you find two men leaning nonchalantly against an old wooden signpost. They are dressed in colourful clothes, replete with gaudy sashes and knitted woollen scarves. They do not appear to be armed. Nicu, the elder of the two men, nods and smiles as you approach. "Have you come to visit us?" He asks. His voice has a heavy Holmgard accent and the tone he uses is both polite and wary.



QUESTIONING NICU

The Players may attempt to question Nicu and his companion, a younger man named Tamas, about recent events in Searshield. Neither of the two men will answer any of their questions directly. They will only respond to questioning with banal statements that bear no relevance at all to the question they've been posed. The Narrator should pick a random number and, depending on the result, give the corresponding fatuous statement as an answer to any question a Player asks the men.

- | | |
|---|---|
| 0 | "It never rains but it pours" |
| 1 | "Freedom is a necessity, not a luxury" |
| 2 | "Most people are not fit to rule themselves" |
| 3 | "The land belongs to no one" |
| 4 | "Crime against property is no crime at all" |
| 5 | "Being sure of yourself means you're a fool" |
| 6 | "A little knowledge can go a long way" |
| 7 | "A strong sense of duty imprisons you" |
| 8 | "Bad intentions can yield good results" |
| 9 | "Confusing yourself is a good way to stay honest" |

Investigating the Mayor's Motives

Players who succeed at an Investigation test with a Target Value of 8 will see through Treynor's persuasive language and realise that his request for assistance is driven more by personal prejudice than anything else. He has a deep loathing of anyone who lives in, or comes from, the Holmgard Pale.





Sooner or later, the Players should realise that Nicu and Tamas are having a little fun at their expense. They will not tell the Players who the head of their family is, and they will not escort them to their encampment.



Do the Players grow tired of their antics and leave, or do they draw their weapons? Point out to the Players that Nicu and Tamas are mocking them, and ask them what they are going to do about it..



GETTING VIOLENT

If any Player loses their patience to such a degree that they attack Nicu and Tamas, the men will turn tail and run away as fast as possible. They are both quick enough to avoid a surprise attack, and canny enough to know they would be very unlikely to win any combat against Kai Lords.

APPROACHING THE ENCAMPMENT

Assuming the Players grow tired of the men's banal answers, they can follow the track that leads way away from the west road. Nicu and Tamas will remain at the signpost. After a few minutes they will see the Bognor encampment on the south bank of the River Daune.

Read the following text to the Players:



Beyond a small copse of trees, you see the Bognor encampment on the banks of the River Daune. Their four large wagons are drawn up in a semi-circle and the mule teams that pull them have been untethered and placed in a makeshift corral of wooden stakes connected by knotted lengths of old rope.

There are several tents and you count 30 or so family members of all ages. They are either seated around small campfires or wandering about the tents with no apparent aim or purpose.



At this point, you should ask the Players how they wish to proceed: in a non-hostile matter, to negotiate peacefully with the Bognors; or violently with weapons drawn?

They can approach the camp in a non-hostile manner, with the intention of persuading the Bognors to break camp and move on. This would be in the family's best interests. You should remind the Players of what the Mayor said about the risk that the townsfolk will take the law into their own hands and form a vigilante mob. If they do so, it will end in bloodshed and tears.

Or they can ride into the camp with their weapons drawn and demand that the Bognors pack up and leave the area at once. Dismounting and approaching the camp on foot is also an option, although it's likely to be a lot less intimidating and effective if they do so.

If the Players decide to take the heavy-handed approach and enter the encampment with their weapons drawn, then skip the following text and go directly to the section entitled 'Negotiation? What's That?' and continue from there.



PEACEFUL NEGOTIATION

If the Players decide a softly-softly approach is more likely to succeed and decide to approach the encampment in a non-threatening manner read the following aloud:



As you approach the encampment, none of the Bognors turn to look in your direction or make any eye contact with you. You're drawing close to the first tent when a woman in her mid-thirties leaves one of the campfires and comes sauntering towards you. She has a long curly dark hair and she sports two large earrings made of tarnished silver. She comes and stands directly in front of you in the middle of the track with her hands on her hips. "What you want?" she asks, gruffly.

Expect the Unexpected

Players will always do things you don't expect. This means that some of things that you prepared before the session won't happen, and other things that you didn't prepare for will happen. This is true whether you're using one of the adventures from this book, or something you wrote yourself. When this happens you can re-purpose parts you prepared for a different situation and fit them to the new context, but you also will have to learn to make things up on the fly. When something happens that's not in your notes, go with the first thing that comes to mind, so long as it fits the mood of the game. The most important thing, though, when you have to improvise, is don't let on that you just made it up. Act like it was in your notes all along. Don't lie about it; just go with the flow. It doesn't matter that the thing you make up didn't exist before; it's now part of *your* game.





This woman's name is Nadja; she is the eldest daughter of Ziloch, the patriarchal head of the Bognor family. Although she is wary of the Players, Nadja wants to establish their intentions before she will take them to meet her father. When the Players answer her question, she will lead them into the middle of the noisy encampment and present them to her father, Ziloch, who is sitting in an ornate rocking chair with one of his grandchildren perched on his knee. Ziloch is a bald, pot-bellied man in his sixties.

He has brown eyes that watch you warily, and a long grey beard. His clothes are brightly coloured but poorly made. Carefully, he puts his grandchild down on the ground beside his chair and stands up when you bring your horses to a halt before him.

He motions to his wife, Sotha, to come and attend to his grandchild and then he asks you to dismount and join him at the river's edge where you can converse in relative peace and quiet. Ziloch has been expecting visitors from Searsheld, but he's surprised and somewhat relieved to see some young Kai Lords have come to his camp and not a mob of angry townsfolk, baying for his blood. Without any prompting, he explains that his family have been planning to move on from Searsheld for some time, given all the hostility they experienced from the townsfolk.

He says that his aged mother, Tsuru, a gifted fortune-teller, fell ill when they first arrived in Searsheld and he is reluctant to travel further until she has recovered. He also says that two of the caravan's wagons were damaged when they were driven out of Searsheld and they are in need of repair.

Players with the Kai discipline of Sixth Sense will automatically sense that Ziloch is a dishonest man who has no qualms whatsoever when it comes to robbing, cheating, or generally disadvantaging anyone who is not a member of his family. They will also sense that he is not a stupid man. He knows that he must treat them respectfully in order to keep his family safe.



QUESTIONING ZILOCH

If the Players ask him about the accusations that have been levelled at them by the town's Mayor, Treynor, and the people of Searsheld, Ziloch has the following things to say:

Regarding the brawls and disputes: *"Too much drink and too many vainglorious men, all trying to prove themselves to one another. It always leads to a fight. We never began those fights. It was always a drunken townsman who started them."*

Regarding the accusations of theft: *"Searsheld is a large town with plenty of home-grown thieves. They used our presence as a cover to increase their thieving activities, and then they blamed it on us."*

Regarding the accusations that they rigged their games of chance and fleeced the townsfolk who played them: *"I must admit that my family prefers the odds be in their favour when we stage our games. To do otherwise is bad business. But to call us cheats and liars, that's not true and it's not fair. They lost and we won, fair and square. Those Searshelders are just a bunch of sour losers."*

Regarding their suspected kidnapping of Clarys, the farmer's daughter: *"Ah, here we have a somewhat sensitive matter. Yes, Clarys is with us. But she was not kidnapped as the Mayor would have you believe. She came with us freely and willingly. She and my son, Stelan, have fallen in love. They wish to be married. Her father would never countenance such a thing and so she left her town and family and joined my caravan of her own free will so that she can be with Stelan."*

I am overjoyed that my son has found love at last, and with such a fine young woman as Clarys. They will have a very happy life together and I hope to have many more grandchildren in the years to come."

Playing Ziloch

Ziloch Bognor is a conniving, unscrupulous man who is smart enough to know that he needs to conceal his more anti-social behaviours from those who might be capable of stopping them.

He is arrogant, a little cruel, and an unrepentant thief but he is not evil by any means. He holds a deep bond of loyalty and devotion both to and with his family members. If treated with respect, he will return such manners unless given a reason not to do so.





Regarding the Searsheld 'curse': *"Those Searshelders are a mean-spirited and superstitious bunch o' fools. They won't admit that the 'curse' is just everyday and mundane things that happen. They've been happening for as long as any of them would care to remember. If Searsheld is cursed, then it's likely an act of Ishir meted out to them as a punishment for their ignorance and*

stupidity. Were we to curse every town and village that drove us away, all of Sommerlund would be plagued with stillborn cows and sour milk by now!"



Once Ziloch has finished answering their questions, the Players will have a number of things to follow up on. Ask them which they wish to do first.



TALKING TO CLARYS

If the Players ask to see Clarys, Ziloch will call out to Nadja and instruct her to take you to see her. She leads you to one of the tents and calls her name. Moments later, the face of a young woman appears. She smiles and leaves her tent to come and speak with you. Clarys is a young Sommlending woman in her late teens. She has blonde hair and a fair complexion. She is dressed in the everyday clothes of a farm girl.

Clarys says she fell deeply in love with Stelan on the day they first met, but she knows her parents, especially her father, would never allow her to marry anyone from the Holmgard Pale. She decided to take matters into her own hands and run away with Stelan and his family. The Bognors have been very kind to her and she does not want to return home to the family farm.

As proof that what she says is true, she offers the Players a letter she has written to her parents. Upon reading it, the Players will see that it backs up everything she's told them. She asks them to keep the letter and deliver it to Mayor Treynor the next time they visit Searsheld. He will pass it along to her parents.



TREATING TSURA'S ILLNESS

Players with the Kai discipline of Healing may wish to see to Ziloch's mother, Tsura, and discern what, if anything, they can do to help her. Tsura is an old woman with cataracts in both eyes. She's been bedridden for several days. She is indeed quite ill and has a fever that won't break.

Caring for Others

This scene provides heroic Kai Lords with a perfect opportunity to do something kind for others without having to resort to combat or taking any tests at all. It is a very good example of how some 'challenges' can and should be automatically successful if the heroes think to try them at all. In this case, the only test involved is one of compassion. By caring enough to try to heal Tsura, the Kai Lords prove themselves worthy of their Order.





Any Player with the Kai discipline of Healing can automatically determine the cause of her sickness and prescribe the appropriate herb (a Potion of Laumspur) that will speed her recovery.

USING THE MEDICINE SKILL

Master-level Rule: If Players do not have the Healing discipline or want to use a Potion of Laumspur, they can instead attempt a Medicine test with a Target Value of 7. If they succeed, they cure her.

If the Players are able to cure Tsuru, Ziloch will thank them profusely, as will all the members of his immediate family (Soltha his wife, Stelan and Jac his two sons, and Nadja his daughter). The younger male members of the extended family will be kindly disposed towards them and will not engage in any more acts of theft or instigate any combats. As a token of his thanks, Ziloch will give each of them a talisman – they should write Bognor Talisman on the Special Items section of their Action Chart – which he says will protect them from evil. Each talisman is fixed to a length of string and can be worn around the neck. The Players will not know this yet, but the Bognor Talisman will serve them well in the final encounter of this adventure.



He then says, with a proud smile: "Any Bognor who sees this talisman will know you're a family friend and they will treat you well."



REPAIRING THE DAMAGED WAGONS

Two of the caravan's wagons were damaged by the townsfolk of Searsheld when the Bognors were driven out. The rear wheels and tailgates of these vehicles have been

hit repeatedly with axes and scythes. Although the damage is relatively minor, the wagons are in need of repair and the Bognors lack the tools and expertise to do the work themselves in a speedy fashion.

Any Player with the Crafting (Bright Shield), Tinkering (True Song) or Vocation skills can help the Bognors to carry out the repairs swiftly and surely. Success requires an appropriate skill test with a Target Value of 7.

THE BOGNORS LEAVE PEACEFULLY

Ziloch will take heed of the Players' warning that the townsfolk of Searsheld are minded to come after them mob-handed and drive them away, using as much force as they can muster to achieve their ends. He will order his family to break camp and leave at once. Their caravan will trundle down to the road and head due west, away from Searsheld.



NEGOTIATION? WHAT'S THAT?

The Players may decide to ride into (or enter on foot) the Bognor encampment with their weapons drawn, in a show of strength intended to intimidate and persuade the errant family to pack up and leave the area at once.

If this is what the Players decide to do, they will be met with determined resistance by all the able bodied males and females of the Bognor family. The ensuing combat may prove to be costly for the Players; it will certainly prove costly for the Bognors! There are more than forty Bognors in the encampment, including a dozen children. The able bodied Bognor men and women (twenty in all) will band together and fight off the Players as best as they can.

The Bognors fight as a Mob, in exactly the same way the Bandit Mob did in *The Lost Caravan* (see page 30). In the same way

Making Friends and Allies

Good roleplaying and kind actions can turn this scene toward a peaceful resolution and make friends of Ziloch, Tsuru and the Bognor folk. Conversely, hostile reactions and open hostility will make enemies of these travelling people and could cost the Kai Lords their lives if they push things too far. Parley and negotiation are valuable skills for the heroes to hone, if only so they can save their martial strength for enemies that actually need to be fought.

As Master Silent Owl might say, *"A living friend is more valuable than a hundred slain foes."*





as you did for the Bandit Mob, you will need to calculate the statistics for the Bognor Mob based upon the number of Players you have in your group. For every Kai Lord in your group, increase the following **COMBAT SKILL** by +2 CS and the **ENDURANCE** by +2 END. Work out the Bognor Mob's statistics now and note them down:

BOGNOR

COMBAT SKILL: 12 / **ENDURANCE:** 16

TRAIT: Grouping (Mob)

*For example, if you have four Kai Lords in the combat, then they will be attacked by a mob comprising five Bognors with a collective **COMBAT SKILL** of $(12 + 2 + 2 + 2 + 2)$ 20 and an **ENDURANCE** of $(16 + 2 + 2 + 2 + 2)$ 24.*

If the Bognor Mob's **ENDURANCE** is reduced to half its starting number, Ziloch, the patriarchal head of the family, will surrender. He will order his remaining men and womenfolk to throw down their daggers and he'll accept any demands the Players make.

The Bognors will break camp and leave the riverside as quickly as they can. Their caravan will trundle down to the road and they will head due west, away from Searsheld.

If this is the approach the Players choose to take, word of their actions will reach the Kai Monastery, and the Players, should they complete the adventure alive that is, can expect to be severely reprimanded and punished by their Kai Elrhin as a consequence. See page 67 for the details of this punishment.

RETURNING TO SEARSHELD

Whether or not the Players fight the Bognors and force them to leave the area, or aid them in healing Tsuru and repairing their wagons, the Players will need to return to Searsheld and deliver the news to the Mayor that the Bognors have gone and will likely never return to Searsheld again. Mayor Treynor will be very pleased to hear this.



If the Players spoke to Ziloch, ask them if they intend to pass along his comments to the Mayor concerning the accusations levelled against the Bognors. If they do so, Treynor will listen with due courtesy. Understandably, he is inclined to be swayed more by the wishes of his own townsfolk and his deep-seated personal prejudices, but he is also mature enough to believe and respect the word of a Kai Lord.



If the Players received a letter from Clarys, ask them if they wish to deliver it to Mayor Treynor. If they do, the Mayor calls for her parents to come to the town hall and he gives it to them. They are overwrought when they read its contents. Reluctantly Clarys's parents will accept that their daughter has left of her own accord. They will remain deeply saddened by her departure but they will no longer believe that the Bognors have kidnapped her.

EASING THE ANGUISH

Master-level Rule: Players who possess the Influence skill (Moon Blade) can use it to ease the anguish of Clarys' parents if they succeed at a skill test with a Target Value of 8.

ONWARD TO FORT DURNSPA

The Players can replenish their supplies while in Searsheld. The Mayor will offer them enough food for 6 Meals (to be shared



Describing Combat with a Mob

As we discussed before, descriptive combat is a great way to keep any scenario exciting and keep your Players interested in the game. For battles involving mobs of foes, you can do this by having the heroes 'slay' members of that mob each time they inflict damage.

Rather than have the entire mob fall down when its combined **ENDURANCE** reaches 0, describe how the Kai Lord's mighty blows fell a few of their enemies each round. This makes it sound like the heroes are prevailing over their foes, which they are, and can make even the simplest battle feel epic.



out equally among them) and give them one Potion of Laumspur each — these potions will restore 4 END when consumed. The Players should mark them on their Action Charts.

The Players can now say farewell to Mayor Treynor and resume their ride to Fort Durnspa. This will take them back along the west road in the direction of the Bognors' riverside encampment. They will pass the faded old signpost where they met Nicu and Tamas, and on to a grand stone bridge that crosses the River Daune. From here, the road goes across the Holmgard Plain and continues due west for 18 miles before it comes to a junction. A trail joins the main road at this point. There is another signpost here, but unlike the previous one, this is clearly legible. One of its markers points to Tower Zil; the other points to Fort Durnspa. Mindful of the time they have already spent on their journey, the Players will head north-west towards Fort Durnspa.

SCENE THREE AN UNEASY AUDIENCE

In this scene the Players finally arrive at Fort Durnspa, where morale among the garrison troops is at an all-time low. The reason for this is that something terrible is happening at Malis Mound, an ancient Cenerese temple located north-east of the fort. Troops that have previously been dispatched to find out what is going on there have returned in very poor shape. Many have not returned at all. Despite the fact that the current crisis appears to be well beyond the fort's capacity to put it right, troops are still being sent out on scouting missions to Malis Mound.

The commander of the fort is Captain Meron, a stubborn authoritarian who believes that he and his men can handle any trouble there may be at Malis Mound. He is not prepared to call for help because doing so would make him look weak and

incapable in the eyes of his superiors. Although he rejects the presence of the Players at first, Captain Meron relents and then offers them every courtesy. Finally, the obstinate Captain admits to the Players that he doesn't have the authority to forbid them from going to Malis Mound and investigating what's happening there for themselves.

DARKNESS OVER DURNSPA

Fort Durnspa sits amidst the timberland at the foot of the Durncrag Mountains. It is an isolated Sommlending military outpost manned by a garrison of five companies totalling 150 regular army soldiers. When the Players arrive at their destination, the fort's gate is closed and they are questioned by a sentry standing guard at one of the two gatehouses. At first the sentry seems reticent to grant them entry, and you should have him ask the Players who they are. He will quickly change his mind the moment he learns that the characters are Kai Lords and promptly calls for the gate to be opened. Read the following aloud:



The fort's courtyard is a busy place. Foot soldiers move to and fro while another group of troops practice manoeuvres near the stables. A unit of soldiers, dressed in standard-issue Sommlending army uniforms and armour, meet you and offer to stable your horses. The leader of this group, a young sergeant named Kole, enquires about your business.



Ask the Players how they respond: how much do they tell him? What do they say? If the Players reveal that they've come here in response to a request for aid, Sergeant Kole immediately raises his hand and indicates they should not say another word:



"You'll be wanting to see Lieutenant Perle then," he says, quietly. "Come this way..."

Useful Skills and Traits

Diplomacy is a very useful skill to have and use during this scene. The Players will be called upon to walk a tightrope between coolly exerting an authority they may not even be aware they possess, and upstaging a very stubborn and proud military officer. Physical conflict should be avoided or else the Players will undermine the beliefs and principles they stand for. While physical traits are valuable in many circumstances, there will not be much call for them during this scene. Mental traits, however, such as Commanding (which Bright Shield possesses), Erudite (Dawn Thunder), Insightful (True Song), and Judicious will serve Players well. All skills are important to a greater or lesser degree, depending on the challenges that face the Players in any given scenario. Influence (possessed by Moon Blade) is probably most handy to ensure a successful outcome of this scene. Occult and Sage (Dawn Thunder) may also provide the Players with insight into what is happening at Malis Mound.





A PARLAY WITH PERLE

Kole leads the Players across the courtyard and into the central keep. The Players are taken to a room and Sergeant Kole respectfully asks them to wait here for a few minutes while he goes to look for Lieutenant Perle. This chamber is sparsely appointed. Its most prominent feature is a large desk made of iron and oak. Several pieces of parchment lay on its surface and there is an army issue quill pen and inkwell. One of the office walls is draped with a large fine-weave tapestry that depicts a map of Sommerlund.

USING THE PERCEPTION SKILL

Master-level Rule: Ask any Players who possess it to attempt a Perception skill test with a Target Value of 5. If they succeed, they can see that the morale of the soldiers here is sorely depressed. They go about the business of soldiering and perform their duties as instructed, but they all have the vacant stare of condemned men. A few, when they notice the Kai Lords, look relieved. A glimmer of hope returns to their doubt-dulled eyes.

EXAMINING THE PAPERS

Curious (or just plain nosy) Players may take this opportunity to examine the papers lying on the desk. Most of them are mundane written orders concerning routine fort duties, or lists of recommendations for demerits or commendations. But underneath these are detailed reports of combat actions. These parchments are very interesting.

The first report that an inquisitive Player will read gives the details of a recent skirmish at Malis Mound where 18 soldiers lost their lives to an unknown foe.

USING THE INVESTIGATE SKILL

Master-level Rule: If any Player succeeds an Investigate skill test with a Target Value of 7, he or she will notice that the parchment used for this combat report is identical to the parchment that Corporal Jordun received on which was written a request for help.



TALKING TO LIEUTENANT PERLE

After a short wait, the door to the room swings open on well-oiled hinges and in strides Lieutenant Perle. He is a muscular military man with dark hair and a well-groomed moustache. He has a commanding presence. He asks if he can provide the Players with refreshments. He will send Sergeant Kole to procure anything (within reason) they may ask for. Once Kole has gone and he is alone with the Players, Perle opens up. Read the following text to them:



Lieutenant Perle leans against his heavy desk and appraises you with his sharp, saturnine eyes. He has the expression of a man who cannot fully believe what he's seeing. He smiles uneasily.

"I didn't expect a party of Kai lords to come to our aid." He admits. "Ol' Jordun is better connected than I imagined. It's as if the gods themselves have answered my prayers. You have no idea what your coming here means to me and my men. But you'll appreciate it soon enough, I fear.

I should tell you that the fort's commanding officer, Captain Meron, is not aware that I sent a letter to Corporal Jordun requesting help. He'll not be best pleased when he finds out about it."



Using Skills During Play

Encourage your Players to describe their skill use rather than just saying, "I want to use Investigate in the room" or something to that effect. You can reward creative roleplaying in this regard by covertly lowering the difficulty of a given test by 1 or 2 if the Player in question does a good job of talking through the use of that skill. Players should never be able to count on these hidden bonuses, but making them available can strengthen roleplaying and make the game more immersive for everyone.



Perle goes on to tell you that Captain Meron is a proud officer in the 'old tradition' who never seeks for help of any kind. He believes it to be a sign of weakness. Under the current circumstances, and with Meron's stubborn refusal to send word to Searshield or Holmgard requesting reinforcements, Perle felt he had no choice but to go over his Captain's head and make the request himself. Despite his predicament, Lieutenant Perle is more than willing face the consequences for his improper conduct. He will answer any questions put to him by the Players, but he only knows what he's heard from the soldiers who have come back from Malis Mound, and what he's read in their combat reports; He has not been there himself. The following are a couple of likely questions and answers they may have for him:



Why does Fort Durnspa need help?

"Three weeks ago, a routine patrol noticed unusual activity at Malis Mound. When they went to investigate closer, they were attacked by a warband of Giaks and Doomwolves. Five were killed and seven were wounded, two of them badly. Those that could hurried back to the fort to report what had happened. Captain Meron dispatched a larger patrol to take the Mound but they, too, were attacked and forced to retreat. Meron continued to send patrols to Malis Mound and always with the same disastrous consequences. Now the men are scared. Several have deserted their posts and simply run away. Unlike the Captain, I do not believe the situation at Malis Mound is one we can overcome without reinforcements."

What is the nature of the trouble at Malis Mound?

"For all the patrols we've sent out, and all the men we've lost, we're still not sure what's happening there. Giak and Doomwolf raiders are not uncommon and we're used to flushing them out and finishing them off. But it's more than just Darklands raiders this time. There's an evil presence at the Mound that's helping the Giaks and Doomwolves to ambush our patrols. Some of the returning troops say that the Giaks are using dark sorcery to

assist them, amulets and such. Others claim that our dead have risen from the grave and now defend the Mound. Perhaps the most disturbing of all was one combat report I read that said there's a Vordak at Malis Mound."

AN AUDIENCE WITH CAPTAIN MERON

Once Perle has provided the Players with all the information he can, he decides it's time that he presented them to Captain Meron. If Meron finds out that they have arrived and he's not been officially informed of their presence by the Lieutenant, he'll be angry. More so than is usual for him, that is. Perle escorts the Players to the Captain's quarters on the second floor of the fort's stone watchtower. He knocks on the Captain's door and a gruff voice calls out: "Come!" Read or paraphrase the following text to the Players:



Perle lifts the iron latch and pushes open the heavy door. You follow him in single file into the chamber beyond. A large table dominates the room. It is spread with maps and reports and leather-bound tomes. Standing beside the table, his eyes glued intently on one of the maps, is an army Captain in his late fifties. He has short grey hair and piercing steel-blue eyes. Despite his age, he looks exceptionally fit. Over his uniform he wears a suit of polished chainmail, and a straight-bladed sword hangs scabbarded from his belt.

"Excuse me, Captain Meron," Perle says, by way of introduction, "May I present these Kai Lords. They have come to Fort Durnspa to offer their assistance."

Meron's sharp eyes leave the map and fix you with a steely gaze. As he looks each of you over, his stern face softens slightly. "Kai Initiates?" he says, quietly, as if he's speaking his thoughts out loud. He takes a couple of steps towards you and now, in a booming voice, he says: "To what do I owe this unexpected pleasure?"

Playing Lieutenant Perle

Lieutenant Perle is a fine example of a soldier more than fit for a command of his own but kept under the thumb of a captain with no desire to promote anyone past his station.

Perle has the wisdom to know when he needs help, the courage to buck the chain of command when it means saving lives, and the willingness to suffer the consequences of his actions. These fine character traits should shine through in his dealings with the Players.





Meron is a commanding figure, and he speaks with a tone of authority that demands attention and respect. Invite Players to speak their minds, but it becomes readily apparent that the Captain is in no mood to accept any help, even from the Kai. Though he doesn't say so directly, all of the Players can sense that he fears that accepting help from the Kai could be seen as an extraordinary sign of weakness. He attempts to rebuff them, politely.

USING THE INFLUENCE SKILL

Master-level Rule: Unless one of the Players succeeds on an Influence test with a Target Value of 9, Meron will steadfastly refuse all offers of help they make. He knows that he can't stop them from investigating Malis Mound of their own volition, but he intends to file a report that their presence here at the fort was neither called for nor welcomed. If, on the other hand, the Players succeed the difficult Influence test, Meron will soften his stance and allow them to equip themselves with weapons and supplies from the fort's arsenal and stores.

All basic weapon types are available, including bows, and there are enough provisions to supply them with as many meals, ropes, torches, tinderboxes, arrows and backpacks that they could possibly want (or can fit in their backpacks!).

Should the Players insist on offering their services which, militarily speaking, is their prerogative to do as the Order of the Kai are separate from and superior to Meron's chain of command, the Captain will be abrupt with them. He will tell them that they are free to go to Malis Mound if they so wish, but he cannot and will not provide them with an escort or any other assistance.

If questioned about the nature of the evil at Malis Mound, Meron will give an account similar to that given by Perle earlier, although he downplays the losses, omits any detail concerning his stubborn refusal to request reinforcements, and says nothing about the dire state of morale at the garrison.

HONOURED GUESTS

Despite his displeasure at their arrival, Meron orders Lieutenant Perle to find appropriate quarters for the Players and insists that they stay at the fort overnight. He also invites the Players to dine with him in his quarters later this evening, together with garrison officers. The Players' accommodation is a dormitory room that adjoins the fort's storeroom. It is functional and not particularly comfortable.

When supper time comes, they are called upon by a garrison sergeant who escorts them back to the Captain's quarters. He has been ordered not to speak to them and he remains completely silent until he has fulfilled his duty and been dismissed. This supper is an opportunity for the Players to indulge in a spot of role playing.

However, if any Player brings up the subject of "what's going on at Malis Mound", the Captain will bristle and immediately interject with:



"Let's not ruin a perfectly good supper by 'talking shop'. There'll be time a-plenty for that tomorrow."

SECRET MESSAGES

After supper, the officers bid you and the Captain good night. As they file through the door, one of them shakes a Player's hand and presses a scrap of parchment into his or her palm. The Narrator should now decide which Player it is who has received the parchment. First, write the following message on a piece of paper:

Playing Captain Meron

Captain Meron's military career has been several decades of hard duty and lacklustre postings. All of this has driven him to become a harsh officer with a strict sense of discipline and a fierce determination to hold onto what little authority he has. He is not unreasonable, however, and he knows better than to push Kai Lords too far with his attitude.

While he will be a stone wall when dealing with rudeness and disrespect, his demeanour can soften quickly if he is shown common courtesy and his command is not directly questioned.





Private Henik is the only soldier to have seen the Mound and lived. He is going to be executed tomorrow at dawn. You're a Kai Lord. You can save him.

Now, randomly decide which Player receives it. That Player should be given the piece of paper and told to read it to themselves, not aloud to the others. You should tell them that they must not tell the other Players what it says until they have all left the Captain's quarters.

Once the officers have departed, Captain Meron invites the Players and his two officers, Lieutenant Perle and Lieutenant Fensan, to in a toast to the health of King Myranar, the ruler of Sommerlund. Read the following aloud to the Players:



From an oak cabinet that stands beside his bed in a corner of his quarters, he produces a fine-cut glass decanter of Moyturan brandy and a silver tray with several small glasses arrayed in a circle. He places them in the middle of the table and asks Lieutenant Fensan to pour everyone a glass of brandy. Dutifully, the young red-haired Lieutenant obliges.

"Raise your glasses and be upstanding. I propose a toast to our wise King Myranar. May the Gods protect and preserve him, body and soul. Myranar!"

And with this, you echo the Captain's toast "Myranar!" and knock back your glass of brandy and swallow it down in one gulp.

The Players are all young Kai Lords who have not tasted strong liquor before. Each Player must now make a Luck test. If they fail the test, they will start coughing uncontrollably. Players who pass the test successfully should be encouraged to laugh long and loud at the plight of the unfortunate characters who failed it.

After the toast, Captain Meron instructs Lieutenant Fensan to gather up the glasses and return the decanter and tray to the oak cabinet. Read the following aloud



"It's time for 'lights out' now," says the Captain, rising from his seat. He bids everyone good night. Lieutenant Perle offers to escort you back to your billet next to the storeroom. Lieutenant Fensan opens the door of the Captain's quarters, gives Meron a salute, bids you all good night and promptly departs. Captain Meron picks up a sheaf of papers from a side table and sits on the edge of his bed where a thick beeswax candle sheds a yellowy light that is good to read by. The Players and Perle thank the Captain for his generous hospitality and bid him good night. Meron grunts an acknowledgement without raising his eyes from the small stack of parchments he has placed in his lap. Perle leads you out of the Captain's chambers, closes the heavy door, and then takes you down the spiral stone staircase to the ground floor. The moment you arrive there, he spins around and stares directly at the Player who received the scrap of parchment. "Have you got it? He says, in a hushed voice. "Did you read it? What does it say?"



Ask the Player who received the note if they want to read it aloud. If they do, this will also be the first time that Lieutenant Perle is made aware of its contents. After the message has been read aloud, he will convey the following information to the Players:

Private Henik is the only survivor from his patrol to have made it back to the fort after directly approaching Malis Mound. Shortly after his return, he deserted his post with three other soldiers, all of whom were suffering the effects of shock. They were caught in Searshield by the garrison troops stationed there and marched back to Fort Durnspa under armed escort. Captain Meron has, as is demanded of him by Sommlending army protocol, pronounced Henik to be a deserter in time of war and has issued the order

Roleplaying the Scene Out

This scene between the Kai Lords, Captain Meron and his officers can easily be played through simply by reading the provided text and calling for a Luck test when the drinking begins. This is a valid way of getting through a non-combat scene but it might not be the best way to do so. If the Players are enjoying their interaction with these characters, feel free to ad lib more conversation and roleplay the scene directly.

This is valid advice for any adventure. Discover what aspects of the game your Players like most, then provide them with more of it.





for his execution. Strictly speaking, this is not a time of war. But Captain Meron insists that Sommerlund is permanently at war with the Darklands and the protocol must be followed. Henik's fellow deserters have already met their fate; they were executed earlier today at dawn. Henik is scheduled to be hanged at dawn tomorrow. Perle says that Henik may have some very useful information about what is really going on at Malis Mound.



QUESTIONING THE CONDEMNED

If the Players ask Perle if it would be possible to speak with Henik, he will nod his head and say that it can be arranged. If the Players do not pose this question, then the Lieutenant will say:



"I can arrange for you to meet Henik. But it must be done now. Tomorrow will be too late."

Perle leads you out of the stone watchtower and across the courtyard. Lit by the guttering glow of several torches, you see the gallows that await Henik at dawn. It sends a shiver down your spines. The Lieutenant urges you to keep up and stay close as he hurries towards the guardroom on the far side of the courtyard. Upon reaching the guardroom door, a night sentry steps out from the shadows with a spear held before him. He points its sharp tip at Perle's chest and demands he give the password. "Eledil" says Perle. The guard lowers his spear and stands aside, allowing you all to file into the guardroom.

Inside, there is an entrance chamber that is well illuminated and warmed by an open fire blazing in a granite fireplace. At a table sit two soldiers; they are the night watch. They stand and salute the Lieutenant and he demands they give him the keys to the cells. Obediently, they obey him.

Perle escorts you down a spiral staircase that leads to the prisoner cells below. He approaches the first cell, unlocks it, and pushes its heavy iron door wide open. Inside, sitting forlornly on his bunk, you see Private Henik. Perle ushers you all inside and closes the cell door behind you.

Henik is a Holmgarder in his early twenties. His head and his face have been freshly shaved, as is the custom in the Sommlending army for all prisoners awaiting execution. He forces himself to smile when he sees the Lieutenant. He has treated him well during his time in the Durnspa garrison and it is clear that Henik



The Ancient Art of Secret Messages

There are many different forms of secret codes, hidden languages and clandestine ways to convey messages in private in the world of Magnamund. For Kai Lords, there is one special method of encoding information so that only other Kai can decipher the meaning.

Sun Glyphs are a series of special symbols and markers used by all Kai, taught to them from childhood on. These marks, all easily carved with the point of a knife into wood or stone, can provide a surprising amount of information regarding directions, natural pitfalls, hidden caches and potential enemies and their numbers nearby.



likes and trusts him. Perle asks Henik to tell the characters all he knows about Malis Mound. He is reluctant at first, but he relents when he sees that they are all Kai Lords. Read the following text to the Players:



"We were sent forward to attack Malis Mound while two other squads caused a diversion. We encountered some Giaks, but they weren't a problem. We dealt with them quickly enough. But as we closed on the Mound, we got wind of the smell of rotting flesh and heard a dreadful sound. A wailing inhuman chorus of cries and groans. Before we knew it, a mob of creatures was all over us, hacking at us with swords and clawing at our faces and throats with bony fingers. It was then I saw who the enemy were... they were the corpses of men we'd known, garrison troops who had fallen in previous fights and ambushes. They'd all been brought back to life. But they weren't alive; they were living dead.

"Worse of all, they were led by... something. It looked like a cloaked man, but beneath its red hood, it had the face of a skull with glowing crimson eyes. It screamed out orders in Giak which I don't speak nor understand. My Lords, I believe it was a Vordak! In the face of such an evil, our sergeant ordered us to retreat. But it was too late. There was hardly any of us left standing. I turned and ran through the trees, not daring to look back. I ran and I ran until I could no longer hear those ghastly shrieks and groans. I wandered in the forest for a day and a night before I found my way back here to Durnspa. I didn't know it at the time, but I was the only man in my squad who got out alive. The others had perished. Every last one of them."

If the Players ask him about his desertion, Henik will stare at the floor. He is deeply ashamed of his actions. He explains that after he returned to the fort, he learned that Captain Meron was assigning him to another squad and that they would be tasked with another assault on Malis Mound that evening. He

could not go back and face his dead comrades a second time. Overcome with fear, and still suffering from the trauma of his encounter at Malis Mound, Henik deserted his post and ran away to Searsheld.

The Players should feel very sympathetic towards Henik. He is a good soldier at heart, but his mind has been damaged and his spirit has been broken by what happened to him at Malis Mound. They cannot save him from being executed at first light. Lieutenant Perle tells them, in a hushed voice, that they must now leave the cell and leave poor Henik to face his fate alone.

SCENE FOUR MURDER AT THE MOUND

In this scene, the Players leave Fort Durnspa and proceed to Malis Mound to investigate the evil that lurks there. Along the way, they are ambushed by a group of Giaks riding Doomwolves. If they manage to survive, Malis Mound is but a short trek away.

Once the Players reach the Mound, they must find a way to get inside this ancient Cenerese temple in order to learn the true identity of the Master of Malis Mound. To do so, first they must contend with the undead soldiers that guard its entrance. The players would be well advised to avoid combat whenever possible, but if they are hungry for a challenging fight, then this is a good time for one! Inside the Mound, the Kai Lords will encounter Cralin Baarg, the Master of Malis Mound.

Cralin Baarg was once a Kai Initiate like the Players, but he was found lacking in loyalty and integrity by the Kai Elrhin and he was discharged from the Order and sent away. Driven by a thirst for revenge, he has spent the recent years of his life searching for a way to prove his superiority over his former Kai Elrhin.

Useful Skills and Traits

Much of this scene is combat-oriented. The Stealth skill (possessed by both Night Fox and Moon Blade) should not be overlooked, especially when they arrive at Malis Mound. Once inside Malis Mound, the Occult and Sage skills may provide useful to gain information about the nature of Cralin Baarg's power.





JOURNEY TO THE MOUND

The initiates can set out for Malis Mound at any time of the day or night they wish. Both the trail and the mound itself are not suitable for horses, so they must be left at Fort Durnspa. The trail to Malis Mound has seen a lot of use of late, as several squads of soldiers from the fort have used it to travel back and forth on scouting missions and sorties to the Mound.

The trail crosses the Unoram River at a ford that is guarded by a three soldiers. They are surprised to see Kai Lords approaching from the south, as the Kai Monastery is located north-east of the ford. If questioned, the soldiers report no signs of trouble for the past two days. They are waiting to be relieved. One of the men jokes, *"So, we're being relieved by Kai Lords are we? That's the best news I've had all week!"* The Players are welcome to stay and talk with the soldiers, but they will learn nothing of any practical use by doing so.

Beyond the ford, the forest becomes thicker and the trail narrows and becomes harder to follow. Everything seems to close in upon the Players, making them feel uneasy and claustrophobic. Roots and jagged rocks seem to have been placed purposefully in their way to hinder their progress.

Occasionally, the Players pass by a tree that shows signs of recent action; a black-fledged arrow protruding from its trunk, or a ragged hack mark left by a blow from a serrated blade.

AMBUSH!

After a while, the trees thin out and the trail widens. The Players will now feel less claustrophobic than they did after crossing the ford. Players with Sixth Sense should make a test now. Target Success indicates that they detect an ambush ahead, where a number of Giaks sitting astride Doomwolves are lurking behind a couple of fallen trees. The Giaks are carefully observing the

Players as they approach and they will charge at them at the most opportune moment to do so.

There is a Giak and a Doomwolf for every Player to fight. The combat should be resolved in the same way as the fight with the Bandit Leader on page 33, with the exception that here each Kai Lord is paired off with two foes each. As soon as they defeat their own pair of foes, they can move to attack a Giak or Doomwolf attacking one of their comrades.

If the Players do not get any advance warning of this well-prepared ambush, the Giaks and Doomwolves will get a surprise round of combat.

If this is the case, you can start the fight as normal (see page 19), but skip the Kai Lords' actions for the first round, and do not apply damage inflicted in an exchange to the Giaks or Doomwolves – just to the Kai Lords.

MOUNTAIN GIAK

Mountain Giaks form the bulk of the troops available to the Darklords of Helgedad. These particular Giaks have rallied beneath the banner of Malis Mound's current master. Taking him to be a Vordak with formidable necromantic and psychic powers, they are unaware of his background and true identity.

COMBAT SKILL: 12 / **ENDURANCE:** 13

SPECIAL RULES: Giaks can see in the dark. They also gain a +2 Bonus to any Resistance test involving hard physical activity, resisting poison, and resisting disease.

TRAIT: Grouping (Mob)

Narrating the Journey

As you can see in the description of the scene above, nothing of consequence happens between the time the heroes set out for Malis Mound and when they get ambushed some time later by Giaks and Doomwolves. This passage of time can be expressed as a simple statement of their travel or it can be a good opportunity for roleplaying. If the Players have been enjoying getting to know one another, let them talk for a while before springing the Giaks on them. Describe the countryside as they travel and bring the journey to life around them.

Not only will this make the scene more memorable, it will also make the ambush more jarring.





DOOMWOLF

Specially bred within the cities of the Darklands, Doomwolves are used primarily as mounts to carry Giaks into battle. When used as mounts by Giaks, they respond well to their commands. No other race has been able to use them in this way.

COMBAT SKILL: 16 / **ENDURANCE:** 24

SPECIAL RULE: Doomwolves can see in the dark.

TRAIT: Grouping (Pack), Mount



The Kai Lords can attempt to pursue any Doomwolves that escape, but it is unlikely they will catch the fleeing enemy. Doomwolves are able to move swiftly through forests, far swifter than most men on foot. Ask the Players if they still wish to give chase.



If they do, one of the Players should take a test on behalf of the whole group, with a Target Value of 8. If the test is successful, the Players will catch the fleeing enemy and kill them automatically. If the test fails, then the fleeing enemies will escape to tell their master that Kai Lords are coming to the Mound.

If the characters survive the ambush, the remainder of the trek to Malis Mound will be uneventful.

MASTER OF MALIS MOUND

The trees along the path to Malis Mound are thin and unhealthy in comparison to the rest of the forest. Regardless of the time of day, the light surrounding the Mound is always gloomy, as if dusk were forever approaching.

If the Players arrive at the Mound at night, there are neither visible stars nor moonlight to illuminate their way.

Read the following text aloud:



ENDING THE BATTLE

If the battle goes badly for the Giaks and more than three-quarters of their number are killed, the rest will attempt to flee towards Malis Mound. They will do this by Evading Combat when it is their turn: this means they do not get to act themselves, and will not inflict damage on any Kai Lord that attacks them; but if they are still alive at the end of the Combat Round, they escape.



Malis Mound rises above the surrounding trees. At first sighting, it seems to be no more than a steep-sided wooded hillock. But the air hereabouts carries the sickly sweet aroma of death and decomposition. The base of the Mound is strewn with bones and bloated corpses. Chills run down your spines as you gaze upon this evil place, knowing full well that you must find a way to get inside.

Mounts in Combat

Although they are two separate creatures, the Giaks ride the Doomwolves as a Kai Lord might ride a pony – except a pony does not have vicious teeth and the intent to gobble up a Kai Lord! This means that they both act at the same step on the Order of Battle.

The Doomwolves are fast and so when the Giak and Doomwolf act, they can move two Ranges during their round instead of one, which means they can move from Close range to Melee and still attack if they do so.

You can find more about the Mount rule in the *Book of Kai Wisdom*, page 71.





THE MASTER IS WARNED

If the Players have allowed any of the Giaks and Doomwolves from the ambush to escape, the Master of Malis Mound will have been forewarned of their coming. Several ranks of Undead Soldiers stand ready; they are awaiting the Players arrival.

Approaching the Mound with so many Undead Soldiers present is going to be problematic – ask the Players how they wish to proceed. You could even sketch out a rough map if you like so they can show you their plan. These Undead Soldiers are not very vigilant and can easily be avoided by a stealthy party. So long as at least one Player succeeds at a Camouflage test with a Target Value of 7, they are able to lead the others through their ranks and get to the base of the Mound undetected. If this test fails, the first rank of Undead Soldiers will become aware of the Players and shamle forward to attack them. There are 3 Undead Soldiers for every one Player.

USING THE STEALTH SKILL

Master-Level Rule: This is a perfect place for the Stealth skill, which Night Fox and Moon Blade have. The task described above for the Camouflage discipline can also be accomplished using Stealth. Use the same Target Value of 7, but call for a Stealth skill test instead.

Remember that if any of the heroes has Stealth and Camouflage (such as Night Fox and Moon Blade), they can perform an enhanced skill test and benefit from both skill and discipline bonuses. This is called a Discipline Trump and also allows one retest at the cost of 1 WILLPOWER if the test fails.



THE MASTER IS NOT WARNED

If none of the Giaks and Doomwolves escaped the earlier ambush, the area around the base of the Mound will appear to be deserted, save for the carpet of bones and corpses. These are the bodies of soldiers from Fort Durnspa who fell here. However, their apparently deceased state is a ruse. If disturbed by the Players, the corpses will rise up from the ground and attack them.

Their numbers, however, are far less than if the fleeing Giaks and Doomwolves had been allowed to escape and return to Malis Mound to warn their Master. There is only one Undead Soldier for every one Player.

FIGHTING THE UNDEAD SOLDIERS

Malis Mound is defended by a number of Undead Soldiers who have been brought back to a terrible semblance of life by their Master's corrupt power. Every failed sortie sent from Fort Durnspa has only served to strengthen their ranks. They possess no real intelligence, but they are motivated enough to defend the Mound from intruders.

Each Undead Soldier wears the remnants of their tattered and bloody army uniform and it wields the weapon it was issued with when it was alive. These weapons comprise swords, spears, and maces. The Undead Soldiers attack as a Mob. They have no regard for casualties or wounds. Destroying them necessitates that they be chopped to pieces or burned.

Whether warned or not, the Undead Soldiers fight as a Mob. Calculate their statistics in the same way you did for the Bandits on page 31, using the basic stats listed opposite. The rest of the fight is resolved in exactly the same way as against either the Bandits or the Bognors, except the Undead Soldiers must be reduced to 0 ENDURANCE before the fight can be won.



Consequences of Earlier Events

This is one place in the adventure where you can have the heroes' earlier actions have a positive or negative effect on them in play. If the battle with the mob of Undead Soldiers is going poorly for the Kai Lords, you can have a guard contingent from Durnspa come to their rescue or have a few Bognors rush in to pull them out of harm's way and get them to safety. Kindness reaps its own rewards.

Likewise, if the Heroes were cruel or violent towards the Bognors, some of the younger, brasher members of the family might choose to ambush the Kai here while they are in the middle of fighting the undead. In either case, having previous actions matter makes the game more satisfying.





UNDEAD SOLDIERS

COMBAT SKILL: 12 / **ENDURANCE:** 14

SPECIAL RULE: Undead Soldiers can see in the dark.

TRAIT: Grouping (Mob)

ENTERING THE MOUND

Upon reaching the base of the Mound, the Players will readily discover the entrance to a tunnel, around which are set huge granite blocks engraved with ancient symbols. It is broad, unlit and the aroma of decay becomes much stronger as the Player venture deeper into its depths.



The Kai Lords will need to use a light source if they are to proceed at anything more than a snail's pace – ask the Players if they have a torch or a lantern, and if they do who is carrying it.



The tunnel gradually descends into the ground below the Mound for 60 feet before it arrives at a large hall flanked on either side by carved pillars of stone. The carvings on the pillars depict scenes of death and disease. You should ask the Players if they wish to examine the carvings more closely.

If any Players answer 'yes' to your question, ask them how long they wish to spend examining the sinister engravings. Any player who chooses to look at them for longer than 30 seconds will begin to feel nauseous and lose a point of ENDURANCE.



As the Players explore deeper into the hall, they will come to an area that is dimly lit by oil lamps that hang by chains from the ceiling. Ask them if they wish to extinguish any light sources they are using. The Players can make out a sickly green light, like an otherworldly flame, flickering in a lantern upon a dais at the far end of the hall. As they approach this flame, read or paraphrase the following text aloud:



As you draw closer to the dais, a deep booming voice shatters the eerie silence.

"What is this? Kai Lords? Hah!" the voice says, with a disdainful laugh. "No... not Kai Lords. Kai Aspirants! Were your arrival here not so appropriate, I might be offended!"

A humanoid figure wearing a hooded red robe emerges from the shadows beyond the flickering green flame. Though his facial features are hidden by his raised hood, you can plainly see that he holds a staff in one hand and a sword in the other.

"Come, then, baby Kai!" the figure says, his voice tinged with madness. "Let us show the Dark Lords the inherent weakness of your breed!"

This figure standing before them now is Cralin Baarg, the Master of Malis Mound. He intends to destroy the Kai Lords and will show them no mercy. Despite his invitation to engage in combat, Cralin Baarg has no intention of facing them alone.

As the characters approach the dais, the sounds of shuffling feet echo from the depths of the hall behind them. A Mob of Undead Soldiers has come along the tunnel and emerged into the





hall. There are two Undead Soldiers for every one Player. Their shuffling gait becomes a shambling run as they advance upon the Kai Lords from behind. Calculate their statistics as previously, and resolve the combat as with the fight against the Bandits on page 31, but with the added complication that they must fight Cralin Baarg, the Master of Malis Mound, at the same time.

If the Players possess a Bognor Talisman, this will increase their CS by +2 for the duration of the combats that follow. If they have not yet drunk their Malavan Tea, remind them that now might be a very good time to do so!

CRALIN BAARG, THE MASTER OF MALIS MOUND

Cralin Baarg was once an Initiate in the Order of the Kai, but he was found to be severely lacking in integrity and depth of character. Personal greed, and an overriding desire to obtain power at all costs, were the seeds of his downfall. Dismally, he failed the tests of the Kai and was sent away from the Monastery. He has never forgiven the Kai Elrhin for casting him out.

Many years have passed since he was banished, and Cralin Baarg has schemed tirelessly to find a way to exact revenge on the Kai Order and prove that they were wrong about him. Ironically, his scheming has proved that they were right about him all along.

As he delved deeper into the darkness of Right-handed Magic, so he has become increasingly corrupted and mentally unhinged. He now teeters on the brink of the abyss of total insanity.

Learning of Malis Mound and the Cener Druids who constructed it many ages ago, Cralin Baarg convinced himself that he'd found the means to exact his revenge. Within the Mound he discovered an ancient Cenerese text that instructed him how to raise and

control the dead. Such power requires a focus, however, and this is embodied in the green flame that burns in the lantern that rests upon the raised dais. If the Kai Lords destroy the lantern, Cralin Baarg's hold over the Undead Soldiers, the Giaks and their Doomwolf mounts will be shattered as well.

Cralin Baarg wears the scarlet robes of a Cener Druid. He also wears a mask carved to resemble a skull, the eyes of this skull glowing dimly crimson. From a distance he could be mistaken for a Vordak, but he is still a man. Once the fight begins, he will drop his staff – it is unsuitable for use in combat – it is little more than a length of wood carved with Cenerese icons venerating the power of disease and decay.

CRALIN BAARG

COMBAT SKILL: 22 / **ENDURANCE:** 30 / **WILLPOWER:** 18

SPECIAL RULES: Cralin Baarg possesses the Mindblast discipline, giving him +2 CS against any Kai Lord who does not have the Mindshield discipline.

SKILL: Occult

TRAIT: Dedication – Vengeance

EQUIPMENT: Broadsword, Cener Druid text (scroll), skull mask.



DESTROYING THE LANTERN

Despite his considerable strength, Cralin Baarg has one fatal weakness: the Green Fire Lantern. If the lantern is destroyed by one of the Kai Lords at any point during the combat, Cralin Baarg will scream and fall to his knees. Upon doing so, all of the Undead Soldiers in the hall will collapse and cease fighting. They will have been rendered inert by the sudden absence of the dark magic that animates them.



Playing Cralin Baarg

Cralin Baarg is first and foremost a madman. His speech at the beginning of this scene is about the only coherency he will show during the encounter. Once battle is joined, he will degenerate into stammered invectives and vicious threats. He wants to slaughter the Kai Lords, to humiliate them and prove his superiority once and for all. There is nothing he will not do to achieve this end, no cost he will not pay or sin he will not commit.

Ironically, Cralin is quite brilliant and insightful. His innate magical talents could have been refined to elevate him to a position among the Brotherhood of the Crystal Star or some other order, but his obsession with the Kai Order prevented him from ever seeking any path other than vengeance.





USING THE OCCULT OR SAGE SKILL

Master-level Rule: A Player with the Occult or Sage skill may make a test, with a Target Value of 9, to discern the exact purpose and significance of the Green Fire Lantern. They may only make the test once.

Once the lantern has been destroyed, Cralin Baarg will surrender to the Players. The breaking of the lantern will be the final straw; his sanity too will shatter and he'll be reduced to nothing more than a mewling, gibbering wreck. The Players may choose to kill him, or they may decide to return him to Fort Durnspa. They cannot take him back to the Kai Monastery.

Regardless of his fate, the Players will find the Cener Druid scroll amongst his belongings, which describes the method by which another Green Fire Lantern may be constructed. Ask the Players what they want to do with it. They can either destroy the scroll or take it back to the Kai Monastery and give it over into the safe keeping of their Kai Skuridin. It must not be allowed to remain intact here in Malis Mound. If they take it with them, one of the Players should write it in the Special Item section of their Action Chart as a 'Cener Druid Scroll'.

When the Players emerge from Malis Mound, the surrounding area will seem brighter and very much more peaceful than when first they arrived here. If it is night time, the stars and a half moon can be seen twinkling in the sky above the canopy of the surrounding trees.

If the Players have decided to take Cralin Baarg back to Fort Durnspa, then they may do so now. Upon arriving back at the fort, they will be met by Captain Meron and Lieutenant Perle.

Upon hearing of what has transpired at Malis Mound, they will be treated like heroes by the officers and the soldiers. Even proud Captain Meron will praise them for what they have achieved. Although he is wont to admit it, he knows in his heart that he badly needed their help. The situation would have only got much worse had the Players not intervened so boldly and decisively.

The hopelessly insane Cralin Baarg will be incarcerated in a guardroom cell. In a week's time, after the Players have left the fort and returned to the Kai Monastery, Captain Meron will draft and sign an execution order for Cralin Baarg. He will be hanged at dawn the following day, on the same gallows that claimed the life of poor Private Henik.

THE MOUND'S LAST SECRET

Do not reveal the following information to the Players. Unbeknownst to them, Cralin Baarg was not the sole necromancer lurking in Malis Mound. Baarg believed that he was alone but, as with so many things, he was wrong.

In MS 3830, the Kai Order destroyed the temple of Malis Mound. At this time, the tunnel to the grand entrance hall did not exist; it was excavated several centuries later. The Kai were unaware that a vast subterranean labyrinth existed below the surface. Since MS 4750, the Cenerese have slowly been infiltrating the Eastern Durncrag and reoccupying Malis Mound.

By the use of powerful shielding spells, the true extent of their presence has remained hidden from the Kai. However, their recent experiments have produced unfortunate side effects that are visible in the surrounding timberlands.

The Cenerese became increasingly fearful that the stunted and sickly trees in the vicinity would one day come to the attention

Handling Complicated Combats

The battle with Cralin Baarg can be very complicated. His abilities and characteristics make him quite dangerous, as do the efforts of his Undead allies. But what really adds a new facet to this fight is the inclusion of the Green Fire Lantern. Breaking it will rob Cralin Baarg of his power and force him to surrender, but how does a character break an object in combat? Where are the rules for that? The simple answer is that there are none. The fuller answer is that there are no rules for this action because it becomes a judgement call on your part as the Narrator. You can allow a Player to automatically shatter the lantern instead of fighting an engagement in combat, or you could assign the Green Fire Lantern a base COMBAT SKILL of 10 and 3 or 4 ENDURANCE and make the Kai Lord destroy it like any other foe.

How you do it is up to you. Just make it memorable!





of the Kai Order, and that it would prompt them to come and thoroughly investigate Malis Mound. Fearful of this possibility, the Cener Druids of Malis Mound decided to give the Kai and the Sommlending army a plausible reason for the ailing trees. However, for their deception to work, they needed someone who could easily and unwittingly be tricked into keeping their presence and their sinister experiment a secret. They needed a scapegoat and Cralin Baarg fulfilled this role perfectly.

Upon discovering that he was exploring the entrance to their lair, they inscribed a necromantic spell on a scroll and left it in the grand entrance hall where they knew it would be found. Then they retreated into the deepest halls and chambers and sealed their access portals with sorcery. As expected, Cralin Baarg entered the grand hall and discovered the scroll. He studied and memorised it, deluding himself into believing that he was now a mighty necromancer!

Upon returning to the Kai Monastery and reporting what happened at Malis Mound, the Kai Elrhin will mistakenly believe that the characters have put an end to the mystery and threat of Malis Mound. This error will buy the Cenerese Druids valuable time. If the Players had tried to explore the deep halls of the ancient temple, they would have discovered several sealed doors which they simply do not have the means to open.

The retreating Ceners covered their tracks well; they left behind nothing that would have given away their continued presence in the deepest levels.

Whilst this plot is beyond the scope of this adventure, it might give you some ideas for writing your own follow-on adventure! What might the Cenerese Druids want to do? How might the Kai Lords get involved in their schemes? Might Captain Meron actually concede to sending for their aid?

SCENE FIVE HOMEWARD BOUND

This last scene, Homeward Bound, is fairly straightforward. The Players return home by way of a forest trail that passes through the hamlet of Fogwood before it arrives at the Kai Monastery. Depending upon the choices they have made so far, the Kai Lords may possess the Cener Druid Scroll. The narrative of this scene is quite direct and serves to bring the adventure to a satisfying conclusion.

HOME AT LAST

The journey home to the Kai Monastery takes the Players on a north-easterly course from Malis Mound and through the small hamlet of Fogwood. They can stop to rest a while in Fogwood, where they are recognised and honoured as Kai Lords by its residents, or they can continue onwards to the Monastery which is only a short way away. Regardless of what they choose to do, they will soon catch sight of their home in the distance.



You arrive back at the Kai Monastery on your fine horses and with young hearts filled with pride. You are greeted by Kai Femskurd River Blade and she welcomes you home with a warm and benevolent smile. Without you having to say a word, she senses that your mission has been completed very successfully.

"Welcome back to the nest, my fledglings. You've done well. You've earned the right to call yourselves Kai Lords and hold your heads high. I'm proud of you all."

If the Players have brought the Cener Druid Scroll with them, Kai Femskurd River Blade takes it away for safekeeping. It will be studied by the Kai Skurdin over the days that follow.

Deciding the Fate of a Villain

Most foes exist long enough for a few words of dialogue, an intense battle and a footnote at the end of an adventure. They are not particularly memorable and for most, that is how it should be. Giants cannot serve as an effective horde unless they are on some level faceless and myriad.

For others, like Cralin Baarg, what happens to them at the end of a game is more complicated. If slain, there is always the chance he will return as an undead. If imprisoned, he is either executed as the text suggests or he escapes. He cannot return to the Kai Monastery because of his banishment, but that might not keep the Players from taking him back anyway.

See how the Players react to villains like Cralin Baarg and decide how best they might serve your ongoing story.





RISK AND REWARD

Congratulations! Both you and your Players have completed your second adventure together and with great success! One of the best things about playing *The Lone Wolf Adventure Game* is seeing your characters grow and change as they become more experienced. By completing *Onward 'til Morning*, the Players may now advance to Rank 7.

In addition to any items and equipment the Players have gained during their travels, they are now entitled to choose a new Kai discipline. Allow each Player to view the list of Kai disciplines (see the *Book of Kai Training*, page 37) and choose a new one to learn. Some of your Players may already have decided which new discipline they want.

Finally, commend the Players for surviving the adventure. They are no longer Kai Aspirants; they are now Kai Guardians!

A SOMBRE FOOTNOTE

This grave footnote only applies if the Players attacked the Bognor family at their riverside encampment outside Searsheld.

If they did, then you should read the following text to them:



Word of what happened at the Bognor encampment reaches the Kai Monastery the next day. Kai Femskurd River Blade and the Kai Skurdin are greatly disturbed by this news and you are summoned before them in the Tower of the Sun.

You are severely reprimanded by your Kai Skurdin for your reprehensible conduct at the encampment. There can be no excuses for the way you behaved. You have brought dishonour upon yourselves and tarnished the impeccable reputation of the Order of the Kai. You are sentenced to spend one month

incarcerated in the cells below the Kai Monastery. During this period you will not enjoy any of the rights and privileges afforded by the Order to your fellow Kai Lords. Upon serving your sentence, you will undergo a further month of intensive rehabilitation. You will receive lessons from a trio of Kai Skurdin, led by Kai Femskurd River Blade, in morality, integrity, honour, and contrition. You will be made to take tests throughout this period and your performance will be closely observed.

If, at the end of the rehabilitation period, the Kai Skurdin decide that you have redeemed yourself then, and only then, will you be accepted back into the ranks of the Order. If the Kai Skurdin decide that you have not performed to the standard they demand of you, then you will be dishonourably discharged from the Order of the Kai.

Players censured by the Kai Skurdin will forfeit any rank advances they would otherwise have gained by completing this adventure. This should serve as a salutary lesson that surviving an adventure is not the 'be all' nor the 'end all' of what is expected of them as Kai Lords. Maintaining their personal integrity and upholding the exemplary reputation of the Kai must take precedence, and should always be foremost in their minds when they are undertaking a mission, no matter how physically testing that mission may prove to be.

Errant Players are deemed to have passed their rehabilitation tests and will be allowed to return to the ranks of the Kai. They will be given further missions in the future, but their conduct will be closely monitored by the Kai Skurdin from now on. They will be given the chance to fully redeem themselves; let's hope they never repeat the mistake they made at the Bognor encampment.

Advancing Skills and Traits

Just as with *The Lost Caravan*, successfully completing this scenario brings with it an increase in Rank, a new discipline and a new skill. A new trait was gained at Rank 6 so at this point in each Kai Lord's career, he or she should have seven disciplines three skills and three traits. Of their seven disciplines, two of them are Advanced, showing extra training and a personal aptitude for those powers.

You should work with each Player, helping them to choose skills and traits that compliment their abilities and reflect the kind of roleplaying they have been doing through these adventures. By now, you have seen what they enjoy doing most. Help them make good choices, but also help them have fun!



CREATING YOUR OWN STORIES



IN THIS CHAPTER

- ADVENTURE ONE: FLIGHT OF MALICE
- ADVENTURE TWO: BITTER HARVEST
- ADVENTURE THREE: THE DREAMS OF AVARICE
- ADVENTURE FOUR: LET SLIP THE DOGS OF WAR
- ADVENTURE FIVE: THE LONELY ROAD



CHAPTER FOUR

CREATING YOUR OWN STORIES

The townsfolk have gathered around the fire and all is quiet. Even the children have ceased their endless bickering and sit placidly at their parent's feet. All eyes are upon you, Story Spinner, and everyone in the village wants to know what tale you will tell them next. It might be a legend from the before-time, when only the gods existed and Magnamund was just a foretelling in the heart of Kai. It might be an action story about the Battle of Moytura Pass or the destruction of Agarash. Perhaps a romantic ballad instead, one about King Kian and the Princess of Durenor? The choice is yours, but everyone is waiting breathlessly for you to make it.

As the text above shows, you have all the power when you are the Narrator. Players tell the story of their character, but you tell the story of everything else in the world. When a Giak lunges at them with a spear, it does so because you created it and placed it in the heroes' path. When a log trap falls and threatens to end the quest before it can really begin, that happens because you decide the log trap existed in the first place. You have to weave the adventure, but you do not have to do so alone. This chapter is here to help. In these pages, we will discuss how to make your own Lone Wolf adventures and what kinds of challenges can make the game more exciting. You will learn about Player motivations and how what they want can help shape the story you choose to tell. We will also look into the elements of storytelling itself and how they apply to storytelling in Magnamund. By the time this chapter ends, you should have a firm idea how to proceed in creating your own epic adventure in the world of Lone Wolf.

EPIC ADVENTURE

The key to creating an adventure that evokes the feel of Magnamund is making sure you remember the cardinal rule of the Lone Wolf books: the heroes are the centre of the universe. To be sure, some things happen 'off camera' so to speak, but the Players and the characters they portray are the reason for the game and the most important motivation behind all the plots in it. If you follow this advice, there is very little that can go wrong with your adventure. If you do not, there will be very little you can do to keep the game together and keep your Players interested in it.

If we look at the Lone Wolf books a bit more closely, it is obvious from the many times Lone Wolf meets Banedon during the series that Banedon has had some epic adventures of his own, but none

of it interferes with the story being told to Lone Wolf's Player (in this case, you, the reader). Even when your path and Banedon's intersect, it is only to continue your quests and to support your decisions. You never have to defer to Banedon (in this case, a Narrator-controlled character) or take orders from him. You are in charge and can make your own choices every step of the way.

Players need that level of control as well. They need to be able to see that the decisions they take are important and their actions form the heart of the story they live in. Even at lower ranks when people are playing Kai initiates, there needs to be gravitas to the things they do. If such a game involves the initiates defeating a group of skeletons in the middle of the city, let the Players learn afterwards that the inn the skeletons were attempting to enter housed the Princess, who would certainly have been slain if they had not saved her.

LET IT GROW

This kind of adventure also allows you to let one adventure nurture and form the next. Just like many of the Lone Wolf books were continuations of the same overall plot but branched into completely different places and quests in the process, be sure that everything in your game flows from one session to the next. That is called a 'campaign', and it is like telling a massive story one chapter (or in Lone Wolf's case, one book) at a time.

Using the skeletons and the Princess from the example above, perhaps the next game session the King wishes to meet the rescuers of his daughter and see what kind of people they are. While visiting the court, an attempt is made on the King's life by more of these skeletons. They are defeated, but the fact that the heroes have been involved in both incidents looks suspicious to the court. The royal advisors wish to arrest the heroes, but the Princess intervenes on their behalf and convinces her father to let them prove their innocence by investigating the source of the undead.

This provides a new quest, one that will now take them out of the city and into the wilds of the kingdom itself. Here, they can face new challenges, sharpen their skills, and eventually learn the truth about the skeletal assassins by finding old Cenerese texts hidden in a dilapidated forest shack.



When they discover all of this, they might then be set upon by a band of rogues with every intention of killing the heroes and leaving their bodies for the master of the grassy hut to do with as he wishes. Once these villains are dispatched, freshly minted coins are found on them. This is a vital clue, as is the letter found on the leader of the brigands, instructing them to slay the heroes in perfect, courtly penmanship.

Now armed with some strong evidence that the person behind the attacks is a member of the royal court itself, the heroes now have to survive long enough to inform the King. That just might be their greatest test yet, given that the man behind the plot will inevitably learn of his hireling's failure and send something even deadlier after them now.

Several different adventures have been introduced through this line of play, all with a common thread but a different feel. It started with a battle in the city streets, moved to a court dinner with dancing and festivities, then became a forest exploration, and turned into a desperate fight in a ramshackle hut, surrounded by the accoutrements of necromantic magic all around. Each transition moved into the next, always keeping the central theme, or 'story arc', in mind.

KEEP THINGS FRESH

No two books in the Lone Wolf series saw him adventuring in the same country twice in a row. A good roleplaying adventure in Magnamund should have the same world-spanning feel to it at some level. A case could be made for a good game being set in a single city with the heroes exploring new wards of it and getting to know its intrigues inside and out, but that does not have quite the same flavour of the books themselves.

Once the Players are capable of handling themselves out of the relative comfort and safety of their normal setting, move the

campaign to new countries and let them experience new kinds of danger and intrigue. Helghast infiltrators, Giak warriors hidden along the trade route, and the many natural animals that can prey upon them along the way should keep things interesting.

Never linger too long on the travel times, however. In the Lone Wolf books, days at a time would skip past if there was nothing of note that happened during them. If there is not going to be any exciting adventures along the way, why dwell on the time they spend? Unless the Players want to take some time to roleplay during the trip, it is best to simply say, "a few days pass uneventfully" and cut straight to the important parts of the story.

Keeping things fresh also means changing up the kinds of threats the Players face. There is a very good reason why many of the monsters found in the Friends and Foes chapter of the *Book of Kai Wisdom* have roughly the same COMBAT SKILL and ENDURANCE as Kai Lords themselves. They can be easily grouped up for great challenges, slightly weakened for a lesser threat, and there are enough of them that your Players should not get bored quickly.

REMEMBER THE KEY WORD: HERO

The key word you need to remember is 'hero'. Lone Wolf is a story about a hero who makes sacrifices to pursue a greater dream and shoulders an enormous responsibility because it is the right thing to do. Lone Wolf, a teenager when the books begin, takes it upon himself to travel to the King, warn him of the coming war, embark on a quest, slay a Darklord, and hunt down a traitor all in the first three stories. These are not the deeds of an average young man; they are the actions of a hero.

For an adventure to really capture the epic feel of Lone Wolf, it needs to be about heroic actions, terrible dangers, villains darker



Mix it Up

A good adventure is made up of a lot of things; try to always mix some opportunities for the players to roleplay with chances for them to draw blades or give chase, and remember to be ready to react to unexpected situations. Players are exceptionally good at doing unexpected things!





than the darkest night, and grand battles where life and death hang in the balance. The adventures in Magnamund are not small in scale. Your Players will be looking to roleplay their characters during epic, sweeping events. Try not to disappoint them.

The word 'hero' cuts both ways, just like the gleaming golden edge of the Sommerswerd. Players that do not act like heroes should not be treated like heroes. If a Player wants to play a drunken, argumentative Kai Lord who complains all the time, demands gold crowns for every service he performs and insults everyone he meets, that is certainly his prerogative. Your prerogative is to then have everyone that 'hero' meets treat him like a drunken, greedy, lout with the manners of an aged donkey.

Not only does this ensure your campaign world is vibrant and reactive to the way the Players behave, it also offers a reason for them to act like heroes in the first place. Parades, accolades, and grateful villagers are a wonderful way to show the Players that their heroic actions are having a positive effect on the world.

PASSING THE TORCH

The last piece of advice is important, but with luck you will only have to use it a few times during your gaming career with *The Lone Wolf Adventure Game*. Eventually, the heroes of the Realm grow so powerful that they need to fade into the background and let others bear the burdens of the world. This happens with Lone Wolf after *The Curse of Naar*; he is too busy running the New Kai Order to embark on adventures any longer. It is time for a younger, less established hero to take the reins.

In *The Lone Wolf Adventure Game*, Rank 10 is a good mark for when a hero has 'done all there is to do'. Of course, as Narrator you are free to say that there are adventures to be had beyond this point and certainly the books suggest you would be right, but

starting the campaign anew with fresh ideas and a new cast of characters can be a rewarding experience as well.

Ultimately, you will find your own balance in this area, but keep in mind that many of the great stories of our time are generational in nature and follow the adventures of heroes of different ages. They all weave together to make a grand tale of intrigue, battle, loss and joy over more years than any one human can remember. The same is true with Lone Wolf and Magnamund. Nothing happens quickly in Magnamund. Wars take generations, Ages last for millennia, and virtually every country is more than a thousand years old.

Even the nigh-immortal descendents of Dessi are not long-lived enough to have seen or been part of more than a single panel in the tapestry that is the history of Aon. No Darklord, dragon, or Shianti can claim to have witnessed it all from beginning to end and even the gods have not always been nor will always be.

This is where new characters come in. At the end of one campaign, years can pass before the next one begins. The world changes – not a lot but a little – and the Players get to discover those differences through the eyes of someone new. In a way, everyone will again be able to experience that sense of discovery that they felt the first time they played.

PLANTING THE SEEDS FOR YOUR OWN ADVENTURES

What follows are a selection of adventure ideas, also called 'seeds'. They are simple story suggestions with just enough framework to give them shape and open enough to let you flesh them out and bring them to life for your Players. Think of them like the back cover of a novel, telling you what the book is about while leaving the book itself for you to write any way you wish. You might decide to use the adventure seed as written, coming up with your

Prepare Not to Prepare

Only prepare what you need or want to for a game – don't spend hours designing a village your players might never want or need to go to unless you enjoy such things yourself. Have a few things up your sleeve, such as a Sommlending Knight the Kai Lords might encounter on the road; don't worry about stats for such encounters, as it might not come to combat, but think up a brief description, mannerisms and motivations, or rumours he might provide them with.





own ideas for encounters and threats using all of the advice and rules you have read about up till now. Or, you might just use the seed as a jumping off point, taking the opening paragraph in a whole new direction of your own making.

ADVENTURE ONE FLIGHT OF MALICE

This adventure involves a creature that only figures a few times in the Lone Wolf series but never fails to capture the imagination of Players – Kraan. These flying creatures, akin to the wyvern of legend and the pterodactyl of prehistory, are large beasts capable of flying with a large warrior in full armour on their backs. They are the feared conveyance of Giaks and Drakkarim and are often the pets of the Darklords that command them.

Flight of Malice opens as follows. Feel free to modify or paraphrase these words to fit your Players and your campaign. As with all these scenarios, they exist only as seeds. What they grow into is entirely up to you as the Narrator:



Suddenly, as you ride along, there is a high-pitched shriek overhead. A shadow passes between you and the sun, a dark shape hurtling above you before it disappears past the trees nearby. Whatever the strange silhouette was, it had wide, leathery wings and dived earthward at an alarming rate.

From here, the scenario can go in any number of ways. Assuming the heroes choose to investigate, there should be ample evidence of the Kraan's passage to track. Blood drops, broken branches, and even a few pieces of dropped gear from the Drakkar soldier on its back; all of this can be used to track where the beast went down.



Things That Go Bump in the Night

Flight of Malice shows how effective the appearance of a strange monster can be in sparking an entire roleplaying scene or even a full scenario. Beasts and bogeymen never fail to capture our imagination, calling forth primal fears and the urge for fight or flight. By playing on these basic instincts, you can inspire your Players into epic action just by presenting them with a fearsome foe and letting them deal with it however they choose.





While badly hurt, neither the Drakkar soldier nor the Kraan will go down without a fight, a battle that can be very exciting to play out. To make the scenario even more interesting, the Kraan may have crashed near a small hamlet and its rider, injured but alive, has stormed among its terrified inhabitants to demand healing. The heroes might have to hunt the town for this vicious soldier or even deal with a hostage situation. How might the heroes react when confronted with a Drakkar they could easily take down, if only he did not have the village's Elder held in front of him with a dagger at her throat?

Lastly, consider the place of flying mounts in your campaign. If you would like to make the heroes more mobile, this could be your chance. If the Kraan was trying to return to its nest, the heroes might find themselves the sudden owners of a handful of hound-sized, hungry, innocent hatchlings and all the drama that comes with that situation. How will they feed them? How can they possibly train them? How will people react to Kraan that are not dedicated to the Darklords?

ADVENTURE TWO BITTER HARVEST

The idea behind this adventure is that a small cabal of Cener Druids has infiltrated their way into whatever country currently serves as the campaign's setting. They have been systematically spreading a blight that is infecting crops and devastating livestock through a wasting disease that leaves everything in its wake toxic and befouled. Rather than have the heroes discover this the usual way of having someone ask them for help, hit them closer to home by making the plague strike where they are most vulnerable – in their coin purse.



You could not be hungrier when the tavern keeper's son brings you all bowls of steaming stew and day old bread

with a tough brown crust. Before he sets it all down, he holds the tray aloft and says in a regretful voice, "Sorry, good folk, but that will be 2 Gold Crowns each." Before anyone can protest, he continues quickly, "I am sorry, truly. I know how much we are asking but you have to understand. All this had to be brought in on the monthly caravan. Our whole town's got nothing of its own. Take a look for yourselves if you like. The fields are getting burned off tonight in the hope of killing off the blight."

From there, the scenario essentially writes itself. The heroes are not likely to be able to support themselves long when meals are this expensive. If they move quickly, probably after lunch, they can see the evidence in the town's crops, as follows.



Leaves in the field, regardless of the plant, all look the same. Sickly white-grey veins shoot from stem to tip. The locals are calling this Fell Silver, a rot that is taking hold in crops and livestock alike. Nearby, you can see a crestfallen farmer, sickle in one hand, rounding up a small herd of grey-veined cattle for a harvest of total loss.

Clearly these people need help. If the blight is not stopped, it will not just be this town that is destroyed and the wisest of the heroes should understand this grim fact without need of any prompting. Once they are searching, their trail will lead them to the Cener Druids and their hidden grove of pestilence and disease. After that, the scenario can be as simple as slaying them all and finding a cure in one of their evil laboratories. Alternatively, you might decide that the blight can only be reversed through the efforts of those who made it. This puts the heroes in the difficult and interesting position of having to spare one or more of the Cener Druids in exchange for their cooperation.

How that plays out and whether either side, or possibly both, betrays the other once the blight is cured are just some of the things than can make an adventure truly memorable.

What Makes a Good Campaign?

Not every foe has to be a vicious beast or cunning villain. Sometimes you can create a compelling campaign around the simplest of issues. *Bitter Harvest* reminds the Players that whether they are Kai Lords or lowly serfs, everyone has to eat. The problems of common folk can quickly become an issue for even the grandest of nobility. If this blight is not dealt with swiftly, it will likely spread. Today, it has claimed one field. Tomorrow, it could corrupt all the farms of Sommerlund!





ADVENTURE THREE THE DREAMS OF AVARICE

Dreams can be very rich fodder for scenarios, especially the dreams of heroes. As the Narrator, you should always be on the lookout for opportunities to work your heroes' wants and desires into the campaign. This scenario, however, takes a far more direct approach. In this adventure, someone is using the heroes as a foil for their own nefarious schemes and using their dreams to make it happen.

You can introduce this adventure by waking your heroes up with the following description, perhaps after a long night spent celebrating some recent victory.



Your dreams were broken and filled with vivid images of smashing down doors and claiming riches. You can still feel the leather of the coin sacks in your hands when you are suddenly awakened by the sound of your own door being kicked open! "By the right and power of the King, I place you under arrest for the theft of the Army of Sommerlund's township payroll. Do not move or we will be forced to pass judgement here most severely!" The man speaking is wearing the livery of Holmgard and he is flanked by half a dozen guardsmen in heavy armour, with the tips of their spears all pointing in your direction.

While fighting their way out is an option for the heroes, doing so is liable to be deadly, difficult and will only make them look guilty if or when they are caught and dragged to the stockade. Evidence of their crimes include multiple eye witnesses, injured payroll guards, and a bag of stolen coins found wherever they were staying. It is all more than enough to convict them but they are clearly not guilty. Or are they?

The answer is yes and no. The heroes have been used by a man using a magical orb stolen from a cache of treasures in Lyris. The crystal ball, known as the Slumbering Eye, allows its user to see people's dreams and control them while they are deep asleep.

Unfortunately for the would-be dream thief, his mastery over the orb is far from complete. The next time the heroes sleep, they dream of him and can learn of his intention to go to where the heroes hid the rest of the payroll. Of course, the heroes will have to escape or convince the guards to let them prove their innocence. If they cannot do either, their one chance to clear their names will disappear forever on a midnight coach with a fortune in gold and a relic capable of wreaking untold havoc.

Getting free, finding the dreaming thief, and recovering the gold should all make for a great adventure and can show the Players that even though they are heroes often outside the law, the justice of the land is no laughing matter. They will also have to decide what to do about the Slumbering Eye, which, while not evil in its own right, is extremely dangerous in the wrong hands.

ADVENTURE FOUR LET SLIP THE DOGS OF WAR

In any rural setting, wild animals can be a danger. Especially at lower Ranks, heroes can be suitably challenged to deal with natural threats that have no magical powers whatsoever. A rampaging bear is a terrifying sight to behold and while travelling through the woods, no hero should ever dismiss the danger of a charging boar.

Magnamund has its own animals to add to this mix and few are as deadly or as vicious as the Akataz (detailed in the *forthcoming Magnamund Bestiary*). A twisted breed of black, stocky war



The Burden of Virtue

The trouble with being a great hero is that others expect you to act like one. Small infractions can quickly spin out of control and reputations, once gained, can be impossible to maintain in the face of adversity. This adventure seed presents the heroes with just such a situation. When presented with a crime they did not commit, how will they react? Will they risk becoming fugitives to do the right thing? More importantly, how will their actions affect them for months or even years to come?





dogs, the Akataz are raised by Drakkarim and trained to take down their foes with razor-sharp fangs and sharp talons. The Akataz hunt in numbers whenever possible and while they are innately cruel, their pack mentality provides them with a strong bond towards others of their own kind. This strength of the pack can keep them alive even in the wild when they are far from their brutal Drakkar handlers.

This scenario involves exactly such a situation. A group of Akataz, stragglers from a defeated Drakkarim raid, has escaped into the wilds of Sommerlund.

This adventure could easily be based in Talestria or Lencia as well. Anywhere you wish to set the game is fine so long as it is possible for the Drakkarim to have reached them at some point in their history.

While even Akataz will stick to natural game when such is plentiful, they were raised on the taste of sentient flesh and have no qualms about hunting people of any race when hunger or opportunity presents itself. You could introduce this adventure as follows.



You are riding along a quiet country pass when the sight of an overturned carriage up ahead catches your eye. No sooner do you see it than someone in it sees you as well. Their notice comes in the form of an arrow whistling past you all and slamming into the side of a nearby tree.

"No, wolf monsters! Stay back!" A second shot hurtles in your direction but it is as weak as the young voice you hear and no more accurate than the first missile.

Assuming the heroes do not storm the coach and attack the semi-concussed and confused boy inside, they can learn that the damage they see is the result of a broken axle. While the boy's

parents were trying to repair the coach and get it righted, Akataz – the boy's 'wolf monsters' – rushed in and dragged both his parents and the carriage horse away into the woods.

This is a chance for Kai Lords who are more at home in the wilderness or in the company of animals to really shine. Swift tracking can get the heroes to where the Akataz pack is still cruelly tormenting the parents while young cubs tear at the body of a dead horse nearby.

Bold and careful action can save the parents and deal with the threat these wild Akataz will continue to pose if they are not put down.

What the heroes do with a litter of feral Akataz is another matter!

ADVENTURE FIVE THE LONELY ROAD

Most roleplaying scenarios involve a threat, some action and a rewarding conclusion. This one, The Lonely Road, is a little different. Though it has great potential for all of the above, it begins very quietly and has no direct enemies of any kind. Read or paraphrase the following to begin:



It has been a long journey and you have been looking forward to the taste of ale and warm food for hours now. The sight of a roadside inn is a hopeful one and you coax your weary steeds all the way to its gnarled oak hitching posts. Respite at last!

But when you walk inside, there is nothing to greet you but a silent tavern, empty chairs, darkened lamps, and a message pinned to the bar counter with the tines of an iron fork.

Great Big Heroes

Sometimes what Players want is to just be bold adventurers fighting evil and engaging in nice old-fashioned do-goodery. There is nothing wrong with this from time to time. The experience can even be cathartic for you as Narrator as you can just create simple situations of right and wrong and let your Players bask in the glory of virtue. Kai Lords are the champions of Sommerlund for good reason, and there is nothing wrong with exploring those reasons through uncomplicated, heroic adventure!





"To whomever finds this note first, I bequeath you this inn and everything it contains. I pray Ishir is more merciful to you than She has been to me. I hope you find better fortune than I have. Just know that if you stay and keep this place, you accept everything that comes with it."

"The Lonely Road is yours now. Good luck, friends. Good luck."

The message is not signed but it is written on the back of a title deed for the tavern. The signature at the bottom is blacked out and a new line drawn. However odd the offer is, it does seem to be genuine.

Before you can even discuss what you have found, you hear hoof beats and the sounds of at least one wagon pulling up outside. It seems that your first customers of the day have arrived...

Where you take this scenario from here is entirely up to you. If the heroes want to make a go of trying to keep the tavern despite the cryptic 'accepting what comes with it', let them. A game spent dealing with meals, serving drinks, and managing customers ranging from quiet townsfolk to murderous bandits could be the start of a whole new direction for your campaign.

Managing a public house will certainly tax your heroes, introducing new challenges like cooking for a dozen people at a

time, trying to manage serving so many with dwindling supplies, and deciding who is best suited to which task.

When the inevitable question of why they would bother to do all this comes up, you can reward them with useful rumours, interesting patrons, and the promise of a slow but steady income.

Of course, **The Lone Wolf Adventure Game** is not really about playing barkeep, so you should think about what is really going on. The whole thing could be a trap, a false document left to con the heroes into being here and 'in charge' when a band of thugs arrives to collect gambling debts run up by the real owner.

Said owner might even be hiding in the cellar, just waiting for the heroes to take his lumps for him and leave before he comes out again. Alternatively, he could already be dead and the deed is there to sucker new blood into accepting the inn and the old owner's debts.

Regardless of where you take this, The Lonely Road could become a new centrepiece of your campaign or, at the very least, a backdrop for further adventures.



Game Changers

The Lonely Road is an example of what you can do as the Narrator to completely change the tone of the game through nothing more than an empty tavern and a simple letter. This can be done if the current campaign seems to have become stagnant, the Players are becoming complacent, or you just want to shake things up and see what happens. You may find your Players really enjoy the new direction, or they may yearn for a return to what came before. Either way, you have learned something and had a little fun along the way. What more could you ask from a game?



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COMBAT RESULTS TABLE

COMBAT RATIO

RANDOM
NUMBER

	-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	E -0	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	1
	H K	H K	H -8	H -6	H -6	H -5	H -5	H -5	H -4	H -4	H -4	H -3	H -3	
2	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	2
	H K	H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -3	H -2	
3	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	3
	H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -2	H -2	H -2	
4	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	4
	H -8	H -7	H -6	H -5	H -4	H -4	H -3	H -3	H -2	H -2	H -2	H -2	H -2	
5	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	5
	H -7	H -6	H -5	H -4	H -4	H -3	H -2	H -2	H -2	H -2	H -2	H -2	H -1	
6	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	6
	H -6	H -6	H -5	H -4	H -3	H -2	H -2	H -2	H -2	H -1	H -1	H -1	H -1	
7	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	7
	H -5	H -5	H -4	H -3	H -2	H -2	H -1	H -1	H -1	H -0	H -0	H -0	H -0	
8	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	8
	H -4	H -4	H -3	H -2	H -1	H -1	H -0	H -0	H -0	H -0	H -0	H -0	H -0	
9	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	9
	H -3	H -3	H -2	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	
0	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	E K	0
	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	

E=Enemy

H=Hero

K=Automatically Killed



THE KAI SEE