



THE MAGNAMUND SOURCEBOOK



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ORIGINAL CONCEPT BY JOE DEVER
AND GARY CHALK

Preface

I know what some of you DM's are going to say right off the bat. "Where are all the rules and conversions?" Well that is why Authors get to write these little things.

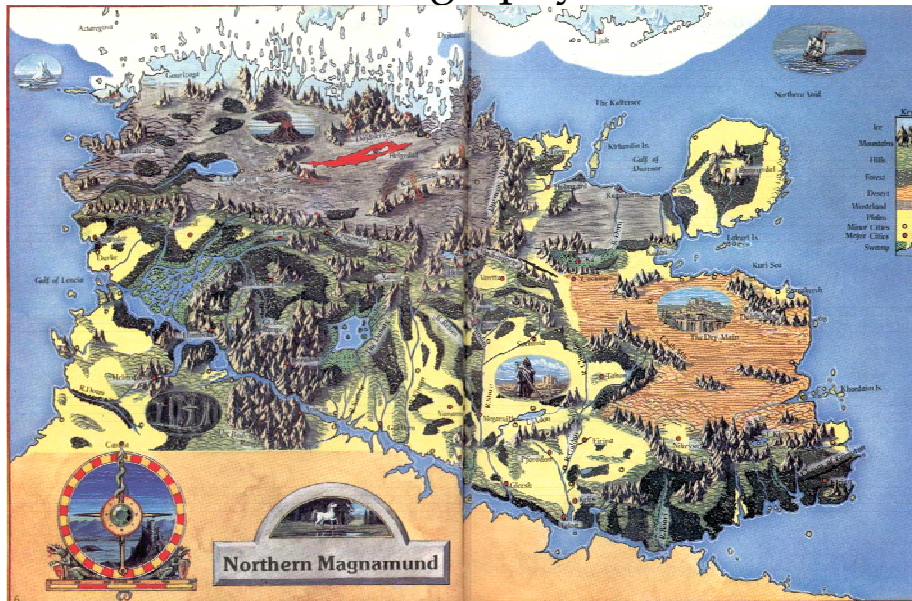
This book is designed to be a guide to the world of Magnamund created by Joe Dever. It is intended to be a sourcebook to give you that idea, that push in the right direction with your own campaign and world. It is also here to help you create a world based on the world of Magnamund. I did not want to make a campaign setting. Instead I wanted to make a tool for DM's and players to draw from when creating and roleplaying.

Many thanks to Joe Dever and Gary Chalk for writing and illustrating the Lone Wolf series. It made me want to read when I was young and reading was boring. It made me want to roleplay, and has helped to turn me into an excellent player. It has given me inspiration to share their world with others, so here it is.

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Geography



On the following pages you will find more detailed views and explanations of the land of Magnamund, depicted above.

SOMMERLUND



OVERVIEW

Sommerlund is a naturally fertile country, it is bordered by the Darklands to the west and the Wildlands to the east. Sommerlunds main ally is the realm of Durenor to the east.

Sommerlund is home to the Kai Monastrey and the Brotherhood of the Crystal Star which is based in the city of Toran.

Sommerlund is currently ruled over by King Ulnar V, the direct descendant of Ulnar I

GEOGRAPHICAL FEATURES

DURNCRAG MOUNTAINS

Granite mountains which form a natural barrier between Sommerlund and the [Darklands](#).

HOLMGULF

A body of water near Holmgard and southwest of the Kirlundin Isles. The Rivers Unoram and Eledil both empty into the Holmgulf. It is Holmgard's only access to the open seas.

KALTERSEE

The frigid sea north of Sommerlund and [Durenor](#). It is characterized by sudden storms and the pack ice that covers much of its northern shores throughout the extended winter season.

MAAKENGORGE

A great rift to the south of the Durncrag mountains. It was here that King Ulnar I of Sommerlund slew Darklord Vashna. The spirit of Vashna still haunts the deep reaches of this gorge.

MAJOR SETTLEMENTS

ANSKAVEN

A port city in the northwest of Sommerlund. Anskaven is Sommerlund's greatest fishing port and is the headquarters of its navy. Anskaven is also the capital of the Baronial Province of Anskaven. The title of Baron of Anskaven was first given to Dundir Caldar and continues with his heirs.

HOLMGARD

The capital of Sommerlund and a seaport on the Holmgulf; the city is enclosed by grey-white walls two hundred feet in height whose gatehouses are 100 yards long; at the center of the city is the citadel of the king; the city was besieged by the Darklords shortly after the Massacre of the Kai. Lone Wolf was the means of the city's salvation when he killed the Darklord Zagarna with the Sommerswerd from atop the city walls.

[KAI MONASTREY](#)

The place at which children who have the potential to become Kai Masters are trained in the Kai Disciplines. The first Kai order was founded by the first Kai Lord known as Sun Eagle who distinguished himself at the Battle of Maakengorge and later founded the [Kai Monastrey](#), the first order of the Kai was destroyed by the Archlord Zagarna in the year

MS 5050, following the final defeat of the darklords in MS 5070 the monastrey was completely rebuilt. And the Kai Grandmaster Lone Wolf set about the task of training a new order of Kai Warriors. For more information on the Kai go to the [Kai Monastrey](#).

KIRLUNDIN ISLES

A chain of islands off the east coast of mainland Sommerlund that forms a baronial province. It is renowned for the skill of its sailors.

RUANON

The most southerly province of Sommerlund. It is ruled by a hereditary Baron and its main source of income is mining.

TORAN

A city-port of sommerlund located on the northen coast. All of the most important Sommlending guilds are base there.

TYSO

A wealthy port and province of sommerlund which falls under the jurisdiction of Baron Tor Medar, Chancellor of the Realm.

NATIVE CREATURES

BURROWCRAWLER

An Agarashi that survived the downfall of Agarash's empire. The burrowcrawler has an insectile body, tentacles that act as its mouth, and a long, segmented tail. It is actually a symbiosis of many Agarashi. They live only in subterranean environments in the Lastlands.

KAKARMI

Kakarmi are Small, furry creatures that live in the forests of Sommerlund. They care for the forests of Sommerlund. They have a spoken language and live in villages. Their language sounds like squeaks and grunts to humans. They are naturally timid and seldom speak with humans.

STORGH

A freshwater reptilian of Sommerlund. Storghs have no eyes but they hunt thier prey by smell. Storgh are swift on land but even swifter in water.

CHARACTERS

BARON TOR MEDAR

Chancellor of the Realm and one of King Ulnars most trusted advisors.

CAPTAIN REMIR D'VAL

KAI GRAND MASTER RUNE FIRE

KAI MASTER STORMHAWK

Lone Wolf's first tutor, slain by Vonotar while scouting the Durncrag Mountains.

KAI SUPREME MASTER LONE WOLF

The leader of the New Order Kai, Lone Wolf is tall, well built with long blond hair. He wields the mighty Sommerswerd.

Lone Wolf was born in the year MS 5034 and given the name of Landar, when he was six, his brother Jen sacrificed his life to save Landars, he was then accepted into the [Kai Monastrey](#) and given the name of Silent Wolf.

Silent Wolf was a lazy student although he did learn something of the Kai Disciplines, he became adept in the use of the axe. In the year MS 5050 the Kai were all killed apart from Silent wolf, who took the name Lone Wolf in honour of the dead Kai.

Lone Wolf fled to the capital of Holmgard, on the way he met Banedon, an apprentice magician who would go on to help Lone Wolf in many of his adventures. Arriving in Holmgard, Lone Wolf met Qinefer for the first time and was sent by King Ulnar to [Durenor](#) to retrieve the Sommerswerd.

After many attempts on his life Lone Wolf returned with the Sommerswerd and used it to destroy Archlord Zagarna.

Lone Wolf was assigned the task of rebuilding the [Kai Monastrey](#), but a year later he was sent to [Kalte](#) to capture the renegade magician Vonotar and with the help of a renegade Giak called Carag and an elderly magician called Loi Kymar, Lone Wolf bought Vonotar to justice.

Lone Wolf continued in the rebuilding of the [Kai Monastrey](#) but was abducted by Darklord Haakon and used as a pawn in the battle for Archlordship, two years later Lone Wolf was returned to Sommerlund thanks to Darklord Slutar, a contender for Archlordship.

In the year MS 5055 Lone Wolf prevented the renegade Vassagonian noble Barraka from raising the armies of Darklord Vashna, a year later he was sent to [Vassagonia](#) to sign a peace treaty with Zakhan Moudalla.

By the time Lone Wolf arrived in [Vassagonia](#), Moudalla had died and been replaced with the evil Zakhan Kimah. Lone Wolf escaped Kimah's clutches during and with the help of Banedon, he recovered the Book of the Magnakai and slew Archlord Haakon.

During the next three years Lone Wolf studied the Book of the Magnakai and mastered three of the Magnakai Disciplines, he came across a passage saying "Seek and find the Lorestone of Varetta" this took him upon the first leg of the Magnakai quest.

Lone Wolf left Sommerlund and headed south into the [Stornlands](#) and in the war-torn city of Tekaro he discovered the first of the Lorestones. Discovering that the next Lorestone was in Herdos (a town in the Magiocracy of [Dessi](#)). Lone Wolf travelled to [Dessi](#).

In Dessi Lone Wolf found that the Lorestone of Herdos was in a fortress known as Kazan Oud, he braved the horrors of Kazan Oud and slew the evil Lord Zahda and destroyed Kazan Oud and gained the Lorestone of Herdos.

Lone Wolf was then guided by Lord Paido across the [Danarg](#) to the Temple of Ohrido, wherein lay the third Lorestone. Retrieving the third Lorestone, Lone Wolf and Paido returned to [Dessi](#) but Paido was abducted.

Lone Wolf then ventured to city of Tahou which was preparing for an attack by the armies of [Vassagonia](#) and the [Darklands](#). Lone Wolf entered the Cauldron of Tahou and retrieved the Lorestone, upon returning to the surface he found that Tahou was besieged by the armies of Darklord Gnaag and his ally the Zakhan Kimah.

Zakhan Kimah had been given a magical artifact of great evil known as the Orb of Death, which made him impervious to normal weapons. Lone Wolf used the Sommerswerd to penetrate the Zakhans energy shield, and slew him in mortal combat and thereby winning the Battle of Tahou.

Learning that Archlord Gnaag had found the last three Lorestones and had taken them to Torgar, where his Nadziranim could devise a way of destroying them, Lone Wolf left tahou and headed for the gloomy city of Torgar. In Torgar he met his old friend Lord Paido.

Lone Wolf managed to gain one of the Lorestones, but was then cast into the Daziarn by Archlord Gnaag and Paido was killed.

In the Daziarn, Lone Wolf learnt that his fight against the forces of darkness was the focus of a greater conflict raging throughout all the planes of existence.

Lone Wolf defeated the Chaos-master and recovered one of the Lorestones, and with the help of a god-like creature called Serocca, he was able to find the location of a Shadow Gate that would return him to Magnamund. After slaying his old enemy Vonotar on the threshold of the Shadow Gate. Lone Wolf retrieved the final Lorestone and used its power to return him to Magnamund.

Lone Wolf now an Archmaster arrived in Toran, where he found out that the year was MS 5070, eight years had passed in Magnamund, while he had only spent a few days in the Daziarn. He learnt from Guild Master Banedon and Lord Rimoah that the Darklords had all but conquered Northern Magnamund and that Gnaag had created a device allowing the Darklords to leave the Darklands called the Tanoz-Tukor

Lone Wolf infiltrated Helgedad, on the way to Helgedad he slew Darklords Kragenskul and Taktaal. Slaying Gnaag with the Sommerswerd, Lone Wolf used a Crystal Explosive to destroy the Transfusor, the chain reaction destroyed Helgedad and brought about the Demise of the Darklords.

Lone Wolf now a Kai Grand Master set about the training of the New Order Kai, in the rebuilt [Kai Monastrey](#) he constructed a deep underground Vault called the Vault of the Sun in there he placed the seven Lorestones of Nyxator.

KING ULNAR V

The current ruler of Sommerlund, direct descendant of Ulnar I, slayer of Vashna.

LOI KYMAR

A magician of the Brotherhood of the Crystal Star. Loi Kymar was a powerful magician, he carried a Guildstaff which only he knew how to use. His Guildstaff could convey him to anywhere on Magnamund instantly.

In the year MS 5050 Loi Kymar now well over ninety was accosted by Vonotar the Traitor who threatened him with the death of his family if he did not use his Guildstaff to convey him to Kalte. Loi Kymar transported himself, Vonotar and Carag to [Kalte](#). In Ikaya, Vonotar imprisoned Loi Kymar and for the next year tortured Loi Kymar in an attempt to make him divulge the secrets of his Guildstaff.

In MS 5051 Loi Kymar was released by Lone Wolf and together with Carag they captured Vonotar. Loi Kymar then used his Guildstaff to transport the four of them to the shores of [Kalte](#) to rendezvous with the *Cardonol*.

Back in Sommerlund in the trial against Vonotar, Loi Kymar spoke against Vonotar and Vonotar was found guilty of his crimes and thrust into the Daziarn.

Loi Kymar had the will to stay alive only to teach Banedon the secrets of the second level of Left Handed Magic, after he had finished teaching Banedon for in two months he was dead.

QINEFER

VONOTAR THE TRAITOR

As a child Vonotar was taught the principles of Left Handed Magic by the Brotherhood of the Crystal Star in Toran. He became a very able magician.

Now a tall strong man in his early thirties Vonotar began to study the path of Right Handed Magic as used by the Nadziranim, his use of Nadziranim magic increased his powers ten-fold. He tried to persuade the Brotherhood to adopt the magic of the Nadziranim, but to no avail.

Disillusioned with the Brotherhood, Vonotar fled to the [Darklands](#) after killing Loren an elder of the Brotherhood. On his journey to the [Darklands](#) he captured the loyalty of a Giak who he named Carag. Carag then escorted Vonotar to Kaag to meet Archlord Zagarna.

Arriving in Kaag, Vonotar was tempted by Alyss to return to Toran, but Vonotar refused and in an audience with Zagarna he told him that on the Feast of Fehmarn, the first day of spring, he could massacre the Kai. In return Zagarna gave Vonotar the secrets of Right Handed Magic and in so doing, Vonotar became the most powerful magician in all of Magnamund.

During the massacre of the Kai, Vonotar was engaged in a spiritual battle with an enigmatic godling called Alyss. Alyss gave Vonotar the gift of age and thus condemned him the form of an ancient man, although Vonotar had the power to make himself virtually immortal, he would always be old.

Vonotar discovered the one of the Kai, an initiate called Lone Wolf had survived. Vonotar's agents attempted to stop Lone Wolf from retrieving the Sommerswerd, but failed and Lone Wolf used the Sommerswerd to destroy Zagarna.

After the death of Zagarna, Vonotar sought out the elderly magician Loi Kymar to use the power of his Guildstaff to transport him to Ikaya, where he could use the Ice Barbarians of [Kalte](#) as a shield from Sommerlund and the Darklands. He forced Loi Kymar to use his Guildstaff to transport Vonotar and Carag to Ikaya by threatening to kill his family.

After arriving in Ikaya, he tricked the Brumalmarc of [Kalte](#) into adopting him as his court mage, some months later Vonotar, usurped the throne of [Kalte](#).

Alyss now returned from an unknown limbo, discovered Vonotar was in [Kalte](#). She informed Ulnar, and he sent Lone Wolf on a mission to bring Vonotar to justice.

Lone Wolf, reached Ikaya and with the help of Loi Kymar and Carag, managed to capture Vonotar and bring him back to Sommerlund.

In a trial in Toran, Vonotar was found guilty of his crimes and was thrust into the Daziarn, a limbo from which it was believed there could be no escape.

In the Daziarn, Vonotar craved revenge on Lone Wolf, in what was a matter of days for him, it had been eleven years on Magnamund, Lone Wolf entered the Daziarn. Vonotar had found the last Lorestone and controlled the city wherein lay the Shadow Gate. He intended to use the power of the Lorestone to return to Magnamund.

In a desperate fight on the threshold of the Shadow Gate, Vonotar was finally slain by Lone Wolf, who then used the Lorestone to return to Magnamund.

Durenor



OVERVIEW

The Durenese are known throughout Magnamund as expert weaponsmiths and shipbuilders. They chiefly export iron ore and precious metals and gems, along with fish, timber and the bounty of their agriculture industry. The local currency is the gold crown. The population is approximately 100,000 people.

HISTORY

In the year MS 3799, the Sommlending and Durenese armies defeated the army of Darklord Vashna at the battle of Moytura Pass and then at the battle of Maakengorge, where Vashna was slain during combat with Ulnar I of Sommerlund. Ulnar I later died of his wounds.

Durenor has been routinely raided by the Ice Barbarians of Kalte, however, these invasion have always been turned back. Lord-lieutenant Rhygar, the Sommlending consul

in Port Bax, twice defeated the Ice Barbarians prior to his demise in MS 5050 while aiding Lone Wolf's quest for the Sommerswerd.

King Alin IV is the ruler of Durenor. Upon the return of the Seal of Hammerdal in MS 5050, he gave Lone Wolf the Sommerswerd and ordered his fleet to set sail for Holmgard to raise the Darklord siege.

GEOGRAPHICAL FEATURES

RIVER DURENON

The Durenon is a fast flowing river which runs from the Hammerdal range surrounding the capital to the Gulf of Durenor.

THE RYMERIFT

The Rymerift is a natural causeway between the Gulf of Durenor and the Kuri Sea. Its waters are a mile deep and it is two miles wide at its widest point.

MAJOR SETTLEMENTS

BLAVE

Blave is a city to the south of the capital on the highway stretching from the Calencut tunnel to the city of Ryne on the shore of the Kurisea.

HAMMERDAL

Hammerdal is the capital of Durenor. It has no fortifications of its own as it is so well protected by the surrounding mountains of the Hammerdal range. The King's Tower is a magnificent structure of glass and stone and it stands on a hill in the centre of the city. It is the presence of the mountains which gives Durenor the name "The Mountain Kingdom." The three tunnels through the mountains to the capital were excavated during the Age of the Black Moon (which spans the years MS 3004 to MS 3799 and the defeat of Vashna). Each tunnel is over forty miles long and over one hundred feet in height and width.

LOF

Lof is a city located on the great northern road from Port Bax. It is the closest settlement in Durenor to the polar regions of Kalte.

PORT BAX

Port Bax is the main Durenese port. The naval quadrant of the city is off limits to most people. It is also where the Sommlending consulate is located. Port Bax can be easily

recognized by its green city walls, so coloured because they are covered in moss. A tall castle stands on a hill overlooking the city.

RHYME

Ryme is a major city of Durenor and the southernmost city in the realm. It guards the entrance to the Rymerift and overlooks the Kuri sea, home of the Lakuri islands and the pirates of the same name. Lord Axim of Ryme is commander of King Alin IV's personal bodyguard.

VERLIK

Verlik is a city to the south of the capital on an alternate route of the highway stretching from the Calencut tunnel to the city of Ryme on the shore of the Kuri sea.

Information Courtesy of [Julian Egelstaff](#)

Dessi



OVERVIEW

Dessi is a Magiocracy home to the remains of the Elder Magi and the native Vakeros, the Vakeros are brown skinned and flaxen haired, together they are collectively referred to as the Elder Magi.

Along the borders of Dessi they have a magical barrier which deters all but the most determined from invading, sometimes Dessi is raided by the desert dwellers of southern [Vassagonia](#), but the Vakeros using Battle Magic have always managed to deter these raiders.

The land of Dessi consists mostly of jungles, and is separated from other nations by the natural barrier of the mountain ranges that surround it.

HISTORY

Dessi was first inhabited by the flaxen haired aborigines called the Vakeros. The Elder Magi appeared in 4608 MS and after a war lasting a 1000 years defeated Agarash, 500 years later the age of the old kingdoms began. In the year 2514 MS when the Cenerese plague decimated the Elder Magi they fled to Dessi and were welcomed by the Vakeros.

They taught the Vakeros their Battle Magic and the Vakeros became the warrior-magicians of Dessi.

Dessi was visited by the first Kai Lord Sun Eagle who while questing for the Lorestones found that on the Isle of Khor a great evil had taken hold the Elder Magi using their magic were able to contain it but not destroy it for centuries the evil of Kazan Oud threatened to become strong enough to overpower the magic that contained it. The Elder Magi offered the reward of a 1000 Gold Crowns to whoever could destroy Kazan Oud many adventurers from around Northern Magnamund took up the challenge but none succeeded.

In the year MS 5059 the then Kai Master Lone Wolf having discovered the Lorestone of Varetta and learning that the next Lorestone was to be found in Herdos, journeyed to Dessi, their meeting Lord Rimoah for the first time, he journeyed into Kazan Oud, slew the evil Lord Zahda, recovered the Lorestone of Herdos, and lifted the curse of the Elder Magi.

The Elder Magi went on to help Lone Wolf complete his Magnakai quest for the Lorestones, guided by Lord Paido, Lone Wolf braved the assassins of Gnaag and entered the [Danarg](#) finding in the Temple of Ohrido the third Lorestone.

The Elder Magi continued to help Lone Wolf in his quest, and Lord Rimoah became one of Lone Wolf's most trusted friends, and he helped Lone Wolf complete his Magnakai quest and also assisted Lone Wolf through his Grand Master adventures.

The Elder Magi have continued to be a major player in the fight against the agents of Naar.

GEOGRAPHICAL FEATURES

BAY OF LON

A natural bay of the coast of Dessi.

CARCOS RANGE

A mountain range that separates Dessi from [Vassagonia](#).

CHASM OF GORGORON

A gash in the land of Dessi running over 200 miles and ending just before the town of Gologo.

HEAVEN CHAIR MOUNTAIN

A tall mountain in the south east of Dessi.

LAKE KHOR

A lake surrounded by mountain ranges, here the River Khor drains into the lake, on the Isle of Khor the fortress of Kazan Oud stood before its destruction at the hands of Lone Wolf.

THE MANCHOS

A range of mountains to the south west of Dessi.

XULAN MOUNTAINS

A range of mountains that forms the border between Dessi and Kakush.

MAJOR SETTLEMENTS

ANASUNDI

A city situated on the River Xul.

COLOCANA

A town on the coast of Dessi.

DALOBIL

A small town near the Serpent Swamp.

ELZIAN

The capital of Dessi, it is here that the High Council of the Elder Magi rule over Dessi, the Speaker for the High Council is Lord Rimoah.

GOLOGO

A town on the East Coast of Dessi and near the edge of the Chasm of Gorgoron.

HERDOS

A remote township near the ruins of Kazan Oud it stands upon the shore of Lake Khor, high in the Xulan Mountains. It is ruled over by Lord Ardan, Elder of Herdos. The towns inhabitants consist of miners and fishermen.

HIKAS

A city-port on the east coast of Dessi.

KAZAN OUD

Kazan Oud is now a mass of ruins, the evil that it harboured has long since been destroyed. Kazan Oud was ruled over by the evil Lord Zahda, for centuries the evil of Kazan Oud had hung like a shadow over the Elder Magi, the Elder Magi erected a magical shield around Kazan Oud so that nothing could enter or leave it. Kazan Oud and its evil ruler Lord Zahda were destroyed in MS 5059 by the then Kai Master Lone Wolf.

LAMOAS

A remote town on the Eagle Trail wedged between The Manachos and The Xulun Mountains.

LKNMINI

A small town on the south coast of Dessi.

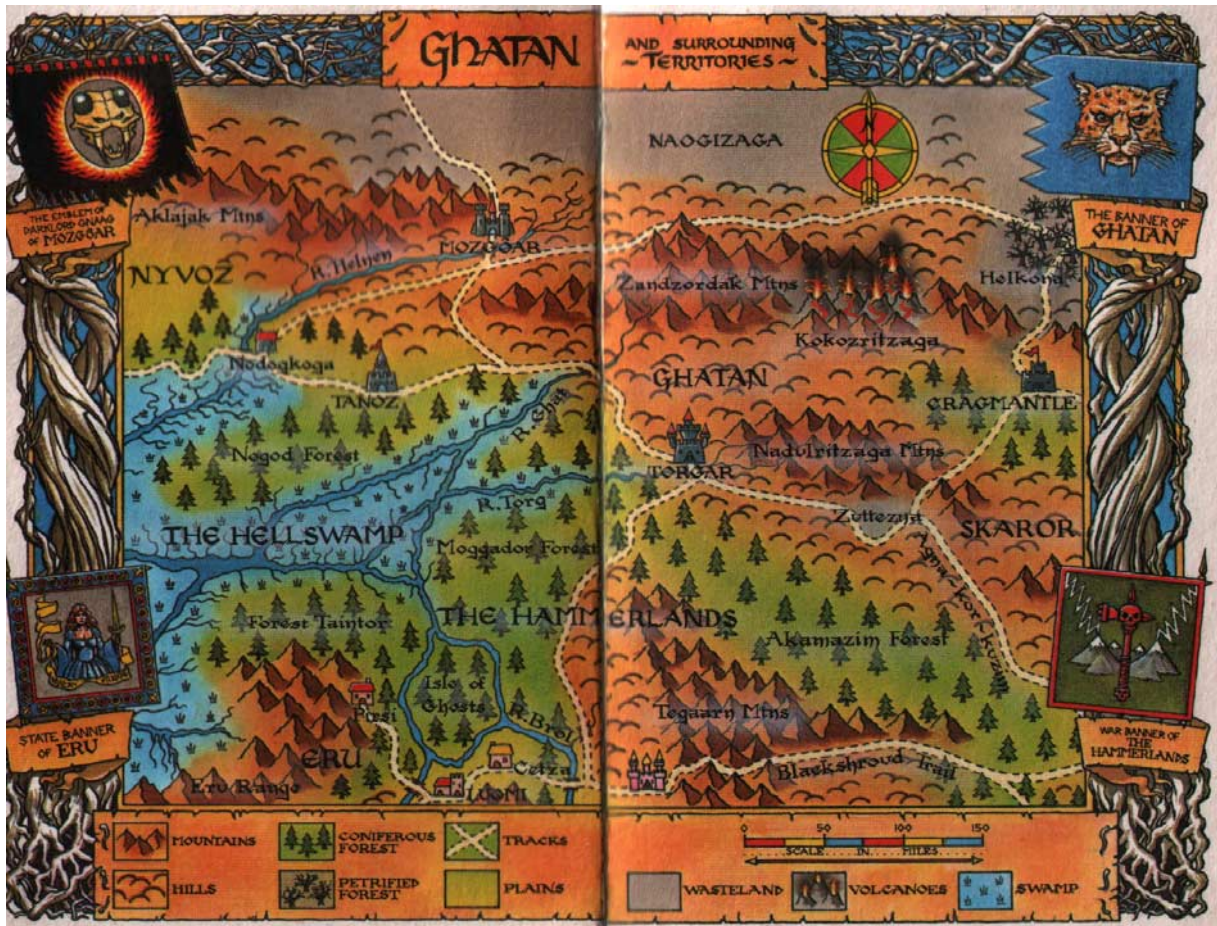
LOBI

A town 50 miles north of the south coast of Dessi.

LON

A small port on the south coast of Dessi.

Ghatan



GEOGRAPHICAL FEATURES

AKAMAZIM FOREST

A Hammerland forest inhabited by wild dogs, hence its Giak meaning the Doomwolves forest.

AKLAJAK MOUNTAINS

A range of mountains tha forms a border between Nyvoz and the Darklands. This range of mountains is known as the Redstone mountains.

ERU RANGE

A range of mountains, rich in gold and gems, these resources are mined by the citizens of Pirsi.

HELKONA

A petrified forest surrounding the city-fortress Gazad Helkona, in the Giak tongue helkona means darkwood.

HELLSWAMP

This terrible mire is infamous for its dangers, it is home to the deadly Ciquali. The monotonous view of slime laden mudflats extends seemingly forever on each side, broken only occasionally by a dead vine strangled tree.

ISLE OF GHOSTS

KOKOZRITZAGA

A range of active volcanos, known from its giak meaning as the smoking mountains.

MOGGADOR FOREST

A coniferous forest known as the hammer forest.

NADULRITZAGA MOUNTAINS

A range of mountains west of Torgar, known as the Dark Mountains.

NAOGIZAGA

The 'no-lands'. A vast volcanic desert of dust which forms the greatest single landmass of the Darklands.

NOGOD FOREST

A coniferous forest that runs into the Hellswamp.

RIVER BROL

RIVER GHAT

RIVER HELNEN

RIVER TORG

TEGAARN MOUNTAINS

ZANDZORDAK MOUNTAINS

A range of mountains that separates Ghatan from the Darklands, hence its Giak meaning, the south wall mountains.

MAJOR SETTLEMENTS

BLACKSHROUD

CETZA

CRAGMANTLE

GAZAD HELKONA

The 'Darkwood Castle' it was ruled over by Darklord Chlanzor.

LUOMI

MOZGÔAR

One of the eight Darkland city fortresses, it was ruled over by Darklord Gnaag until he became Archlord of the Darklands.

NODOGKOGA

A small Drakkarim settlement on the edge of the Hellswamp, known from its giak meaning as the swamp halt.

PIRSI

TANOZ

A Drakkarim city-fortress on the edge of the Nogod Forest.

TORGAR

A gloomy Drakkarim city-fortress, Torgar was used by the Drakkarim to torture the Ghatanese, when the Drakkarim ran out of Ghatanese to torture they used the grim edifices as dwellings.

The walls of Torgar stand upon the brink of a ravine cut deep by centuries of rushing water. A natural causeway of stone spans this dark chasm and provides the only means of approaching Torgar from the south. Its position and its defences seem impregnable. It commands the only road into Ghatan, and any who dare travel that road must pass over the causeway and through the city's great iron gate.

NATIVE CREATURES

AKATAZ

A breed of leathery black war-dogs. These ferocious wild dogs are often used by the Drakkarim. Akataz are particularly susceptible to psychic attacks.

BHAKISH

A giant fish-like swamp dweller found in the Hellswamp.

CIQUALI

A breed of vicious amphibians, intelligent and cunning, with a taste for human flesh that makes them especially dangerous. These deadly creatures inhabit the infamous Hellswamp. They have dome shaped heads and barbed fangs.

GORODON

A lumbering scaly reptile that inhabits the infamous Hellswamp, It has a horned snout, Its mouth contains a row of viciously sharp teeth and a forked tongue, two horns protrude from its skull. These horns are used in the making of potions and will fetch a grand price.

HELKONA DIREFLIES

Giant black flies that inhabit the Helkona Forest, when hungry they can feed on humans.

KRORN

A cruel and ungainly breed of Agarashi that hail from the Hammerlands. It is an ape-like creature that has leathery, gnarled skin.

LAPILLIBORE

A huge ghastly worm-like creature with huge clacking mandibles, it is capable of eating humans alive.

SKRYZA

TAINTOR WOLF

A massive wolf-like creature that inhabits the Forest Taintor, it has long yellow fangs and will attack humans on sight.

CHARACTERS

BARON SHINZAR

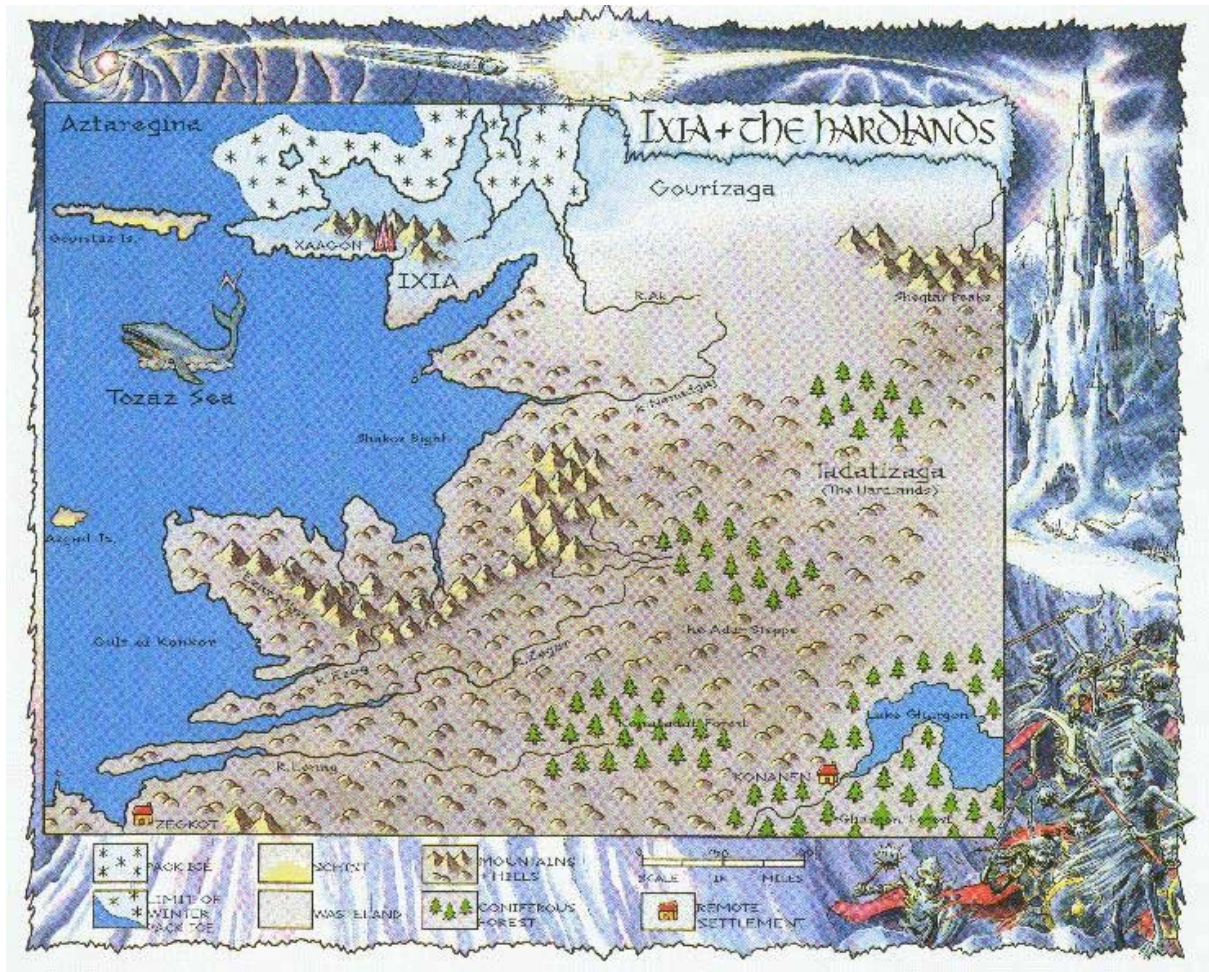
HALGAR

PRINCE GRAYGOR

SEBB JAREL

XAOL THE NECROMANCER

Ixia



OVERVIEW

Ixia is a barren frigid wasteland in north-western Magnamund. It is avoided by the Drakkarim and remnants of the Darklords armies, the only dwellings are a few remote Drakkarim settlements to the south.

HISTORY

Ixia was once a rich and fertile realm but during the Age of Eternal Night the Deathlord of Ixia (lieutenant to Agarash the Damned) conquered much of Northen Magnamund including the realm of Ixia. Deathlord Ixiataaga destroyed the native Ixians and transformed them into a legion of undead servants under his command.

Many centuries later, when the Elder Magi defeated Agarash, they magically imprisoned the weakened Deathlord in a secret tomb within the dread city of Xaagon , near to the southern coast of Ixia.

For thousands of years his tomb lay undisturbed until the first of the Drakkarim appeared on Magnamund. They entered Xaagon and found the Deathlord's tomb - yet legend has it that none of them escaped Ixia alive.

During the Age of the Blackmoon the Darklords conquered all of the territories surrounding Ixia yet they choose to avoid setting foot in the Deathlord's realm. Mindful of his origins they feared that if he were released from his sorcerous prison he would seek to dominate and destroy them.

In the year MS 5077 the Deathstaff a weapon of great evil forged by the Dark God Naar came through a Shadow Gate into the city of Xaagon and was used to free Deathlord Ixiataaga from his magical prison.

Ixiataaga once again free to indulge his unholy and insatiable appetite for living beings prepared to unleash an army of undead upon Magnamund. His undead armies lay waste to the remote Drakkarim settlements around the Gulf of Konkor and mustered a 'death fleet' and summoned the Demonlord Tagazin to his aid.

It was clear Ixiataaga had to be stopped an invasion of Ixia could not be executed, the peninsula of Ixia was far too remote and desolate a territory to be reached by any freestate army on foot and with winter so near any ship-borne invasion would have been doomed to failure.

Kai Grand Master Lone Wolf journeyed to the city of Xaagon and using the Sommerswerd, one of the few weapons that could kill Ixiataaga, he slew Ixiataaga in a titanic battle.

In slaying Ixiataaga Lone Wolf freed Ixia from an evil which had enslaved its dead for millennia, at last their tormented souls could find a lasting peace, he had also removed the power that had kept the ravages of time at bay for thousands of years as time returned to Xaagon.

When the destruction of Xaagon was over the black skies brightened and the fierce electrical storms abated and for the first time in ten thousand years, sunlight pierced the perpetual cloud cover of Ixia and brought warmth to the frozen land.

DEATHLORD IXIATAAGA

Ixiataaga was lieutenant to Agarash the Damned during the Age of Eternal Night, as Agarash's power waned the weakened Deathlord was imprisoned in the city of Xaagon by the Elder Magi.

Ixiataaga form was hideous, he had a tall black-robed torso surmounted by a goat-like skull. Where there should have been eye-sockets there were fiery cones of scarlet energy.

Few weapons were capable of slaying Ixiataaga, the Sommerswerd was one such weapon and it was this weapon that slayed Ixiataaga.

In the year MS 5077 when Ixiataaga was freed from his magical prison by the power of the Deathstaff he prepared to unleash an undead army on Magnamund.

Ixiataaga was defeated in mortal combat by the Kai Grand Master Lone Wolf and his god-forged weapon the Sommerswerd.

As Ixiataaga died the Deathstaff disintegrated in his skeletal hand and his body crumbled away into a plume of grey green dust which was sucked away into the whirling maw of a Shadow Gate.

SERVANTS OF IXIATAAGA

CABALAH

Black-robed undead creatures, that were animated by Ixiataaga's foul necromancy.

DEMONLORD TAGAZIN

Tagazin was an evil demonlord, Tagazin was worshiped by the evil Cener Druid, Roark of Amory. In MS 5077 Ixiataaga summoned Tagazin to his aid.

Tagazins was a huge sabre-toothed jackal-like creature with creamy-coloured skin. Ice sheened on his muscular body and wisps of black smoke curled from his snuffling snout.

Few weapons were capable of destroying Tagazin, the Sommerswerd wielded by Lone Wolf was one such weapon.

In a deadly duel Lone Wolf used the Sommerswerd to destroy Tagazin, at the moment of his death Tagazins body shattered into a million frozen pieces.

DENTAAG

Dentaag are evil non corporeal beings that possess a strong psychic presence. When taking physical form they become large spindly-limbed black insectoids with ghoulish heads.

DRAKKARIM UNDEAD

Undead Drakkarim warriors, magically animated by Deathlord Ixiataaga's foul necromancy. They were used as soldiers by Ixiatagga. When Ixiataaga was slain the magic animating their bodies ended.

IXIAN UNDEAD

Undead warriors, magically animated by Deathlord Ixiataaga's foul necromancy they were formally the natives of Ixia. They were used as soldiers by Ixiatagga. When Ixiataaga was slain the magic animating thier bodies ended.

KAJARDA

Ghastly creatures that served Ixiataaga.

ZIOG

A ghastly undead creatures with three eyes and four vicious sharp claws.

GEOGRAPHICAL FEATURES

ADAR STEPPE

A wasteland of hills.

AZGAD ISLAND

A desolate Lencian outpost in the Tozaz sea.

EZAR MOUNTAINS

A range of mountains know as the Climbing Mountains.

GHARGON FOREST

A coniferous forest around Lake Ghargon.

GOURIZAGA

The wasteland of Ixia known as the Coldlands.

GOURSTAZ ISLAND

An island of the coast of Ixia known as the cold yellow island.

GULF OF KONKOR

A sea between the mouth of the River Zegar and the Ezar Mountains in the giak tongue konkor means hunter.

KONATADAT FOREST

A coniferous forest, in the Giak tongue Konatadat means the Hard Woods.

LAKE GHARGON

A lake on the edge of the Darklands, this area was ruled over by Darklord Ghurch, Lord of Ghargon before his death at the hands of Darklord Gnaag.

RIVER AK

A river in Ixia, In giak it means the Red River.

RIVER EZOG

A river that flow from the Ezar Mountains, it is known as the River of Disease.

RIVER LENAG

A river in that flows into the Tozaz sea, in giak it means the Deep River.

RIVER NENADGAJ

A river in Ixia, in giak Nenadgaj means the Waters of Death.

RIVER ZEGAR

A river that runs through the Adar Steppe and drains into the Tozaz sea.

SHAKOZ BIGHT

A natural bay between Ixia and the foothills of the Ezar Mountains.

SHEGTAR PEAKS

A range of mountains, its giak meaning is the Dwarven Peaks.

TADATIZAGA

A range of barren foothills known as the Hardlands.

TOZAZ SEA

The sea west of Ixia, in giak it means the western sea.

MAJOR SETTLEMENTS

FORT AZGAD

A remote Lencian outpost on Azgad Island, the outpost consists of a few slate buildings clustered around a fortified stone tower. The outpost's garrison is commanded by Captain Lanza.

KONANIN

A remote Drakkarim settlement on the western shores of Lake Ghargon.

XAAGON

Ixiataaga's dread city, once millenia ago Xaagon was home to a brilliant civilization, but until its destruction the stately crystal places and temples of Xaagon were occupied only by the evil dead.

The city was dominated by a spire of crystal that stabbed the stormy sky which drew lightning from the black clouds that swirled around its tip. From this needle sharp point a crimson glow radiated that swept the hellish landscape that gave Xaagon the appearance of a hellish lighthouse.

When Ixiataaga was slain by Lone Wolf, time returned to Xaagon and the city was destroyed.

ZEGKOT

A remote Drakkarim settlement near the mouth of the River Lenag.

NATIVE CREATURES

IXIAN GYBIA

A massive underwater creature, It can move swiftly through water and is a deadly killer.

IXIAN MHAGANI

An undead monster. Its mouth is a mass of twisted fangs and from its huge bear-like body there writhes a score of slimy tentacles, each tipped with a venomous claw. Its reptilian head is domed and at its centre there protrudes a twisted horn, longer than a broadsword.

CHARACTERS

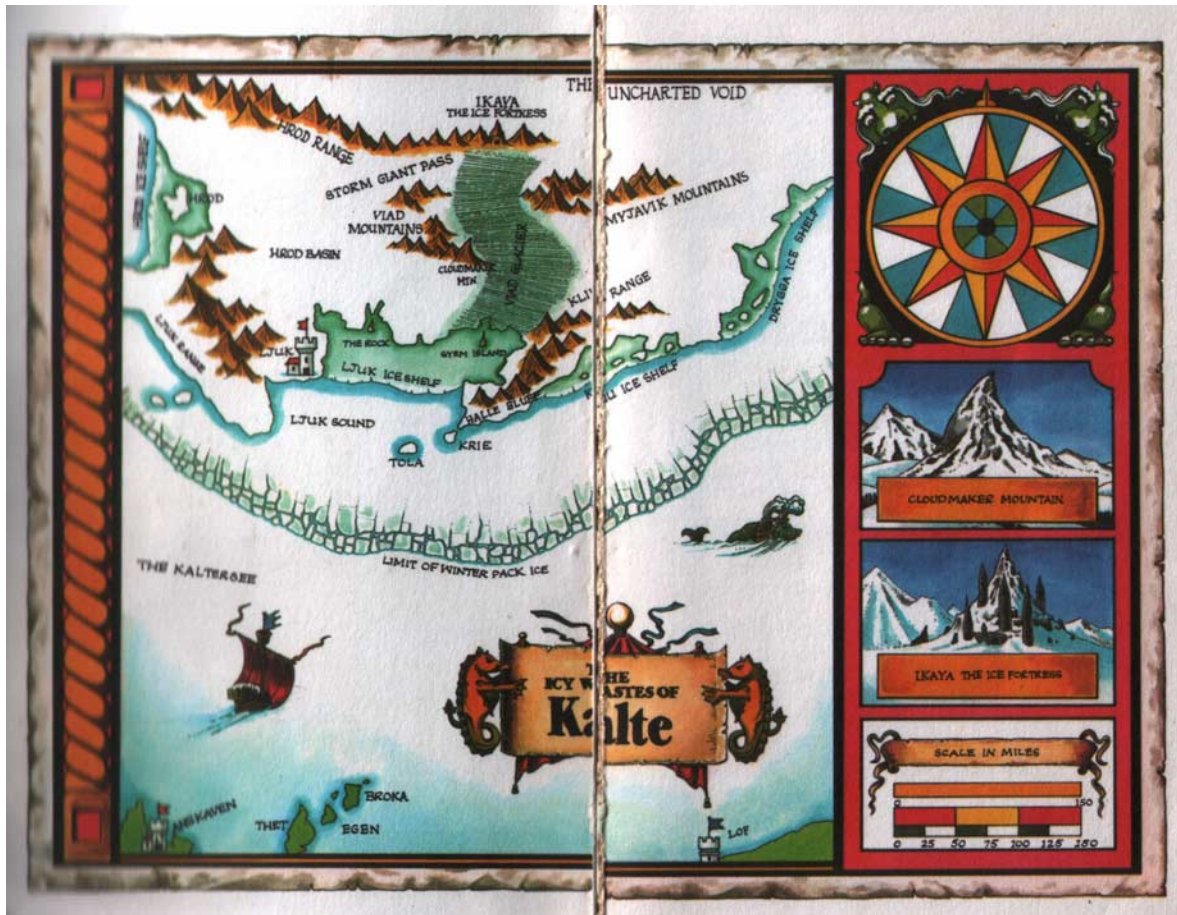
CAPTAIN LANZA

The garrison commander of Fort Azgad, Lanza is a stocky, hard nosed soldier whose leathery frost-bitten face bears living testimony to the years he has spent as commander of Fort Azgad.

He was assigned to Fort Azgad as punishment for a drunken brawl in a Vadera tavern in which he killed, albeit in self defence the brutish elder son of Haglar, the mayor of the city.

At his court martial he was allowed to choose his fate - command of the notorious Azgad Island garrison, or death by hanging. Lanza will readily admit that there have been times when he felt that he made the wrong choice.

Kalte



OVERVIEW

The ice kingdom of Kalte is a bleak and hostile land, ruled over by the Ice Barbarians, the Ice Barbarians hate all but their own kind, they have frequently raided northern Durenor, but never with much success. The Ice Barbarians leader is known as the Brumalmarc and rules from the ice fortress of Ikaya.

The Ice Barbarians only contact with the rest of Magnamund is through the trading post at Ljuk, in the summer merchants go on trading expeditions to Kalte where they trade metals for furs. Since there are no mines in Kalte all metals are considered rare and precious, and only steel interests the Ice Barbarian.

The Ice Barbarians use weapons carved from solid bone such as, swords, daggers and maces, spears etc, their blades often have sharp jagged teeth on the edge to inflict extra damage.

HISTORY

The Ice Kingdom of Kalte was ruled over by the Brumalmarc, following Vonotars failure at the Battle of Holmgulf, Vonotar fled to Kalte and usurped the throne and worked to create a race of master warriors who would enslave Sommerlund. Lone Wolf pursued him there and with the aid of an elderly magician called Loi Kymar and a renegade Giak called Carag, brought the wizard to justice. Vonotar was thrust into the Dazhiarn, a place of existence which it was believed that there could be no return.

What events took place in Kalte after Vonotar was captured are not known.

GEOGRAPHICAL FEATURES

CAVERNS OF KALTE

The caverns of Kalte are an uncharted world that few Sommlending have ever seen. This massive underground labyrinth was built by the Ancients many ages before the Sommlending or even the Darklords, set foot in Magnamund. Its wide avenues, temples and halls once echoed to the sounds of a race of creatures for whom the ice was a natural home. M'lare bowls still hang from the roof shedding an eerie, eternal light.

CLOUDMAKER MOUNTAIN

A 13000 foot high mountain next to Viad Glacier, it is shaped like a huge shark's fin.

MYJAVIK MOUNTAINS

A range of mountains south-east of Ikaya, in the Ice Barbarian language "Myjavik" means terror. the peaks of the Myjavik mountains are so high that they seem to puncture the sky.

SYEM ISLAND

A pinnacle of granite rising through the Ljuk ice shelf to a height of four hundred feet.

TOLA

A snow capped island of the coast of Kalte.

VIAD GLACIER

A 150 mile long glacier between the Ljuk Ice Shelf and the Ice Fortress of Ikaye

MAJOR SETTLEMENTS

IKAYA THE ICE FORTRESS

Ikaya was built by the Ice Demons, the Ice Demons passed through the Vagadyn gate, were their spirits were imprisoned in crystals by the Ancients who harnessed the power of the Ice Demons to build Ikaya. Ikaya is currently inhabited by the Ice Barbarians and their cruel leader the Brumalmarc.

LJUK

Ljuk is a trading post through which the Ice Barbarians trade furs for metals and other goods.

NATIVE CREATURES

BAKNAR

Baknar are large carnivorous creatures that dwell near the Kalte coastline. Their usual prey are Gallings or the smaller Ostrels that live at the sea's edge. Baknar are fierce and dangerous creatures. They are afraid of only one thing - fire. If slain a Baknar can be skinned for oil, because Baknar oil is an excellent protection from the freezing temperatures of Kalte

CRYSTAL FROSTWYRM

The Crystal Frostwurm is a scavenging beast that is found in the Caverns of Kalte. It feeds on the remains of unfortunate creatures who have entered the cavern. A Crystal Frostwurm's skin is almost transparent, It has a large mouth in its crystalline head with row upon row of jagged crystal teeth.

JAVEK

A Javek is a two headed serpent, both heads have yellow curved fangs that drip with venom. The venom of a Javek is the most powerful natural poison in all of Magnamund, the bite of a Javek will cause a person's heart to stop within the space of a few seconds

KALKOTH

Kalkoth are large hideous four legged creatures with glowering red eyes, it's fanged mouth contains a long barbed tongue. The barb of a Kalkoth's tongue holds a powerful venom with which it paralyzes its victims before eating them. It takes less than five seconds to take effect. The hides of Kalkoth are used to make clothing suitable for the cold weather of Kalte.

KANU DOG

A breed of dog native to Kalte. They are ideal sled dogs, being incredibly strong and almost as large as a small pony, but they are also vicious and surly, and perfectly capable of injuring or even killing a human being.

CHARACTERS

DYCE

Dyce was one of Lone Wolf's guides on his mission to Kalte. Dyce, Irian and Fenor had visited Kalte before on clandestine trapping operations. Dyce was killed while fighting Kalkoths in the Myjavik Mountains.

FENOR

One of Lone Wolf's guides on his mission to capture Vonotar the Traitor. Fenor was born on Broka on one of the northernmost of the Kirlundin Isles. He was a small but solidly built man, who liked to smoke a pipe. He was slain by a Kalkoth in Myjavik Mountains.

IRIAN

Irian was one of Lone Wolf's guides on his mission to Kalte. Irian had visited Kalte before on clandestine trapping operations. Dyce was killed while fighting Kalkoths in the Myjavik Mountains.

Lencia and Lands of the Western Tentarias



OVERVIEW

In recent years the Lencians have reclaimed the realms of Nyras and Zaldir. Lencia is currently ruled over by King Sarnac. Lencia's main ally is Kasland.

HISTORY

When the Drakkarim appeared in Magnamund they captured what was then Northern Lencia and renamed these lands Nyras and Zaldir and kept the Lencians at bay for many centuries despite many bloody crusades by the Lencians to capture these lands. After the demise of the Darklords in MS 5070 the Drakkarim retreated to the lands of Nyras and Zaldir.

In MS 5074 the tide finally turned when King Sarnac launched an invasion across the gulf of Lencia and into the lands of Zaldir and Nyras. The boldness of his strategy and the unpreparedness of the Drakkarim allowed him to win many victories and in the early months of war he had taken much of Zaldir and all of Southern Nyras save the cities of Darke and Shpyder.

By the winter of MS 5056 the campaign had stagnated due to a heavy cost in revenue and lives. Warlord Magnaarn quested to find the Doomstone of Darke and used it to force the Nadziranim wizards of Kagorst to help him raise the siege of Darke. However Magnaarn was defeated in mortal combat by the Kai Grand Master Lone Wolf. After his and the arrival of Lencias allies: the Kasland fleet, Magnaarns armies were routed and Nyras finally returned to its rightful heirs.

GEOGRAPHICAL FEATURES

HELLSWAMP

This terrible mire is infamous for its dangers, it is home to the deadly Ciquali. The monotonous view of slime laden mudflats extends seemingly forever on each side, broken only occasionally by a dead vine strangled tree.

LAKE LENAG

A large lake that forms the border between Nyras and Zaldir.

RIVER GOURNENI

A river that forms the border between the lands of Nyras and Nyvoz. The Gourneni flows from up in the Tozazajak mountains, to the Hellswamp.

RIVER SHUG

A river that flows through Nyras passing by several settlements before reaching the sea.

SHAD FOREST

A coniferous forest, that meets the Hellswamp.

TOZAZAJAK MOUNTAINS

A range of Mountains that separates the Drakkarim nations from the Darklands.

TOZAZ FOREST

A coniferous forest between the River Shug and the River Gourneni.

MAJOR SETTLEMENTS

AKAGAZAD

An old Darklord city-fortress, currently ruled over by the evil Nadziranim sorcerers who once aided the Darklords. Within its walls are many Giak legions which found sanctuary there after the demise of the Darklords.

AKLUZ

A small settlement in the foothills of the Tozazajak Mountains. guarding a bridge over the River Gourneni.

AZTARDAT

A town in the centre of Zaldir.

CAISLE BAY

A small port on the north-west coast of Lencia.

DANTOG

A small settlement in Zaldir wedged between Lake Lenag and a range of hills.

DARKE

The former capital of Lencia, it used to be called Gamir when the Drakkarim appeared in Magnamund they captured it and built a city of the ruins of Gamir naming it Nagamir, when the Drakkarim allied themselves with the Darklords, they renamed it Darke in their honour. After the demise of the Darklords, King Sarnac of Lencia led a crusade into Nyras and Zaldir, however Darke defied all attempts at capture until MS 5077 when Warlord Magnaarn and the Nyras Sceptre were destroyed and Lencia's allies arrived and Darke came under Lencian control once more.

DEJEZA

A fortified keep in the Tozaz Forest the Drakkarim used it to guard the bridge between Nyras and Nyvoz.

EGINAZEE

A drakkarim fortress on the south coast of Zaldir. It is used by the Drakkarim to billet a garrison of Drakkarim Warriors.

GAGHEZA

A town on the coast of Nyras.

HOKIDAT

A town in central Nyras.

KAGORST

A **Darklands** city-fortress, It was ruled over by Darklord Dukushna. After Dakushna's demise in MS 5070, remnants of the Darklords armies found sanctuary here. Kagorst is now controlled by Nadziranim sorcerers, who once aided the Darklords.

KLAKONA

A foirtified town on the northen edge of the Shad Forest.

KONozOD

A fortified Drakkarim stronghold. It is built upon the left bank of the River Shug. A huge stone bridge spans the river, and beneath this the waterway is blocked by a barrier of chained logs. The town itslef comprises a sorry collection of battle damaged buildings, ringed by a perimeter wall of logs which is shored up in many places. Several long and bitter battles have been fought here, and the vivid scars of war are plain to see.

LOYTON

A small town on the east coast of Lencia.

LOZONZEE

A marshland fortress on the edge of the Hellswamp.

MAYCASTLE

A fortified keep on Mayne Island, the Lencians use this fortification to gaurd the waters between the Tentarias and the Gulf of Lencia.

NAZEE

A fortified keep on the south coast of Nyras. It was used by the Drakkarim as a base for scouting the south coast of Nyras.

NENZEE

A Drakkarim fortress on the west coast of Zaldir. It serves as a base for the Drakkarim to patrol the west coast.

ODAKZEE

A fortified keep on the west coast of Nyras. It is used by the Drakkarim as a base for scouting the west coast of Nyras.

ODNENGA

A ruined town, it was raised to the ground in MS 5077 during the wars between the Lencians and the Drakkarim.

SHPYDER

The capital city of Zaldir, it is positioned on the south east coast of Zaldir where the Lake Lenag meets the sea.

SHUGKONA

A heavily fortified Drakkarim town. Log-lined trenches encircle most of its perimeter, fronted by pits filled with sharpened stakes to counter attacks by enemy cavalry. Mantlets and wheeled barricades defend its for highway approaches, and the whole line is manned by squads of Drakkarim and Hammerland mercenaries. However this formidable protection comprises just a first line of defence behind which there are more fieldworks, sharpened stakes and watchtowers, many bearing scars of war. The town itself lies within this second circle. It is constructed entirely of wood and many of its outermost buildings have over the years, been reduced to ash by Lencian firebombs.

Warlord Magnaarns headquarters were located at the very centre, in a high watchtower which commanded a clear view over the town and its defensive lines.

At first sight the Shugkona defences look impregnable, but there are two places to enter unobserved. The first is close to the east road where an expanse of cleared ground is guarded only by a watchtower. The second is a section of the perimeter, further south where only one line of trenches has been completed.

SHUKZEE

A fortress on the west coast of Nyras.

STARBEACH

A town on the west coast of Lencia between Vadera and Westhaven.

TANOEZEZA

A town on the west coast of Zaldir.

TOKLUZ

A town on the border between Nyras and Zaldir.

VADERA

The capital of Lencia, Vadera is a city-port, it is here that King Sarnac resides in his citadel.

WESTHAVEN

A city-port on the west coast of Lencia.

WYDE COVE

A town on the east coast of Lencia facing the Tentarias.

ZANDHEZA

A hamlet at the mouth of the River Shug, a bridge separates it from the city of Darke, the Lencians used it as a staging ground during the siege of Darke.

ZANDZEE

A fortress on the edge of the Hellswamp.

ZEEGAZAD

A fortified city in the realm of Nyras.

ZINODOG

A fortified keep between the Shad Forest and the Hellswamp.

NATIVE CREATURES

AKATAZ

A breed of leathery black war-dogs. These ferocious wild dogs are often used by the Drakkarim. Akataz are particularly susceptible to psychic attacks.

CIQUALI

A breed of vicious amphibians, intelligent and cunning, with a taste for human flesh that makes them especially dangerous. These deadly creatures inhabit the infamous Hellswamp.

GARTOTH

A huge slug-like amphibian, it has two rope-like tentacles which extend from a sac beneath its solitary eye. The skin which sheathes the tentacles is like iron. This makes the creatures most vulnerable spot its single eye.

MAWTAW

A great bear-like albino creature. Two huge tusks protrude from its dripping jaws, and it has fierce pink eyes. Mawtaw are capable of using thier primitive mindforce to hynoptize and subdue thier prey. Mawtaw also possess phenomenal natural pyschic defences enabling it to shrug off mental assaults that would devastate many creatures twice its size.

RHUDAN

An apelike forest animal.

CHARACTERS

BARON MAQUIN

The leader of a mercenary band. He is a tallman with a battle-scarred face. His distinctlty Ilionian features show that he is a brave man and a man of honour. His command was left to fight as a rear gaurd, to ambush any Drakkarim that would attempt to reach Darke via the River Shug. After hearing that Konozod was almost empty, he rejoined King Sarnacs army at Darke.

CAPTAIN SCHERA

A captain of the Imperial Vadera Gaurd, one of Lencia's finest. He was captured during the war against the Drakkarim and taken to Konozod as a prisoner. With the help of Lone Wolf he took part in a swift and bloody fight for control of Konozod. He later assisted in the siege of Darke.

CAPTAIN PRARG

A lencian soldier, he is unusually tall, but his most sriking feature is his close-set eyes above his thin hawk like nose and his bushy black moustache.

Prarg took part in the Battle of Cetza in MS 5062, in MS 5076 he acted as Lone Wolf's guide through the Hellswamp, he was captured by Warlord Magnaarn in the Temple Antah, but escaped and saved Lone Wolf by killing a Nadziranim Sorcerer.

KING SARNAC

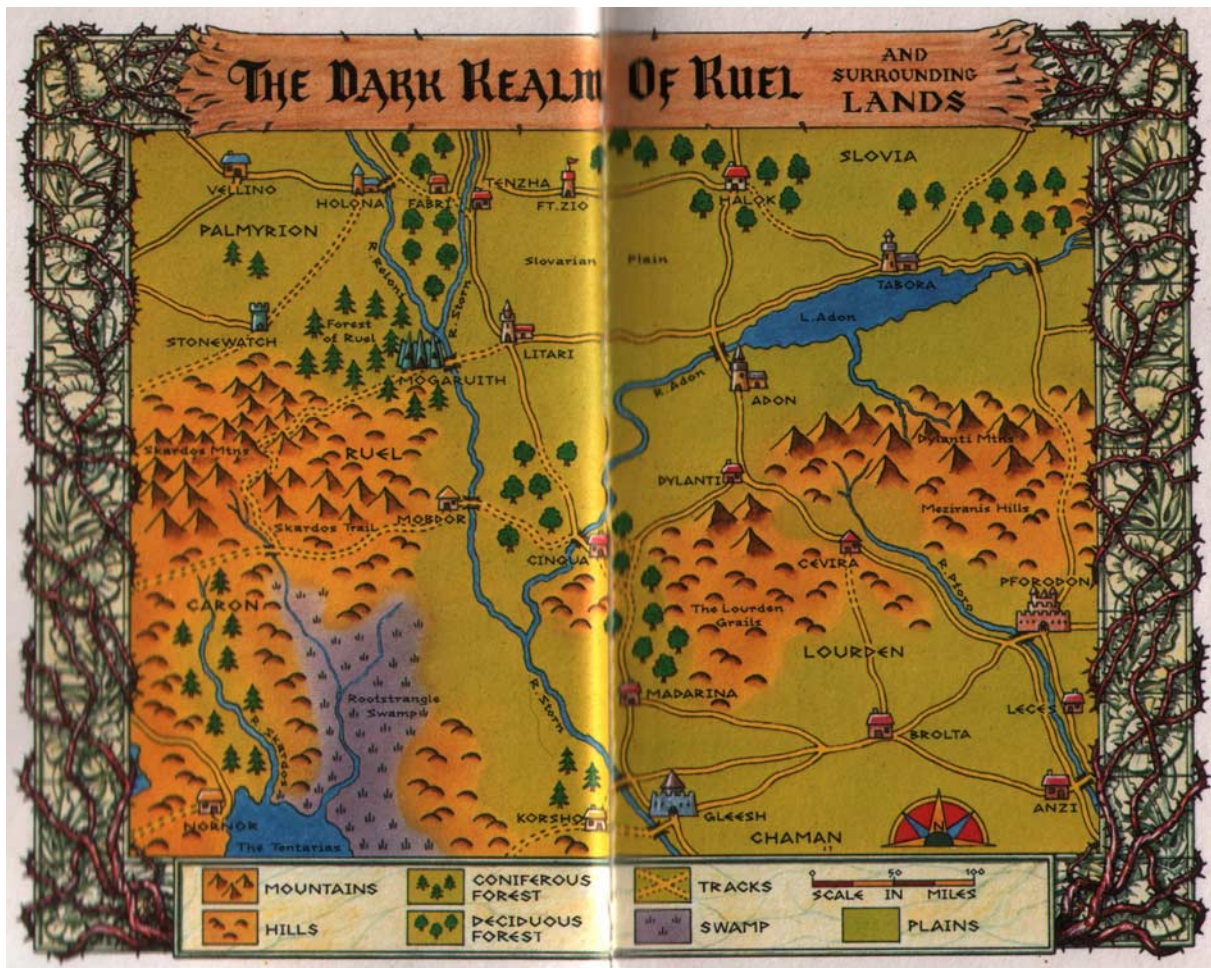
The king of Lencia, In MS 5074 King Sarnac launched a crusade into Nyras and Zaldir and reclaimed much of Nyras and Zaldir. In MS 5076, learning that Magnaarn was near to finding the Doomstone of Darke he asked the Kai Grand Master Lone Wolf to prevent Magnaarn finding the Doomstone of Darke.

After the death of Magnaarn, the city of Darke and the realm of Nyras finally came under Lencian control.

WARLORD MAGNAARN

The High-Warlord of Darke, In MS 5076 Magnaarn quested for the Doomstone of Darke, an artefact of legendary evil. After finding the doomstone in the Temple Antah, he reunited the stone with the Nyras Sceptre and used it to force the Nadziranim Sorcerers of Kagorst to help him raise the siege of Darke. He led his armies on to Darke. By the time he reached Darke, he had nearly succumbed to the evil of the Doomstone and was treading a fine line between life and undeath. The Kai Grand Master Lone Wolf defeated Magnaarn in mortal combat and the Nyras Sceptre with him.

Ruel



OVERVIEW

Ruel is a dark realm ruled over by the evil Cenerese, it is surrounded by the Forest of Ruel, and to the south, the Skardos Mountains.

Containment of the Cenerese threat is not easy. The Cenerese can enter and leave thier realm by the means of tunnels which honeycomb through the Skardos Mountains. These secret passages emerge in the free state of Caron at the northern edge of the Rootstrangle Swamp which drains into the Tentarias. Once access to the Tentarias is acheived the Cenerese are free to sail to any port or country they wish.

The Cenerese stronghold is Mogaruith, where they practise thier foul herbcraft. Cener Druids wear red robes and face masks they also carry magical golden rods.

HISTORY

When the Cenerese arose in Magnamund they quickly subjugated the people of neighbouring countries. In the year 2514 MS, a great plague swept through the land. The Cenerese were immune to its effects. Less than one in ten Elder Magi survived it. The Cenerese looked set to dominate all of Magnamund, but a holy order called the Herbalish came into being. They fought a long and bitter war with the Cenerese, aware which they won.

The Cenerese retreated to the dark realm of Ruel and made Mogaruith their stronghold, where they practised their foul herbcraft, and made their realm virtually impregnable.

In the year MS 5077 the evil Cener Druids of Ruel attempted to enact Naar's revenge. Secretly in their laboratories in Mogaruith, they laboured to create a virulent plague virus capable of killing all life on Magnamund, save their own kind. Word of their terrible plan reached Lord Rimoah who immediately urged the freelands to raise armies and invade Ruel. Hurriedly they complied, but the invasion ended in disaster. Seven thousand fighting men entered Ruel intent on storming the fortress of Mogaruith and razing it to the ground. Seven thousand marched into the dark realm only seventy emerged alive. The Ceners were within days of perfecting their ultimate weapon when Lone Wolf ventured alone into Mogaruith and thwarted their evil plan by destroying the virus and the means by which it was created.

In MS 5077 the Cener Druids allied themselves with the self-proclaimed Prince Lutha of Duadon.

GEOGRAPHICAL FEATURES

FOREST OF RUEL

The unnatural forest that surrounds and protects the Cenerese stronghold of Mogaruith harbours creatures that are the stuff of nightmares. Some almost defy description.

RIVER RELONI

A river on the Palmyrion border it joins with the River Storn at Mogaruith.

RIVER STORN

A fast flowing river that forms a border between Ruel and Slovia.

ROOTSTRANGLE SWAMP

The Rootstrangle Swamp drains into the Tentarias. It comprises a constantly shifting morass of mud flats and rotting vegetation. It is inhabited only by Tzargs.

SKARDOS MOUNTAINS

A range of mountains between Mogaruith and the Rootstrangle Swamp. A vast honeycomb of tunnels is underneath this mountain range, these secret passages are used by the Cenerese to leave Ruel. A path called the Skardos Trail winds through these mountains.

MAJOR SETTLEMENTS

FABRI

A small town in the forest between the River Reloni and the River Storn.

LITARI

A city in the country of Slovia.

HOLONA

A Palmyrion city on the west bank of the River Reloni.

MOGARUITH

The stronghold of the Cenerese, Mogaruith is a vast fortress, it rises out of the land like the thrusting fist of some vile volcanic demon. The towers and walls are slime green. Mogaruith bristles with defences, turrets and bastions punctuate its sheer stone walls, its base is ringed by a moat of bubbling water. A single drawbridge spans this moat, providing sole access to an archway laden with iron spikes, this gives the entrance a monstrous appearance, like that of a gigantic fanged maw.

Mogaruith is where the evil Cenerese practise their foul herbcraft and where they also came close to perfecting their deadly plague virus before it was destroyed by the actions of the then Kai Grand Master Lone Wolf.

After the defeat of the Darklords Mogaruith became a sanctuary for the remnants of their armies. Acolytes of Vashna, Drakkarim, Vassagonian outlaws, Hammerlanders and even a few giaks found sanctuary there.

STONEWATCH

A fortified outpost on the border between Palmyrion and Ruel. Stonewatch is an hours ride from the Forest of Ruel and the Skardos Mountains. Stonewatch is a base for scouts to patrol Palmyrion border with Ruel. It is commanded by Captain Cearmaine.

VELLINO

A town in Palmyrion.

NATIVE CREATURES

TZARG

A carnivorous race of frog-like animals originally bred by the Cenerese for the sole purpose of guiding them through the swamp's ever-shifting channels.

VAZHAG

Disease ridden rat-creatures. The cenerese breed these sentient vermin in warrens deep below Mogaruith, then release them into the forest to patrol and gather food for even viler abominations that rarely venture beyond the walls of their stronghold.

CHARACTERS

ARCHDRUID CADAK

Cadak was the leader of the evil Cener Druids and ruler of Ruel, he possessed great magical powers. He was tall and had sharp features framed by a mane of flowing platinum hair. Cadak carried a magical staff which he used to focus his necromantic powers. In MS 5075 Cadak planned to create a virus capable of wiping out all life on Magnumund, he was in days of perfecting the virus, when the Kai Grand Master Lone Wolf ventured alone into Mogaruith and destroyed the virus and the means by which it was created.

Later that same year Cadak became ruler of Kaag, a [Darkland](#) city-fortress.

Cadak vowed vengeance on Lone Wolf, he abducted Guildmaster Banedon and imprisoned him in Kaag, this was to bring Lone Wolf to Kaag so that he would attempt a rescue, and Cadak could kill Lone Wolf, his plan failed and Lone Wolf and Banedon escaped from Kaag.

In the year MS 5077 Naar was planning to resurrect Vashna, Cadak led the minions of Vashna to the Maakengorge and summoned the Demoness Shamath to Magnamund. Lone Wolf defeated Cadak in mortal combat and prevented Shamath setting foot on Magnamund. As Cadak died, his body and staff slowly disintegrated and fell away to dust.

CAPTAIN CEARMAINE

Captain Cearmaine feats of bravery in the Darklands War have earned commendations from over a dozen Freeland nations. Cearmaine's proud face bears the scars of many

battles. He lost one his hands to a Drakkars axe and wears a steel one as a replacement. Captain Cearmaine is the commander of Stonewatch.

Captain Cearmaine was Lone Wolfs guide when Lone Wolf ventured into Ruel, Lone Wolf met Cearmaine again two years later when he was returning to [Sommerlund](#).

Cearmaine had a son who was also a Captain. Cearmaines son died bravely fighting the armies of Prince Lutha

Southern Magnamund and the Shadakine Empire



Little is known of Southern Magnamund

The Danarg Swamp



OVERVIEW

The Danarg is a swamp-jungle, that is inhabited by Agarashi (loathsome creations of Agarash the damned) and other mutant creatures.

The evil of the Danarg is now slowly dying off and will return to a neutral state capable of supporting both good and evil.

HISTORY

The Danarg was a beautiful place, it was once the home of the Elder Magi before their numbers were decimated by the Cenars when the Elder Magi left the Danarg, Agarashi poured into and poisoned the Danarg, its tendrils probed into the mordril forest and threatened to poison all of Northen Magnamund.

Lone Wolf seeking the Lorestone of Ohrido, entered the Danarg and found the Temple of Ohrido and the Lorestone, as Lone Wolf took the Lorestone, the evil in the Danarg Swamp began to slowly die.

GEOGRAPHICAL FEATURES

GREAT BOR RANGE

The vast range of mountains where the Borian Dwarves live.

MORDRIL FOREST

The forest on the edge of the Danarg swamp, the forest is poisoned by the Danarg.

RIVER PHOEN

The river that forms the border between Talestria and Eldenor.

THE DANARG

An unexplored swamp. The Temple of Ohrido lies within the Danarg Swamp. The Danarg was once a fertile land and the home of the Elder Magi.

MAJOR SETTLEMENTS

BRIONA

A city in the realm of Delden.

CHANZ

A town in the country of Eldenor.

KAON

A town in the realm of Delden.

PHOENA

One of the cities of Talestria it is known as the city of triple towers.

SCHAAN

A town in Delden.

SYADA

A town on the edge of the Mordril Forest.

THARRO

A town on the northern borders of Talestria, its people are wary of strangers. Its walls are mud coloured, tall and well fortified. The town's soldiers wear scarlet and grey with a crest consisting of an open hand and a castle to denote their allegiance.

Tharro is also home to the monks of the sword, their symbol is bronze cast depicting a flaming broadsword, with the words "TEMPLE OF THE SWORD" engraved along the blade, the monks of the sword offer food, bed and hostilities for weary travellers.

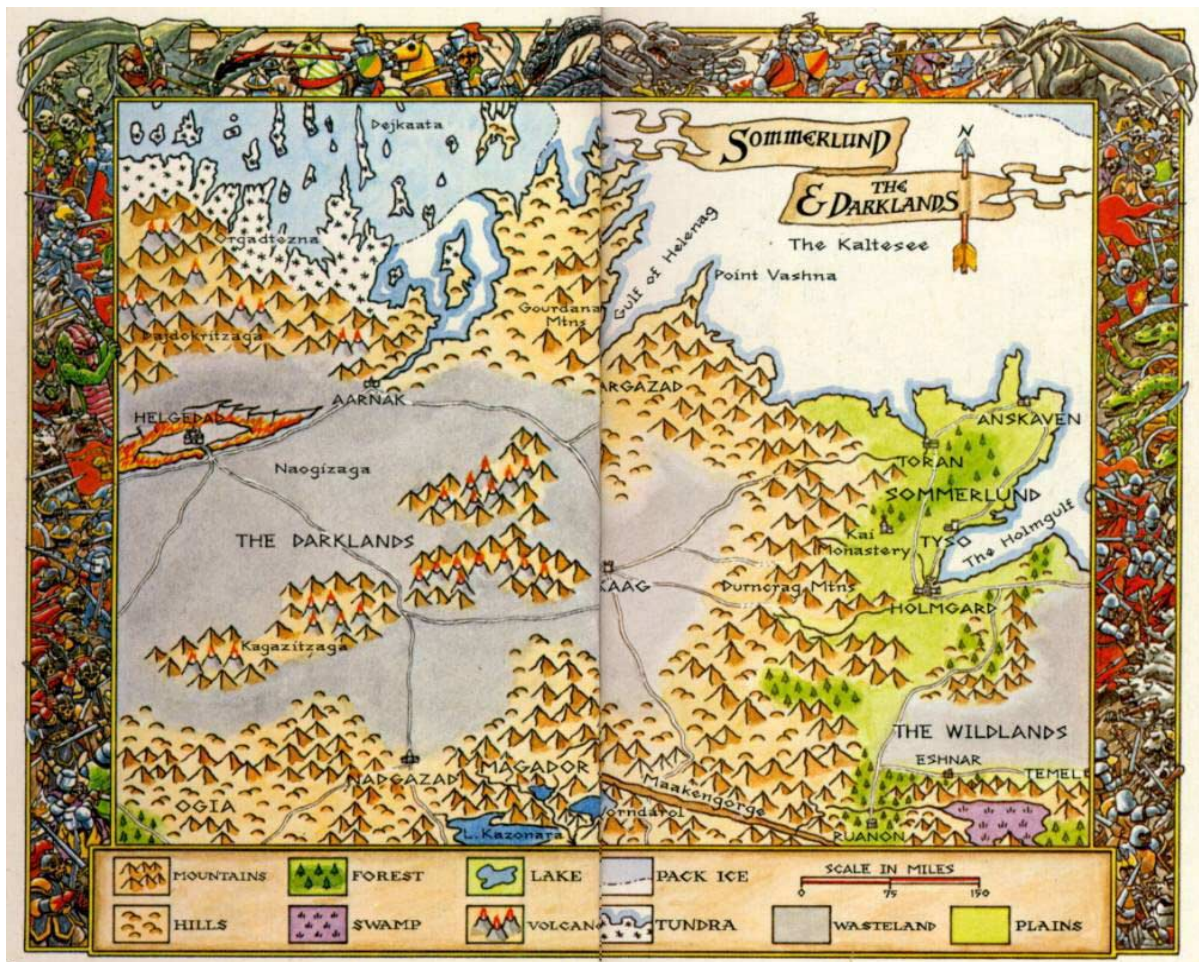
XANAR

The capital of Ogia ruled over by the Drakkarim Warlord Zegron. Zegron has often raided the northern borders of Talestria, but never with much determination, until recently when his army razed Luukos to the ground.

ZAMAN

A town on the borders of Magador.

The Darklands



OVERVIEW

The domain of the Darklords. It was once a healthy and vital area of Magnamund. When the Darklords were sent to Magnamund, they set about conquering the lands of the northern continent. The lands that they occupied became vile and dead and the Sun's rays didn't light the Darklands like the rest of Magnamund. Few humans can survive for long in the Darklands.

HISTORY

The Darklords conquered a vast area of northwestern Magnamund as their own and turned it into a desolate wasteland. They built eight gigantic city-fortresses in the Darklands, the largest of which was called Helgedad.

Vashna, most powerful of the Darklords, was proclaimed Archlord in the year MS 3192, after the War of Desecration. Vashna oversaw the War of Desecration and would go on to oversee many other conquests, including the failed conquest of [Sommerlund](#).

In MS 3434 when the Sommlending arrived in northern Magnamund, they pushed the Darklords back behind the Durncrag mountains and established the kingdom of [Sommerlund](#) in the territory they had claimed. Vashna, enraged by the defeat, unleashed the Helghast upon [Sommerlund](#) in what was to become known as the Helghast Wars from MS 3520 to 3550. However, the Sommlending prevailed.

Still vowing to destroy [Sommerlund](#), Vashna began to prepare for a full invasion of Sommerlund. But when the onslaught came the Sommlending and their allies, the Durenese, held firm against the Darklords forces. The final conflict came at the Battle of Moytura where the Darklord armies were routed and pursued south to the Maakengorge. There Vashna was defeated in combat with King Ulnar of [Sommerlund](#), wielding the Sommerswerd.

Following the defeat of Vashna, the Darklords fought amongst themselves for Archlordship. Zagarna after finding the Doomstones became Archlord. He continued with Vashna's obsession to destroy the Sommlending. In MS 4219 his armies lay siege to the [Kai Monastery](#) but were defeated by the Sommlending archers.

In MS 5050 Zagarna made another attack on the [Monastery](#). This time, with the aid of Vonotar the traitor, a renegade magician from Toran, Zagarna managed to destroy the Monastery. However, one of the Kai survived, he was a young initiate named Silent Wolf. This oversight sealed Zagarna's death and denied him from conquering [Sommerlund](#).

Silent Wolf took the name Lone Wolf to honour the massacred Kai journeyed to [Durenor](#) to claim the Sommerswerd which had been given to the Durenese after the defeat of Vashna. Upon his return, Lone Wolf slew Zagarna at Holmgard. After the death of Zagarna, Darklord Haakon rose to become Archlord.

Haakon figured out that if the Darklords could destroy the Book of the Magnakai it would prevent the rise of a new order of Kai warriors. In MS 5055, he located this lost Kai treasure in the Tomb of the Majhan -- burial place of the ancient rulers of [Vassagonia](#) -- and he had lured Lone Wolf to the desert realm of [Vassagonia](#) with the help of his ally, the evil Zakhn Kimah. Lone Wolf again defeated the Darklords' intentions by evading the Vassagonians and eventually slaying Haakon with the Sommerswerd inside the Tomb of the Majhan.

THE DARKLORDS

In the year MS 3072, the Naar created the Darklords and sent them into Northern Magnamund. They poisoned all around them and created the Darklands. The Darklords are powerful creatures, they have the ability to attack with their mindforce and likewise shield their minds from weak mental attacks. All Darklords are capable of summoning Crypt Spawn from the Plane of Darkness.

VASHNA

The most powerful of the Darklords; he became the first Archlord and unleashed the War of Desecration on Magnamund conquering large part of northern Magnamund. He ordered the construction of Helgedad and eight other city-fortresses. The Sommlending led by King Kian pushed the Darklords back behind the Durncrag mountains..

Vashna's defeat enraged him. He spawned a greater evil than all that had gone before: The Helghast and unleashed them on Sommerlund. At the Battle of Maakengorge, Ulnar I wielding the Sommerswerd slew Vashna in mortal combat.

ZAGARNA

Lord of Kaag, following the death of Vashna, he became Archlord after finding the Doomstones. His voice was quiet and bubbling, as if he spoke through a foot of water. Its quietness was all the more terrifying, bearing in mind the hugeness of his form. Standing, he was nearly twenty feet tall. His skin was scaled, and coloured blue and green. The outsides of his arms and legs were studded with sharp claws, as were his hands and feet; a double row of claws ran backwards from his forehead and down his spine. From his horned face projected a massive jaw in which were set knife-sharp teeth longer than a man's hand. His incongruously pink tongue flickered in and out like that of a serpent. He also had a second jaw in the middle of his abdomen. He was in a constant state of hunger and anger which tended to cloud his judgement. Zagarna's armies wore orange to denote their allegiance

In the year MS 4219 he laid siege to the Kai Monastery, but the Kai discovered that Giaks could not fight effectively without a leader, so the Kai archers targeted the Gjak leaders and Zagarna's forces were defeated

In the year MS 5050 Vonotar a renegade magician, told Zagarna to attack the Kai on the Feast of Fehmarn and invade Sommerlund. The Kai were massacred by the forces of Zagarna

Zagarna was destroyed by Lone Wolf after he had recovered the Sommerswerd. As the first shaft of dawn light fell upon the Sommerswerd, a searing white beam was unleashed and Archlord Zagarna was no more.

HAAKON

One of the three lords of Aarnak after the death of Archlord Zagarna, Haakon defeated Slutar and took the title of Archlord. He infiltrated Vassagonia and gained the support of the Zakhan Kimah, Haakon discovered the location of the Book of the Magnakai, and was seeking to destroy it. In the Tomb of the Majhan, Haakon was defeated by Lone Wolf wielding the Sommerswerd. Haakon's weapon was a power crystal, when he fought his power crystal created a brilliant blue blade.

DAKUSHNA

Lord of Kagorst, Dakushna wields the Nyra Sceptre, a magical weapon made of a platinum haft with the Doomstone of Darke mounted in its head.

KRAAGENSKUL,

One of the lords of Helgedad, Kraagenskuls frame is skeletal in appearance with deep-sunken and red-rimmed eyes he wears loose a gray robe, hanging at his side is his sword Helshezag. The sword Helshezag is wholly black, a black so dense that it appears like a tear in the fabric of space.

CHLANZOR,

Lord of Gazad Helkona

MENASHGA

Lord of Nadgazad

TOMOGH

The Lord of Gournen

UNC

A lord of Aarnak, Unc's features were almost lost in the broad, gelatinous mass of his grey flesh; stubby arms and legs, as thick as tree trunks, jutted out incongruously from a torso that resembled nothing more than a squat blunted cone. At what passed for his waste he wore his lightning-spear. Unc although courageous and ruthless would was not very intelligent. After the death of Haakon at the hands of Lone Wolf, Unc and Ghurch contested for Archlordship, both were killed by Gnaag.

SLUTAR

The new lord of Kaag, slutar was a contender for Archlord after the death of Zagarna, however he was disgraced and Haakon Lord of Aarnak took the throne.

GNAAG

Lord of Mozgoar, after the death of Archlord Haakon, Gnaag rose to power and became the fourth Archlord. He was not one of the physically strongest but he was the most intelligent of all the Darklords, he was tall and had an insectile form, he rose to Archlord after slaying his rivals Ghurch and Unc. He carried a Nadziranim forged sword called Nadazagada.

SHEBNAR

One of the seven lords of Helgedad.

TAKTAAL

One of the Lords of Helgedad hated rival of Ghanesh and Gnaags second in command. Taktaals form is that of an ice-white head on a fur-covered snake body, riddled with disease, arounds his putrescent neck hangs a mace carved from a solid chunk of black crystal.

ZHANSHAL,

The one remaining lord of Aarnak, after the deaths of Haakon and Unc.

GHANESH

One of the lords of Helgedad, rival of Darklords Xog and Taktaal.

NHORG

The lord of Gourizaga.

MRUGOR

One of the seven lords of Helgedad.

XOG

A lord of Helgedad, bitter rival of Darklord Ghanesh.

GHURCH

Ghurch was the lord of Ghargon, he was as tall as Gnaag, his entire body spoke of strength, his colossal head was made to seem even larger than it was by his mane of coarse orange hair. His face was a sickly orange colour; in it his eyes burnt a malevolent blue and treble rows of startingly white teeth filled a lamprey-like mouth. Down both the front and back of his body ran a wall of sharp, bony spikes; the wall on the rear continued along the back of his tree-like tail, although not the most intelligent of the Darklords, Ghurch was possessed of a considerable animal wit. He and Unc were contenders for the title of Archlord following the death of Haakon, he was killed by Gnaag, in his bid for power.

KHATELLU

One of the Lords of Helgedad

MAJOR SETTLEMENTS

AARNAK

A darkland city, it is a collection of large steel buildings grouped haphazardly around the mouth of the frigid Aarnak estuary, it is surrounded by ring of spike-topped earthworks. Aarnak is used by the Darklords as a factory for smelting weapons, the Darklords use the squat giaks to smelt weapons. Drakkarim are rare visitors to Aarnak because of the hostile atmosphere. It was ruled over by three Darklords, after the deaths of Haakon and Unc, Zhanshal is now the one remaining lord of Aarnak.

HELGEDAD

The capital of the Darklord Empire and the Archlord's seat of power. This vast city-fortress was constructed on an granite island in a lake of molten lava in the middle of the Darklands by the giak slaves of Darklord Vashna. A great bridge of steel spanned the lake of fire. Helgedad's construction took years and many giak lives. Only the hardest and cruellest of them survived the heat of the Lake of Fire and the hostile environment of the Darklands. Vashna never lived to see the completion of Helgedad. Darklord Zagarna oversaw the completion of this and the eight other city-fortresses of the Darklands.

Deep below the surface, near the level of the lake of fire, the Darklords' spawn was bred. It was there in the depths of Helgedad that the greatest concentration of Evil existed. Few humans were unlucky enough to see the Evil splendor of Helgedad.

KAAG

The massive, cubic city-fortress of Darklord Zagarna. Rising in the midst of a plain of dust and ash, the mighty walls of the fortress seemed to touch the sky. The vast stone blocks of which they had been built were fifty feet square. . . The mortar which joined the giant rocks had been made from the bones of Giaks, animals and human beings. . . The great gates had been fashioned from the skin of the dragon Nyxator, preserved as a trophy of their power by the Darklords for millenia. A few slits had been set into the walls to allow air into the titanic fortress. . . Kaag was forty miles across and it rose two miles into the sky. It was the last of the Darklord city-fortresses to be completed. Located west of the Durncrag Mts., this city is the nearest Darklord fortress to Sommerlund. It was consequently the staging ground for the Darklords' many conflicts with Kai's children.

NADGAZAD

A Darkland city-fortress ruled over by Darklord Menashga, it is used for smelting weapons for the Darklords armies

SERVANTS OF THE DARKLORDS

AKATAZ

Drakkarim war-dogs they are very susceptible to phycic attack.

CRYPT SPAWN

Winged creatures which can be summoned at will by all Darklords. They inhabit the Plane of Darkness and can be used to overwhelm an enemy or despoil crops and livestock

DOOMWOLVES

Large, canine servants of the Darklords. Doomwolves were bred to be used as mounts by the Darklords' other spawn especially the Giaks.

DRAKKARIM

A barbaric humanoid race allied with the Darklords. They wear armour and deathmasks over their cruel features. The Drakkarim Death Knights are their best warriors, the Tukodaks are the elite of the Drakkarim forces.

GIAKS

A prolific race of creatures once used as slaves in the construction of the Darkland fortresses. Now they form the mainstay of all Darklord armies

GOURGAZ

Gourgaz are a race of sentient reptilians who inhabit the Maakenmire swamp of Northen Magnamund. They are carnivorous with a preference for human flesh. They are used by the Darklords to lead Giak battle units

HELGHAST

Powerful undead beings, originally created by Darklord Vashna in the war against the Sommlending. They can adopt the semblance of human form and cannot be harmed by normal weapons. They are capable of attacking with mindforce. Their mental defenses protect them from weak mental attacks like Mindblast, but not from powerful ones like Psi Surge.

LIGANIM

Creatures who assist the Nadziranim in the dark arts, they are hunched backed creatures, they are capable of attacking using their mind force they wear robes and masks, their colours show their allegiance.

KRAAN

Scaly, leather-winged spawn of the Darklords. They are most often black although this can vary. They were endowed with cruel talons and beaks. They were used as airborne mounts by other members of the Darklord army and were the mainstay of the Darklord air force throughout their history. They were the smaller cousins of the zlanbeast.

NADZIRANIM

The magicians employed by the Darklords. Adherents and adepts of the destructive and evil right handed path of magic.

VORDAKS

Silicon based undead creatures, the first to be summoned and controlled by Vashna during his early experiments in the dungeons of Helgedad. Used as lieutenants in the armies of the Darklords. Like Helghast they can attack enemies mentally, unlike Helghast they can be hurt with normal weapons. Their mental defenses protect them from weak mental attacks like Mindblast, but not from powerful ones like Psi Surge.

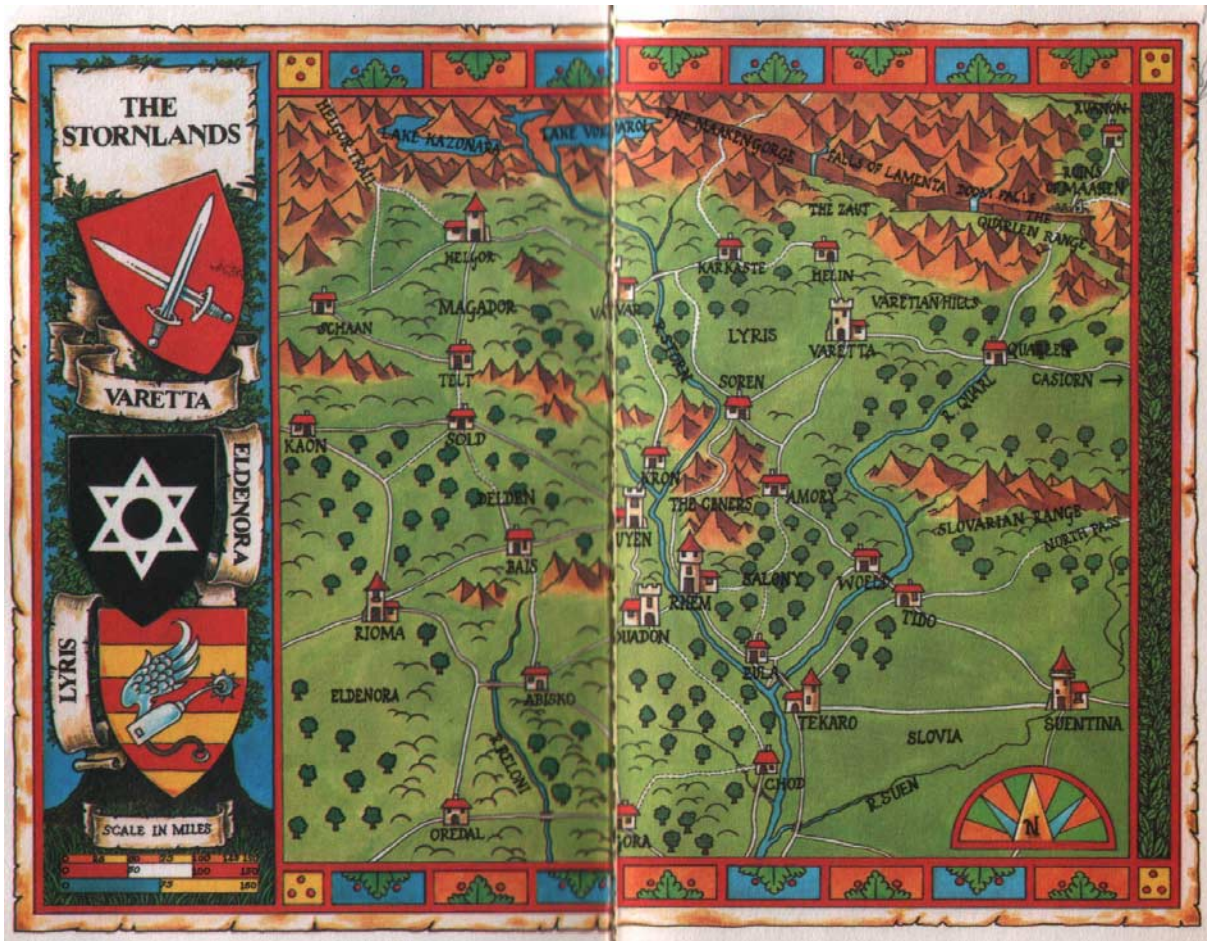
XAGHASH

Powerful lesser Darklords who occupy the courts of Helgedad. To maintain their physical strength they are obliged to devour warm-blooded creatures (preferably humans). Many of the raids launched from the Darklands are for the purpose of gathering "food" for the Xaghash.

ZLANBEAST

Large flying creatures used as air transport by the armies of the Darklords. The largest species, the Imperial Zlanbeast, are used as personal mounts by the Darklords of Helgedad.

The Stornlands



OVERVIEW

The Stornlands consist of several kingdoms, that are split by national rivalries and the ambitions of petty princes who prey on the populace and each other. Battles are fought lives are lost and the land is plundered, only the mercenaries seem to gain profit the perpetual conflicts.

HISTORY

The Stornland nations have a history of near-continual war, one of the most notable ones the war of the Lorestone which took place between MS 4401 and MS 4418 is described below.

THE WAR OF THE LORESTONE

The Lorestone was once set in the throne of Lyris, at the tower of the king in Varetta. Hundreds of years ago in what became known as the war of the Lorestone, it was stolen

by a Salonese prince called Kaskor. He set the stone upon a gold sceptre and used it in battle to inspire his followers. He believed that it made him invulnerable, but it was not so. He was killed in battle on board his Royal Barge at Rhem, and the Lorestone was lost when it fell from his hand into the depths of the River Storn.

At the time of the year MS 5058 Lyris was at war with Magador, Delden with Salony and Salony with Slovia. By this time the war between Salony and Slovia had reached its boiling point and the Salonese Prince Ewevin had laid seige to the city of Tekaro. At this time the then Kai Master Lone Wolf gained entry to Tekaro and found the Lorestone of Varetta.

In MS 5060 the Stornlands were overrun by the armies of Archlord Gnaag, after victory at Tahou in MS 5061 the Stornlands were liberated, but in MS 5062, after the apparent death of Lone Wolf at Torgar the Darklord defeats ended and the Stornlands were once again overrun, but were liberated once more in the year MS 5070 when Lone Wolf escaped the Daziarn and bought about the death of the Darklords.

After the defeat of the Darklords, Kadharian the Slavemaster of Aarnak returned to his native Magador and led an uprising against King Vanagrom VI, who had long been a puppet of the Darklords, the revolt ended with the kings death and the abolition of the monarchy. Magador became a republic and Kadharian became its first elected leader.

In the year MS 5077 the self proclaimed Prince Lutha of Duadon launched attacks on Talestria and Palmyrion, he also attempted to assassinate the then Kai Grand Thane Lone Wolf, he succeeded in capturing Lone Wolf but using the Sommerswerd Lone Wolf was able to defeat Lutha.

GEOGRAPHICAL FEATURES

LAKE KAZONARA

A lake that forms the start of the River Storn.

LAKE VORNDAROL

A lake close to the Maakengorge.

RIVER QUARL

A river passing through Quarlen it joins the River Storn near Eula.

RIVER STORN

A fast flowing river that begins at Lake Kazonara Barges travel the River Storn between Soren and Tekaro.

SLOVARIAN RANGE

A range of mountains on the border of Slovia.

THE CENERS

A range of mountains just west of the River Storn that separates Lyriss from Salony.

MAJOR SETTLEMENTS

AMORY

A town in the stornlands it was ruled over by the Lordling Roark, who was a secret worshipper of the Demon Lord Tagazin, Roark was slain in combat by Lone Wolf after he was caught robbing from the dead and wounded. To enter Amory one had to buy a Cess.

After Roarks death at the hands of Lone Wolf, Amory became a lifeless town, It was haunted by the ghost of Roark, after Lone Wolf defeated Roarks ghost in physic combat, life began to return to Amory.

DUADON

The capital of Eldenora, it is a grey and unlovely place. Its cold stone buildings show the scars of a city whose history is one of near-continual warfare.

In the year MS 5077 the self proclaimed Prince Lutha came to power in Duadon and ruled over Duadon, he allied himself with the Cener Druids, he was given a ring imbued with the power of the Dark God Naar himself. Lutha managed to capture Lone Wolf and attempted to use the ring of power to destroy him, Lone Wolf used the Sommerswerd to counter the Ring of Power and Prince Lutha was consumed as the power of his ring was conquered by the goodly might of the Sommerswerd.

EULA

A town in Salony during the seige of Tekaro in MS 5058, it was turned into a huge army encampment.

HELGOR

The capital of Magador, at first glance it appears to be a city of beggars due to a large mishmash of hovels and slums, although some grand towers rise out of the mist.

HELIN

A town to the north of Varetta ruled over by Prince Janveal, who nearly went bankrupt after selling all he owned to pay for a war against Baron Maghao of Karkaste.

KARKASTE

A town ruled over by Baron Maghao.

LUYEN

The city of flowers and wine, it lies in the shadow of the Ceners, at a dangerous bend where the river Storn undercuts the sheer slopes of Mount Prindar. Luyen is a stop for Barges traveling the River Storn

QUARLEN

A town on the border between Lyris and the city state of Caisorn, Quarlen has heavily fortified stone walls, to protect its self from attack. One of the laws of Quarlen is that no one may carry a bow within its walls. it here that there is a bridge crossing the river Quarl, to enter Quarlen one must pay the standard town levy of three Gold Crowns. Although not a Mercantile town Quarlen wealth comes from the merchants who pass through it.

The Barrel Bridge Tavern in Quarlen is an impressive hostilery, it has stables and outhouses, as its name suggests it is on the approach to wide stone bridge over the River Quarl. the inn is frequented by merchants and mercenaries. The landlord Gnetzis a fat oily man with piggish eyes. A meal costs two gold crowns and a room for the night costs three.

SOREN

A stornlands port, barges run from here to take travelers do destinations along the river Storn.

RHEM

A city on the bank of the river Storn.

TEKARO

A walled city in Slovia in the year MS 5058 it was besieged by the armies of Prince Ewevin. It was here that Lorestone of Varetta was hidden and placed under the gaurd of a monster called the Dakomyd. During the time it was besieged by Prince Ewevin the then Kai Master Lone Wolf gained entry to Tekaro and found the Lorestone.

VAKOVAR

A squalid lawless city that is home to some of the most notorious criminals and robber-barons of the Stornlands.

VARETTA

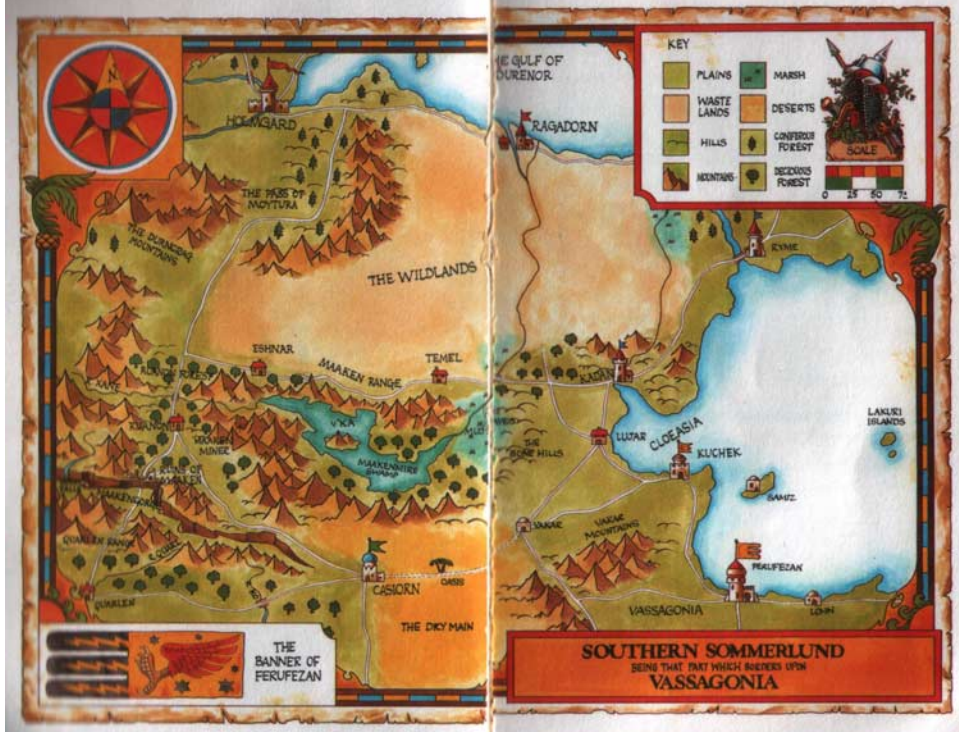
The city of the crossed swords it is one of the oldest cities in all of Magnamund, built on a massive plateau. The walls and buildings are immense, constructed from blood-red rock and crowded together in complicated splendour, great stone dragons writhe along the battlements.

Anyone found out on the street an hour after curfew is likely to be imprisoned by the city watch, who wait for the drunks and rejects to be thrown out of the inns.

Varetta is a melting pot for mercenaries of all nations who come here to serve the feuding princelings in their perpetual wars. The mercenaries frequent the Inn of the Crossed Swords, it is a large and noisy tavern, macabre betting games take place in this tavern. Blood is often spilt in this rowdy tavern.

Varetta is also home to the Halls of Learning in Brass Street, it is run by Gwynian the Sage.

Vassagonia



OVERVIEW

The empire of Vassagonia is currently ruled over by the Zakhan Shoualli. Vassagonia is currently at peace with [Sommerlund](#) and is sworn enemy to the [Darklands](#).

The desert dwellers of in the south of Vassagonia sometimes raid northern [Dessi](#) but never with much determination.

HISTORY

Historically the Vassagonians often allied themselves with the Darklords, after the death of Archlord Zagarna it became evident that the Darklords had created a portal called The Birthplace in Barrakeesh, the capital of Vassagonia and were using it to infiltrate all levels of Vassagonian society with Helghast and Drakkarim. The Zakhan Moudalla, with promises of trinkets from the Darklords had tolerated this. In the year MS 5053 the warriorress Qinefer discovered the location of The Birthplace and found the experience so abasing that she left immediately.

For the next two years the Darklords continued to send Helghast and Drakkarim into Vassagonia. The Zakhan Moudalla fearful of this arranged for the Kai Lord Lone Wolf to come and sign a peace treaty between [Sommerlund](#) and Vassagonia, however by the time Lone Wolf arrived in Vassagonia, Moudalla had died and been replaced by the Zakhan Kimah. Kimah attempted to kill Lone Wolf and the Vassagonian envoy Allani.

Lone Wolf was assisted in his flight by Banedon and a barbarian called Thog the mighty.

Zakhan Kimah had allied himself with Archlord Haakon and had been given the Orb of Death.

Qinefer returned to Barrakeesh and destroyed the Birthplace.

Lone Wolf overhearing a conversation between Zakhan Kimah and Archlord Haakon discovered the Haakon was seeking to destroy the Book of the Magnakai which was hidden in the Tomb of the Majhan.

Lone Wolf escaping from the Zakhans palace and meeting up with Banedon aboard his skyship the Skyrider, discovered the location of The Tomb of the Majhan, their Lone Wolf armed with the Sommerswerd slew Archlord Haakon in a final battle and claimed the Book of the Magnakai.

Meanwhile in Barrakeesh a revolt had sprung up and Zakhan Kimah was thought killed although a couple of loyal Sharnazim had cut him down and smuggled him out into the Baga-darooz, the warped Vassagonian slowly recovered his strength.

Allani took the Zakhanate and signed a treaty with sommerlund.

Some years later Kimah recovered the Orb of Death and regained the Zakhnate from Allani, he allied himself with Archlord Gnaag and his troops lay seige to the city of Tahou. Kimah using the Orb of Death which made him invulnerable to normal weapons, led the attack on Tahou. Lone Wolf used the Sommerswerd to penetrate the Zakhans energy shield and slew Kimah in mortal combat.

After the death of Kimah, Shoualli took the Zakhnate, the Zakhn Shoualli dissolved all alliances with the Darklords and the Darklords became a sworn enemy of Vassagonia.

THE NEMESIS OF THE BLACK ZAKHAN

The Black Zakhn was a brutal tyrant, the cruellest of an evil lineage that ruled over the desert empire long ago. The barbaric excesses of his reign have never been forgotten in the Lastlands. The Grand Palace was built by his army of slaves, prisoners from countries he had conquered in war. The palace became his obsession; he personally oversaw its entire construction, and punished the workers personally if there was the slightest delay. He butchered his subjects indiscriminately and in the most terrible fashion. His favourite form of execution was for the victim to be sawn in half from head to foot, until the body fell into two pieces. However, it was the mass execution of the slaves who built the Grand Palace, that made him infamous. He slaughtered every slave worker so that his enemies could never learn of the secret treasure chambers he had constructed. Among the slaves were his only daughters, Kebilla and Sousse, who openly opposed their father's cruelty and tried to prevent the executions. In a blind rage he ordered that they should be the first to die.

It would have been better for the Zakhn, and for Vassagonia, if he himself had died that day. He lived for another two years, but his mind was unhinged by guilt, and he was tortured by self loathing and despair. In the Grand Palace, the silence of the night was frequently broken by the Zakhn's moans and cries, as he wandered from room to room looking for his daughters. When he died, he was laid beside them, in the Tomb of the Princesses.

GEOGRAPHICAL FEATURES

BENOI HILLS

A mass of foothills between the Kabar Range and the Dahir Mountains.

CHAH MOUNTAINS

A range of mountains south of Chahdan, two routes run through these mountains, they are the Chahdan Pass and the Omonai Pass.

DAHIR MOUNTAINS

A large range of mountains and rock spires that surrounds Barrakeesh, there is a way through these mountains known as the Dahir Pass, it also possible to circumvent this range by taking the path from Chula to Cape Kabar.

DRY MAIN

A vast desert that forms the bulk of Vassagonia.

KABAR RANGE

A small range of mountains south of Benoi Hills.

KONESHI MOUNTAINS

A range of mountains between Bir-Rabalou and Bisutan, a pass winds through these mountains or they may be circumvented by going through the town of Khor.

KOOS

A mass of hills south of the Dahir Mountains.

LAKE INRAHIM

A salt lake between Barrakeesh and Chula.

LYAM

A small mountain island of the north coast of Vassagonia.

MOUNT DHANAMET

A mountain in the Dry Main.

RIVER DA

A river that flow between Barrakeesh and Chiras from its source in the Dahir Mountains.

MAJOR SETTLEMENTS

BARRAKESH

The capital city of Vassagonia. It is a breathtaking site, consisting of golden domes , minarets and green tiled roofs, the Grand Palace dominates this magnificent city.

Barrakeesh prides itself on the public paths their water pumped from Lake Inrahim is used.

Barrakeesh is also home to the Baga-Darooz, a vast sewer system, sometimes criminals are imprisoned in the Baga-Darooz.

BIR-RABALOU

A city on the east coast of Vassagonia.

BISUTAN

A city on an island where the River Khorda meets the sea.

CAPE KABAR

A town on the edge of the Kabar Range.

CHAH DAN

A town just north of the Chah Mountains.

CHIRAS

A town on the west bank of the River Da.

CHULA

A town near Barrakeesh and Lake Inrahim.

FERUFEZAN

A city in western Vassagonia it was ruled over by the then Emir Kimah before he became Zakhan of Vassagonia.

IKARESH

A town in Vassagonia, it is the home to Tipasa the Wanderer. The local inn is called the Crooked Condor, owned by the widow Soushilla. Ikaresh's buildings are built of white stone. Ikaresh is a merchant town and merchants come to trade their wares in the Dougga Market.

KARA KALA

A city on the coast of Vassagonia.

KHOR

A town wedged between the Koneshi Mountains and the east coast.

LOHN

A small coastal town between Ferufezan and Kara Karla.

TEFA

A town in the Dry Main.

TEPH

A city in the west of Vassagonia.

NATIVE CREATURES

BLOODLUG

A deadly salt water scavenger, its form is that of a strange jelly like blob. A mass of short tubes sticks out from all of its sides and a long hook-like scoop hangs beneath its rubbery body.

ELIX

A cat like creature, often used as gaurdians for places containg valuable items.

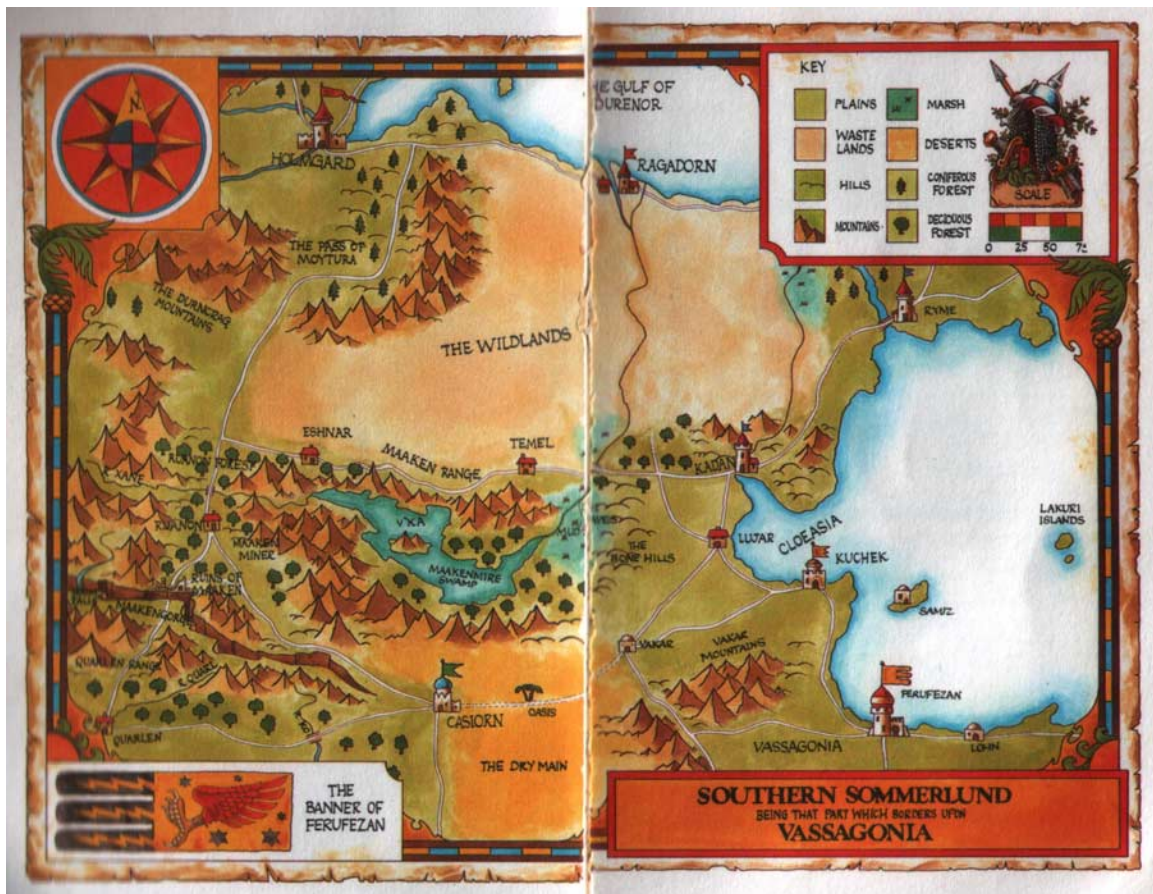
ITIKAR

Itikar are a breed of black birds that nest in the eyries of the Dahir and Vakar mountains. Itikar are wild and malicious creatures by nature and they can take many years to tame, but it is well worth it as once tamed, the giant black birds are fiercely loyal. The Vassagonians have long since tamed them and use them as winged mounts for their army leaders, scouts, couriers and envoys. It is possible to communicate with an Itikar by the use of a special Onyx Medallion, this will tame the Itikar's natural insinct and subdue it to the wearer's command.

KWARAZ

A giant reptile found in the Baga-Darooz in Barrakeesh, it is very susceptible to psychic power.

Cloeasia and the Wildlands



OVERVIEW

The Wildlands are a barren wasteland of scrub, inhabited only by Szalls a weak and cowardly breed of Giak and packs of wilddogs which roam the wastelands at night.

The wildlands has only one major settlement and that is the city-port of Ragadorn.

A road runs along the coast across the Wildlands from Holmgard to Port Bax, the road is travelled by coaches.

Cloeasia is a small kingdom south of the wildlands which borders on [Vassagonia](#) and [Durenor](#), its poeple are darkskinned and have brown eyes and hair.

HISTORY

The wildlands was once northen Cloeasia, It was a fertile landscape, however during the formation of the Maakengorge, it was laid waste and only the city-port of Ragadorn survived. Consequently Ragadorn became a stomping ground for thieves, pirates and other miscreants.

GEOGRAPHICAL FEATURES

LAKURI ISLANDS

A set of islands of the west coast of Cloeasia, that is the base of the Lakuri Pirates, they were led by the notorious Captain Khadro.

RIVER DORN

A river stems from the Maakenmire swamp and cuts through ragardorn before terminating at the sea.

VAKAR MOUNTAINS

A mountain range that separates Cloeasia from Vassagonia.

MAJOR SETTLEMENTS

CASIORN

The city of merchants, it is a large city-state, ruled over by High Mayor Cordas.

ESHNAR

A squalid town on the edge of the Wildlands, one of the inns in Eshnar is known as the Pick and Shovel.

GORN COVE

A coastal town on the edge of Durenor, the local Inn there is called the Forlorn Hope.

KADAN

The capital of Cloeasia it is situated on the coast of the Lakuri sea.

KUCHEK

A town on the Lakuri coast.

LUJAR

A small town of Cloeasia on the Lakuri coast.

RAGADORN

Sleazy Wildlands city-port located at the mouth of the river dorn. It is currently rules over by Lachlan, son of Killeen the Overlord, after Killeans death in MS 5047, his men are nothing more than pirates. They tax the people heavily, and murder all who oppose them.

SAMIZ

A town on its namesake island.

TEMEL

A town southwest of Ragadorn on the edge of the Wildlands.

NATIVE CREATURES

DAEMONAK

A breed of Agarashi, it is a hideous black-skinned creature with dull satanic eyes, it is a swift and deadly killer, It glides down and drinks its victims blood.

GIANT MERESQUID

A giant tentacled creature resembling a huge squid.

STONEWORM

A giant worm found in the tunnels in the Maaken Range, it slithers at an incredible pace and is capable of digesting humans.

CHARACTERS

CAPTAIN KHADRO

The notorious leader of the Lakuri Pirates. In the summer of MS 5077 he found an object of great evil, the Skull of Agarash. He drew unholy power from this object and used it to summon Giaks and Kraan to assist him in his raids. He abducted Lord Rimoah of Dessi. The Kai Grand Master Lone Wolf and Master Mazrah of the Assassins Guild tracked Khadro down to his base in the Lakuri Islands. Mazrah killed Khadro and Lone Wolf destroyed the Skull of Agarash with the Sommerswerd.

HIGH MAYOR CORDAS

The ruler of the city-state of Casiorn, Cordas is believed to be the richest man in all of Magnamund. In MS 5077 Cordas aided Lone Wolf on his return home by providing him with a skyship called Cloud-Dancer.

LACHLAN

The evil ruler of the sleazy city-port of Ragadorn. Lachlan became ruler of Ragadorn after his father Killeen died in MS 5047, his men are nothing more than pirates. They tax the people heavily, and murder all who oppose them.

OREN VANALUND

Oren Vanalund was the fifteenth baron of Ruanon, in MS 5055 the renegade Vassagonian noble Barraka lay siege to Ruanon. During the siege, Oren Vanalund's sons were killed and his daughter Madelon abducted by Barraka. After Barrakas attempt to resurrect Vashna failed, Oren Vanalund returned to rule over Ruanon, until MS 5060 when the armies of Darklord Gnaag conquered Ruanon.

Timeline

13000 - Age of the Dragons begins
12209 - Nyxator creates the lorestones
11890 -The war of the wyrms
10869 - Cynx destroyed
10148 - Nyxator exiled to the core of Magnamund
10000 - Age of Entropy begins
9000 - Age of Chaos begins
8560 - Tentarias splits Magnamund
8011 -6750 - Volcanic activity reshapes most of North/South Magnamund
7000 - Age of Eternal Night begins
6700 - Agarash the damned rises in Naaros
5000- Age of War begins
4906- The Great Dragon Nyxator is slain by Agarash / Lorestones captured
4608- Elder Magi appear (Central Magnamund)
3572- The defeat of Agarash and destruction of Naaros / Doomstones hidden
3000- Age of Old Kingdoms begins
2514- Great Plague decimates Drodarin and Elder Magi
2000- Age of Awakening begins
1600- Shianti appear
0 - Golden Age of the Shianti begins / Moonstone created by the Shianti
2591- Drakkarim invade North Magnamund (*but from where?*)
3000- Age of the Black Moon begins
3004- Ishir appears to Shianti / Moonstone returned to the Daziarn plane / Exodus begins
3072- Darklords appear in Magnamund / Giaks bred
3150- Drakkarim nations ally to the Darklords
3192- Rise of Vashna
3400- Doomwolves, Kraan and Zlanbeast bred in Helgedad
3434- Sommlending arrive in North Magnamund / Darklords pushed back beyond Durncrag Mountains
3450- Holmgard built
3520- Helgast Wars begin
3550- Helgast Wars end
3785- Vashna prepares the Black Muster in preparation for war with Sommerlund
3799- Battle of Moytura Pass / Defeat of Darklord Vashna at Great Battle of Maakengorge / Death of Ulnar I
3800- Age of Sun-Star begins
3810- Kai Monastery built
3952- Ljuk built
4219- Siege of Kai Monastery
4401- War of the Lorestone begins (Stornlands)
4418- War of the Lorestone ends
4434- Book of Magnakai lost
4451- Rise of the Vasagonian Empire
4702- Great Khordaim War

4771 - Death of the Black Zakhan
5035 - Bandedon born
5036 - Landar born in Dage
5044 - Landar joins [Kai Monastrey](#) / Landar renamed Silent Wolf
5047 - Grey Star leaves the Isle of Lorn.
5050 - Invasion of [Sommerlund](#) / Massacre of the Kai / Defeat of Darklord Zagarna /
5051 - Vonotar flees to [Kalte](#) / Lone Wolf captures Vonotar / Vonotar thrust into Daziarn
5052 - Lone Wolf used as pawn in Darklord power struggle
5053 - Slutar returns Lone Wolf to [Sommerlund](#) / Slutar disgraced / Haakon becomes Archlord
5054 - Barraka's attempt to resurrect Vashna is foiled by Lone Wolf
5055 - Lone Wolf recovers the Book of the Magnakai / Haakon killed by Lone Wolf
5058 - Gnaag becomes Archlord / Lone Wolf finds the Lorestone of Varetta
5059 - Lone Wolf journeys to [Dessi](#) / Lone Wolf destroys Kazan Oud
5060 - Lone Wolf travels with Paido to the [Danarg](#) / Lone Wolf finds Lorestone of Ohrido
5061 - Lone Wolf gains the Lorestone of Tahou and slays Zakhan Kimah
5062 - Gnaag lures Lone Wolf to Torgar and sends him into the Daziarn / Gnaag proclaims Lone Wolf dead
5063 - Gnaag continues the conquest of Northen Magnamund and creates the Tanuz Tuktor allowing the Darklords to leave the [Darklands](#)
5070 - Lone Wolf escapes from the Daziarn / Infiltrates Helgedad / Slays Gnaag upon the Sommerswerd / Destruction of Helgedad / Death of the Darklords / [Darkland](#) armies defeated
5071 - [Kai Monastrey](#) rebuilt / Lone Wolf trains a new order of Kai
5073 - First new order Kai attain the rank of Kai Master / Discovery of Grand Master disciplines
5074 - Cener Druid sects flee to [Ruel](#)
5075 - Cener Druids create a virus to kill all life on Magnamund / Lone Wolf infiltrates Mogaruith and destroys the Virus. / Bandedon abducted by Darkland warband and taken to Kaag / Lone Wolf rescues Bandedon
5076 - Warlord Magnaan finds the Doomstone of Darke / Magnaan uses the Doomstone to force the Nadziranim to assist him / Lone Wolf slays Magnaan
5077 - Naar creates the Deathstaff / Lone Wolf prevents Ressurrection of Vashna / Lone Wolf kills Archdruid Cadak
5083 - Lord Vandyan of Eldenora resurrects the Vorka (minions of Agarash) and invades the Stornlands. Lyris Outpost destroyed. Lone Wolf leads New Order Kai in defeat of Vandyan / Lone Wolf captured by Zorkaan the Soultaker.

Magnamund Tome

Acarya

High Wizard of the [Shianti](#).

Agarashi or Creatures of Darkness

Foul creations of [Agarash the Damned](#). They held [Magnamund](#) under a reign of terror until [Kai](#) sent the [Elder Magi](#). [Agarash](#) invested them with [Right-handed magic](#) to counter the [Elder Magi's](#) magical abilities. The Agarashi were charmed into fighting amongst themselves causing their ultimate destruction. Some Agarashi, such as the [Burrowcrawler](#), escaped destruction to continue to roam [Magnamund](#).

Agarash the Damned

The most powerful of [Naar's](#) avatars. [Naar](#) sent Agarash to destroy the great dragon [Nyxator](#). In 6700 [MS](#), Agarash emerged from [Naaros](#) and conquered all of Southern [Magnamund](#). He then created the [Doomstones](#) in mockery of the [Lorestones](#). He used the [Doomstones](#) to create an army of [Agarashi](#) who devastated the face of [Magnamund](#). Agarash destroyed [Nyxator](#) and stole the [Lorestones](#).

All seemed hopeless for [Ishir](#) and [Kai](#). They sent the [Elder Magi](#) to defeat Agarash and his [followers](#). In a war that lasted a millenium, the [Elder Magi](#) recaptured the [Lorestones](#) and defeated Agarash. Agarash managed to hide the [Doomstones](#) before his death.

Alchemy

One of the [Lesser Magicks](#). Alchemy is the knowledge of how to prepare useful potions from herbs and to change the very nature of a substance. Potions can be created that restore [Endurance](#) or [Willpower](#), increase [Combat Skill](#), mask human scent, etc. The use of Alchemy requires no [Willpower](#) but all the necessary materials and equipment must be available. These materials can be carried in an [herb pouch](#).

Alema

A stone bridge of some strategic importance to the West of the highway between [Holmgard](#) and [Toran](#). It was the site of a battle following the [Masscre](#) of the [Kai](#). [Crown Prince Pelathar](#) was slain by a [giak](#) arrow at this battle. [Trimis](#) was one of [Prince Pelethar's](#) soldiers that fought at Alema Bridge.

Alether «c»

An herb with orange berries that can be used to make an orange strength potion that will increase the users CS.

Allia

Vonotar's horse on his flight to join Zagarna. He increased her speed to the point that she could cover miles in one stride. He often shrunk her and kept her in a pocket or pouch.

Alyss

No one knows for sure who she is; even Ishir is dumbfounded to find out her origins (there was a time when she did not exist). "Alyss was a creature for whom the normal rules did not apply." She is an integral, elemental part of Aon and has god-like powers. She is definitely on the side of the forces of Good and has an unusually permissive relationship with Ishir. She most often appeared as a teenage girl; "Her skin was nut-brown, and her short-cropped hair was coppery red. She was dressed in a battered leather jerkin and ragged trousers. Her face was thin and somewhat pinched; her cheeks were prominent. . . she was about [fifteen], . . ." (*Eclipse of the Kai*, p. 83)

She played a role in Lone Wolf's quest and eventually fell in love with Banedon. She gave Vonotar the appearance of age and the hunched back that would follow him for the rest of his existence. This was a result of a magical duel that took place during the Massacre of the Kai.

Amida

The temple of the Shianti on the Isle of Lorn.

Ancients

Anskaven

A port city in the northwest of Sommerlund. Anskaven is Sommerlund's greatest fishing port and is the headquarters of its navy. Anskaven is also the capital of the Baronial Province of Anskaven. The title of Baron of Anskaven was first given to Dundir Caldor and continues with his heirs.

Animal Kinship

A Kai discipline. This discipline represents a Kai Lord's learned familiarity with the animal kingdom. He is able to communicate with some animals (horses and insects are notable exceptions) and "guess the intentions of others."

Aon (trans. Great Balance)

The universe in which Magnamund resides.

Before there was time or matter, the Lords of Light and the Lords of Darkness were in conflict. Their world was undisturbed by matter or any other interruption. The goddess Ishir tired of the conflict and sought to end it. She fashioned a vessel based upon the truth of her pledge and instilled it with the Evil of Naar. Aon was named for this balance of Good and Evil. At the moment of the completion of Aon, time and matter burst in upon the world of the gods. Peace reigned for a time...

Aon was new to the gods. Sentient creatures other than the gods walked the worlds of Aon. Death was also new to them; they were immortal and could not understand death. This intrigued the gods and they saw Aon as a new battleground for the old conflict. Naar was the first to break the Peace of Ishir.

Magnamund is the last battleground to be won in all of Aon.

Archlord of the Darklands

The title given to the Darklord that reigned supreme over the others. His seat of power was the city-fortress, Helgedad. The succession of Archlords is Vashna, Zagarna, Haakon«C» and Gnaag.

Artel

A member of the Brotherhood of the Crystal Star remembered by Vonotar after his defection to the Darklords.

Axe

A weapon similar to the woodman's axe. The Kai trained some of their initiates in this weapon. Since he was gathering wood, the axe is one of the weapons that Lone Wolf used immediately after the Massacre of the Kai. According to the Legends of Lone Wolf series, he was adept in its use above the other weapons. This skill was in much demand for greel.

Azagad Gorge

A huge, arid canyon in Southern Magnamund formed by the Azan River. It is surrounded by the Great Wall of Azakawa. The Gorge contains Lake Shenwu and the Dragon's Teeth.

Azakawa, Great Wall of

The sheer cliff that surrounds the Azagad Gorge. The only method of climbing the Wall is to enter the tunnels of the Cave Mantiz.

Azan River

This river of Southern [Magnamund](#) is fed by [Lake Shenwu](#) and is a tributary of the [Suhni River](#) which it meets near the village of [Iwo](#). Its erosive power cut the [Azagad Gorge](#) and the [Dragons's Teeth](#). It flows through the [Wilderwastes](#). The shores of the Azan River are a rich source of the precious stone, jade, used to make the [Noble](#).

Azanam

A nation in extreme southern [Magnamund](#). It is covered by a forest of giant [azawood trees](#) known as the [Cloud Forest](#). It is inhabited by the [Kundi](#) and by beasts known as the [Cave Mantiz](#).

Azawood

Large trees found in Southern [Magnamund](#) especially in the [Cloud Forest](#) of [Azanam](#). Its leaves are prized by magicians for their ability to increase the potency of certain forms of magic.

Backpack

A cloth or leather container strapped to the shoulders and worn on the back. It was common practice among the [Kai](#) to wear a backpack which usually held eight, average-sized items.

Banedon

A member of the [Brotherhood of the Crystal Star](#). He was born ([MS 5035](#)) and raised inside of the walls of [Toran](#). He was not an ideal student. He was considered the least skilled «[c](#)» among the initiates of the [Brotherhood](#). He had discovered [Vtovlry](#) much to his detriment. He never left [Toran](#) until. . .

He was a young blond-haired, blue-eyed journeyman for the [Magician's Guild](#) at the time of the [Massacre of the Kai](#). The Guildmaster sent him on a mission to inform the [Kai](#) of [Zagarna's](#) impending invasion and that they must cancel their celebration of the [Feast of Fehmarn](#). The message was too little too late. He delivered it to the last of the [Kai](#), [Lone Wolf](#) at the ruins of [Raumas](#). He and [Lone Wolf](#) were to become lifelong comrades and would defend their [homeland](#) against the agents of [Naar](#) many times in the years to come. Banedon gave [Lone Wolf](#) his [crystal star pendant](#) as a token of this budding friendship.

Baronage of [Sommerlund](#)

[King Kian](#) appointed Barons from among those warriors who had served [Sommerlund](#) the most valiantly during the [War of Desecration](#). The Baronages are: [Anskaven](#), [Toran](#), [Tyso](#) and [Ruanon](#). He gave the land and

right to rule to the Barons and their posterity forever. [Sun Eagle](#) was among these first Barons.

Titles related to that of Baron were [Fryearl](#) and [Fryeman](#).

Black Bear

A large, ferocious mammal found throughout northern [Magnamund](#).

Black Steel

A dark alloy that was unique to the weapons and armor of the [Darklord](#) armies and was manufactured exclusively in the pits of [Helgedad](#) in the furnaces near the Lake of Blood. [«c»](#) Black steel is much stronger and lighter than typical steel.

Bobin

[Thelda](#) and [Daron's](#) black pony.

Bonner, Paul

The illustrator of the [World of Lone Wolf Series](#).

Book of the Magnakai

An ancient tome written by the hand of [Sun Eagle](#) detailing his quest for the [Lorestones](#) and the wisdom he gained from his experiences. [Kai Masters](#) used the Book of the Magnakai as a basis for their students' training. It was later lost although its teachings lived on in the training of the [Kai monks](#).

Border Rangers

An elite regiment of the King's Army of [Sommerlund](#). They were charged with the patrol and defense of [Sommerlund's](#) western border with the [Darklords](#). This border is defined by the [Durncrag Mts](#). They are among [Sommerlund's](#) finest warriors and woodsmen because of the hazardous nature of their duties. The Border Rangers can be identified by their green uniforms.

Broadsword

A [two-handed](#), bladed [weapon](#). The term "broadsword" in our [earth's](#) history has often referred to a one-edged blade used for slicing rather than piercing although this is not a general rule in [Magnamund](#). This [weapon](#) was used by the [Kai monks](#) in combat. It was [Storm Hawk's](#) preferred [weapon](#).

Brotherhood of the Crystal Star

Also known as the Magician's Guild of [Toran](#). The Brotherhood was housed in what was called the [Guildhall](#). This was a group of adepts of [Left-handed magic](#). It was the magical arm of the [Sommlending](#) defense. The name comes from the crystal star pendant given to those who were accepted as Brothers. The typical uniform of the Brotherhood was a loose, blue robe embroidered with stars, moons and other celestial bodies.

The Brotherhood was founded to seek power. It was a matter of wisdom and tradition that they held to the [Left-hand path](#). The Guild was ruled by a Guildmaster and a council of twelve Elders. The guildmaster at the time of the [Massacre of the Kai](#) played a large role in the early years of [Lone Wolf's](#) quest. Other noteworthy members of the Brotherhood are: [Banedon](#), [Vonotar](#), [Loren](#), [Artel](#), [Heikon](#) and [Martat](#).

The Magician's Guild had a prophecy that two young men, one a warrior and one a mage from the Brotherhood, would ally themselves and reign over [Magnamund](#) bringing an era of peace and prosperity. [Vonotar the Traitor](#) believed he was the fulfillment of this prophecy when he joined with [Zagarna](#). [Banedon](#) and [Lone Wolf](#) were the true fulfillment of this prophecy.

Burrowcrawler

An [Agarashi](#) that survived the destruction of [Agarash's](#) empire. The burrowcrawler has an insectile body, tentacles that act as its mouth, and a long, segmented tail. It is actually many separate [Agarashi](#) living in symbiosis. They live only in subterranean environments where they ambush their prey in the darkness.

Calacena

A mushroom highly prized by magicians for its hallucinogenic qualities. It can be made into a pink potion that enhance's the user's clairvoyant abilities. When used, it can enhance the illusions of the [Shianti](#) power of [Enchantment](#). It can also be used with [Enchantment](#) to communicate with plants.

Caldar, House of

The heirs of [Dundir Caldar](#). [King Kian](#) gave them the title of [Barons](#) of [Anskaven](#) as well as "Stewards of the Royal Court and Commanders of the Royal Fleet." (*Eclipse of the Kai*, p. 134)

Callysparrows

A bird that was seen to nest in the eaves of the buildings in [Holmgard](#).

Camouflage

A [Kai discipline](#). It grants the [Kai monk](#) stealth; it allows him to hide in the countryside and move undetected. It also enables him to blend in with natives of an area and understand common languages and dialects. Camouflage also helps the [Kai](#) to find shelter.

Carag

A rather intelligent [Giak](#) that [Vonotar](#) "befriended" in his flight to the [Darklands](#). [Giaks](#) don't usually have names but [Vonotar](#) felt he needed one; "Carag" means cesspool in the language of the [Vassagonians](#). Carag had rudimentary knowledge of [Sommlending](#). [Vonotar](#) enhanced Carag's natural strength beyond it's natural boundaries.

Cave Mantiz

Large, colonial insects that inhabit the [Cloud Forest](#) of [Azanam](#). They appear rather like Praying Mantises. They live in underground tunnels and are divided into soldiers and workers. The soldiers are slightly larger than the workers which are about three feet long. They excavate their tunnels from solid rock with an extremely potent, brown acid which they eject from a hollow horn in the middle of their heads. This acid along with oversized pincers are their main weapons.

Cener

A group of Evil druids that nearly caused the extinction of the [Elder Magi](#) in the [Great Plague](#).

Chainmail Waistcoat

A tunic made up of small interlinking loops of metal that adds 4 to the wearer's [EP](#).

Chalk, Gary

Co-creator and illustrator of the [Lone Wolf Series](#). He was involved in the illustration of children's books when he became interested in fantasy games and created several successful games. This lead to his involvement in the creation of the [Lone Wolf Series](#).

Chansi Hills

Stark, featureless hills to the North of the [Suhni River](#). [Inana the Wise](#) made his home here to avoid the attention of the [Shadakine Empire](#).

Cloud Forest

The name given to a large forest of [Azawood trees](#) that covers the nation of [Azanam](#). The name comes from the perpetual mist that is the forest's main source of moisture.

Creatures of Darkness

Crowns, Gold

Cryptspawn

Natives of [Naar's](#) Plane of Darkness and summoned servants of the [Darklords](#). These slimy creatures were shaped like a human brain with black bat-wings, suckers and skeletal appendages trailing their flying forms. More Cryptspawn could always be summoned by their masters when in short supply.

Combat Skill (CS)

The measure of a warrior's martial prowess. Combat Skill is assigned a numerical value typically between 1 and 60. The higher the number, the greater the skill. Combat skill can be affected by many things: innate warrior skills and training, [Mindforce](#), equipment, potions such as [alether](#), health, battle-site conditions, etc. [Mindblast](#) and [Weaponskill](#) both affect a [Kai Lord's](#) Combat Skill directly.

Crossbow

A weapon consisting of a small bow mounted horizontally and perpendicularly to a stock and fired by trigger. The small arrows used with the crossbow are known as quarrels. This weapon was not very popular in [Magnamund](#) at the time of [Lone Wolf](#) except for in the [Shadakine army](#).

Cynx

The city created by the [Sea Dragons](#) loyal to [Kai](#) after their flight from the [False Dragons](#). The city sunk into the earth after the defeat of the [Sea Dragons](#).

Dage

The birthplace of [Landar](#). It is a sleepy little [Sommlending](#) community on the [River Tor](#). Noteworthy citizens are [Lorbach](#) and [Ggunniweb](#).

Dagger

A short bladed [weapon](#) typically one foot in length. It was used by the [Kai](#) as a hand-to-hand combat [weapon](#). It can also be useful for picking locks.

Dagger of Vashna

The dark, twisted blade that belonged to [Darklord Vashna](#) that burns with blue fire when used. It is a powerful weapon against the [Darklords](#) and their magic. It has the power to disrupt certain uses of [Mindforce](#). Its most special power is its legendary ability to raise its [slain namesake](#).

Darklands

The domain of the Darklords. It was once a healthy and vital area of Magnamund. When the Darklords were sent to Magnamund, they set about conquering the lands of the Northern continent. The lands that they occupied became vile and dead and the Sun's rays didn't light the Darklands like the rest of Magnamund. Few humans can survive for long in the Darklands.

Darkling Room

A torture chamber on the deepest levels of the Hall of Correction. The floor of this cavern was covered with a sludge created by the decaying corpses of hundreds of previous victims. The Darkling Room had a psychic presence that would cause fear and insanity in its victims. Mother Magri intended to send Grey Star to this fate.

Darklords

Twenty champions of the Evil god Naar; they were sent in MS 3072 to subdue Magnamund for the cause of Evil; they had very individual aspects and characters but all were thoroughly evil. The very sight of a Darklord would drive an average mortal insane.

Before they were created by Naar, they were quite different; they were timeless beings not racked by the Evil hatred and anger that later characterized them.

These evil beings were immune to all normal weapons; only the Sommerswerd and supernatural weapons created by the Darklords themselves could mortally wound them. They had another weakness; the pure air and sunshine of Magnamund was poison to them. That weakness spurred the creation of the Darklands to give them a hospitable home.

Lone Wolf swore vengeance on the Darklords for massacring his Kai brethren. Lone Wolf was destined to fulfill that oath and destroy the empire of the Darklords.

The Darklords' names are as follows: «C»

- Chlanzor
- Dakushna
- Ghanesh
- Ghurch
- Gnaag
- Haakon
- Khatellu
- Kraagenskûl

- Menashga
- Mrugor
- Nhorg
- Shebnar
- Slûtar «C»
- Taktaal
- Tomogh
- Unc
- Vashna
- Xog
- Zagarna
- Zhanshal

Daron

Tym and Petrea's irrepressible, six-year-old nephew. He and his sister, Thelda, were travelling companions to Banedon at the time of the Massacre of the Kai. They were both killed by the invading Darklord spawn.

Daziarn (alt. Dazhiarn)

An astral world outside of Aon. It is a realm of fantastic and powerful beings. Travel to Daziarn can only be accomplished through a shadow gate. The Shianti roamed the Daziarn before they settled on Magnamund.

It is the source of the Shianti power of Sorcery.

Doomstones

Gems of power created by Agarash the Damned in mockery of the Lorestones. Agarash used their power to create the Agarashi. Agarash hid them before his death to prevent the Elder Magi from finding and destroying them.

Doomwolves

Large, canine servants of the Darklords. Doomwolves were bred to be used as mounts by the Darklords' other spawn especially the Giaks.

Dragon's Teeth

Tall, limestone spires located throughout the Azagad Gorge. They were cut by the Azan River and are inhabited by the Quoku.

Drakkarim (sing. drakkar)

A human-like, evil race that began to conquer [Magnamund](#) at the time of the exile of the [Shianti](#). Their most prized trophies were the skulls of newborn children.

When the [Darklords](#) came to [Magnamund](#), the Drakkarim tribes recognized an Evil greater than their own and allied themselves to them. The [Nadziranim](#) changed the constitutions of the Drakkarim to allow them to survive the hostile environment of the [Darklands](#).

They are fierce and cunning and were used as leaders in the [Darklords'](#) armies.

Druids

There was a secret sect of Evil druids operating in the forests of [Sommerlund](#) in [MS](#) 5050. It is not known what their origins were or what ever became of them.

(See also [Cenerese](#))

Druse

A tree found only in the [Forest of Fernmost](#). The clear, sticky resin found under the bark of the druse tree is the only known cure for the [Red Death Plague](#).

Dundir Caldar

The first of the [Family Caldar](#) and first [Baron](#) of [Anskaven](#).

Durenor

A nation located on a pennisula of Northeastern [Magnamund](#). It is the historic ally of [Sommerlund](#) which lies to the West. The royal arms of Durenor is a snow-capped mountain below two stars on a black field. The [Knights of the White Mountain](#) are the protectors of this mountain realm.

Durenese

Citizens of the nation of [Durenor](#). Durenese weaponsmiths are famous for their craftmanship.

Durncrag Mountains

The mountains that define the natural border between [Sommerlund](#) and the [Darklands](#). The Durncrag and [Sommlending](#) determination have held the [Darklord](#) aggression at bay for centuries. It is the special task of the [Border Rangers](#) to patrol this area.

Earth

The planet that we live on. Magnamund was mistakenly called Earth in *Grey Star the Wizard*.

Earth Giant

An elemental creature of Earth summoned by the Shianti power of Elementalism. Earth Giants are the least intelligent of the elemental entities.

Eclipse of the Kai

Elder Magi

A human-like race of central Magnamund sent by Kai to destroy the Agarashi Empire. Kai gave the Elder Magi Left-handed magic to help in their fight. In 4570 MS, they wove a spell that put all of the inhabitants of Naaros to sleep. They seized the stolen Lorestones from under Agarash's nose. The Elder Magi eventually defeated the Agarashi after a thousand years' war.

Their race was brought to near extinction by the Cenerese. The Cenerese caused a Great Plague to sweep the land in 2514 MS killing nine out of ten Elder Magi. The Elder Magi were saved from destruction by a group known as the Herbalish.

Eledil River

A river that flows East by Northeast from the Durncrag Mts. to Holmgard and empties into the Holmgulf.

Elementalism

One of the Lesser Magicks. Elementalism allows the wizard to enter a trance and summon the aid of elemental spirits. Elementals don't understand humans very well and may misinterpret a wizard's request.

Elemental Planes

Four planes of existence namely Fire, Air, Water and Earth. These planes are inhabited by elemental creatures such as the Earth Giants, Wind Sprites and Gale Wraiths. The Lesser Magick, Elementalism, summons these creatures.

Enchantment

One of the Lesser Magicks. A Shianti wizard possessing the power of Enchantment can manipulate the minds of others. He can cause them to believe that "imaginary events are actually taking place," charm them, obtain information from them, place thoughts in their mind, etc. Magical or intelligent creatures might be immune to Enchantment. If a victim has

reason to disbelieve what he is seeing or if the illusion is held for a long time, he will begin to notice flaws and the illusion will eventually collapse. Visual illusions are very difficult to maintain for long.

Endurance Points (EP)

The measure of physical stamina and ability to sustain wounds and survive. The Endurance Points score is a numerical value that is typically within the range 1 to 100. If a person's Endurance Points falls to zero, he is dead. Endurance Points can be influenced by physical makeup, health, dexterity, armor, etc. Once lost, Endurance Points can be restored by potions such as [Laumspur](#) and [Rendalim's Elixir](#), the [Kai discipline of Healing](#), rest, etc. However, the score can never rise above the original score by these means.

Evocation

A [Lesser Magick](#) that allows contact with the dead. The wizard must sit in a [pentacle](#) that he has drawn and enter a trance. Good spirits will be helpful while Evil spirits will be deceitful. All spirits will require a price, often a special task, for their help. The wizard must agree to this price even before he knows what it is. If this price is not met, the [pentacle](#) will no longer protect the wizard from the wrath of the dead and his soul might be consigned to eternal torment.

The [Song of the Dead](#) is part of the power of Evocation.

Ezeran Acid Crystals

When combined with equal parts of [sulphur](#) and [saltpetre](#) and then heated, these crystals will create a potent, yellow acid capable of dissolving metal.

False Dragons

Corrupt mimicks of the [Sea Dragons](#) sent by [Naar](#) to stop the spread of Good on [Magnamund](#). They corrupted some of the [Sea Dragons](#) and chased the remainder onto the land. There they waged war on [Kai's](#) servants. After they had destroyed the [Sea Dragons](#), they turned against each other "for food and for sport." Soon, they were no more.

Fehmarn, Feast of

Celebrated by the [Sommlending](#) on the first day of spring. Among the festivities, children of seven years of age swear their fealty to the King of [Sommerlund](#) for the first time. Those that had already taken the oath would renew it at this time.

All the Kai Monks from all over Magnamund gathered together during the Feast of Fehmarn. They fasted and meditated on the eve of the Feast of Fehmarn. It was said that a Kai Lord would lose his disciplines if he missed this observance although no one truly believed this superstition. Also, the acolytes that had been in training for a year or more were given their new Kai names. This secret gathering allowed Darklord Zagarna to massacre the Kai.

Flight from the Dark

Fire, Lore Hall of

A chamber in the Kai monastery devoted to certain of the Magnakai disciplines. Above it in the in the Sun Tower was the Lore Hall of Light.

First Order of the Kai

The original order of the Kai monks founded in MS 3810 by Sun Eagle. Lone Wolf was the last of the First Order after he survived the Massacre of the Kai.

Fogwood

A small village in the forest near the Kai monastery used for fifty years by a family of charcoal burners. The village was destroyed and its inhabitants killed by giaks shortly after the Massacre of the Kai.

Forest of Fernmost

The forest to the Northwest of the Chansi Hills.

Forlu

A nation in extreme southern Magnamund located halfway between Suhn and Shadaki.

Fryearl

A Sommlending who has honored himself on the battlefield or in humanitarian service. The title of Fryearl was equivalent to that of Baron. King Kian created the title to honor Sommerlund's greatest citizens. Only the King has the right to bestow the title of Fryearl. A related title was that of Fryeman.

Fryemen

A Sommlending that had accumulated so much wealth and prestige that they demanded royal attention. They no longer owed allegiance to a Baron. The King alone could bestow this title. It is related to the title of Fryearl.

Gale Wraith

A powerful elemental creature of [Air](#) summoned by the [Shianti](#) power of [Elementalism](#). Similar to the [Wind Sprite](#) but stronger.

Gallowbrush

A briar with red thorns that will cause someone to sleep if the thorns break the skin. It earned the nickname "sleeptooth" from woodsmen for this reason. It can be used to create a powerful, green sleeping potion.

Grandmaster Disciplines

When a [Kai](#) had progressed through the [Kai](#) and [Magnakai Disciplines](#), the Grandmaster could go on to further enhance his abilities in the Grandmaster Disciplines.

Great Suhn Road

A road that shadows the Southern bank of the [Suhni River](#). Many merchants and travellers use this road for overland travel from [Suhn](#).

Giaks

Humanoid servants of the [Darklords](#). They are a brutish, squat, sickly grey, Evil race with evil yellow eyes first bred by [Darklord Vashna](#) to build [Helgedad](#). They are very strong, can see in the dark and can withstand extremes of temperature. They were spawned in the greatest numbers of all of the [Darklords'](#) creations. They were so expendable that they were killed so that torches could be lit with "giak oil."

The term "giak" usually refers to the Mountain giak, the most vicious of their kind. They were ruthless and bred to delight in the destruction of all things. They were the mainstay of the [Darklord](#) infantry. For all of their endearing qualities, giaks are not intelligent or brave. The [Darklords](#) counteracted this deficiency with the [Gourgaz](#).

Another weakness of the Mountain giaks were their unfamiliarity with forested areas. Giaks were often seen riding [Doomwolves](#).

There are other breeds of giak: Swamp giaks, and [Szall](#).

The Giaks spoke [a language](#) that was used by most of the [Darklords'](#) servants. It was a simple, guttural language designed to give and receive orders in battle. Its vocabulary was therefore very limited. It also had a written form. (See the [Giak Lexicon](#))

Gnaag

A [Darklord](#). He was the fourth [Archlord of the Darklands](#). «C»

Gods

The gods of Aon are powerful beings (goes without saying). However, they are not omniscient or omnipotent. They are bodiless but they can assume the appearance of bodily form. They existed before time and matter and are immortal. The principal gods of Good are Ishir and Kai. The god of Evil is Naar.

The gods were known as Lords of Light or Lords of Darkness before the creation of Aon.

Even the Good gods are mostly devoid of compassion for mortal beings.

Gold Crowns

The currency in much of Northern Magnamund.

Gourgaz

An intelligent, grey, reptilian native of the Maakenmire Swamp. Their cruel disposition and battle prowess was utilised by the Darklords to lead their giak war parties. The most important quality of the Gourgaz is that when in battle-frenzy, they secrete an oil from the underside of their tails. This oil intoxicates their giak underlings giving them unusual courage and ferocity. Giaks are worthless without a strong leader. If their leader is killed, they fall apart. The Kai used this to break a long Darklord siege of the Kai Monastery by singling out the giak leaders. This Gourgaz secretion helps alleviate this weakness.

Grandmaster's Hall

The uppermost chamber in the Tower of the Sun.

Graveweed

A noxious briar that can be found, as the name implies, in graveyards and cemeteries. It can be used to create a strong poison in the form of a black potion.

Graveyard of the Ancients

An ancient, mist-shrouded graveyard just North of Holmgard. This place is taboo because of the nameless horrors that inhabit it. No one knows who lies in eternal unrest here but the Evil that "lives" there is more ancient than the Darklords. It is one of the ways that Lone Wolf could have hidden from the Darklord army on the last leg of his journey to Holmgard after the Massacre of his brethren.

Gray Star

The improper, American spelling of "Grey Star".

Great Plague

Created by the [Cenerese](#) in 2514 [MS](#) ^{«c»} to decimate the [Elder Magi](#).

Greel

A game played by the initiates at the [Kai Monastery](#) involving one axe, three teams and three goals arranged on a triangular field. The object of the game was to strike one of the opposing team's goals with the [axe](#). The [axe](#) was thrown from player to player to keep it from the opposing teams. This dangerous game resulted in few injuries. It was only grudgingly permitted by the initiates' mentors. [Silent Wolf](#) excelled at this game.

Green Slipper Inn

An inn in [Holmgard](#).

Grey Star

The hero of the [World of Lone Wolf series](#). On the night of the crowning of [Shasarak](#) as Overlord of the [Shadakine Empire](#), the [Sea of Dreams](#) was tortured by an unnatural storm. The [Shianti](#) found a shipwrecked vessel on the shores of the [Isle of Lorn](#). They found only one survivor, a [human](#) infant. They named him Grey Star for the grey streak in his jet black hair and also because a star is a symbol of hope for the [Shianti](#). They could not intervene directly in the fate of [Mankind](#) because of their vow to the [Goddess Ishir](#) but this child was not bound by this oath.

For sixteen years they trained him as a [Shianti](#) wizard in the hope that he would destroy the [Shadakine Empire](#). He mastered five of the seven [Lesser Magicks](#) in the time of his training and, in the year [MS](#) 5050, he accepted the quest to regain the exiled [Moonstone](#) and use its powers to defeat the Evil [Shasarak](#).

Grey Star the Wizard

Guildhall of the [Magicians' Guild of Toran](#)

The imposing home of the [Brotherhood of the Crystal Star](#).

Gunniweb

Moneylender in the town of [Dage](#).

Hall of Correction

"a large, black stone citadel built on a broad hill overlooking [Suhn](#)." (*Grey Star the Wizard*, §311) The Hall of Correction was [Mother Magri's](#) seat of power where enemies of the [Shadakine Empire](#) were imprisoned, tortured and killed. Its greatest Evil existed in the [Darkling Room](#).

Healing

A Kai discipline. Healing allows the Kai Lord to heal his own wounds and on a limited basis the wounds of others. For every numbered section of a book, a Kai can regain one EP lost in combat.

The Brotherhood of the Crystal Star also incorporated this discipline into their basic training.

Heikon

A member of the Brotherhood of the Crystal Star remembered by Vonotar after his defection to the Darklords.

Helgedad

The capital of the Darklord Empire and the Archlord's seat of power. This vast city-fortress was constructed on an granite island in a lake of molten lava in the middle of the Darklands by the giak slaves of Darklord Vashna. A colossal bridge of steel spanned the Lake of Blood. «C» Helgedad's construction took years and many giak lives. Only the hardest and cruellest of them survived the heat of the Lake of Blood and the hostile environment of the Darklands. Vashna never lived to see the completion of Helgedad. Darklord Zagarna oversaw the completion of this and the eight other city-fortresses of the Darklands.

Deep below the surface, near the level of the lake of fire, the Darklords' spawn was bred. It was there in the depths of Helgedad that the greatest concentration of Evil existed. Few humans were unlucky enough to see the Evil splendor of Helgedad.

Helghast

Undead agents of the Darklords. These creatures have the ability to change form to match that of any humanoid. This is used to great advantage by their masters; they can be found in positions of trust in many of the royal courts of Magnamund. They can be detected through magical means and by Mindforce. No normal weapon can defeat them. Because of their insidious abilities, they are among the most feared of the Darklords' servants.

Helghast Wars

Begun in MS 3520 by Darklord Vashna in retaliation for his defeat at the hands of Sommlending in the War of Desecration. Vashna flooded Sommerlund for three decades with his newly created Helghast. These vile creatures were sought out by the Brotherhood of the Crystal Star and

countless were destroyed on the blade of the [Sommerswerd](#). [Vashna](#) was killed in the last battle of the Helghast Wars by [Ulnar I](#).

Helmet

Armor worn on the head that adds 2 to the wearer's [EP](#).

Herbalish

A group devoted to the healing arts. They saved the [Elder Magi](#) from extinction.

Herb Pouch

A leather pouch worn by those who have mastered the [Lesser Magick](#), [Alchemy](#). It was used to carry ingredients and equipment necessary for the use of [Alchemy](#). It could contain up to six items.

Holmgard

The capital of [Sommerlund](#) and a seaport on the [Holmgulf](#). The city is enclosed by grey-white walls two hundred feet in height whose gatehouses are 100 yards long. At the center of the city is the citadel of the king.

The city was besieged by the [Darklords](#) shortly after the [Massacre](#) of the [Kai](#). [Lone Wolf](#) was the means of the city's salvation when he killed the [Darklord Zagarna](#) with the [Sommerswerd](#) from atop the city walls.

Holmgulf

A body of water near [Holmgard](#) and southwest of the [Kirlundin Isles](#). The Rivers [Unoram](#) and [Eledil](#) both empty into the Holmgulf. It is [Holmgard's](#) only access to the open seas.

Houva

[Landar's](#) mother. For some reason, [Landar](#) never became very attached to his mother.

Humanity

Equivalent to human beings here on [Earth](#). Human beings are the most prominent race on [Magnamund](#) and can be found throughout. They came to [Magnamund](#) at about the same time as the [Shianti](#).

Hunting

A [Kai discipline](#). A [Kai Lord](#) with the Hunting discipline will never go hungry in the wild; he will be able to hunt for his [food](#). Only in areas where there is very little opportunity for hunting (i.e. deserts and wastelands) will this discipline be of no avail. Additional stealth and

dexterity comes with the ability to stalk prey which can be used in other, non-hunting situations.

Imperial Zlanbeast

Inn of the Laughing Moon

An inn and tavern of grim stone just off the market square off the Port of Suhn that is popular with merchants and travellers.

Ishir

Goddess of Light and the Moon and companion of the god Kai. She was the author of the truce that lead to the creation of Magnamund. She is often typified as the leader of the Lords of Light. She and Kai created the Sommlending.

Isle of Lorn

An inhospitable rock in southern Magnamund that lies in the Sea of Dreams. The Shianti exiled themselves here after their vow to Ishir.

Iwo

A small village located where the Great Suhn Road crosses the Azan River.

Jala

A hot, dark, brewed beverage common throughout Magnamund. Probably comparable to coffee or black tea.

Jen

Landar's older brother (born MS 5028). He was wall-eyed and crippled from birth and was the object of pity and laughter throughout his life. He was patient and loving with his younger brother who attached to Jen more than any other member of the family.

He went on a fish tickling escapade with his brother when he was fourteen and Landar was six (MS 5042). Landar was attacked by a storgh and when Jen went to his defense, he was eaten by the storgh. Landar was never the same after that day; he became quiet and reclusive. A year after Jen's death, Landar was chosen by the Kai monks to go to their monastery and receive training.

Jerbokan

A harmless, yellow-spotted lizard that lives in the Wilderwastes.

Jnana the Wise

An old hermit that lived in a cave in the [Chansi Hills](#). He was a renegade against the [Shadakine Empire](#) which feared his wisdom so much that they blinded him in the hope that he would be crippled into submission. Instead, he learned to use his [mindforce](#) to compensate for the loss of his eyesight. He had [najin](#) helpers who served as his messengers and scouts.

Kaag

The massive, cubic city-fortress of [Darklord Zagarna](#). "Rising in the midst of a plain of dust and ash, the mighty walls of the fortress seemed to touch the sky. The vast stone blocks of which they had been built were fifty feet square. . . The mortar which joined the giant rocks had been made from the bones of [Giaks](#), animals and human beings. . . The great gates had been fashioned from the skin of the dragon [Nyxator](#), preserved as a trophy of their power by the [Darklords](#) for millenia. A few slits had been set into the walls to allow air into the titanic fortress. . . Kaag was forty miles across and it rose two miles into the sky." (*Eclipse of the Kai*, pp. 97-98) It was the last of the [Darklord](#) city-fortresses to be completed.

Located west of the [Durncrag Mts.](#), this city is the nearest [Darklord](#) fortress to [Sommerlund](#). It was consequently the staging ground for the [Darklords'](#) many conflicts with [Kai's children](#).

Kai

The male [god](#) of Good, [Lord of Light](#) and companion to [Ishir](#). He is the creator of the [Sommlending race](#) and the first god to send [servants](#) to [Magnamund](#). His symbol is the [Sun](#) which the [Sommlending](#) use in their flags and heraldry. Kai is in perpetual conflict with the Evil god [Naar](#).

Kai Disciplines

The [Kai monks](#) have endeavored to master the innate warrior talents given to them by [Kai](#). Their prowess is legendary throughout [Magnamund](#). Their skills are divided into the following Kai disciplines:

- [Camouflage](#)
- [Hunting](#)
- [Sixth Sense](#)
- [Tracking](#)
- [Healing](#)
- [Weaponskill](#)
- [Mindshield](#)
- [Mindblast](#)

- [Animal Kinship](#)
- [Mind Over Matter](#)

The skills in the Kai disciplines are augmented in the [Magnakai Disciplines](#) and later the [Grand Master disciplines](#). A [Kai Lord's rank](#) depends on how many of these disciplines he has mastered.

Kai Masters' Hall

A chamber in the [Tower of the Sun](#) positioned above the [Lore Hall of Spirit](#) and below the [Grandmaster's Hall](#). It contained a plain, wooden throne and plain, green pillars.

[Kai Monastery](#)

Kai monks (also "the Kai", "Kai Lords" or "Order of the Kai")

For centuries, the Kai monks have protected [Sommerlund](#) from the threat of the [Darklords](#). They had mastered the arts of war which are embodied in the [Kai disciplines](#) and were the élite warriors of [Sommerlund](#). Their warrior prowess was known and feared in all of [Magnamund](#).

The [Sommlending](#) searched among their children to find those who had innate talents in the [Kai disciplines](#). Those found capable were sent to the [Kai monastery](#) to learn the skills and wisdom that would protect their homeland in the generations to come.

The [First Order of the Kai](#) was founded in [MS](#) 3810 by [Sun Eagle](#) when he erected the [monastery](#).

Kaltersee (alt. Kaltesee)

The frigid sea north of [Sommerlund](#) and [Durenor](#). It is characterized by sudden storms and the pack ice that covers much of its northern shores throughout the extended winter season.

Kakarmi

Small, furry creatures that inhabit the forests of [Sommerlund](#). They act as the protectors and custodians of the forests. They are intelligent enough to have a spoken language and live in villages. Their language sounds like squeaks and grunts to the human ear. They are naturally timid and rarely speak with humans. Kakarmi know [Kraan](#) as "black-wings."

Kari

[Landar's](#) older sister. She was thirteen years older (born [MS](#) 5023) than [Landar](#). She was quite beautiful and had many proposals of marriage. She married [Rabalien](#), the son of a wealthy merchant from a neighboring

village. He was abusive and drunken but she maintained the marriage for the sake of her family's financial welfare (her father was dead). She eventually broke off the marriage and returned to live with her mother.

Kashima Mountains

A mountain range to the West of Forlu.

Kazim Stone

A magical, crystal ball used by the Wyitches to enhance their powers over the minds of others. The Kazim stones glowed with an strange, yellow light and were capable of controlling great numbers of people.

Kian

The first king of the Sommlending people. He lead his people in MS 3434 against the Darklords and their armies. The Sommlending, armed with the Sommerswerd, slowly drove their enemies back beyond the Durncrag Mts. Kian named the land that they had conquered Sommerlund in honor of Kai.

Kian was the creator of Sommerlund's aristocracy in an effort to maintain readiness for war with the vengeful Darklords. He said "every Sommlending must have a lord."

Kirlundin Isles

A chain of islands off the east coast of mainland Sommerlund. It is renowned for the skill of its sailors.

Kleasá

A creature that feeds on energy used against it. The more energy used against it, the stronger it becomes until it crushes the mind of its victim. It appears as an impenetrable blackness with two blank eyeslits and a blank, gaping mouth. Also known as a "soul-eater". Mother Magri sent a kleasá to destroy Grey Star after his escape from the Hall of Correction.

Knights of the White Mountain

Sworn protectors of the realm of Durenor. Their specific duty was to protect the border between Durenor and the Wildlands.

Kolanis "Sage and Herbalist"

A charlatan from Holmgard who lured victims into his magic/herb shop so that he could defraud the foolish and his son could rob the rich.

Kraan

Scaly, leather-winged spawn of the Darklords. They are most often black although this can vary. They were endowed with cruel talons and beaks

that they used to carry off their enemies and drop them from the skies. They were used as airborne mounts by other members of the [Darklord](#) army and were the mainstay of the [Darklord](#) air force throughout its history. They were the smaller cousins of the [zlanbeast](#).

Kundi

A magical race of Southern [Magnamund](#). The Kundi are ape-like with squat bodies and long, prehensile tails.

Originally, the Kundi lived in [Lara](#). When [Shasarak](#) began to create the [Shadakine Empire](#), he went first through [Lara](#) and the [Morn Pass](#). The Kundi opposed the advance of the [Shadakine](#) armies. Each time they ambushed the [Shadakine](#), the Kundi would retreat back into the safety of the forests. Frustrated, [Shasarak](#) had the forest burned. The Kundi left their homeland and travelled through the [Shuri Mountains](#), then the [Forest of Fernmost](#) and finally the [Kashima Mountains](#) after which they disappeared. They became known as the Lost Tribe of Lara.

[Grey Star](#) found the Kundi in the [Cloud Forest](#) where they lived in communities in the tops of the [Azawood](#) trees. The King at the time was named [Okosa](#) and the Shaman was named [Urik](#).

Lake Shenwu

Landar

The birthname of [Lone Wolf](#). He was born([MS 5036](#)) and raised in [Dage](#). He was always curious, playful and intelligent. His mother was named [Houva](#) and his father died when he was merely four-years-old. His parents were humble farmers. He had an older sister named [Kari](#) and an older brother, [Jen](#). The traumatic death of his brother caused him to lose the playfulness that had characterized his early years. At the age of seven, one year after the death of his brother, Landar was chosen by the [Kai monks](#) to be trained in the [Kai Disciplines](#).

Lara Mountains

A mountain range to the West of [Shadaki](#). It was the homeland of the [Kundi](#).

Laumspur

A rare shrub with bright red flowers. It is much sought after for its healing properties. Laumspur can be distilled into a red potion that restores 4 [EP](#) on average. Laumspur can be found in many places in [Magnamund](#).

Left-handed Magic

The creative side of magic. This magic deals mostly in constructive spells and is therefore not as destructive as its counterpart. It is used mainly by servants of Good. Elder Magi and the Brotherhood of the Crystal Star are among its adherents.

Legends of Lone Wolf Series

A novelization of the Lone Wolf series. This wonderful series adds depth to the storyline of the original series. This is particularly enjoyable to those who are familiar with the original series. For the sake of the novelization, the storyline became fixed. For example, Lone Wolf had weaponskill in the use of the axe in the Legends series to the exclusion of all the other weapons. The original gamebooks allowed Lone Wolf to master one of the other weapons.

The N. American versions are:

1. *Eclipse of the Kai*
Covers half of the original book, *Flight from the Dark*.
2. *The Dark Door Opens*
Covers the second half of *Flight from the Dark*.
3. *The Tides of Treachery*
Covers the first half of *Fire on the Water*.
4. *The Sword of the Sun*
Covers the second half of *Fire on the Water*.
5. *Hunting Wolf*
Covers *The Caverns of Kalte*.

Lesser Magicks

The seven rudimentary magical powers of the Shianti. The use of a Lesser Magick drains the wizard's Willpower.

The seven Lesser Magicks are:

- Sorcery
- Enchantment
- Elementalism
- Alchemy
- Prophecy
- Psychomancy
- Evocation

Light, Lore Hall of

A chamber of the Kai monastery devoted to certain of the Magnakai disciplines. Below it in the Sun Tower was the Lore Hall of Fire and above it was the Lore Hall of Spirit.

Lone Wolf

The hero of the Lone Wolf Series created by Joe Dever and Gary Chalk. He was born in MS 5036 in Dage as Landar. He began the series as Silent Wolf, an inattentive Initiate of the Kai Monks. The Massacre of his beloved masters sent him on one of the most fateful quests in the history of Magnamund. The Lone Wolf Series details his adventures as defender of Sommerlund and champion of the great god Kai.

Lone Wolf Series

Created by Joe Dever and Gary Chalk; it contains the details of the quest of Lone Wolf to champion the cause of Good on Magnamund and destroy the servants of Naar;

1. *Flight from the Dark*

Lone Wolf sets out on a quest to avenge his fellow Kai and inform King Ulnar of the Massacre of his comrades; he is dogged at every turn by the vile servants of the Darklords, ancient enemies of the Sommlending; he finds his way to the capital, Holmgard and to the citadel of the King and delivers his fateful message that he is the last of the Kai; Lone Wolf is asked to undertake yet another quest in the defense of his homeland.

More books will be added to the list over time.

This series has enthralled many young fans. Many never lose their love for this fantasy world. The world of Magnamund is rich in detailed people and places.

Lorbach

Blacksmith in the town of Dage.

Lords of Light/Darkness

A title for the gods of Good and Evil respectively. Usually used in reference to the state of the gods before Aon. Ishir and Kai seem to be the chief of the Lords of Light while Naar is the greatest of the Lords of Darkness.

Lore Halls

- [Fire](#)
- [Light](#)
- [Solaris](#)
- [Spirit](#)

Loren

An Elder of the [Brotherhood of the Crystal Star](#). This frail mage was killed in a short magical duel by [Vonotar](#) when Loren discovered his plans to flee to the [Darklands](#). Loren had been a secret advocate of the [Guild](#) researching [Right-handed magic](#) but was not in favor of [Vonotar's](#) plan to ally himself to [Zagarna](#).

Lorestones of [Nyxator](#)

Gems of power containing the wisdom and powers given to [Nyxator](#) by the great god [Kai](#). They were created in the year 12,209 [MS](#).

Lost Tribe of Lara

Maakengorge

A seemingly bottomless chasm to the south of [Sommerlund](#) and [Ruanon](#). It is the site of the victory of king [Ulnar I](#) over [Darklord Vashna](#). The [Darklord](#) and his armies were defeated and pushed into the Maakengorge. It is said that [Vashna's](#) death howl can be heard from the depths of the Maakengorge to this day.

Maakenmire

A large swamp to the East of the [Maakengorge](#). This is homeland of the [Gourgaz](#).

Mace

A short [weapon](#) with a weight on the business end. The weight was often spiked to increase the damage done. It is one of the favored [Kai monk weapons](#).

Madam Tarlas

The proprietor of an apothecary shop in the [Port of Suhn](#).

Madin Rendalim

A [Durenese](#) herbwarden famous throughout [Magnamund](#) for his knowledge of the healing arts. He created [Rendalim's elixir](#). He met [Grey](#)

Star while on a trip to collect a cure for the Red Death Plague that was raging in his homeland.

Magician's Guild of Toran

Magnakai Disciplines

When a Kai had mastered the ten basic Kai disciplines, he could go on to augment his powers by learning the Magnakai disciplines. They are an enhancement of the basic ten.

Magnamund

The planet upon which most of Lone Wolf's adventures take place. It is much like our own more mundane world but filled with magic, deeds of valor and a very clearly defined difference between Good and Evil. It is in fact the balance point of the struggle between Good and Evil in Aon.

It is divided between Northern and Southern continents and is filled with wonderous places to visit and interesting people and creatures to meet and defeat.

Maiteya

A Shianti who was a close friend and teacher to Grey Star.

Majhan

Mantiz

Martat

A member of the Brotherhood of the Crystal Star remembered by Vonotar after his defection to the Darklords.

Massacre of the Kai

On the morning of the Feast of Fehmarn MS 5050, the Darklords attacked the Kai monastery with a flying horde of kraan carrying other vile servants of Naar. Zagarna attacked from the East exactly the opposite of what the Kai expected. For years, the Kai monks had set watch facing towards the West and the Durncrag Mountains. Though they fought with bravery, the Kai were overcome by sheer numbers. Only one Kai survived the massacre. Silent Wolf had been sent to chop wood and thus was the only Kai outside of the monastery when it was attacked. He saw the plight of his fellows and ran to help in the struggle but was struck by a low tree branch and fell unconscious.

When he awoke, he was the last of the Kai. He vowed vengeance «C» against those who had destroyed his comrades, took the name Lone Wolf and began his quest.

Meadowood

A town south of [Toran](#). Meadowood was closed by a group of [Border Rangers](#) after the [Massacre of the Kai](#). An agent of the [Darklords](#) (probably a [Helghast](#)) had invaded the town and terrorized the people.

Meals

Food. A [Kai monk](#) or anyone else could expect to lose 3 [EP](#) if they skipped a Meal. The [Hunting discipline](#) can help a [Kai Lord](#) to provide for himself in the wilderness.

Mindblast

A [Kai discipline](#). A [Kai monk](#) with this discipline is able to use his [Mindforce](#) to attack his enemies in addition to normal, hand-to-hand combat. This ability results in a +2[CS](#) advantage over those that are susceptible to this [discipline](#).

Mindforce

The concept of Mindforce is an integral part of [Joe Dever's](#) creation. Mindforce is the ability of creatures (including humans) to influence and perceive the world through the use of concentration. It is manifested in the [Kai disciplines](#) of [Mind Over Matter](#), [Mindshield](#), [Mindblast](#) and [Sixth Sense](#) and their equivalent [Magnakai](#) and [Grandmaster](#) disciplines.

Mind Over Matter

A [Kai discipline](#). This [discipline](#) enables a [Kai](#) to move small objects with his [Mindforce](#).

Mindshield

A [Kai discipline](#). Many creatures are able to use [Mindforce](#) as an offensive weapon. Mindshield helps protect a [Kai Lord](#) from this form of attack.

Monastery, Kai

Home of the [Order of the Kai](#). It is the center of the life for the Order and all [Kai](#) are trained there. It is situated deep in the forest in the center of [Sommerlund](#) to the Norhtwest of [Holmgard](#).

The original had, along with more mundane things, four Lore Halls: [Fire](#), [Light](#), [Spirit](#) and [Solaris](#). There was also a [Kai Masters' Hall](#) and the [Grandmaster's Hall](#). All but the [Lore Hall of Solaris](#) were in the [Tower of the Sun](#). The original monastery was razed in the [Massacre](#) of the [First Order](#).

Moon

The planetary satellite of [Magnamund](#). There is only one pale moon that orbits [Magnamund](#). This has long been held as a symbol of the [goddess Ishir](#).

Moonstone

An artifact of great magical power created by the [Shianti](#) in the year [MS](#) 1. Its creation began the Golden Age of [Magnamund](#). This palm-sized gem of power was formed in the [Daziarn](#). It contains all of the knowledge, wisdom and power of the god-like [Shianti](#). The mighty powers of the Moonstone can be used for Good or Evil.

It was returned to the [Daziarn](#) at the time of the banishment «C» of the [Shianti](#).

[Grey Star's](#) quest was to find the Moonstone and use its power to defeat [Shasarak](#).

Morn Pass

A long valley in the [Mountains of Lara](#) and the site of the [Kundi](#) resistance of [Shasarak's](#) armies.

Mother Magri

"seer of the [Kazim Stone](#), Law Giver to the city of [Suhn](#), [Truthsayer](#) of [Shadaki](#) in the service of the [Wytch-king](#), [Shasarak](#)." (*Grey Star the Wizard*, §289) The old [Wytch](#) that imprisoned [Grey Star](#) and [Shan Li](#) in the [Hall of Correction](#). Her control over [Tanith](#) caused the girl to betray [Grey Star](#) to a [Kleasá](#).

MS

The years on [Magnamund](#) are counted from the moment of the creation of the [Moonstone](#). MS is an abbreviation for "M"oon"s"tone. If the year appears previous to "MS" (i.e. 5000 MS) then it is the number of years counted backwards from the creation of the [moonstone](#). If it appears after "MS" (i.e. MS 5000) then it is the number of years counted from the [moonstone's](#) creation.

Naar

Lord of Evil and [god](#) of Darkness. Before Time was, Naar was in conflict with the Lords of Light. He was the one to break the [truce](#) with [Ishir](#) and start anew the eternal conflict. He manifested himself to the people of a distant planet in the form of a small child. Naar discovered pain while he was on this planet. From then on, he would use it to shape the wills of the people of [Aon](#). In only a short time, the inhabitants of the planet were

devoted to the cause of Evil. He then proceeded to annex entire galaxies to his dominion. The King of Darkness succeeded in conquering half of the inhabitable worlds in [Aon](#), [Ishir](#) and [Kai](#) and the other [Lords of Light](#) held the other half. Only [Magnamund](#) stood unclaimed...

Naaros

The ancient center of the [Agarashi Empire](#). This fortress created by [Agarash](#) was destroyed after the fall of his empire. Nothing remains of this city; the stones were carried off «C» by farmers to build homes for their families.

Nadziranim

Practitioners of [Right-handed Magic](#) and servants of the [Darklords](#).

Najin

Winged, ape-like creatures with grey skin from Southern [Magnamund](#). With their black, bat-like wings they could fly swiftly through the skies making them able scouts and messangers. The [Shadakine Empire](#) and [Inana the Wise](#) both used the najin.

Naogizaga

The desolate, dusty plain surrounding [Helgedad](#).

Naptha

A volatile, inflammable liquid.

Nina

The old, brown mare that [Banedon](#) rode on his way to warn the [Kai](#) of [Zagarna's](#) invasion of [Sommerlund](#).

Noble

The currency used in Southernmost [Magnamund](#). The small coin is made of the precious, green stone, jade. Some of the jade used to make the noble is mined in the [Azan River](#) area.

Nyxator

The wisest of the [Sea Dragons](#). In the dawn of civilization on [Magnamund](#), Nyxator lead the loyal [Sea Dragons](#) out of the seas to establish [Cynx](#). Nyxator encapsulated the powers given to him by [Kai](#) in the [Lorestones](#). Nyxator took refuge in the molten core of [Magnamund](#) when [Naar's minions](#) killed his [fellows](#) and destroyed [Cynx](#). He remained there for two millenia while [Naar](#) tortured the world to make it give up its refugee. In frustration, [Naar](#) sent "the most powerful of his avatars," [Agarash the Damned](#). After securing his hold on Southern [Magnamund](#), [Agarash](#) journeyed to the center of [Magnamund](#) to destroy Nyxator.

Nyxator died after decades of conflict and watched as [Agarash](#) stole the [Lorestones](#).

Oak Hill «c»

A small [Sommlending](#) village. It is the home of [Tym](#) and [Petrea](#).

Ogosh

An innocuous yellow-brown weed native to the [Wilderwastes](#).

Okosa

[Kundi](#) King at the time of [Grey Star's](#) quest.

Old Wars of the Empire

The name of the conflict that gave birth to the [Shadakine Empire](#).

Pegasus

A legendary winged horse. A white pegasus was the symbol of [Crown Prince Pelathar](#).

Pelathar, Crown Prince

The only son of [Ulnar V](#), king of [Sommerlund](#). He died in the Battle of [Alema Bridge](#) pierced by a [giak](#) arrow in his side. His heraldic symbol was the [white pegasus](#).

Pentacle

A mystical symbol consisting of a five-pointed star and other mystical symbols. It is used as a barrier to Evil and the dead to keep them either in- or outside of the pentacle. [Evocation](#) relies on pentacles to protect the spellcaster.

Petrea

[Tym's](#) wife. She was round, cheerful and smelled of soft soaps.

Prophecy

One of the [Lesser Magicks](#). Prophecy allows the wizard to foresee the future, find someone or something after they have been seen once, deduce the true intent or nature of a stranger or make a correct choice. The wizard must enter a meditative state to use this [Magick](#). Magical objects or beings may be invisible to Prophecy.

Psychomancy

A [Lesser Magick](#). With Psychomancy, a wizard can touch an inanimate object and receive information about that object. This information might

be past events relating to the object, how the object can be used, information about the object itself, etc. Magical items might resist Psychomancy or even distort the information given.

Quarterstaff

A stout, wooden pole wielded with two hands. It is a fairly rare weapon but the Kai did use it in combat.

Quoku

Large, intelligent, toad-like creatures that inhabit the Dragon's Teeth. "their mottled, green skin is covered with ridges and warts, and their pale throats expand like bubbles as they emit their sonorous croaking call." (*Grey Star the Wizard*, §61) Their armor-like skin secreted a poison that would paralyze their victims on contact. The quoku were large enough to grab a man with their tongue and swallow them whole. They had suckers on the tips of their fingers and toes to help grasp their victims.

They would sit on the top of a limestone pillar waiting in ambush. They would then jump from their perch and use a membrane between their front and hind legs to fly down to their victims.

They were considered to be mythical by the people of Southern Magnamund.

Rabalien

Kari's abusive, drunken husband. He was the son of a wealthy merchant in a village near Dage.

Rank, Kai

The Kai monks divided themselves into ranks based on the number of Kai disciplines they had mastered. For each discipline, they gained one rank:

Basic Kai Ranks

1. Novice
2. Intuite
3. Doan
4. Acolyte
5. Initiate
6. Aspirant
7. Guardian
8. Warmarn *or* Journeyman
9. Savant

10. Master

The terms "acolyte" or "initiate" were sometimes used generically to denote someone who hasn't mastered all ten [Kai disciplines](#). "Lord" was sometimes used to mean those that had.

The different ranks could be distinguished by the color of their distinctive [Kai](#) robe. A [Kai](#) of these first ten ranks wore a green robe.

Raumas

An ancient forest temple that is now in ruins. It is located not far from the [Kai monastery](#). [Banedon](#) met [Lone Wolf](#) here for the first time according to the [Legends of Lone Wolf series](#).

Red Dawn

The head cook in the [Kai monastery](#) at the time of the [Massacre](#) of the [Kai](#). He was originally an [acolyte](#) of the [Kai](#) but never achieved mastery of the [Kai disciplines](#). He stayed on as cook because of his culinary talent and his fetish for insulting his assistants.

Red Death Plague

A virulent disease that swept through [Durenor](#) and the Wildlands at the time of [Lone Wolf](#). The only known cure comes from the [druse tree](#).

Redeemers

A silent order devoted to the development of the healing arts. They can be identified by their black robes and the wooden fish amulet that they all wear around their necks.

Red Marsh Viper

A venomous snake native to the marshes of [Sommerlund](#). It is said that there is no known cure for its venom.

Rendalim's Elixir

A strong healing potion created by [Madin Rendalim](#) that restores 6 [EP](#).

Right-handed Magic

Also known as the Dark Arts, it is the destructive side of magical power. This dark magic is deceptive and destructive and does not create or restore well. It is not innately Evil but it takes great wisdom and care to use it for Good.

Its chief practitioners are the [Nadziranim](#). It was also given to the [Agarashi](#) to aid in their struggle against the [Elder Magi](#).

Roofways

The houses of [Holmgard](#) were built so close together so that it was possible to traverse the city on the rooftops. The citizens used this method of travel when the autumn rains turned the unpaved streets into a quagmire. This elaborate system of bridges and housetops became known as the "Roofways". The Roofways were shut down by royal decree when too many injuries resulted from its use.

Ruanon

The most Southerly province of [Sommerlund](#). It is ruled by a hereditary [Baron](#) and its main source of income is mining.

Saltpetre

A substance that is used as a base for many of the potions created using the [Shianti](#) knowledge of [Alchemy](#).

Sea Dragons

The first inhabitants of [Magnamund](#). They were demigods loyal to [Kai](#) who took upon themselves mortality in order to secure victory for the cause of Good. They lived in the oceans at the dawn of history. [Naar](#) sent [False Dragons](#) who mimicked the Sea Dragons' form and corrupted their society. [Kai](#) warned [Nyxator](#) of the danger who lead the remaining loyal Sea Dragons out of their ocean homes to build [Cynx](#). They eventually lost their war with the [False Dragons](#) and were all destroyed with the exception of [Nyxator](#).

Seal of Hammerdal

A legendary, golden ring that bears the Arms of [Durenor](#). It was given to the [Sommlending](#) in exchange for the [Sommerswerd](#) as a sign of the alliance that existed between the nations.

Sea of Dreams

A sea to the East of the tip of Southern [Magnamund](#). It surrounds the fabled [Isle of Lorn](#). The Sea of Dreams was enchanted with illusions and magical winds by the [Shianti](#) in order to maintain their isolation from [Mankind](#).

Sea of Winds

A sea North of the [Sea of Dreams](#) along the coast of Southern [Magnamund](#).

Searsby

A village in [Sommerlund](#), it was [Thelda](#) and [Daron's](#) destination when they travelled with [Banedon](#). It is south of [Oak Hill](#) «C».

Shadaki

A nation in Southern [Magnamund](#) on the Northern shore of the [Sea of Winds](#). It was the home of the cruel [Shadakine](#) tribe and the seat of power for the [Shadakine Empire](#).

Shadakine

The tribe inhabiting [Shadaki](#). They are a cruel race with fearsome pupil-less eyes. [Shasarak](#) employed them as soldiers in order to create the [Shadakine Empire](#). The soldiers shaved their heads except for one long lock of hair in the center of their scalp and wore black, enameled steel armor with decorations in gold. The Shadakine army was particularly fond of the [crossbow](#).

Shadakine Empire

The empire created by [Shasarak](#) and the [Shadakine](#) from the free nations at the tip of Southern [Magnamund](#).

Shadow Gate

A rent in the fabric of reality that allows passage to planes of existence outside of [Aon](#). They typically lead to [Daziarn](#). Shadow gates are rare and transitory and hard to find because they are invisible to the typical mortal eye. Passage through a shadow gate can be harmful and even fatal to normal mortals.

Shan Li

A rotund, jovial merchant who had travelled much of [Magnamund](#). He met [Grey Star](#) in the [Port of Suhn](#) where they were imprisoned together. They escaped with the aid of [Tanith](#) and headed for [Azanam](#). Shan Li always argued with and mistrusted [Tanith](#). Shan Li was killed before they reached their destination.

Shasarak

An Evil, renegade [Shianti](#). He became Overlord of the [Shadakine Empire](#). He is known as the [Wytch-king](#).

He ruled the province of [Shadaki](#) which granted him control of an army of brutal soldiers. He bound his people to demonic worship and set out to create an empire. He waged war on the surrounding provinces and subjugated a large portion of the Southern tip of [Magnamund](#) in what became known to the [Shadakine](#) as the [Old](#)

Wars of the Empire. The land they conquered became known as the Shadakine Empire.

The night that he was crowned Overlord was the same night that Grey Star was shipwrecked on the Isle of Lorn.

Shenwu Falls

The source of Lake Shenwu. Located in the center of the Wall of Azakawa, the Shenwu Falls tumble hundreds of feet from the top of the cliff creating a deafening roar and the luminous mist of Lake Shenwu.

Shenwu, Lake

The source of the Azan River. It is fed by the Shenwu Falls and is located in the Azagad Gorge at the base of the Great Wall of Azakawa. The wide, dirty yellow waters of Lake Shenwu are so poisonous that direct contact with the Lake causes immediate death. Even the luminous mist surrounding the lake can kill within hours. The area surrounding the Lake is devoid of life.

Shianti

A god-like race that arrived on Magnamund in 1600 MS through a temporary shadow gate. "Their skins were as black as ebony, and their eyes were yellow. The only food they required was air. Their powers were those of demigods: they were immortal and invulnerable; they could create and destroy through the mildest exercise of their will. Yet they were not omnipotent." (*Eclipse of the Kai*, p. 102) The Shianti were "Tall and proud, shining with a radiance that spoke of magic and arcane mystery." (*Grey Star the Wizard*, p. 9) The pupils of their eyes were reflective like mirrors.

They had wandered the void of the Daziam for countless millenia in search of a home.

These devotees of the Goddess Ishir soon ventured onto Magnamund motivated by insatiable curiosity and the longing for a home. The Human race emerged on Magnamund soon after the arrival of the Shianti. Humanity came to worship the Shianti because of their power. They were known as Suukon in the East and Majhan in the North. They were later remembered as simply the Ancients. Remnants of the Shianti religion persisted at the time that Grey Star ventured into Southern Magnamund. This religion was forced underground by the Shadakine Empire. Grey Star met a priest of the Shianti religion that had been imprisoned for twenty years while he was at the Hall of Correction.

At the height of their power, the Shianti shaped their knowledge into the Moonstone. This heralded the dawn of the Golden Age of Magnamund.

The presence of the Shianti and their [Moonstone](#) caused an imbalance that would have lead to the triumph of Evil. Humanity had to learn to stand on its own without the Shianti or the [Moonstone](#). [Ishir](#) in bodily form warned the Shianti of this eventuality (about [MS 3000](#)). "The children of this world must claim their inheritance. The time has come and they must learn to stand alone. They are lost in their worship of you and the day draws ever nearer when they will covet the power of the Moonstone." (*Grey Star the Wizard*, p. 10) The Shianti agreed to exile themselves on the [Isle of Lorn](#) and the [Moonstone](#) to the [Daziarn](#). They vowed to [Ishir](#) that they would never again interfere in the affairs of [Magnamund](#). This exile came at the same time as the rise to power of the [Drakkarim](#) nation.

Their isolation was held inviolate until the defection of [Shasarak](#). No human had set foot on the [Isle of Lorn](#) until the arrival of [Grey Star](#).

Two Shianti known by name are [Acarya](#) and [Maiteya](#).

Shield

A defensive device. It is typically hand-held and used in combination with an [offensive weapon](#). When used this way, it increases the wielder's [CS](#) by two points. It cannot be used with a [two-handed weapon](#).

Short Sword

A short bladed [weapon](#) typically about two feet in length which could be used with one hand. The short sword is one of the [weapons](#) that the [Kai](#) favored for use in hand-to-hand combat.

Shuri Mountains

Mountains on the North coast of the [Sea of Dreams](#). It was falsely rumored that the [Lost Tribe of Lara](#) was hiding in the Shuri Mountains.

Silent Wolf

The name given to [Landar](#) after one year at the [Kai monastery](#). It was the tradition of the [Kai monks](#) to give their charges a new name after a year at the [monastery](#). As [Storm Hawk's](#) student, Silent Wolf was broody and inattentive but talented. His true nature was hidden deep within the [silence](#) that earned him his name.

Sixth Sense

A [Kai discipline](#). With this discipline, a [Kai monk](#) can be warned of danger or discover details about a person or object. It is the ability of the mind to perceive the environment through means beyond the five senses through the use of [Mindforce](#).

Sleeptooth

Solaris, Lore Hall of

A chamber in the Kai monastery devoted to certain of the Magnakai Disciplines. The only Lorehall not located in the Tower of the Sun.

Sommerlund

The homeland of a race of children of the god Kai. It is situated on the Northern continent of Magnamund in the Northeastern corner. It is a sunlit land of verdent hills, deep forests and rich farmland. Its principal cities are Holmgard, Toran, Anskaven, Tyso and Ruanon. It had been the Darklords' bane since the time of King Kian.

Sommerswerd

A holy blade given to the Sommlending by the god Kai. It can be wielded as a sword, short sword or broadsword. Its supernatural powers increase the bearer's CS by 8 and increase the sensitivity of his Sixth Sense. It also is doubly damaging to undead foes and absorbs hostile magic. Perhaps the greatest power is its ability to kill Darklords. Only members of the royal house of Sommerlund or a Kai Lord can wield it. If anyone else uses it in battle, it will slowly and irrevocably lose its powers.

It was used by Ulnar I to kill Archlord Vashna. Later, it was given to Durenor as a symbol of the mutual trust between the countries. In return, the Durenese gave Sommerlund the Seal of Hammerdal with a promise that the Sommerswerd would be returned on demand to the bearer of the Seal.

Sommlending

Natives of the land of Sommerlund. They were created by Kai and Ishir. They are said to have come from the Northern Void in MS 3434 led by King Kian. Their god-given purpose was to stop the Darklord conquest of Magnamund. They came armed with native determination, talents and the Sommerswerd. They are a fair race naturally devoted to the cause of their patron.

Also the name of the Sommlending's native language.

Song of the Dead

The "forbidden tome" of Shianti Evocation. This spell is forbidden by Shianti law because of its dire effects. The Song of the Dead frees the souls of the dead in the immediate area to roam the world for eternity. The caster no longer has control of the dead; they are free to act as they choose for good or for ill.

Sorcery

One of the [Lesser Magicks](#). This Magick allows the wizard to transform his thoughts into magical force that can move objects, create magical shields, etc. Sorcery draws on the [Daziarn plane](#) and is the most costly of the [Lesser Magicks](#). It drains the most [Willpower](#) and its use is most effective when the caster's [Willpower](#) is high.

Spear

A [weapon](#) that can be thought of as a [quarterstaff](#) with a short blade on one end or a [dagger](#) with a really long handle. It requires [two hands](#) to use it effectively. The [Kai monks](#) trained some of their initiates in its use.

Spirit, [Lore Hall](#) of

A chamber in the [Kai monastery](#) devoted to the [Magnakai disciplines](#) pertaining to the mastery of [Mindforce](#). Below it in the [Tower of the Sun](#) was the [Lore Hall of Light](#) and above it was the [Kai Masters' Hall](#).

Storgh

A freshwater reptilian of [Sommerlund](#). It has no eyes but hunts its prey by smell. A storgh was the means of [Jen's](#) death.

Storm Hawk

One of [Silent Wolf's](#) mentors. He is described as large and intimidating despite his advancing years. He thought that it might have been a mistake to admit [Landar](#) to the [Monastery](#) because of his inattention and moodiness. Storm Hawk was killed by the traitor, [Vonotar](#), as he and [Silent Wolf](#) were returning from a scouting mission in the [Durncrag Mts.](#)

Suhni River

A river in the Southern tip of Southern [Magnamund](#) that flows from the West to the East where it empties into the [Sea of Dreams](#) at the [Port of Suhn](#).

Suhn, Port of

A nation in extreme southern [Magnamund](#) that lies on the delta of the [Suhni River](#). It was occupied by the forces of the [Shadakine Empire](#) at the time of the arrival of [Grey Star](#). It was ruled by the hand of [Mother Magri](#) from her seat of power in the [Hall of Correction](#). This largest port of the [Shadakine Empire](#) was the center of a thriving trade despite the cruel occupation. Overland travel from Suhn was accomplished via the [Great Suhn Road](#).

Sulphur

A substance that is used as a base for many of the potions created using the [Shianti](#) knowledge of [Alchemy](#).

Sun

The stellar body that [Magnamund](#) orbits. It gives a brilliant, golden light to most of [Magnamund](#) (except the [Darklands](#)). It is the symbol of the great god [Kai](#).

Sun Eagle

A warrior in the [Helghast Wars](#), [Baron](#) of [Toran](#) and founder of the [Order of the Kai](#). He was advised by magicians that he had great latent powers given him by [Kai](#). He went on a legendary quest to develop these powers and find the [Lorestones of Nyxator](#). The martial talents that he developed became the [Kai Disciplines](#).

Sun Eagle built the [Kai Monastery](#) in [MS](#) 3810 and began recruiting among the [Sommlending](#) children.

He recorded his wisdom and experiences in the [Book of the Magnakai](#).

Suukon

Sword

A mid-length, bladed [weapon](#) which can be used with one hand. The [Kai monks](#) trained some of their initiates in the use of this [weapon](#).

Szall

A weak and even more cowardly breed of [Giak](#). They are found in northern [Magnamund](#) in places where they can be safe from being hunted by other races. They are not necessarily servants of the [Darklords](#).

Tanith

A novice witch apprenticed to [Mother Magri](#). "She is very beautiful and has long, dark, unkempt hair and wild green eyes." (*Grey Star the Wizard*, §7) She had uncommon courage and a magical control over animals. She sacrificed her natural life to save [Grey Star](#) from a [Kleasá](#) that she helped [Mother Magri](#) conjure.

Tarama Seeds

The seeds from a rare flower in Southern [Magnamund](#). Ingestion of a seed allows a magician to use magic, a [wizard's staff](#), etc. without a loss of [Willpower](#).

Tem

One of two drunken guards at the south gate of [Toran](#) at the beginning of [Banedon's](#) failed journey to warn the [Kai](#).

Test of Truth

Thelda

[Tym](#) and [Petrea's](#) twelve-year-old niece who was [Banedon's](#) travelling companion on his quest to warn the [Kai](#). They also travelled with her brother, [Daron](#). She fell off her black pony, [Bobin](#) and broke her wrist. She and [Daron](#) were killed in the invasion of [Sommerlund](#).

Thulrash «C»

He was mentioned briefly in connection with the spawning of [Giaks](#) just previous to the [Massacre of the Kai](#).

Tickling Fish

A means of catching fish. The tickler sneaks up very slowly on the tickle-ee and grabs the fish. [Landar](#) was tickling fish when he was attacked by the [storgh](#) that killed [Jen](#).

Tor, River

A river of Northern [Sommerlund](#) that originates in the [Durncrag Mts.](#) and empties into the [Kaltersee](#). [Toran](#) is a seaport at its mouth and [Dage](#) lies near its banks.

Toran

A city on the mouth of the [River Tor](#) in Northern [Sommerlund](#). Toran is the center of the [Baronial](#) province of Toran. It is ruled not by a [Baron](#) but by a Council of Guilds. The most powerful guild is the [Magicians' Guild](#).

The city's streets were constructed under the direction of the [Magician's Guild](#) to focus magical energy for the city's defense. Indeed, the walls of the city are said to be sentient. The walls appear comfortingly secure from the inside and hostile from the outside. Many would-be conquerors have been beaten back by the walls of Toran.

The city was razed when the [Darklords](#) invaded [Sommerlund](#) in [MS](#) 5050. [Zagarna](#) directed a horde of [kraan](#) and [zlanbeast](#) against Toran. The walls could not defend against these flying terrors as they dropped fire from above. The airborne attack was accompanied by a naval strike.

Tower of the Sun

The tallest tower in the [Kai Monastery](#). It contained the various [Lore Halls](#), [Kai Masters' Hall](#) and the [Grandmaster's Hall](#).

Tracking

A [Kai discipline](#). It is the ability to find a person or beast, to make the correct choice of a path and to "read the secrets of footprints or tracks."

Trimis

A soldier in [Prince Pelathar's](#) army that fought at [Alema](#). He was snatched from the battle by a [Kraan](#) and dropped in the forest.

Truthsay

Also known as the Test of Truth, it is the process whereby a [Wytch](#) probes a victim's mind to ascertain the truth about his thoughts, intentions and memories. The truthsay could take the sanity or even the life of a resistant victim. This process was often aided by the power of a [Kazim Stone](#). [Mother Magri](#) used the truthsay against [Grey Star](#) in the [Hall of Correction](#).

Two-handed Weapons

This is a disputed idea among fans of the [Lone Wolf series](#). [Broadwords](#), [spears](#) and [quarterstaves](#) require the use of two hands to wield properly. Thus, if they are used in combat, the warrior cannot use a [shield](#). This is not found in any of the rules but it is implied in certain passages of the [Lone Wolf series](#).

Tym

A blacksmith in [Oak Hill](#). He and his wife, [Petrea](#), provided overnight lodging for [Banedon](#) on his quest to warn the [Kai](#) of the impending [Massacre](#). Tym was also caring for [Daron](#) and [Thelda](#) who became [Banedon's](#) travelling companions. Tym was working for the widow Curmurrin and farmer Maldor at the time.

Tyso

A seaport to the East of the [Kai monastery](#) on the shore of the [Holmgulf](#). Tyso is also the capital of the [Baronial](#) Province of Tyso.

Ulnar I, King

The King of [Sommerlund](#) at the time of the [Helghast Wars](#). He destroyed [Vashna](#) in the last battle of the [Helghast Wars](#) on the brink of the [Maakengorge](#) with the legendary [Sommerswerd](#).

Ulnar V, King

The King of [Sommerlund](#) at the time of its invasion by the [Darklords](#) and the [Massacre](#) of the [Kai Lords](#). He lost [his only son](#) at the Battle of [Alema Bridge](#).

He was the King throughout [Lone Wolf's](#) quest to rid [Magnamund](#) of Evil.

The members of his court wore robes of purple and white. His Majesty's Army wore uniforms of white. (with a few exceptions, i.e. [Border Rangers](#)) The King's Senior Physician wore a white robe embroidered with a golden dove on the sleeves.

Unoram River

A river that flows East by Southeast from the [Durncrag Mts.](#) and empties into the [Holmgulf](#).

Urik

The old, eccentric shaman of the [Kundi](#) at the time that [Grey Star](#) discovered them. "He is covered in bird feathers and numerous small bells. . . [and is] bowlegged. . ." (*Grey Star the Wizard*, §350)

Vashna, Darklord

One of the [Darklords](#). He soon rose to dominance over his companions, waged the [War of Desecration](#) on [Magnamund](#) conquering vast portions of the Northern continent and took the title [Archlord](#) in [MS 3192](#). He was the architect of [Helgedad](#) and eight other colossal fortress-cities. The [Sommlending](#) lead by [King Kian](#) stopped this conquest and took the land that was to become [Sommerlund](#).

Vashna swore vengeance on [Sommerlund](#) for the indignity of defeat. He initiated the [Helghast Wars](#) in retaliation against [Sommerlund](#). In the last battle of the [Helghast Wars](#), [Ulnar I](#) and his armies drove the [Darklord](#) army to the brink of the [Maakengorge](#). There, [Ulnar I](#) cursed Vashna with the [Sommerswerd](#) and dispersed Vashna's atoms to the ends of [Aon](#). It is said that Vashna can be raised again by using his appropriately named dagger, [the Dagger of Vashna](#).

Vassagonia

A desert realm far to the Southeast of [Sommerlund](#).

Vonotar the Traitor

A traitorous member of the [Brotherhood of the Crystal Star](#). He betrayed [Sommerlund](#) to the [Darklord Zagarna](#) in a bid for magical power. He sought the magic of the [Right-hand path](#). He was already quite adept at the [Left-hand path](#) but wanted more. He felt that he was the fulfillment of the [warrior/mage](#) prophecy. He fled for the [Darklands](#) killing [Loren](#) and [Storm Hawk](#) on the way.

He gained two servants on his way to [Kaag](#): [Carag](#) and [Allia](#).

He sought out [Zagarna](#) and his [Nadziranim](#). In exchange for [their magic](#), he told them about the [Feast of Fehmarn](#). Armed with this knowledge, [Zagarna](#) razed [Toran](#), [massacred the Kai](#), and besieged all of [Sommerlund](#).

Vonotar's new powers were almost god-like because of his knowledge of [Left-hand magic](#) and the infusion of [Nadziranim](#) [Right-hand magic](#). He and [Zagarna](#) were poised to conquer all of [Magnamund](#).

Vordaks

Undead lieutenants of the [Darklord](#) armies. They are grey-skinned and skeletal in appearance (they do have flesh). They are able to use [Mindforce](#) to attack their enemies. They are spawned in [Helgedad](#) and when they die, they sometimes leave behind a gem of power known as a vordak gem. This gem is used to give "un-life" to these minions of [Naar](#).

Vtovlry

A popular and addictive game played by all classes of [Magnamund's](#) people. It is affectionately known as "the game of games."

Warhammer

A [weapon](#) similar in form to a workman's hammer. Although rarely seen, the [Kai](#) counted it among their [weapons](#) of choice.

War of Desecration

Begun by [Darklord Vashna](#) before he took the title of [Archlord](#) which he did in [MS](#) 3192. His army began with hordes of [Drakkarim](#). [Vashna](#) then surrounded himself with [Vordaks](#), [Kraan](#), [Zlanbeast](#), [Cryptspawn](#) and [Giaks](#) spawned in his unfinished fortress, [Helgedad](#). He began to smash his enemies with this fearsome army and extend the [Darklands](#).

The [Sommlending](#), sent in [MS](#) 3434, stopped this army's advance and forced it into retreat.

Weaponskill

A [Kai discipline](#). Every new [Kai](#) is taught to master one close combat weapon. This discipline represents the consumation of that training. A [Kai Lord](#) with weaponskill that wields his particular weapon enjoys an extra +2[CS](#). The weapons used with weaponskill are:

- [Sword](#)
- [Dagger](#)
- [Broadsword](#)
- [Short Sword](#)

- [Axe](#)
- [Spear](#)
- [Quarterstaff](#)
- [Mace](#)
- [Warhammer](#)

Wheels of Death

A chariot with blades protruding from the hubs of the wheels used by the [Shadakine](#) soldiers to cut down anyone in their path. They often used this cruel device as a method of crowd control.

Wilderwastes

Desolate plains North of the [Azagad Gorge](#) in the [Azan River](#) valley. The Wilderwastes are not inhabited by [humans](#) except for the occasional jade prospector and is characterized by sudden, deadly dust storms.

Willpower

A measure of mental and magical health. When a [Shianti](#) wizard taps his pool of mental strength to do magic, his Willpower score is lowered according to the strength and duration of the spell. This score has no natural limit unlike [Endurance Points](#) and can rise above its initial value. Willpower will increase due to rest, special potions, etc.

Wind Sprites

Sentient, elemental beings of [Air](#) summoned by the [Shianti](#) power of [Elementalism](#). They appear as fleeting, ethereal forms. They are the smaller version of the [Gale Wraith](#).

Winter Owl

One of [Silent Wolf's](#) tutors. He succeeded [Storm Hawk](#) after his death at the hands of [Vonotar](#). Not much is known about his appearance except that he was prematurely grey.

Wizard's Staff

A [Shianti's](#) primary combat weapon. It appears to be a normal [quarterstaff](#) but is stronger than metal. It can be used to create a destructive beam of energy at the expense of one or more [Willpower points](#). The greater the range of the attack, the more [Willpower points](#) it takes. It can also be used in close combat where it takes one [Willpower point](#) per strike. The damage can be increased by expending more [Willpower](#). For example, if two [Willpower points](#) are used, damage to the opponent will be doubled. If three [Willpower points](#) are used, the damage will be tripled and so on. It can also grant light to its bearer. At the expense of one [Willpower point](#),

it will shed a perpetual light that will extinguish itself only at the mental command of the bearer.

Other beings with magical abilities can use the Wizard's Staff even though they don't know [Shianti](#) magic.

World of Lone Wolf Series

A series that takes place in the far Southern reaches of [Magnamund](#) and details the quest of [Grey Star](#) to recover the fabled [Moonstone](#) and destroy the Evil [Shadakine Empire](#). The series was authored by [Ian Page](#), edited by [Joe Dever](#) and illustrated by [Paul Bonner](#).

1. *Grey Star the Wizard* -- [Grey Star](#) sets off across the [Sea of Dreams](#) to the [Port of Suh](#)n where he meets [Shan Li](#) and [Tanith](#) and is captured by [Mother Magri](#). He escapes and journeys to [Azanam](#) where he hopes to find the [Lost Tribe of Lara](#). After a dangerous journey and the death of his two companions, [Grey Star](#) finds the [Kundi](#).

Wytch

A female follower of [Shasarak](#) and his demonic worship. Wytches had great magical abilities that helped them rule their provinces in the [Shadakine Empire](#).

Wytch-king

A title given to [Shasarak](#) because of his use of necromancy and his pacts with demonic powers. It also denoted his dominance of the various [Wytches](#).

Xaghash

Evil creatures also known as "lesser [Darklords](#)." They must consume warm blooded creatures in order to maintain their strength. This need was the motivation for many raids by the [Darklords](#) into the nations surrounding the [Darklands](#).

Yabari, Salve of

This herbal salve, when applied to the skin, can mask the user's scent causing him to become invisible to insects.

Yaku Plant

A carnivorous plant that inhabits the [Azagad Gorge](#) in the swampy areas near the [Azan River](#). It has long, rope-like tendrils that lie lifeless until an

animal touches them. They immediately spring into life and wrap around their victim drawing it towards a mass of poisonous crimson barbs in the center of the plant. The poison causes paralysis and death in its victims.

When it rains, the yaku plant becomes quiescent and ignores any potential victims in order to absorb the rare moisture. Its crimson barbs become pink and turn into tubules to catch the rain.

Zagarna, Darklord

Master of Kaag and Archlord at the time of the invasion of Sommerlund and the Massacre of the Kai. He took his title after the death of Archlord Vashna by recovering the lost Doomstones. "His voice was quiet and bubbling, as if he spoke through a foot of water. Its quietness was all the more terrifying, bearing in mind the hugeness of his form. Standing, he was nearly twenty feet tall. His skin was scaled, and coloured blue and green. The outsides of his arms and legs were studded with sharp claws, as were his hands and feet; a double row of claws ran backwards from his forehead and down his spine. From his horned face projected a massive jaw in which were set knife-sharp teeth longer than a man's hand. His incongruously pink tongue flickered in and out like that of a serpent." (*Eclipse of the Kai*, pp. 99-100) He also had a second jaw in the middle of his abdomen. He was in a constant state of hunger and anger which tended to cloud his judgement. He was not the most intelligent of the Darklords but few mortals would dare match wits with even Zagarna. His standard was a either a long-toothed jawbone on a crimson field or a broken skull. His troops wore orange to signify their allegiance.

He besieged the Kai monastery in MS 4219. His army seemed destined for success so great were their numbers. This is when the Kai discovered the Giaks' great weakness and defeated Zagarna's army.

He made an uneasy alliance with the traitor, Vonotar, who urged him to attack the Kai monks on the Feast of Fehmarn and invade Sommerlund. The army that invaded numbered 1,000,000 kraan and zlanbeast, 1,000,000 giaks and tens of thousands of doomwolves, gourgaz, vordaks and helghasts and some thousands of drakkarim.

Zagarna was destroyed by Lone Wolf wielding the Sommerswerd from atop the walls of Holmgard. As the new day dawned, a brilliant beam of destructive radiance from the Sommerswerd signalled the Archlord's doom.

Zlanbeast

Bigger versions of the kraan. They were reserved for more important riders than the smaller kraan. There was an even larger version called the imperial zlanbeast which was typically used only by the Darklords themselves and their most important underlings.

SPELL BOOK

BROTHERHOOD MAGIC

This style of left-handed magic is used by the Brotherhood of the Crystal Star which is based in the city of Toran in Sommerlund. It has also been taught to Kai Grand Masters. Brotherhood magicians have also integrated some of the Kai Disciplines into their magic.

BREATHE WATER

Using this spell, a magician is able to breathe underwater for ten minutes. The duration of effect increases as the magician becomes more powerful.

COUNTERSPELL

This will negate the effects of most spells, it can be used to negate magical attacks and to open doors sealed by magic.

HALT MISSILE

This causes any projected or hurled missile (i.e. arrows, axes, crossbow bolts, etc.) which may pose an immediate threat to the life of a wizard, to cease its flight and remain stationary in mid-air. The effect of the spell lasts for 2 - 3 seconds, allowing the wizard sufficient time to move away from its line of flight. Initially only one missile can be affected by this spell, but the number increases as the wizard's magical powers increase.

INVISIBLE SHIELD

Casting this spell creates an invisible shield that will protect the caster from all physical missiles and most magical ones.

LEVITATION

This spell allows the caster to rise above the ground.

LIGHTNING HAND

By casting this spell, the magician is able to shoot a lightning bolt from his index finger, this will cause physical damage to creatures and objects.

MEND

A spell that will mend the fabric of a garment.

MINDCHARM

Using this spell a magician is able to implant a suggestion in a person's mind. The effect of this spell may be reduced or negated if the target has mental or magical defences.

NET

This spell allows the caster to shoot a gush of sticky strands from his fingertips. This magical net can be used to slow down enemies or to prevent someone falling.

SEE ILLUSION

Using this spell, a magician is able to detect an illusion and know immediately its true identity or purpose.

SENSE EVIL

Use of this spell will alert the caster to the proximity of evil, this can be evil creatures or objects of great evil.

SLOW FALL

By casting this spell, magicians are able to slow their rate of free-falling to three feet per second, thereby avoiding damage upon landing while the spell is in effect. The duration of the spell is limited at first, but it steadily increases the magicians powers increase.

STRENGTH

By casting this spell, a magician is able to greatly increase his or her physical strength for a short duration. It can be used to lift or move heavy objects, or to effect a temporary increase in combat ability whilst fighting an enemy in unarmed combat.

TELEPORT

By casting this spell, magicians can transport themselves physically to any place which they can see with their own eyes. The spell will carry the caster, his equipment, and clothing to his chosen sighted destination. It cannot be used on any other living creature and it will not transport any other living creature along with the caster. Use of this spell will drain the casters energy every time it is used. This cost reduces as a magicians powers increase.

VIGOUR

This spell will counter fatigue when casted, although it does not actually heal wounds, it will make the caster more alert.

OLD KINGDOM MAGIC

Old kingdom magic is a form of left-handed magic that is very useful in battle, it is taught to the Vakeros by the Elder Magi. It has also been taught to Kai Grand Masters.

CONCUSSION

Use of this spell allows the caster to project a wave of concussive energy, the effect of this spell is greatly amplified when used underwater.

ENERGY GRASP

This spell enables the caster to discharge a powerful electrical force into anything he or she touches. It is similar in effect to the Brotherhood spell "Lightning Hand", but differs in that it is easier to control and channel the resulting energy. It also requires the actual touching of an object or an enemy to effect the spell.

FLAMESHAFT

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

HOLD ENEMY

Using this spell, the caster is able to immobilise a single hostile creature anywhere within twenty feet of themselves. The duration of the spell is dependent upon the size and strength of the targeted creature. The range and duration of effect of this spell increases as the casters magical prowess increases.

INVISIBLE FIST

This spell allows the caster to hit an enemy from a distance with an invisible fist.

PENETRATE

This increases the penetrative energy of any arrow, or arrow-like missile, launched by the caster.

POWER GLYPH

By inscribing this ancient glyph (a secret magical symbol) upon a door, an archway, or even upon the lid of a closed box, a the caster is able to protect items or portals from being opened. Any creature attempting to open a portal protected in such a way will release the power of the glyph and suffer its deadly effects.

POWER WORD

By speaking the Vakeros power word - "Gloar" the caster sends forth a ball of energy which will damage any creatures and objects in its path.

SHIELD

This spell allows the caster to create an invisible shield which will keep out all physical and most magical projectiles.

SPLINTER

This causes breakable items such as bottles, jugs, mirrors, windows, etc., to shatter to pieces. The range of this spell increases as the magician gains more powers.

SHIANTI LESSER MAGICKS

The seven magical powers described below are what the Shianti call the lesser magicks, these were taught to Grey Star by the Shianti.

ALCHEMY

A wizard who possesses the power of Alchemy is able, through the mixing of various substances, to create magical potions. Given the correct ingredients, a potion may restore lost energy, or temporarily improve various abilities. The use of Alchemy may also allow a wizard to alter the nature of substances (eg, change lead into gold), but the necessary ingredients and the correct equipment (eg, a pestle and mortar) must be at hand. The use of Alchemy drains no willpower.

ELEMENTALISM

The power of elemental magic allows a wizard some control over the natural elements of Air, Fire, Earth and Water. By entering a trance and chanting incantations, the wizard may summon aid from the spirits of the Elemental Plane. Elementals have very little understanding of man, and for this reason a wizard can never be sure of the nature of aid the Elementals may send.

ENCHANTMENT

The power of enchantment enables a wizard to charm or beguile other creatures, and create illusions in the minds of others. He will be able to extract information from others, place thoughts and compulsions into another's mind or cause them to believe that imaginary events are actually taking place. Some magical or highly intelligent beings may be immune to the powers of enchantment.

EVOCATION

Mastery of this power permits contact with the spirit realm. A wizard wishing to speak with the dead, or to call up a form from the spirit world, must draw a magic pentacle and enter a trance, when the use of the correct spell-chant will reach out to the Spiritual Plane. Standing within the pentacle, a wizard may consider himself to be relatively safe from harm. If he wishes to speak with a corpse, especially one whose former life was good and righteous, then a wizard can expect help and advice. However, contact with those whose former lives were evil or selfish can be a perilous and often fatal, experience. Evil spirits are reluctant to return to the realm of the dead and may try to trick a wizard into freeing them into the world of the living. All spirits, good and evil, will require some service of the wizard in return for their aid. Any failure to perform this task however difficult, may result in the wizard losing his life.

PROPHECY

The power of prophecy allows a wizard to foretell the future through meditation. A meditative state will allow a wizard to make the correct decision when facing conflicting choices or difficult actions; to discover the whereabouts of a person he has once met, or an object he has once seen. It may also allow him to determine the true nature of a stranger or a strange object. Magical beings or objects are sometimes hidden from the power of divination.

PSYCHOMANCY

This power bestows upon a wizard the ability to deduce facts about events by touching objects connected to them. Through deep concentration, a wizard may lay his hands upon any inanimate object and visualise scenes that have affected it. Visions brought about through the use of Psychomancy are often cryptic, taking the form of a riddle or puzzle. Some magical items are resistant to the use of Psychomancy and may, sometimes, impart misleading information.

SORCERY

This power allows a wizard to transform his thoughts or desires into magical energy. By concentration of the will it is possible to create magical shields of force to bar doors or move objects. Sorcery drains more willpower than any other magical power, and is most effective when the wizard's willpower is high.

SHIANTI HIGHER MAGICKS

THAUMATURGY (ADVANCED SORCERY) -

Where Sorcery allows a wizard to affect external things, Thaumaturgy affects the wizard himself. The power of Thaumaturgy can bestow upon a wizard the power of levitation; invulnerability and increased strength; the ability to bend metal or warp wood by disturbing their molecules; and, perhaps the most useful of all, teleportation.

TELERGY (ADVANCED ENCHANTMENT)

Telergy is the power of mind control, telepathy, and auto-suggestion. It enhances the tangibility of the illusions of Enchantment and allows you to control the minds of others. However, like Enchantment, some magical beings will be able to resist this power.

PHYSIURGY (ADVANCED ELEMENTALISM)

Where Elementalism allows a wizard to summon the aid of the elemental spirits, the higher magick of Physiurgy grants the wizard mastery over the elements. It allows him to command winds, open cracks in the earth, cause earthquakes, raise storms, and create other weather effects.

THEURGY (ADVANCED ALCHEMY)

Theurgy unlocks the knowledge of more ingredients for mixing potions and reveals some of the special times or ways that they must be mixed. No Willpower points are required to make use of the power of Theurgy but you are dependent on discovering the necessary ingredients for your potions during the course of your adventure.

VISIONARY

With the aid of the Moonstone, a wizard may use the skill of a Visionary to look upon events that are taking place elsewhere. The power of a Visionary is generally concerned with visual images of the present.

NECROMANCY (ADVANCED EVOCATION)

Where Evocation allows contact with the spirit world, Necromancy allows a wizard to command the dead, though this is forbidden by Shianti law. It also allows him to make an incantation that will imbue the Moonstone with a protective aura of light to keep away all creatures of evil, dead or alive.

Equipment

WEAPONS

Below is a list of weapons that are used on the battle field, most of these are readily available at trading posts and armouries.

AXE

A shaft of wood with either one or two blades on the end, Lone Wolf was adept in its use, the Axe is used in playing Greel.

BONE WEAPONS

In the icy wasteland of Kalte where steel is rare, the snow barbarians use the materials at hand to make their weapons. Made from the bones of killed animals like the Baknar, they may be carved to razor-sharpness for use as swords, or layers of bone may be glued and bound together to make bows. They are of little use outside of Kalte, however, because a warm climate reduces their effectiveness greatly.

BOR MUSKET

A projectile weapon devised by the Borian Dwarves it fires large ball bearings, propelled by an explosive powder, it causes great damage but it is very inaccurate.

BOR PISTOL

A smaller version of the Bor Musket, it is also inaccurate but causes great damage.

BOW

A long, curved piece of wood bent back by a tight string. By pulling back on the string, an arrow notched to it may be released with great speed and power. A bow requires both skill and strength to use as well as a keen eye to aim. A bow is worthless in combat, and should be used at a distance before hand weapons are necessary.

BROADSWORD

A long bladed weapon that is wielded with both hands.

DAGGER

A short, bladed weapon. Easily concealed and a favourite weapon of thieves and assassins.

HALBERD

A long two-handed weapon, it consists of a long shaft of wood with a pointed tip and an axe-head at the end.

JAKAN

A longbow used by the coastal fishermen of [Vassagonia](#). It is ideally suited to the hunting of barbidahn and squid that live in the shallows and reefs of Barrakeesh. It is a poor target bow, however, and is not recommended for use by warriors. It is an example of how weapons can be used for mundane purposes, just as tools can often be used as weapons.

MACE

A short club like weapon, they are sometimes spiked to increase damage.

MORNING STAR

A metal chain with a spiked ball on the end, one of Thogs favoured weapons.

QUARTERSTAFF

a long, stout stick about 6 feet in length. It requires both hands to swing effectively, but can attack in a wider range due to its length. It lacks a sharpened end, and being made of wood it is vulnerable to fire.

SHORTSWORD

A bladed weapon that is used with one hand.

SPEAR

A long shaft of wood with a metal spike on the end, it used for thrusting.

SWORD

A bladed weapon about with a three foot blade it can be wielded either with one hand or two hands. It is the most commonly used weapon in Magnamund.

WARHAMMER

A larger variety of the common carpenter's hammer, it is swung much like a mace and is another blunt weapon. The end opposite the flat head can be spiked to aid in climbing or for piercing.

MAGICAL WEAPONS

These weapons have been described to me by the Kai Lord [Hunting Owl](#). Many of these weapons are unique and have either been destroyed or are in the possession of powerful persons. They are included only for completeness.

ALEMA

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

Alema is a mighty battle axe, it is a magical weapon capable of slaying creatures that cannot be harmed by normal weapons such as Helghast. Alema is particularly effective against undead enemies.

ANDARIN WARHAMMER

A mighty golden warhammer forged by ancient magical fires, it was buried with the dwarven King Andarin.

BRONIN WARHAMMER

Not really a magic weapon, but it is of such fine construction that it has almost a magic effect on the wielder's skill. Bronin is a metal which looks like new bronze, but will not tarnish like ordinary alloys of copper and tin. The warhammer is only one example, for other weapons are forged of this rare metal as well.

DAGGER OF VASHNA

A weapon used by Darklord Vashna before his destruction by King Ulnar. The dagger is made of black steel and is twisted in a serpentine shape. Blue fire runs up and down the blade when it is drawn. Legends say that Vashna could be restored from the Maakengorge if the dagger was used in a sacrifice there. Lone Wolf was in possession of the dagger after stopping such a sacrifice. It was destroyed in his battles with the demoness, Shamath.

DESSI STONE

A dull red gem, no bigger than a fig stone, from the magical kingdom of Dessi. When pressed into a normal hand weapon, it sinks in and becomes part of it, imbuing the weapon with great effectiveness against the undead. Lord Rimoah, speaker of the High Council of the Elder Magi and long-time counsellor to the Grand Master, is in possession of at least one of these items, as is Guildmaster Banedon.

FIREFALL

A Kai Weapon forged by Lone Wolf, it is a magical Broadsword, capable of slaying creatures, invulnerable to normal weapons. It is extremely effective against fire emitting enemies.

GAJIKAGO

A mighty double headed axe with a spike tip, it was forged from black steel and imbued with evil magic. It was carried by Darklord Vashna. In his battle with Ulnar I, Vashna wielded Gajikago. Gajikago was sliced in half by the Sommerswerd.

HELSHEZAG

The sword belonging to Darklord Kraagenskul of Argazad before his defeat by Lone Wolf. The sword is made of the black steel of the Darklands and is imbued with great evil magic. The sword was very powerful, but in the hands of a noble warrior the sword begins to rebel against its master, causing him physical and mental pain.

ILLUMINATUS

A Kai Weapon forged by Lone Wolf, it is a magical broadsword, capable of slaying creatures, invulnerable to normal weapons. It is particularly effective when used underground.

JEWELLED MACE

A weapon from the desert country of [Vassagonia](#). It is a gem-encrusted mace carved from solid silver and adorned with emeralds and diamonds along the haft. It is very useful against undead.

KAISTAR

A Kai Weapon forged by Lone Wolf, it is a magical sword, capable of slaying creatures, invulnerable to normal weapons. Kaistar is particularly effective when used at night.

MAGIC SPEAR

A common spear that has been enchanted to be of use against the undead and other creatures invulnerable to normal weapons. Other than this ability it is otherwise unremarkable save for its ornate carving.

MAGNARA

A Kai Weapon forged by Lone Wolf, it is a magical axe, capable of slaying creatures, invulnerable to normal weapons. Magnara is particularly effective when used against rock or stone.

NADAZAGADA

The sword of Darklord Gnaag, in giak Nadazagada means Darkburn. Nadazagada was forged from black steel and imbued with dark magic. It was destroyed along with Darklord Gnaag by the power of the Sommerswerd.

NYRAS SCEPTRE

A magical weapon that was wielded by Darklord Dukushna, Lord of Kagorst. It consisted of a platinum haft with the Doomstone of Darke an artefact of legendary evil resting in the head, it is said that the Doomstone of Darke was the most powerful of all the Doomstones created by Agarash the Damned during the Age of Eternal Night. In the chaos following Dakushna's destruction in the year MS 5070, the Nyras Sceptre was lost, though many believed it to have been stolen by one of Dakushna's Nadziranim sorcerers. Some months later during the war in Nyras the sceptre reappeared, but the doomstone was missing from its setting atop the sceptres platinum haft.

In the year MS 5076 Doomstone was found by Warlord Magnaarn and reunited the Doomstone with the Nyras Sceptre, and used its power to force the Nadziranim of Kagorst to help him raise the siege of Darke. The power of the Doomstone corrupted Magnaarn just before his death at the hands of Lone Wolf, he was treading a fine line between life and undeath.

Lone Wolf armed the Sommerswerd fought Warlord Magnaarn who wielded the Nyras Sceptre at the moment Lone Wolf struck the killing blow the Nyras Sceptre exploded. Nothing remained of the Nyras Sceptre or Magnaarn both had been utterly destroyed.

OGG-KOR-KAGGAZ

A mighty double bladed battle axe imbued with dark magic, in the giak tongue its name means Axe of Fire. This weapon was wielded by Baron Shinzar of Blackshroud before his death at the Battle of Cetza. When used in combat the blade became a mass of scarlet flame.

RAUMAS

A Kai Weapon forged by Lone Wolf, it is a magical sword, capable of slaying creatures, invulnerable to normal weapons. Raumas is slightly more effective when used against winged enemies.

SILVER BOW OF DUADON

Not really a magic weapon, but included here for its rareness and for who possesses it. The bow is made from the wood of a silver oak tree and is very well constructed, almost adding a magic effect to the wielder's aim. Lone Wolf won the weapon in a tournament during his Magnakai quest.

SKARN-SKA

A sword forged by Lords Rimoah and Ardan of the Elder Magi. It is a double-edged sword made out of a golden alloy with a jewel-encrusted hilt. Tempered in spell-fire and imbued with Old Kingdom magic, the sword will never lose its razor-sharp edge. In the tongue of the Elder Magi, the sword's name is "Wolf's Blade." It was forged for Grand Master Lone Wolf during the time he was defeating his evil double.

SOMMERSWERD

The legendary Sword of the Sun. Created by the gods, it may only be used by a Kai Lord of Sommerlund (it will lose its power forever if anyone else were to wield it) and contains great power. It can absorb any magic that is used against the bearer, does great damage to undead, and is able to release its destructive power toward creatures of great evil. It was used by King Ulnar of Sommerlund to defeat Vashna, greatest of the Darklords. It was reclaimed in the year MS 5050 by the Kai Lord Lone Wolf, who used it to destroy Zagarna, some years later he used it to defeat Haakon in mortal combat, and finally in MS 5070 Lone Wolf slew Gnaag using the Sommerswerd. The Sommerswerd is currently in the possession of the Kai Supreme Master Lone Wolf, who has used it to defeat many great evils.

SPAWNSMITE

A Kai Weapon forged by Lone Wolf, it is a magical sword, capable of slaying creatures, invulnerable to normal weapons. Spawnsmite is slightly more effective when used against reptilian enemies.

SUNDERER

A magically forged Drodarin battle-axe.

SUNSTRIKE

A Kai Weapon forged by Lone Wolf, it is a magical sword, capable of slaying creatures, invulnerable to normal weapons. Sunstrike is slightly more effective when used in daylight.

ULNARIAS

A Kai Weapon forged by Lone Wolf, it is a magical sword, capable of slaying creatures, invulnerable to normal weapons. Ulnarias is very effective when used underwater.

VALIANCE

A Kai Weapon forged by Lone Wolf, it is a magical sword, capable of slaying creatures, invulnerable to normal weapons. Valiance is very effective when used against magicians.

WIZARD'S STAFF

The magical staff carried by Grey Star, it looks and feels like an ordinary quarterstaff yet it is stronger than any known metal. It contains a potent force that is unleashed at will by the power of the mind and causes a beam of destructive power to hurtle from its tip. Each time this power is unleashed it drains the wizards energies.

When used in close combat a successful strike causes a bolt of energy to be released from the staff that is capable of inflicting great physical harm, a wizard can use his energies to increase the damage a successful strike causes.

ZEJAR-DELUGA ARROW

A poisonous arrow imbued with magical accuracy and created by the Darklords of Helgedad, the zejar-deluga consists of a glowing shaft with a pointed head attached. A hit with this weapon is almost guaranteed to destroy whatever it hits. Like most arrows, however, it is only good for one shot.

ARMOUR

BRACERS

These fit over the forearms and protect them from attack.

CHAINMAIL WAISTCOAT

A waistcoat made of interlocking rings of metal, this will give the wearer some protection against weapon blows.

HELMET

A metal hat that will protect the wearer from blows to the head.

KAGONITE CHAINMAIL

A vest made from the alloy Kagonite it is very strong and light and offers great protection from weapon blows, it can be worn under a normal chainmail waist coat. It is found only in the Darklands and is worn by Drakkarim warriors.

KORLINIUM CHAINMAIL

Magical chainmail woven from strands of Korlinium.

PADDED LEATHER WAISTCOAT

A waist coat padded with leather, this will absorb some impact of weapon blows, and therefore protect the wearer, however it does not provide as much protection as the chainmail waist coat.

SHIELD

A device that is fitted to the wearers arm, that he or she can use to parry blows to the body.

HERBS & POTIONS

Some of the more common potions such as Laumspur can be purchased at trading posts, however for a greater selection one should visit a Herbalists shop or an Apothecary.

ADGANA

A herb that when taken will greatly enhance a warriors fighting prowess. Unfortunately Adgana is addictive and on the second and subsequent uses its effects are not as great. Because of its addictive nature it is outlawed in most parts of Magnamund.

COWONA

A marine variety of Laumspur. These plants possess the same healing qualities as their land based cousin.

LARNUMA OIL

An oil made from the fruits of the Larnuma tree, it has healing properties.

GRAVEWEED CONCENTRATE

A potent poison distilled from Black Graveweed, if swallowed it will cause death. This potion is useful for poisoning a persons food or drink and is used by many assassins.

OEDE HERB

A very rare herb that only grows in the polar regions of Kalte, it is much sought after for its great healing properties. Due to its rarity there are very few people rich enough to possess the herb.

POTION OF ALEETHER

A potion that is distilled from Alether berries, it is used by warriors to increase their combat skill prior to combat.

POTION OF GALLOWBRUSH

This will induce sleep if swallowed. It is normally used as an anaesthetic while administering operations.

POTION OF LAUMSPUR

A potion distilled from the Laumspur herb, when drank it will hasten a persons healing and counter the effects of most venoms and toxins.

POTION OF MOKRADON

If swallowed this potion will cause irreversible blindness in humans.

POTION OF MUSTOW

Creates a foul choking gas when released into the air.

POTION OF SEBARIS

This potion will purify contaminated water.

POTION OF VOLZOC

This potion causes violent hallucinations when ingested.

RENDALIM'S ELIXIR

A very potent healing potion that can neutralise most toxins and venoms it is made by the wandering herb warden Madim Rendalim.

TINCTURE OF OXIDENE

This can be used to treat poisons and venoms.

MAGICAL ITEMS

Many wizards carry items imbued with magic such as rings and amulets which they use to focus their magical powers. Magical items are also carried by other people for

protection from mental attacks, extremes of temperature and other uses. Magical items can sometimes be purchased from merchants although one should be wary of buying fake magical items, more often they are given to people by magicians.

CRYSTAL STAR PENDANT

A pendant worn by members of the Brother Hood of the Crystal Star. Brotherhood magicians can use these to focus their magical powers.

KALTE FIRESPHERE

A sphere that opens into two flaming hemispheres, it is a magical item that is only found in Kalte. Its fire never goes out, It can be used either for cooking food or as a lantern.

PLATINUM AMULET

A sigil of power imbued with Old Kingdom magic. No evil creature can tolerate the touch of this goodly artefact. A Platinum Amulet has many uses, it offers protection from psychic attacks, protects against extremes of temperature and will mask ones goodly aura from detection.

PSYCHIC RING

A seemingly ordinary ring that when worn will greatly enhance the wearers psychic energies. It will also offer some protection against psychic attack.

MISCELLANEOUS EQUIPMENT

BACKPACK

A sack slung over the shoulder used to carry items such as provisions, potions, rope, etc a normal backpack will typically hold ten articles.

BELTPOUCH

A leather pouch worn on the belt, used to hold coins, it will typically hold fifty gold crowns.

HERB POUCH

This is carried by wizards on their belts, it is used to store herbs for creating magical potions.

LANTERN

Used to light the way in darkened areas.

MEAL

Food that is carried in the backpack and eaten on a journey it is readily available throughout Magnamund.

QUIVER

Used to hold arrows it is carried slung over the shoulder.

ROPE

A coil of many strands woven together, it is useful for climbing.

TINDERBOX

Used to light a fire for warmth or for cooking.

CURRENCY

Listed below are the common and less common forms of coinage used in Magnamund. Most of the currencies listed below are readily interchangeable throughout Magnamund, so in Talestria where the currency is the Lune one could still purchase goods using the equivalent in Gold Crowns as payment.

GOLD CROWN

Gold coins used as currency in the northern countries of Magnamund, one of these will allow you to buy as much ale as you can drink or a couple of arrows.

KIKKA

Kikka is the currency used in the Darklands and Drakkarim nations. Ten Kikka are worth one Gold Crown.

LUNE

Silver coins used in the southern lands of Magnamund. Four Lune are equivalent to one Gold Crown.

NOBLE

The noble is a small jade stone equivalent to one Gold Crown and is the currency of the Shadakine Empire

REN

The Ren is the coinage of Bhanar in Southern Magnamund and ten Ren is equivalent to one Gold Crown, many people outside of Bhanar will not accept the Ren as payment for goods and services.

TORQ

Linen currency used on the island of Sheasu in southern Magnamund, one Torq is equivalent to one Lune, while four are equivalent to one Gold Crown, however Torqs are not readily accepted outside of Sheasu.

EQUIPMENT COST CHART

Below is a cost of the prices of equipment that an adventurer will find useful throughout Magnamund. These prices will vary depending on availability and location.

Item	Cost (Gold Crowns)
Ale	1
Arrows	1
Axe	3
Bow	7
Bracers	4
Broadsword	7
Chainmail Waistcoat	8
Dagger	2
Graveweed Concentrate	4
Halberd	6
Helmet	4
Horse	20
Kagonite Chainmail	N/A
Kalte Firesphere	N/A
Lantern	2
Mace	4
Meal	2
Morning Star	7
Nights Lodging	3
Oede Herb	N/A
Padded Leather Waistcoat	2
Psychic Ring	30
Potion of Alether	4
Potion of Gallowbrush	2
Potion of Laumspur	5

Potion of Mustow	3
Potion of Sebaris	3
Potion of Volzoc	4
Quarterstaff	3
Quiver	2
Rendalim's Elixir	7
Rope	2
Shield	5
Short Sword	3
Spear	5
Sword	4
Tincture of Oxidine	5
Vial of Larnuma Oil	3
Warhammer	6

The Darklords of Helgedad

During the Golden Age of the Shianti, the dark god Naar began creating twenty champions that he would unleash upon Magnamund. They were to regain the empire of Agarash the Damned which had been lost with the fall of Naaros to the Elder Magi in the year 3572 MS. These champions of Naar were the Darklords of Helgedad, who appeared in northern Magnamund in the year MS 3072.

The Darklords of Helgedad

Vashna, Lord of Helgedad
Zagarna, Lord of Kaag
Haakon, Lord of Aarnak
Dakushna, Lord of Kagorst
Kraagenskul, Lord of Helgedad
Chlanzor, Lord of Gazad Helkona
Menashga, Lord of Nadgazad
Tomogh, Lord of Gournen
Unc, Lord of Aarnak
Slutar, Lord of Kaag
Gnaag, Lord of Mozgoar
Shebnar, Lord of Helgedad
Taktaal, Lord of Helgedad
Zhanshal, Lord of Aarnak
Ghanesh, Lord of Helgedad
Nhorg, Lord of Gourizaga
Mrugor, Lord of Helgedad
Xog, Lord of Helgedad
Ghurch, Lord of Ghargon
Khatellu, Lord of Helgedad

The Darklords claimed a huge area of northwestern Magnamund as their own and turned it into a desolate wasteland. They built eight gigantic city-fortresses in the Darklands, the largest of which was called Helgedad. Historically, the Darklords often allied themselves with the Vassagonians and the Shadakine.

Vashna, mightiest of the Darklords, was proclaimed Archlord in the year MS 3192, following the War of Desecration which bound the Drakkarim nations to the Darklords. Vashna masterminded the War of Desecration and would go on to mastermind many other conquests, most notably the failed conquest of Sommerlund.

In MS 3434 when the Sommlending appeared in northern Magnamund, they pushed the Darklords west beyond the Durncrag mountains and established the realm of Sommerlund in the territory they had claimed. Vashna, enraged by the defeat, unleashed many Helghast upon Sommerlund in what became known as the Helghast Wars from MS 3520 to 3550. However, the Sommlending prevailed, thanks to the magic of the Brotherhood of the Crystal Star from the northern port city of Toran.

Still vowing to destroy Sommerlund, Vashna began the Black Muster in preparation for a full invasion. But when the onslaught came the Sommlending together with their allies, the Durenese, held firm against the Darklords. The turning point came at the Battle of Moytura where the

Darklord armies were broken and chased all the way south to the Maakengorge. There Vashna was defeated in combat with King Ulnar of Sommerlund, wielding the Sommerswerd.

Following the defeat of Vashna, the Darklords feuded amongst themselves for leadership. Zagarna was the eventual victor and he continued his predecessor's obsession with destroying the Sommlending. In MS 4219 his forces actually laid siege to the Kai Monastery but were defeated by Sommlending archers.

In MS 5050 Zagarna launched another attack on the Monastery. This time, with the aid of Vonotar the traitor, a renegade magician from Toran, Zagarna was successful in destroying the Monastery. However, one Kai Lord survived, a young initiate named Silent Wolf. This oversight would cost Zagarna his life and deny his forces ultimate victory.

Silent Wolf -- who adopted the name Lone Wolf in honour of the massacred Kai -- journeyed to Durenor to fetch the Sommerswerd which had been left in trust with the Durenese following the defeat of Vashna. Upon his return, Lone Wolf slew Zagarna at the siege of Holmgard. Yet another defeat threw the Darklords into another state of confusion. This time, the eventual successor to the position of Archlord was Haakon.

Haakon reasoned that if the Darklords obtained the Book of the Magnakai it would prevent the rise of a new order of Kai warriors. In MS 5055, he had located this lost Kai treasure in the Tomb of the Majhan -- burial place of the ancient rulers of Vassagonia -- and he had lured Lone Wolf to the desert realm with the help of his ally, Zakhan Kimah. Lone Wolf again thwarted the Darklords' plans by escaping from the Vassagonians and subsequently defeating Haakon in combat inside the Tomb of the Majhan.

This time, the Darklords' turmoil lasted several years. Darklord Gnaag became the new leader. As Lone Wolf, armed with knowledge gained from the Book of the Magnakai, set about to reclaim the Lorestones of Nyxator, Gnaag launched a massive invasion of northern Magnamund in order to prevent Lone Wolf's completing his quest. Gnaag was very nearly successful when, in MS 5062, he lured Lone Wolf to the Darklord fortress of Torgar. There, Gnaag cast the last of the Kai Lords into a shadow gate which led to the Daziarn plane.

Gnaag proclaimed the young Kai dead. With Lone Wolf unable to lead the freestate armies, the Darklords marched mercilessly over the lands of northern Magnamund for eight years. Sommerlund itself, having lost the southern province of Ruanon to the Darklords before the supposed death of Lone Wolf, was on the verge of defeat. Only aid from Durenor had prevented her demise. Then, eight years after his descent into the Daziarn, Lone Wolf returned through a shadow gate in the guildhall of the magicians guild of Toran, the Brotherhood of the Crystal Star.

The Darklords were finally defeated on the brink of their moment of triumph. During Lone Wolf's absence the Darklords had begun to venture outside the Darklands for extended periods of time. Normally this was impossible since the air of Magnamund was poisonous to them. However the Darklords' magicians, the Nadziranim, had created devices called tanoz-tukor which allowed the Darklords to breathe the air beyond the Darklands. The tanoz-tukor were powered by a transfusor in Helgedad itself.

In MS 5070, with the help of the Elder Magi, Lone Wolf infiltrated the Darklands, gained entry to Helgedad and destroyed the transfusor. In the process, all of Helgedad was turned to molten slag. The Darklords outside the Darklands died without the transfusor to let them breathe.

The defeat of the Darklords was total, but their legacy lives on in Magnamund. Many of their minions still toil in the remaining city-fortresses of the Darklands. Many adherants to the dark god Naar still lurk in the shadows. Although the success of Lone Wolf and the forces of light brought peace to northern Magnamund, the struggle they waged is by no means over.

THE LEGEND OF VASHNA

In 3434 King Kian led the fair haired Sommlending to war against the Darklords that ruled Magnamund. Behind their leader they delved deep into the enemies territory, they settled this land and Kian named it Sommerlund, in honour of his fallen subjects. Defeat was a novel idea for evil Lord Vashna, who ruled the dark armies, he fell back to his domain called the Darklands and plotted revenge.

Calling on his master for help, he received powerful undead creatures known as Helghast, which he could send into battle. These creatures could alter their appearance to infiltrate Sommerlund. they were the perfect assassin. Luckily, Sommlending wizards were able to use magic to identify these killers. Vicious battles with the Helghast ensued. The 100 years that passed became known as the Helghast Wars.



rocks.

In 3550, the battle lines were drawn at the Maakengorge and the leader of the Sommlending at the time was King Ulnar I. Ulnar lead his people into battle on the very brink of the Maakengorge, wielding his magical sword the Sommerswerd, and found himself face-to-face with mighty Vashna. At first they fought with conventional weapons, but soon the battle turned to magic and trickery. Ulnar turned the air to fire, but Vashna caused this fire to rise so high that, today, people believe it to be some distant star. In retaliation Vashna turned the rocks to lava and thousands of men from both armies perished, being burned to death or leaping to their doom in the Maakengorge. Ulnar swept the air with the Sommerswerd and it began to rain, cooling the

With Sommerswerd it hand, he turned and point the tip of the glowing blade at Vashna. He murmured the words of some ancient curse and a powerful bolt of energy was released from the sword. Vashna was slain, his body scattered throughout the universe, his heart in the bottom of Lake Adon.

Although the body of Vashna was no more, his soul lived on. It had been swallowed up by the vast Maakengorge, which then collapsed in on itself, sealing Vashna and his army in their rocky tomb.

One man, stood out in the large Sommlending army, his brave deeds allowed Ulnar to pass through the enemy ranks and face the dark Lord. This man possessed abilities that others could not comprehend. Sun Eagle, received special recognition from the King and was given land surrounding Holmgard. He went on to found the order of the Kai.

Over one thousand years later, followers of Vashna had discovered an evil artefact. A dagger, which he had used in the battle with Ulnar. The Dagger of Vashna was the key to unlocking his soul from it's restless sleep. Barraka, the ruler of Vassagonia and a follower of Vashna and student of the teachings of the Cener Druids, had discovered through an ancient script that by sacrificing a virgin on the edge of the gorge with this dagger, he could wake his evil master.

Only one Kai remained at this time, Lone Wolf. It was his task to stop Barraka and his bandit hordes. Whilst King Ulnar V lead his armies against the Vassagonia hordes, Lone Wolf fought and killed Barraka, casting his body into the Maakengorge to join Vashnas soul.

Although the battle was won, Sommerlund knew it could never rest and forget the threat of the mightiest of the Darklords, Vashna

The Ritual of the Sommerswerd

As read to Lone Wolf by King Alin;

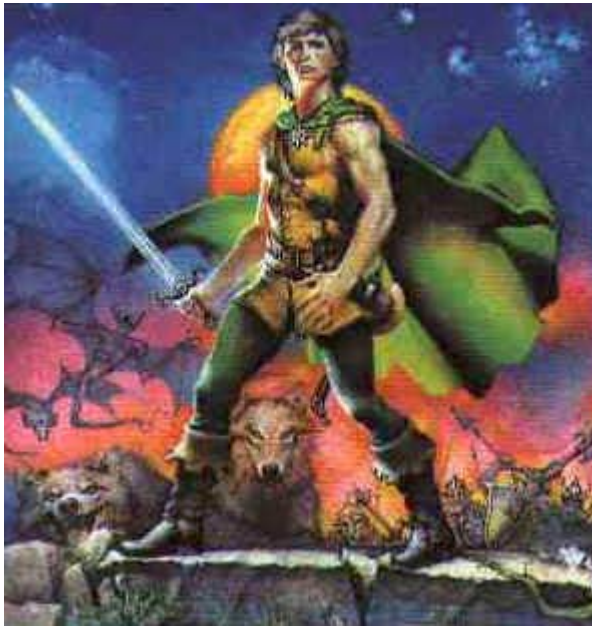
When the lastlands of Magnamund were only children,
There dwelt here a race that talked with the Gods.
The sun shone from their eyes, and the mountains trembled at their gaze.
The winds of the sky were their brethren and the seas ebbd and flowed at their bidding.
They saw all of the past and all of the future

And they saw that the day would come when they themselves would only be wisps of
memory,
And that then there would be on the Lastlands your race and mine and the creatures of the
darkness.

And they spoke among
themselves and with the Gods,
And the gods said to them, "These
things shall be".

Then the nameless ones saw a golden
strand running through all of time,
And they named this strand the
Sommerswerd.
And plucked it from times fabric.
In their forge that rode upon the
clouds
They wreathed the gold that came
from time
And fashioned from it in the fires of
their own minds
This sword.

Into this sword they place their soul-
stuff, singing as they gave themselves
to it
And they strewed their soul-stuff also



among the mountains and the seas
The forests and the rivers and the skies
Leaving it there for the time when men and women would come among the Lastlands

This soul-stuff was their breath, so all may breathe it
This soul-stuff was their blood, so all may drink it
This soul-stuff was their dreaming, so all may dream their dream
but some who breathe, breathe only air
and some who drink, drink only water
and some who dream, dream only of night

Yet those born of the spirit of Kai, breathe of the nameless ones,
and drink their blood and dreams their dreams
and within them is the soul-stuff of the nameless ones
And of the sword.
They are at one with the sword
They are the sword and the sword is them.

If you who stand before me are truly of the sword then take it
for at it's touch you will be reunited with the nameless ones
And the power of their thoughts will be yours
But if you are not truly of the sword then go from this place
And walk among the world, seeking for the faces of those who dream the old ones dreams
And bring such a person here, for the soul-stuff of the sword will marry with none other
but rather bleed away into the eternity of night

Take this sword if you are it's brother or sister
Take it, and be blessed by us who have gone before you.



