

Playing Lone Wolf Solo Adventures

Welcome to one of the greatest fantasy campaigns of all time – the Lone Wolf saga! Charting the progress of Lone Wolf, last of the Kai Lords, from the final days of the monastery to becoming Grand Master of a new Order of Kai, this masterpiece of interactive fantasy fiction was among the most popular gamebook series of the 1980's. Now that Lone Wolf has been revived as a full blown roleplaying game by Mongoose Publishing, we can now retread the original footsteps of Lone Wolf and the gamebooks but this time using the rules of the RPG!

The Story So Far . . .

In the northern land of Sommerlund, it has been the custom for many centuries to send the children of the Warrior Lords to the monastery of Kai. There they are taught the skills and

disciplines of their noble fathers. The Kai monks are masters of their art, and the children in their charge love and respect them in spite of the hardships of their training. For one day when they have finally learnt the secret skills of the Kai, they will return to their homes equipped in mind and body to defend themselves against the constant threat of war from the Darklords of the west.

In olden times, during the Age of the Black Moon, the Darklords waged war on Sommerlund. The conflict was a long and bitter trial of strength that ended in victory for the Sommlending at the great battle of Maakengorge. King Ulnar and the allies of Durenor broke the Darklord armies at the pass of Moytura and forced them back into the bottomless abyss of Maakengorge. Vashna, mightiest of the Darklords, was slain upon the sword of King Ulnar, called 'Sommerswerd', the sword of the sun. Since that age, the Darklords have vowed vengeance upon Sommerlund and the House of Ulnar.

Now it is in the morning of the feast of Fehmarn, when all of the Kai Lords are present at the monastery for the celebrations. Suddenly a great black cloud comes from out of the western skies. So many are the numbers of the black-winged beasts that fill the sky, that the sun is completely hidden. The Darklords, ancient enemy of the Sommlending are attacking. War has begun.

On this fateful morning, you, Silent Wolf (the name given to you by the Kai) have been sent to collect firewood in the forest as a punishment for your inattention in class. As you are preparing to return, you see to your horror a vast cloud of black leathery creatures swoop down and engulf the monastery.

Dropping the wood, you race to the battle that has already begun. But in the unnatural dark, you stumble and strike your head on a low tree branch. As you lose consciousness, the last thing that you see in the poor light are the walls of the monastery crashing to the ground.

Many hours pass before you awake. With tears in your eyes you now survey the scene of destruction. Raising your face to the clear sky, you swear vengeance on the Darklords for the massacre of the Kai warriors, and with a sudden flash of realisation you know what you must do. You must set off on a perilous journey to the capital city to warn the King of the terrible threat that now faces his people. For you are now the last of the Kai – you are now the Lone Wolf.



Character Creation

Your adventures with Lone Wolf, last of the Kai Lords, begins with Book One: Flight From the Dark. Download the Lone Wolf character sheet and create a Kai Lord, using the instructions given on p9 of the main rulebook.

Once you have created your own Lone Wolf, you must increase his level in order to reflect his years of training and practice in the monastery of the Kai. To do this, you must make Lone Wolf a 5th level Kai Lord. After you have rolled your ability scores, chosen your skills and so forth as a 1st level character, go through the following checklist in order to increase his level to 5th.

Endurance: Add another 4d8 + (4 x Con bonus).

Skill Points: Add an additional (5 + Int modifier) x4 skills points.

Ability Score Increase: Choose one ability score and give it a +1 bonus.

Kai Lord Character Table: Using the table on p34 of the main rulebook, increase Lone Wolf's Combat Skill and saving throws. He is now an Initiate.

Kai Disciplines: You will already have chosen one Kai Discipline while creating a 1st level Kai Lord. As Lone Wolf is now a 5th level Kai Lord, this Discipline is now at Tier V. In addition, he gains one Discipline at Tier IV, one at Tier III, one at Tier II and finally one more at Tier I.

Willpower: Lone Wolf's Willpower score starts at half of his Wisdom ability score (rounded down) as normal. Increase this by (Wisdom modifier x 4). He will gain a minimum of +4 Willpower.

Focus: As a 5th level Kai Lord, Lone Wolf can Focus once per day to regain his Wisdom score in Willpower.

Equipment

You are dressed in the green tunic and cloak of a Kai Lord. You have little with you to arm yourself for survival.

All you possess is an Axe and a Backpack containing 1 Meal. Hanging from your waist is a belt pouch containing Gold Crowns. To find out how many, roll 1d20 and halve the result (rounding up). This number equals the number of Gold Crowns you possess at the start of the adventure.

You discover amongst the smoking ruins of the monastery, a Map of Sommerlund showing the capital city of Holmgard and the land of Durenor, far to the east. You place the Map inside your tunic for safety.

You also find one of the following (roll 1d20). The descriptions and effects of all these items can be found in the Equipment chapter of the main rulebook. This replaces the starting equipment Kai Lords normally begin the game with, as described on p33 of the main rulebook.

1d20	Item
1-2	Sword (Weapon)
3-4	Two Meals (Backpack)
5-6	Chainmail Waistcoat (Armour)
7-8	Mace (Weapon)
9-10	Potion of Laumspur (Special)
11-12	Quarterstaff (Weapon)
13-14	Spear (Weapon)
15-16	12 Gold Crowns (Belt Pouch)
17-18	15 Gold Crowns (Belt Pouch)
19-20	Broadsword (Weapon)

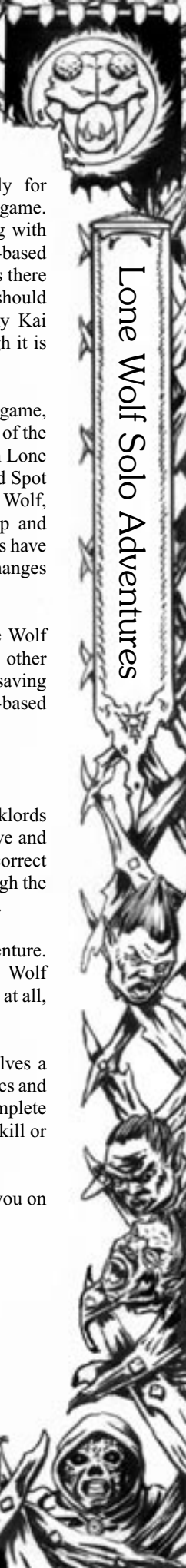
Rules for Combat

There will be occasions on your adventure when you have to fight an enemy. The enemy's combat statistics will be given in the text. Lone Wolf's aim in the combat is to kill the enemy by reducing his Endurance Points to zero while losing as few Endurance Points as possible himself.

The sequence for combat is described below. Note that this system shares much in common with that described in the main rulebook but has been simplified to a large degree.

1. Roll for Initiative as normal, unless instructed otherwise by the text – an enemy may automatically strike first if it surprises you, for example.
2. You may perform any standard action, move action, full-round action or free action you deem appropriate when it is your turn in a round.
3. An enemy will normally roll to attack you when it is their turn, using the attacks listed in their description. If they should perform any other kind of action, this will be noted in the text.
4. On your character sheet, mark any changes to your Endurance Points. You can keep track of the Endurance Points of your enemies on a scrap piece of paper.
5. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
6. Repeat the sequence from Stage 2.

This process of combat continues until the Endurance Points of either the enemy or you are reduced to zero, at which point the one with the zero score is declared dead. If Lone Wolf is dead, the adventure is over (he will thereafter be attacked while helpless, eaten or otherwise finished off). If the enemy is dead, Lone Wolf proceeds but with his Endurance Points reduced.



If either you or your enemy is capable, psychic combat is fought at the same time as other actions during the round.

Evasion of Combat

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

Unused Rules

The following combat rules from the main rulebook are not used in solo adventures, unless specifically stated in the text.

- Special Attacks
- Special Initiative Actions
- Disabled/Dying/Recovery

Food

You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 1d6 Endurance Points. If you have chosen Hunting as one of your five Kai Disciplines, you will not need to tick off a Meal when instructed to eat.

Levels of Kai Training

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

Level	Rank
1 st	Novice
2 nd	Intuite
3 rd	Doan
4 th	Acolyte
5 th	Initiate (You start your adventures as Lone Wolf here)
6 th	Aspirant
7 th	Guardian
8 th	Warmarn or Journeyman
9 th	Savant
10 th	Initiate Master

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

Using Other Characters

The Lone Wolf adventures are designed specifically for Kai Lord characters from the Lone Wolf roleplaying game. However, this should not stop you from experimenting with other characters, either from Lone Wolf or other D20-based roleplaying games. We cannot guarantee their safety, as there are many perils in Magnamund that only a Kai Lord should face alone. In particular, you will find a lack of any Kai Disciplines will put you at a major disadvantage though it is still possible to complete the adventures without them.

If you are using a character from another roleplaying game, such as those detailed in *Core Rulebook I*, from Wizards of the Coast, you will find there are some differences between Lone Wolf and the games you are used to. Listen, Search and Spot skills are all covered by the Perception skill in Lone Wolf, Tumble and Balance are now Acrobatics, while Jump and Swim are now Athletics. However, these solo adventures have been streamlined so there will be very few of these changes required when playing.

Base Attack Bonuses are called Combat Skill in Lone Wolf and Hit Points are renamed Endurance Points. All the other rules in the solo adventures (such as skill checks, saving throws, disease, etc), are identical to those in other D20-based roleplaying games.

Kai Wisdom

Your mission will be one of great danger, for the Darklords and their servants are a cruel and fierce enemy who give and expect no mercy. Use the map to help you steer a correct course for the capital. Make notes as you progress through the story, for they will be of great help in future adventures.

Many things that you find will aid you during the adventure. Some Special Items will be of use in future Lone Wolf adventures and others may be red herrings of no real use at all, so be selective in what you decide to keep.

There are many routes to the King, but only one involves a minimum of danger. With a wise choice of Kai Disciplines and a great deal of courage, any player should be able to complete the mission, no matter how weak their initial Combat Skill or Endurance Point scores.

The honour and memory of the Kai Lords will go with you on your perilous journey.

Good luck!