



The Dark Eye

The Warring
Kingdoms
Bonus Archetypes

Credits

English Version

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Bonus Archetypes

This bonus supplement presents three new archetypes—the Andergastan Sume, the Nostrian archer, and the Andergastan Combat Mage—for the Warring Kingdoms setting, to add even more excitement to your games of *The Dark Eye*. Each archetype is balanced for an experience level of *Experienced* and is ready for use as heroes and NPCs. Adventure awaits!

The Andergastan Sume

“One way or another, I will teach you to cherish the natural world! And be thankful that I get to choose your punishment, for Sumu would not be so merciful.”

—Gundomir, Andergastan Sume

The Sume in Play

Most sumes, as druids are called in Andergast, live in the wilderness of the Andergastan forest, but some live in small villages or near the castles of nobles. Even though these dedicated servants of Sumu prefer isolation, they play an important role in Andergastan society, which holds them in high regard. Nobles value sumes for their wisdom and advice, and common folk cherish them for their healing skills and their role as mediators with supernatural creatures such as treants, dryads, or nymphs on the subject of land use, locations for woodcutting, or hunting rights.

Sumes work to maintain the balance of creation. Many Andergastans consider them priests or envoys of the primal earth giantess, and a sume’s word carries great authority in the Warring Kingdoms. No woodcutter would dream of even lifting an axe without permission from a sume, and many nobles seek the blessing of their local representative of Sumu before staging a hunt.

The Andergastan Sume

COU 14 SGC 14 INT 14 CHA 14

DEX 12 AGI 11 CON 11 STR 10

LP 27 AE 34 KP - INI 13+1D6

DO 6 SPI 3 TOU 0 MOV 8

Fate Points 3

Social Status: Free

Languages: Native Tongue Garethi III, Goblinish II

Scripts: Kuslik Signs

Advantages: Increased Spirit, Spellcaster, Time Sense

Disadvantages: Hair-Bound Power, Personality Flaw (Arrogance), Poor II, True Name

Special Abilities: Area Knowledge (Home Village), Binding of the Dagger, Special Ability Tradition (Druid)

Combat Techniques: Bows 6 (RC 7), Brawling 6 (AT 18 / PA 4), Chain Weapons 6 (AT 8 / PA -), Crossbows 6 (RC 7), Daggers 8 (AT 10 / PA 5), Fencing Weapons 6 (AT 8 / PA 4), Impact Weapons 6 (AT 8 / PA 3), Lances 6 (AT 8 / PA 3), Polearms 6 (AT 8 / PA 4), Shields 6 (AT 8 / PA 3), Swords 6 (AT 8 / PA 4), Thrown Weapons 6 (RC 7), Two-Handed Impact Weapons 6 (AT 8 / PA 3), Two-Handed Swords 6 (AT 8 / PA 3)

Skills

Physical: Body Control 0, Carousing 0, Climbing 0, Dancing 0, Feat of Strength 0, Flying 0, Gaukelei 0, Perception 4, Pickpocket 0, Riding 0, Self-Control 3, Singing 0, Stealth 0, Swimming 0

Social: Disguise 0, Empathy 4, Etiquette 0, Fast-Talk 4, Intimidation 0, Persuasion 4, Seduction 0, Streetwise 0, Willpower 5

Nature: Animal Lore 6, Fishing 0, Orienting 4, Plant Lore 6, Ropes 0, Survival 5, Tracking 0

Knowledge: Astrology 5, Gambling 0, Geography 0, History 5, Law 6, Magical Lore 5, Math 3, Mechanics 0, Myths & Legends 5, Religions 4, Sphere Lore 0, Warfare 0

Craft: Alchemy 3, Artistic Ability 0, Clothworking 0, Commerce 0, Driving 0, Earthencraft 6, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 1, Treat Poison 0, Treat Soul 2, Treat Wounds 2, Woodworking 3

Spells: Cantrip: Beard Growth; Balsam 1, Breathlessness 2, Elemental Servant 6, Feel Pestilence 2, Gaze into the Mind 4, Lord of Animals 8, Numb Tongue 7, Psychostabilis 2, Manifesto 10, Respondami 3, Sumu's Elixirs 4, Wall of Fog 4

Equipment: Druid dagger; healing potion (QL 2); clothes (normal); 45 silverthalers in the form of trade goods (such as furs and herbs)



Race: Human

Culture: Andergastan

Profession: Druid

(School of Thought: Servant of Sumu)

Experience Level: Experienced

The Nostrian Archer

“Never step in front of my bow, fool! Do you want to be killed by an arrow that was meant for someone else?”

—Alatris Koyerdam, archer in the Nostrian Royal Guard

The Archer in Play

Nostrian archers have the respect of men-at-arms across the kingdom. They perfect their skill with the powerful Nostrian longbow through long years of training and learn to fire quickly and accurately. A single unit of archers

can often decide the course of a battle, which is why Andergastan knights attack archers first. For this reason, archers must rely on their mobility—and luck—to stay alive.

Archers know how to survive in the wilderness, and use their preferred weapon for hunting and for fighting. As free citizens, they have the right to decide where they live and whom they serve. The Nostrian Royal Guard employs Nostrian archers whenever possible.



Race: Human
Culture: Nostrian
Profession: Archer
Experience Level: Experienced

The Nostrian Archer

COU 11 **SGC** 10 **INT** 14 **CHA** 10

DEX 15 **AGI** 14 **CON** 12 **STR** 14

LP 29 **AE** - **KP** - **INI** 14+1D6

DO 9 **SPI** 1 **TOU** 1 **MOV** 8

Fate Points: 5

Social Status: Free

Languages: Garethi III, Thorwalan II

Scripts: Kuslik Signs

Advantages: Direction Sense, Luck II, Range Sense

Disadvantages: none

Special Abilities: Alertness, Area Knowledge (Home Village), Combat Reflexes I, Feint I, Improved Dodge I+II, Quickdraw, Quick Reload (Bows), Precise Shot/Throw I, Skill Specialization Woodworking (Carpentry)

Combat Techniques: Bows 12 (RC 14), Brawling 8 (AT 9 / PA 6), Chain Weapons 6 (AT 7 / PA -), Crossbows 6 (RC 8), Daggers 8 (AT 9 / PA 6), Fencing Weapons 6 (AT 7 / PA 5), Impact Weapons 6 (AT 7 / PA 5), Lances 6 (AT 7 / PA 5), Polearms 6 (AT 7 / PA 5), Shields 6 (AT 7 / PA 5), Swords 6 (AT 7 / PA 5), Thrown Weapons 6 (RC 8), Two-Handed Impact Weapons 12 (AT 7 / PA 5), Two-Handed Swords 6 (AT 7 / PA 5)

Skills

Physical: Body Control 0, Carousing 0, Climbing 4, Dancing 8, Feat of Strength 5, Flying 0, Gaukelei 4, Perception 10, Pickpocket 0, Riding 0, Self-Control 6, Singing 0, Stealth 6, Swimming 0

Social: Disguise 0, Empathy 3, Etiquette 0, Fast-Talk 2, Intimidation 0, Persuasion 2, Seduction 0, Streetwise 0, Willpower 2

Nature: Animal Lore 6, Fishing 2, Orienting 6, Plant Lore 6, Ropes 3, Survival 6, Tracking 6

Knowledge: Astrology 0, Gambling 0, Geography 0, History 0, Law 0, Magical Lore 0, Math 2, Mechanics 0, Myths & Legends 4, Religions 2, Sphere Lore 0, Warfare 6

Craft: Alchemy 0, Artistic Ability 2, Clothworking 0, Commerce 5, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Woodworking 10

Equipment: Healing potion (QL 4); hunting knife; clothes (normal); Nostrian longbow; quiver for 20 arrows; ammunition (arrows, 20); Wilderness Package; 15 ducats, 22 silverthalers, 5 halers

The Andergastan Combat Mage

COU 14 SGC 14 INT 14 CHA 12

DEX 10 AGI 12 CON 12 STR 12

LP 29 AE 34 KP - MOV 8

DO 6 SPI 2 TOU 1 INI 13+1D6

Fate Points 3

Social Status: Free

Languages: Native Tongue Garethi III, Bosparano II, Oloarkh II

Scripts: Kuslik Signs

Advantages: Improved Regeneration I (Arcane Energy), Spellcaster

Disadvantages: Negative Trait (Short Temper, Curiosity), Obligations (Andergastan Mage's Academy), Personality Flaw (Prejudiced against Nostrians), Restricted Sense (Tactile Sense)

Special Abilities: Area Knowledge (home city), Binding of the Staff, Special Ability (Guild Mage)

Combat Techniques: Bows 6 (RC 6), Brawling 10 (AT 12 / PA 6), Chain Weapons 6 (AT 8 / PA -), Crossbows 6 (RC 6), Daggers 8 (AT 10 / PA 5), Fencing Weapons 10 (AT 8 / PA 4), Impact Weapons 6 (AT 8 / PA 4), Lances 6 (AT 8 / PA 4), Polearms 11 (AT 13 / PA 7), Shields 6 (AT 6 / PA 4), Swords 8 (AT 10 / PA 5), Thrown Weapons 6 (RC 6), Two-Handed Impact Weapons 6 (AT 8 / PA 4), Two-Handed Swords 6 (AT 8 / PA 4)

Skills

Physical: Body Control 5, Carousing 2, Climbing 4, Dancing 0, Feat of Strength 0, Flying 0, Gaukelei 0, Perception 3, Pickpocket 0, Riding 0, Self-Control 4, Singing 0, Stealth 1, Swimming 3

Social: Disguise 0, Empathy 2, Etiquette 3, Fast-Talk 0, Intimidation 0, Persuasion 0, Seduction 0, Streetwise 0, Willpower 3

Nature: Animal Lore 5, Fishing 0, Orienting 4, Plant Lore 5, Ropes 0, Survival 4, Tracking 0

Knowledge: Astrology 0, Gambling 0, Geography 1, History 2, Law 0, Magical Lore 5, Math 4, Mechanics 0, Myths & Legends 5, Religions 3, Sphere Lore 0, Warfare 6

Craft: Alchemy 1, Artistic Ability 2, Clothworking 2, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 2, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 2, Woodworking 5

Spells: Cantrip Clean Weapons; Armatrutz 5, Attribute (Strength) 4, Balsam 4, Blinding Flash 6, Corpofesso 1, Duplicatus 5, Fulminictus (Elves) 4, Gardianum 2, Ignisphaero 6, Manifesto 1, Odem 3, Penetrizzel 2

Equipment: Dagger; Helpful Manual of the Wandering Adept; stag-catcher; clothes (normal); mage's staff (long); mage's robe; Travel Package; shoulder bag; 11 ducats, 21 silverthalers, 5 halers

The Andergastan Combat Mage

"Why cast a Fulminictus when a quick jab with a stag-catcher will do?"

—Oakward of Kolburg, adeptus minor, combat mage in the Order of Gray Staves (ODL)



Race: Human

Culture: Andergastan

Profession: Gray Mage (Combat Seminar of Andergast)

Experience Level: Experienced

The Andergastan Combat Mage in Play

Along with knights, the alumni of the Combat Seminar are the elite fighters of their kingdom. Foreign mages think these at they are a bit bigoted and little interested in the high art of magic. Their training does fall somewhat short in magical theory, but they receive excellent overall magical and practical instruction and spend much of their education living in the wilderness with knights and men-at-arms, honing their abilities in extreme conditions. During this time, the combat mage gains great self-control and knowledge of nature, and learns to fight with a staff and the stag-catcher, a knife the size of a short sword.

Combat mages study tactics and warfare, as they must help win battles for the Andergastan Royal House. They also learn economy of power, whether casting a cantrip or something like a *Fulminictus* or *Ignisphaero*. Many graduates of the academy enlist in the royal army, even though it is no longer obligatory. Some adepts enlist with one of the Orders of the Gray Guild, or seek employment as professors in another gray academy.