

# LONE WOLF



ADVENTURE GAME

## THE REALM OF SOMMERLUND



sample file

JOE DEVER AND CUBICLE 7



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# THE SOMMERSANG

The 'Sommersang' is the national anthem of Sommlund and its oldest known song. The words of the anthem are most often sung or recited in Old Sommlending, the language that was spoken by the earliest Sommlending migrants to the Lastlands.

## < VERSE 1 AND ENGLISH TRANSLATION >

*Tay Solobo ton hem nyrast  
Tay gul ek bor os poylund  
Sollendin sol os välsinga bälđ  
Sollendin sol vor Kung endigälđ*

*The Sommer Isles are home no more  
The yellow oak bore us ashore  
Sommlending sun we blessed be  
Sommlending sun for King and thee*

## < VERSE 2 AND ENGLISH TRANSLATION >

*Os Sken un Laug  
An kraft ensäker  
An loften fordra  
Tay Mörker utöver t'bergin*

*By Light and Law  
Our strength secure  
Our vows endure  
The Dark beyond the mountains*

## < VERSE 3 AND ENGLISH TRANSLATION >

*Akon un Ek  
Os kraftevolk  
Os sönnarin un dötrarin av tay sol  
Tay blödet av tay Herra  
Os an ürin gör kjör*

*Acorn and Oak  
We strong folk  
We sons and daughters of the sun  
The blood of the Lord  
In our veins doth run*

## < CHORUS / REFRAIN >

*Sollendin sol os välsinga bälđ  
Sollendin sol vor Kung endigälđ*

*Sommlending sun we blessed be  
Sommlending sun for King and thee*

# INTRODUCTION

Sommerlund is the main setting for *The Lone Wolf Adventure Game* and the Lone Wolf game books. It is here that the Kai Monastery stands, there the nefarious Darklords attempt to strike repeatedly, and where Naar – the God of Darkness and Evil – suffers his greatest setbacks.

This book pulls back the veil, presenting Sommerlund in all its glory, from its geography and history to its noble lines and military forces. *The Realm of Sommerlund* serves as the definitive guide to the Kingdom of the Sun. Fans of the Lone Wolf game books will find this book a wealth of information, while Narrators and Players of *The Lone Wolf Adventure Game* now possess the ultimate resource for stories set in Sommerlund.

**Chapter One: The History of Sommerlund** defines the shape of the realm and its place in the history of Magnamund. This part of the book contains maps and historical notations, each of which can be of great use to those plotting adventures in the Lands of Summer. It provides a detailed accounting of its history, recounting many details of the nation's past that have never before been revealed, making this the definitive chronology of the realm.

**Chapter Two: The People of Sommerlund** examines Sommlending society as a whole, from the hierarchy of the royal family to the economy of the realm, from the lowliest guilds to the Brotherhood of the Crystal Star and the nation's military. Of particular interest is the chapter on the Order of the Kai and its importance in Sommerlund.

**Chapter Three: The Land of Sommerlund**, is by far the largest and most in-depth, describing the geography of Sommerlund itself. This chapter gives readers a detailed look at each of the country's regions as well as its flora and fauna. Following on from the geography of the land, the section then delves into the realm itself, providing background on each of the provinces and settlements.

**Charts and Sundries** is an appendix of miscellany of sorts, including lineage tables for the Rulers of Sommerlund, starting with King Kian I in MS 3434 and concluding with King Ulnar V in MS 5023. This appendix concludes with a section of great import for those playing *The Lone Wolf Adventure Game*, Currency and

Equipment. It defines the realm's coinage and lists many new pieces of gear, including new armour and weapons.

## HOW TO USE THIS BOOK

By itself, this book is filled with information that brings Sommerlund to life for any fan of the Lone Wolf game books. Its main use, however, is as a guide to Sommerlund for use in *The Lone Wolf Adventure Game*. Within its pages, Players and Narrators can find inspiration and ideas for creating adventures of their own.

To help guide you on your journey through the Realm of Sommerlund, you will see a number of different symbols throughout:



When you see this symbol it means that this location or event is a potential source of adventure – a good place to investigate further!



When you see this symbol it means that this location provides an opportunity for adventurers to spend their gold – it typically references the Currency and Equipment on page 193, but it might also provide a unique good or service for them to buy.



When you see this symbol it means the location is a good source of rumour, gossip or information – a fine place for any adventurer to find out more about what's going on!

## NEW BACKGROUND TRAITS

Throughout this book, you'll find a selection of new Background Traits designed to add to the rules starting on page 87 of *The Book of Kai Wisdom*. Whilst these traits may be taken by a Kai Lord character, it should be remembered that most Kai train at the Kai Monastery from a very young age. These traits are far more appropriate for characters created through the Heroes of Magnamund sourcebook.

# HISTORY OF SOMMERLUND



## THE KALIERSEE



# CHAPTER ONE

## HISTORY OF SOMMERLUND

### CENER DRUIDS, HERBWARDENS, AND THE ANCIENTS OF THE NORTH (3572 MS – MS 3072)

Long before the arrival of the Sommlending people, Sommerlund was little more than a remote area of North-Eastern Magnamund. It was covered by forest and inhabited by a sparse population of tribesmen. During the Age of the Old Kingdoms, it was seized by the Cener Druids and transformed into a nightmarish region before they released the Great Plague, which destroyed the civilisations founded by the Elder Magi and the Drodarin in Northern Magnamund.

While the Cenerese tyrannised the northern continent, Sommerlund's forests became a refuge for the Herbalish of Bautar. They established themselves at Raumas, and it was from here they plotted the fall of the Cenerese Plague Lords. After inflicting an incomplete defeat on the Cener Druids in the Druid War (1968 MS), the forests remained a feuding ground between the Cenerese and the Herbwardens during the Age of Awakening. These conflicts ceased when the first Shianti arrived in 990 MS.

These Shianti Pariahs were part of a race of Demi-gods of Light who had settled in Southern Magnamund several centuries earlier, arriving via a Shadow Gate. Unlike their goodly brethren, the Shianti Pariahs considered human beings as weaklings fit to serve them as slaves. They used their psychic powers to enslave all of the tribes living in the region. Over the course of two millennia, these Ancients of the North became increasingly evil.

They evolved into skilful necromancers and pledged allegiance to Naar. They plunged these forests into an era of darkness. The bodies of their victims were used for necromantic experiments, and their souls were used as energy for the foul arcane devices created by their fell masters. During the War of the Ancients (MS 2821-MS 2901), the Ancients of the North were mostly destroyed. The few that survived were forced to renounce their evil ways and were sent into exile.

The future land of Sommerlund remained uninhabited until the exodus of the Shianti in MS 3004. The terrible memory of the Ancients of the North discouraged settlement there for centuries thereafter. However, it was not entirely uninhabited. Some

adventurous Dwarves of Bor and the winged Nebora constructed settlements in the Durncrag Range. In MS 3072 however their expansion was thwarted by the arrival of the Darklords; an evil far more terrible than the Ancients of the North had ever been.

### THE DARKLORDS AND THE RISE OF THE SOMMLENDING (MS 3072-3434)

During a violent period of tectonic upheaval, a rift of raging supernatural flames tore open the heart of Northern Magnamund. From this fiery chasm, the Nengud-kor-Adez, emerged the Darklords: twenty powerful servants of the Dark God Naar. They drew on the power of the Nengud-kor-Adez to fuel spawning pits that enabled them to create armies of creatures called the Darkspawn.

The Darklords used their Darkspawn to invade and obliterate neighbouring civilisations during the War of Desecration. Those that they deemed worthy were forced to ally with them. The most notable of these allies were the Drakkarim nations, who pledged themselves to the Darklords' cause and signed the Darke Treaty, an oath of fealty, with them in MS 3150. This alliance gave the Darklords power of command over a ruthless and disciplined military force.

During the Age of the Black Moon, underground lava channels spread out from the Nengud-kor-Adez. Noxious fumes seeped up through the soil and transformed the region west of the Durncrag Mountains into a vast wasteland of barren ash and poisonous air. The Darklords constructed eight massive city-fortresses, including their capital of Helgedad, within this blighted region, claiming it as the Darklands.

Vashna, the mightiest of all the Darklords, was proclaimed Archlord in the year MS 3192. Vashna's conquests were numerous. No race of humans on Northern Magnamund was able to counter the might of Archlord Vashna and his legions.

Far across the Northern Void, on the other side of Magnamund, there lived a race of people on an archipelago of islands called Tay Solobo ("The Sommer Isles" in the speech of the Sommlendings). Separated by a great expanse of sea from the continents of Northern and Southern Magnamund, they had developed in isolation and had



been spared the attention of the Darklords. These people were called the Sommlending and they were much blessed by the Gods Kai and Ishir. Although the Sommlending were scattered across dozens of islands, they were skilled seafarers and had maintained close contact with one another. They were also brave and resilient by nature. This served them well during a long struggle against a dark host that occupied the Grūma Eÿin (the “Shadow Isles”).

Their struggles had not been confined to conflicts with the Grūma Eÿin. There was a strong rivalry between the chieftain-leaders of Tay Solobo. For generations, this had led to hostilities between the Sommlending tribes as their chieftain-leaders schemed and manoeuvred for power. In MS 3281, the Sommlending tribes were unified by one leader under one flag. Hetman Skarn, a wise and battle hardened veteran became the first King of the Sommlending of Tay Solobo. But it was not by force that he achieved this feat. The God Kai appeared to Skarn and instructed him to unite the tribes, bestowing upon him wisdom and charisma to help make it so. God Kai told Skarn that the Sommlending had been chosen as his champions. They would undertake a great voyage to a new land and turn back a tide of great evil.

Skarn brought his people together, proclaiming himself their rightful king. None opposed him. Under his personal flag of Solanav Eÿ, the Isle of the Sun, King Skarn forged the Sommlending into a unified nation. His successors, Tor I and Tor II, upheld Skarn's legacy and the Sommlending became ever stronger. It was during the reign of the fourth Sommlending King of Tay Solobo (King Kian) that the Goddess Ishir appeared to them and bestowed gifts of health and intelligence. The latter enabled their ship builders to design better seagoing craft than ever before. These new Sommerships were sturdy, capable of crossing vast seas and navigating shallow rivers with ease. Constructed from oak from Ekin Islöifir (“Oaks Island”), this wood was well suited for the building of these ships. It had a yellowy hue, which in turn gave the long-keeled Sommerships a distinctive appearance. These Sommerships would carry them away from Tay Solobo in a great exodus to a distant land.

From MS 3100 to MS 3250, the Nebora were destroyed by Vashna. Between MS 3250 and MS 3400 the Dwarven settlements in the Durncrag were decimated. With nothing in his way, Archlord Vashna marched east and began his conquest. A great stronghold, Dejazad, was built by the Drakkarim on a knoll on the river plain between the River Daune and the River Eledil. In MS 3433, Archlord Vashna arrived at Dejazad and proclaimed the surrounding lands ‘Dejadar’, the newest province of his burgeoning empire.

From the highest tower of Dejazad, Vashna commanded his armies to go forth and slaughter, assisted by the greatest swarm of Crypt Spawn ever summoned from the Plane of Darkness, destined to despoil these fertile lands and eradicate all traces of life. Meanwhile, while he guided a dark ritual that would make his dominion over

this land complete. This evil rite had the aim of causing a massive earthquake in north-eastern Magnamund. This would open new faults through the Durncrag Range, parallel to the Maakengorge. These faults would allow the fiery tributaries of the Nengud-kor-Adez to enter and transform all of what, in future, would be Sommerlund into a tainted, barren province of the Darklands.

## THE GREAT VOYAGE

Against all odds, Archlord Vashna's forces suffered an unexpected defeat in MS 3434. Legends tell of how the Sommlending came from out of the Northern Void in ships made from oak, as yellow as the morning sun. Gods Ishir and Kai had chosen to send forth the race they were grooming to become great warriors, the Sommlending, in an effort to turn back the rising tide of evil.

In MS 3433, Kai and Ishir compelled the Sommlending people to leave Tay Solobo and voyage to the Lastlands on the other side of Magnamund. For the Sommlending, acceptance of this divine command was a huge act of faith, because none of them had ever successfully ventured across the Northern Void. All of the Sommlending from the outer isles mustered first at Solanav Eÿ, the Isle of the Sun, and set final sail in the year MS 3434. Tay Solobo was abandoned; nobody was left behind.

The Great Voyage across the Northern Void, through storm and ice as it is remembered in Sommlending legend, was a difficult trial of strength and endurance. They faced many perils; assaults by the Grūma Eÿin, leviathans from an ancient age, and supernatural storms conjured up by Naar who rightly feared their potential as adversaries. But nothing stopped them and not one Sommlending soul was lost during the voyage. There were some amongst them that wanted to return to Tay Solobo, but to give up on the voyage and turn back would have been greatly disrespectful to the gods.

During the Great Voyage, the Gods Kai and Ishir appeared again and bestowed upon them several gifts. Goddess Ishir increased their fortitude and their intelligence. She also gave them a great insight into technological knowledge, wisdom that would serve them well when they arrived in the Lastlands. She imbued the Left-handed Path of Magic into exceptionally gifted Sommlending, sowing the seeds for the future creation of the Brotherhood of the Crystal Star. The God Kai bestowed upon them a weapon of great power that he had forged himself. This great golden sword was named “the Sommerswerd” – the Sword of the Sun – and it was given unto King Kian. Never had such a weapon appeared before on Magnamund. God Kai also imbued many of the Sommlending warriors with extraordinary abilities, skills, and special gifts of body and mind that would later become known as Kai Disciplines. The power of the Sommerswerd could only be used to its full potential by a Sommlending with these gifts. In their hands this mighty weapon had the power to decimate undead enemies and even slay a Darklord.



## THE BATTLES OF ANSKAVEN PLAIN, LAGAN MARCHES AND DEJGAZAD

In the autumn of MS 3434, the Sommlending armada made landfall at Anskaven Bay and founded their first settlement there. They gave it the name 'Anskaven', which, in Old Sommlending, meant "Our Harbour". They engaged an army of Giaks and Doomwolves in battle on a plain to the south of Anskaven, defeating them soundly. This was the first time in nearly 400 years that the Darklords had lost a battle against an armed human force.

Reports of the defeat caught the attention of the Drakkarim of Dejgazad. The Drakkarim are a race of brutal and aggressive humanoid that first appeared on Magnamund in the year MS 2591, and they had never suffered defeat against human armies since that time. Drakkar Warlord Zangar, commander of the Dejadar province, decided to send his elite troops to Anskaven bay and crush these newcomers.

A second clash between the armies of Light and Darkness took place near the Lagan Marshes, on the coast to the south of Anskaven. Unexpectedly, Sommlending steel, battle strategy, strength and courage were all it took to inflict defeat upon the Drakkarim. Zangar and his defeated Drakkarim fled the field and Archlord Vashna attempted to cover their retreat by summoning forth part of the great cloud of Crypt Spawn that was despoiling the southern area of the Fryelund Forest. The Sommlending bravely stood their ground against these new horrors. Among their ranks were the future Magicians of the Brotherhood of the Crystal Star. Using their new found powers, they conjured up electrical storms which burnt the Crypt Spawn to cinders.

At the same time, audacious warriors with latent Kai powers and led by King Kian used their Sommerships to sail upriver and march quickly upon the Drakkarim lines that surrounded Dejgazad. A desperate Warlord Zangar led his troops in a charge upon King Kian and his small but elite force. Armed with a sorcerous blade, he engaged King Kian in a duel. Warlord Zangar proved to be no match for the Sommlending King and his Sommerswerd. Defeated again, the Drakkarim routed and fled from Dejgazad. Vashna's Nadziranim in Dejgazad were also destroyed by the Sommlending magicians, who were less experienced than their evil counterparts but far greater in number. The stronghold was razed to the ground, sparing the land the devastation that would have followed had Vashna's ritual been allowed to come to fruition.

## FOUNDING OF SOMMERLUND (MS 3434-3520)

Over the following years, King Kian's forces settled the land they had conquered. They endured regular raids and incursions by Giak war parties, but these crude assaults were thwarted every time. The Realm of Sommerlund, the "Kingdom of the Sun", was born

in a land of fertile beauty, saved from destruction at the hands of Archlord Vashna and his army. King Braern succeeded King Kian, and under his direction the Sommlending established four great cities: Holmgard, Toran, Tyso and Anskaven. Each city, save Holmgard, would be ruled by a Baron who would keep a watchful eye over it and the surrounding lands, and make sure that the machinations of the Darklords were thwarted at every turn. High-ranking warrior lords, who had achieved great honour and distinction, became Barons who ruled over the Sommlending that lived and worked their lands. The Barons, in turn, were bound to serve the King, supplying him with soldiers.

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

With the threat of war so constant, every child (girl and boy) was trained in the use of weapons from an early age. This training was organised by the Barons and took place in the grounds of their castles. Any child who displayed a natural instinct for combat was placed into the household of a Knight of the Realm, where they were groomed for future induction into the Sommlending army. Similarly, the Magicians Guild, the Brotherhood of the Crystal Star, recruited children into their ranks at an early age. Those who showed exceptional intelligence or a natural ability to grasp the secrets of their arcane craft were raised and educated into the ways of magic at their Guildhall in Toran.

After their victory, far from being warlike with other human peoples, the Sommlending befriended the indigenous peoples of the Lastlands, especially the Ulnarians of Durenor and the Vassa of Cloeasia. The Sommlending and the Durenese, who shared the same values and had a deep respect for each others cultures and beliefs, forged a natural alliance against a common enemy: the Darklords of Helgedad. The Sommlending-Durenese Alliance began auspiciously and has endured ever since, strengthened periodically by marriages between the two royal families.

## THE HELGHAST WARS (MS 3520-3550)

The arrival of the Sommlending had reversed the Darklords' successes in the east and had driven them back beyond the Durncrag Mountains. Yet King Kian's victory was to be but the first battle in a long and vindictive war waged over the coming centuries. Archlord Vashna vowed to destroy Sommerlund and its kings. He set about the creation of a new evil to unleash upon his mortal enemies.



His efforts spawned the Helghast, undead beings of great power who could adopt the form of humans at will. The Helghast were impervious to all attacks by normal weapons of wood and steel, only susceptible to weapons of a divine or magical nature. In MS 3520, during the reign of Queen Maura I, the daughter of King Braern, Vashna's rage reached its peak. He let loose his Helghast upon Sommerlund with devastating effect. These relentless attacks were launched over a thirty year period that became known as the Helghast Wars. The primary aim of the Helghast was to locate and destroy the Sommerswerd, and in pursuit of this quest they discovered that the full power of the Sword of the Sun could only be unleashed by few gifted Sommlending. They targeted these warriors, several of whom were destined to become the ancestors of future Kai Lords.

In MS 3520, a group of Helghast infiltrated the King's Citadel in Holmgard, which is where the Sommerswerd was kept at this time, and came close to achieving their goal. The Helghast took advantage of the Sommlending's ignorance of their shapechanging powers. They assassinated important Sommlending dignitaries and took their place with cunning and diabolical skill. Using their influence, these false dignitaries plunged the kingdom into civil war. Marshal of the Plain Tor Valkaven (the commander of the Sommlending Army of the South) was assassinated and replaced by a Helghast who launched an assault upon Holmgard, deceitfully claiming Queen Maura was a secret acolyte of the Dark God Naar who had pledged herself to delivering Sommerlund and its armies into the hands of the Darklords. As a self-proclaimed saviour of Sommerlund, Helghast Valkaven received assistance from the Guildmasters of Toran. The most prominent Toranese Guildmarshals, who sent their Guild Townsmen Cassels (regiments) to isolate Holmgard from Tyso and Anskaven.

The political skill of Queen Maura I, who was greatly beloved by her people, ensured that Sommerlund did not fall into chaos, but the civil war witnessed many Sommlending killing one another. No one was able to determine why the loyalties of some of the kingdom's highest nobles had changed so suddenly and so disastrously. The Kingdom of the Sun was ultimately saved by the arcane efforts of the Magicians Guild of Toran. The Brotherhood of the Crystal Star invented a spell to sense evil. Helghast Valkaven was thusly revealed. After having been exposed by a courageous young Toranese magician called Jorivar, Helghast Valkaven slew him and fled towards Holmgard. He met his doom near the town of Searsheld, to the west of Holmgard, when he was tracked down and confronted by Crown Prince Haigh himself. The Crown Prince was armed with the Sommerswerd and he unleashed its full power upon Helghast Valkaven, destroying him completely.

Now that the Sommlending were aware of the grave supernatural threat that faced them, they did not flinch nor cower from meeting the challenge. Despite their unity, the mood in the kingdom had become increasingly dour and pessimistic. The cohesion of

Sommlending society was undermined by the Helghast as distrust seeped into everyday life. Normal trade was badly disrupted by an inherent mistrust of foreign merchants. Some Helghast, having replaced Sommlending judges, falsely accused, convicted and imprisoned honest and resourceful people in order to weaken the realm further. Protected by her own latent Kai gifts, Queen Maura I worked tirelessly to put right the wrongs that had been dealt by the Helghast judges. She mended the damaged trade relationships with Durenor and merchants from distant friendly countries. Though it took years, she made her subjects realise that Archlord Vashna was responsible for the malaise that had befallen Sommerlund.

In MS 3540, enraged and frustrated by the effectiveness with which Queen Maura I had thwarted his plan to undermine Sommerlund, Vashna sent forth a more powerful breed of Helghast that were imbued with a powerful necromantic disease. An undead army comprising all those who had been infected by this plague clashed repeatedly with the Sommlending Army of the North led by Crown Prince Haigh, who was nevertheless crowned King of Sommerlund in MS 3545.

Sommerlund came close to being overwhelmed by the Helghast and their undead army. However, some of the Knights of the Realm managed to avoid death when they were attacked by these fell agents of Vashna. These courageous knights were infected but not killed nor physically claimed by the new Helghast. With the help of the Brotherhood of the Crystal Star, the disease they harboured was contained and these heroic knights became a special force under the direct command of King Haigh I. They dedicated themselves to hunting down and destroying the Helghast, using magical weapons crafted by the Brotherhood, before they could kill and turn more innocent victims, bringing an end to the Helghast Wars. However, these special Knights of the Realm and their leader Ensakeran knew they still carried the disease inside them, and no cure existed at that time. Heroically, Knight Ensakeran and his noble fellows sought out and found the one place in Sommerlund where the disease they bore could be contained forever. In an act of supreme sacrifice, they begged King Haigh to allow them be incarcerated in the Graveyard of the Ancients, the necropolis of the Shianti necromancers of the past. With a heavy heart, King Haigh granted them their wish and they were interred alive in the Graveyard of the Ancients in MS 3551, dying soon after from suffocation in the stone tombs in which they were placed. The very nature of the Graveyard was such that it contained the necromantic power of the Helghast Plague and prevented the knights from becoming contagious undead until the Plague's power faded. Ensakeran and his men were not the last Sommlending cursed by the forces of Evil to be willingly entombed in this forbidding place.

## VASHNA'S WRATH (MS 3550-3799)

Again, Vashna was forced to taste defeat. Enraged, he formulated a plan to raise the greatest army ever seen with which to invade