

Lone Wolf Club Newsletters

Newsletter #6

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



NEWSLETTER No. 6

ATTENTION ALL LONE WOLF CLUB MEMBERS.....

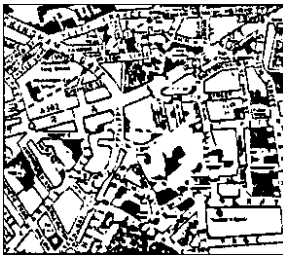
Joe Dever and Ian Page will be signing copies of the latest GREY STAR book—'War of the Wizards'—on the 'Beaver Books' stand at this year's GAMES DAY. Come and meet us at this exciting show. LONE WOLF CLUB MEMBERS who attend the show wearing a Lone Wolf T-Shirt will receive a signed Lone Wolf wall poster. Bring your Lone Wolf and Grey Star books and have them signed as well!

This is the main event of the year on the gaming calendar. It's your chance to see all the different companies, all the different games, and all the wonderful celebrities, gathered under one roof in Central London. Two days packed with trade stands, competitions, quizzes, events and lots of games!

WHAT'S ON

- AD&D Competition
- Demonstration Games
- Games Day Auction
- Live Role-playing Displays
- The Games Day Awards
- Trade Stands
- Chaos Chat Shows
- Quizzes
- Figure Painting competition

HOW TO GET THERE



Venue: The Royal Horticultural Society Hall, Greycoat Street, London, SW1. Tube to Victoria or St. James' Park tubes.

Also, buses will be running from Games Workshop shops in Sheffield, Manchester, Newcastle, York, Nottingham and Birmingham. Contact the Store Manager for details.

COMING SOON...

Dates & Times:

Saturday, 27th September
(10:30am-6:00pm)
Sunday, 28th September
(10:00am-5:00pm)

TICKETS

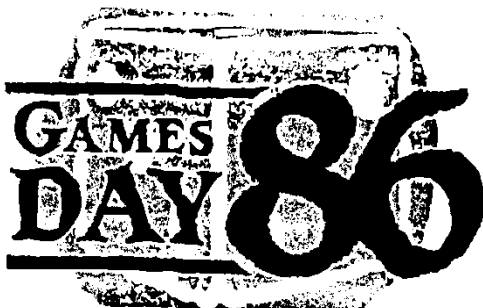
Important Notice! Due to fire regulations, we must limit the number of places at Games Day this year. Consequently, there may be a limit to the number of people we can admit at the door. To make sure of your ticket, write to: Games Day, Games Workshop, Mail Order, Chewton Street, Hill Top, Eastwood, Nottingham, NG16 3HY, enclosing a stamped, self-addressed envelope.

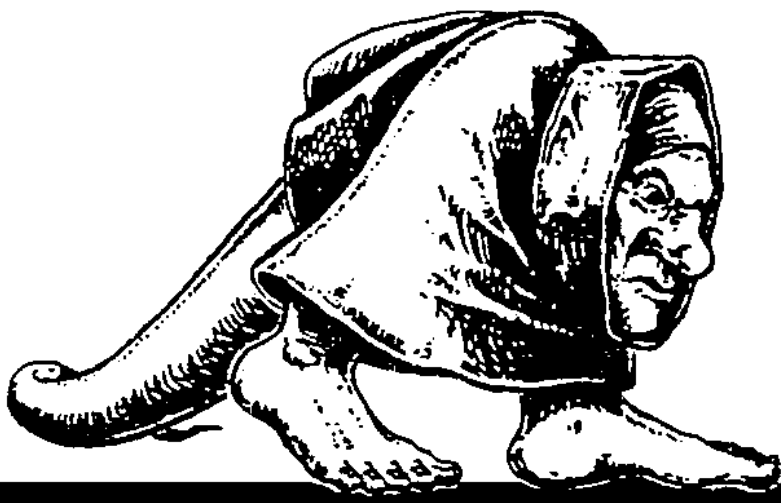
Buy your Games Day ticket now
£1.50 per day

IMPORTANT: You must tell us if you want a Saturday Ticket or a Sunday Ticket.

FURTHER DETAILS: Write to Steve Baker, Games Workshop, 1 Dalling Road, Hammersmith, W6, or telephone (01) 741-3445.

SEE YOU THERE!





Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS

- 1) As well as the Daziarn Plane and the Material Plane, how many planes are there?
- 2) At the start of the History of Magnamund in Newsletter 5, it said that Magnamund was the last free planet of Aon. Could you tell us the names of the others?

(Christopher Gregg, Maidenhead)

The planes of existence are the MATERIAL plane—the material manifestation of the planets and Universe of Aon; the DAZIARN plane—the ethereal ‘corridor’ connecting the planes; the plane of LIGHT—fortress plane of the Gods Ishir and Kai; the plane of DARKNESS—fortress plane of Naar, King of the Darkness; the four elemental strongholds of FIRE, EARTH, AIR, and WATER; and the plane of CONFLUENCE—a plane where the Gods of Light and Darkness can create material forms outside of the Laws of Time and the conditions of the material plane.

Within its own solar system, there are eight planets apart from Magnamund. They are TORM, BAZITTO, CANNADOM, PLUTARNIS, GORDONIA, HERMIDOS, SHUNA and ITHIS.

Please could you tell us more about Castle Taunor, which is featured in ‘The Kingdoms of Terror’, Ref. 63?

(Bryn Owens, Gwynedd)

Castle Taunor was built in MS 4402 by Prince Lydan of Winigen, then ruler of a small principality that is now part of Lyris. If you look at the map of the Stornlands in the front of Lone Wolf book 6, you can see the area that was once Winigen; it is the forest and plain which is bordered to the east by the River Quarl and the west by the highway between Amory and Varetta. Three years after the castle was

built, it was attacked by a rival baron and besieged for nine months. The prince eventually broke the siege by smuggling out one of his soldiers, who summoned the help of the Prince’s brother, Prince Frennen of Woeld. During the siege, the defenders rolled rocks covered with moss at the enemy. At first the rocks were carefully investigated, but as more and more of them were found to be harmless, interest in them waned. That, of course, was when the defenders wrapped a man inside a layer of moss and rolled him down, too. He was able to get through and summoned Prince Frennen’s army. Prince Lyden was killed ten years later at the Battle of Tido. His body was buried in the chapel of the castle and it is legend that the healing spa began to flow from the altar stone exactly a year after his death. The healing properties of Taunor Water became well known throughout the Stornlands, and many battles were fought to gain control of the castle. For two hundred years the spa dried up (MS 4615–4815), and during this time the castle fell into disrepair. In MS 5008, its main watchtower was rebuilt for use by the army of Lyris, but it was abandoned when the Denka Gate was constructed in MS 5017. The Yawshaths occupied its dungeons in the year MS 5035, the same year in which Lone Wolf was born.



IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO: LONE WOLF CLUB

BEAVER BOOKS

BROOKMOUNT HOUSE

62–65 CHANDOS PLACE

COVENT GARDEN

LONDON WC2N 4NW



What are the COMBAT SKILL and ENDURANCE points of Lord Zagarna, Darklord Vashna and Vonotar the Traitor?

(Michael Blocksome, Louisiana, USA)

Darklord Zagarna: CS 46 ENDURANCE 60
(Reduce by 25% if beyond the limits of the Darklands.)

Darklord Vashna: CS 58 ENDURANCE 88
(Reduce by 20% if beyond 400 miles from Helgedad.)

Vonotar the Traitor: CS 14 ENDURANCE 23
(Weak, but tricky!)

Where do the creatures called Yawshaths originate from?

(Alan Butcher, Cardiff)

The Yawshath, like most of the evil monsters that inhabit Magnamund, is one of the Agarashi—the creatures of darkness. When Naaros was destroyed, the Agarashi melted away into the mountains and swamps where they have hidden ever since. Many became extinct, but some, like the Yawshaths, evolved and survived in isolation, eventually emerging to terrorize the areas which border their lairs.

How many Darklords are there?

(Paul Fox, Dublin)

Originally, there were twenty Darklords. At the time of Lone Wolf Books 1 & 2, the years MS 5050, there are sixteen still in existence. Two of these are destined to perish at the hands of Lone Wolf (Darklords Zagarna and Haakon) before he reaches the rank of Kai Master.

What is the Gagadoth, of whom the Magicians of Dessi needed Banedon's help in order to defeat it?

(Glenn Wright, New Jersey, USA)

For thousands of years, the Gagadoth hid in the depths of the Chasm of Gorgoron, having escaped the destruction of Naaros where originally it was bred by Agarash the Damned.

Slowly it changed and evolved an immunity to the magic of the Elder Magi that enabled it, eventually, to rise up from the chasm and terrorize Dessi. The Elder Magi were helpless to stop it, but Banedon, whose magical skills are of a different kind to those of the Elder Magi, was able to defeat the creature after a long and terrible struggle in the cold depths of Gorgoron itself.



In Book 2 ('Fire on the Water'), it says that if any other person, save a True Kai, wields the Sommerswerd, it will lose its power forever. How come, in Castle Death, the ugly-faced Dwarf takes the Sun-sword, but it does not lose its power?

(Ian Cherry, Liverpool)

In Book 2, ref. 79, it states that in order to release the power of the Sommerswerd, only a Kai Lord should wield it. Should it be used in combat by anyone who is not a Kai Lord, its power will fade and be lost forever. The Dwarf in 'Castle Death' did not use the Sommerswerd in combat, and therefore its power has not been diminished as a result.

In the sewers beneath Tekaro I lost my weapon to the grasp of a certain killer organism—that weapon was the Sommerswerd! Surely this is a major disaster for both Lone Wolf and Sommerlund?

(Ralph Fitchett, Grimsby)

Strictly speaking, the Sommerswerd is a Special Item—not a Weapon. When facing the organism (ref. 4) you should erase a Weapon from your *Action Chart*. If you do not possess a Weapon, only then do you lose the Sommerswerd.

The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MATTHEW J. SPRANGE
Age: 12 ½
Address: England
Hobbies: D&D, Judge Dredd, computers (Electron), reading & comics.
Wants a pen-pal with an Electron computer.

Name: LUKE St. CLAIRE-SMITH
Age: 11
Address: England
Hobbies: Wildlife, Beano, tennis, drawing and gamebooks.
Wants a pen-pal (boy / girl with similar interests).

Name: ALAN LANSDOWNE
Age: 10
Address: England
Hobbies: Sci-fi & fantasy books (Tolkien & the Belgariad), gamebooks, astronomy & magic.
Would like a pen-pal (boy / girl) aged 10–13, into Tolkien and astronomy. No Giaks or Helghasts please!

Name: IAN CHERRY
Age: 16
Address: England
Hobbies: Lone Wolf, wargaming, computers (Spectrum 48K), D&D, writing solo adventures.
Wants a devoted Lone Wolf fan who also writes solo adventures.

Name: SIMON POWELL-EVANS
Age: 13
Address: England
Hobbies: Sci-fi books (Harry Harrison), 2000AD, Fighting Fantasy, D&D, pop, Lone Wolf, Citadel Miniatures, rifle shooting.
Wants a pen-pal (boy / girl) aged 12–14, in same area if possible.

Name: ANDREW PALMER
Age: 13
Address: England
Hobbies: Computers (C64), RPGs, 2000AD, Lone Wolf & Judge Dredd.
Wants a pen-pal (boy / girl) with similar interests (12–15).

Name: EMMA FISK
Age: 13
Address: Eire
Hobbies: Reading, music, sport, violin, FF books, collecting stamps, porcelain dolls and toilet rolls!
Wants a girl pen-pal aged 12 / 13 with similar interests, and who hates Wham! & Madonna. Posers need not apply!

Name: JOHN HOLBURN
Age: 8 ½
Address:
Hobbies: Lone Wolf, comics, BMXing, transformers, reading, board games & gamebooks.
Wants a boy pen-pal aged 7–10 with similar interests.

Name: JONATHAN HALL-SAY
Age: 11
Address: England
Hobbies: RPGs & stamp collecting.
Wants a pen-pal of similar age and of similar interests.

Name: MARK NASH
Age: 13
Address: England
Hobbies: Lone Wolf, FF, D&D, GrailQuest, Falcon, Dragon Warriors, Fatemaster, swimming, fantasy books.
Wants a pen-pal (10–12) willing to teach new RPGs.

Name: ANDREW MOSS
Age: 13
Address: England
Hobbies: Lone Wolf, art, Warlock mag. and planes.
Wants a pen-pal (boy / girl) of similar age and with similar interests.

Name: RODDY BAILEY
Age: 12
Address: England
Hobbies: Gamebooks, rifle shooting, cricket, drawing, wargaming & Lone Wolf.
Wants a pen-pal (boy / girl) who is into Lone Wolf and chess (12–13).

Name: GARY EVANS
Age: 12
Address: England
Hobbies: Lone Wolf, sports, stamps, snakes, snooker.
Wants a pen-pal (boy / girl) who is into snakes and quizzes.

Name: SARA MITCHELL
Age: 14
Address: Scotland
Hobbies: Books, films, not being good at sport or at all fond of Sylvester Stallone!
Wants anyone with a good imagination, who likes Big Country, and long train journeys, and being slightly strange!

Name: SARAH GAL
Age: 13
Address: England
Hobbies: Reading, gamebooks, writing letters, pets, swimming, drawing, collecting things, sport, music, PBMing.
Wants a pen-pal (boy / girl) who is into pets and has similar interests.

Name: DAVID BELL
Age: 12
Address: Scotland
Hobbies: Lone Wolf, gamebooks, swimming, playing the organ, trombone, computers (Amstrad).
Wants a pen-pal (aged 11-13) who has an Amstrad computer.

Name: PETER JEFFREY
Age: 14
Address: Scotland
Hobbies: Gamebooks, terrapins, horror films, chess, badminton, D&D, Stephen King, computers (C64), loud music & miniatures.
Wants a pen-pal (boy / girl) with a good imagination and wide range of interests.

Name: JASON KNIGHT
Age: 10
Address: England
Hobbies: Transformers, astronomy, gamebooks, drawing, reading, ZX Spectrum.
Wants a pen-pal with similar interests.

Name: COLIN SCOTT
Age: 11
Address: Scotland
Hobbies: Football, fishing, Lone Wolf & Grey Star.
Wants a boy pen-pal with similar interests.

Name: DESMOND PATTON
Age: 13
Address: Eire
Hobbies: Wants a girl pen-pal, aged 12-14, from anywhere on or off the face of the earth! Send photo with letter.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:.....

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

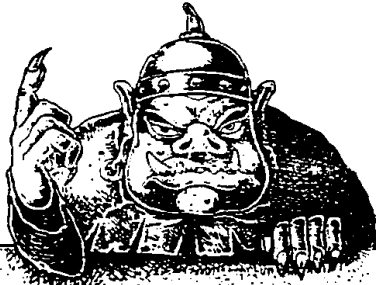
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Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 62-65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

ORDER FORM



Lone Wolf Club members have the exclusive opportunity to purchase individual titles, or complete sets, in the LONE WOLF / GREY STAR / COMBAT HEROES series, SIGNED BY JOE DEVER.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.75	_____	£ _____
LONE WOLF 2: Fire on the Water	£1.75	_____	£ _____
LONE WOLF 3: The Caverns of Kalte	£1.75	_____	£ _____
LONE WOLF 4: The Chasm of Doom	£1.75	_____	£ _____
LONE WOLF 5: Shadow on the Sand	£1.75	_____	£ _____
LONE WOLF 6: The Kingdoms of Terror	£1.75	_____	£ _____
GREY STAR 1: Grey Star the Wizard	£1.75	_____	£ _____
GREY STAR 2: The Forbidden City	£1.75	_____	£ _____
THE LONE WOLF ADVENTURES: A deluxe hardback omnibus edition containing Lone Wolf Books 1 & 2.	£7.95	_____	£ _____
COMBAT HEROES 1: The White Warlord	£2.25	_____	£ _____
COMBAT HEROES 2: The Black Baron	£2.25	_____	£ _____

POSTAGE & PACKING CHARGES

No. of books	UK/BFPO	FOREIGN
1	0.28p	0.50p
2	0.40p	0.65p
3	0.59p	0.75p
4	0.66p	£1.00
5	0.66p	£1.25
6	0.98p	£1.35
7 or more	£1.26	£1.50

PLEASE NOTE:

All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

NAME: _____

SUBTOTAL: £ _____

ADDRESS: _____

POSTAGE: £ _____

_____ Postcode: _____

TOTAL: £ _____

Send your order to: LONE WOLF BOOK OFFER, Beaver Books, 62-65 Chandos Place, London, WC2N 4NW, England.

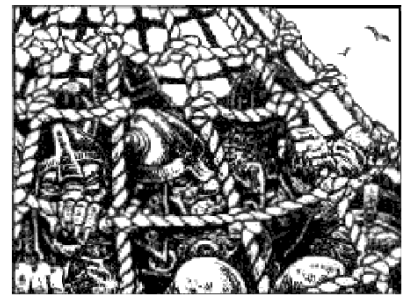
If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.

Please print clearly!



Sneaky Giak saboteurs were responsible for a couple of mistakes which appeared in the first editions of Lone Wolf book 7—Castle Death. Check your edition to see if the following appear:

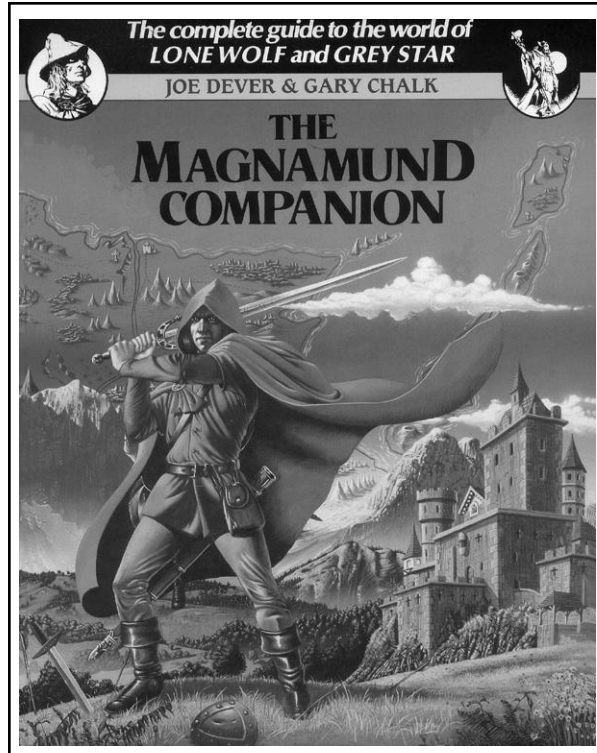
- Ref. 290: The stats for the Beastman are COMBAT SKILL 17 ENDURANCE 22
- Ref. 233: The stats for the Oudagorg are COMBAT SKILL 17 ENDURANCE 17
- Ref. 258: Option to go to 186 is wrong. The correct ref. no. is **49**.



WATCH OUT! THERE'S A GIAK ABOUT!



THE MAGNAMUND COMPANION



Order your signed copies NOW!



The long-awaited guide to the world of Lone Wolf and Grey Star will be available to Lone Wolf Club members, signed by its author—Joe Dever. ORDER NOW, USING THE PRIORITY ORDER FORM BELOW, AND YOUR SIGNED COPY WILL BE POSTED TO YOU, HOT OFF THE PRESS, ON THE DAY OF PUBLICATION: 6th NOVEMBER, 1986.



TO ORDER: Just fill in your name and address on the form below, and indicate which book(s) you require. Send your completed form, together with a cheque or postal order for the correct amount (made payable to the LONE WOLF CLUB), to:

LONE WOLF CLUB BOOK OFFER, C/o: Beaver Books, Brookmount House,
62-65 Chandos Place, Covent Garden, London, WC2N 4NW.

ORDER FORM

Please send me _____ copy(ies) of 'THE MAGNAMUND COMPANION' @ £6.95 each

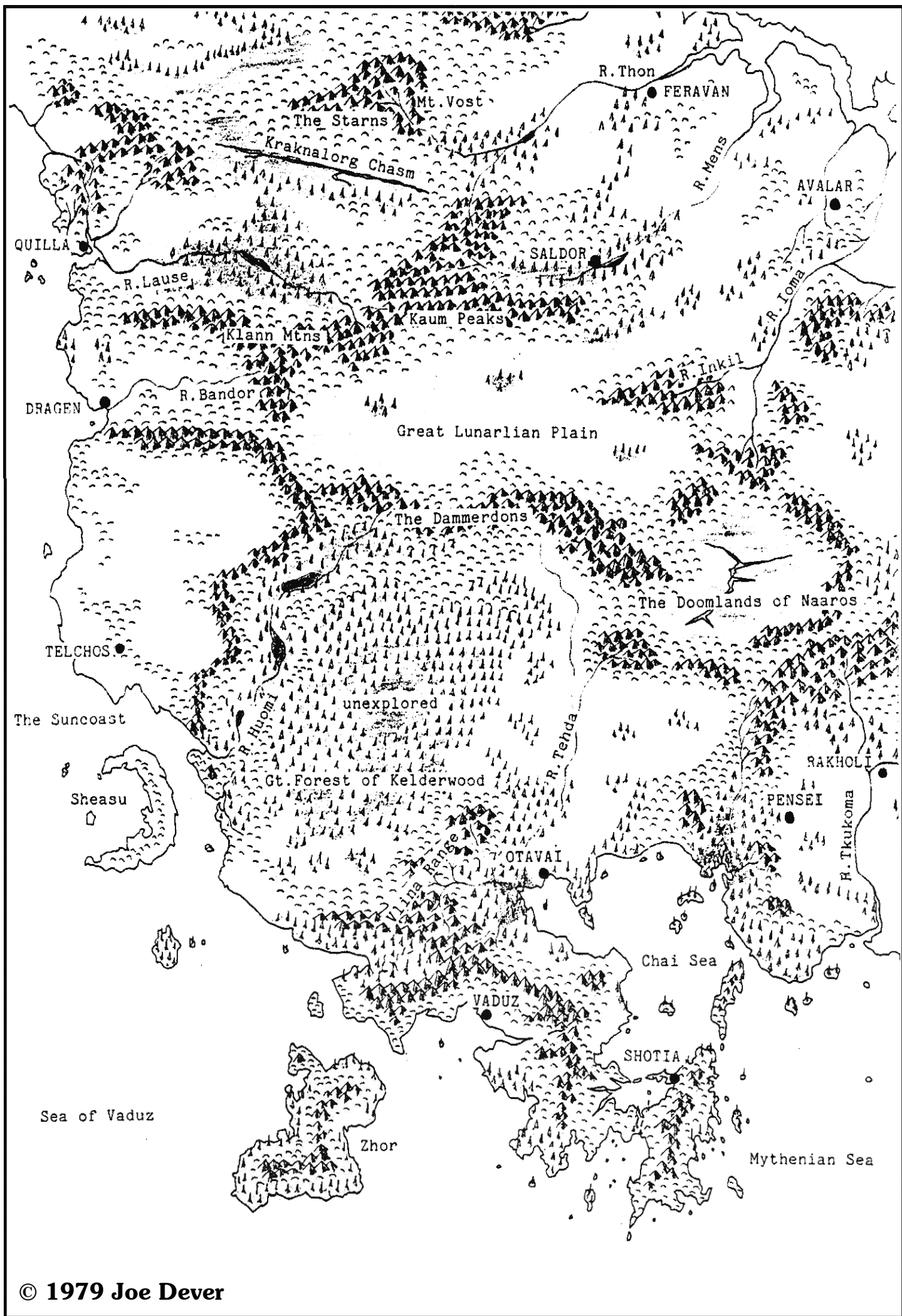
I enclose a postal order/cheque for £ _____

Name _____

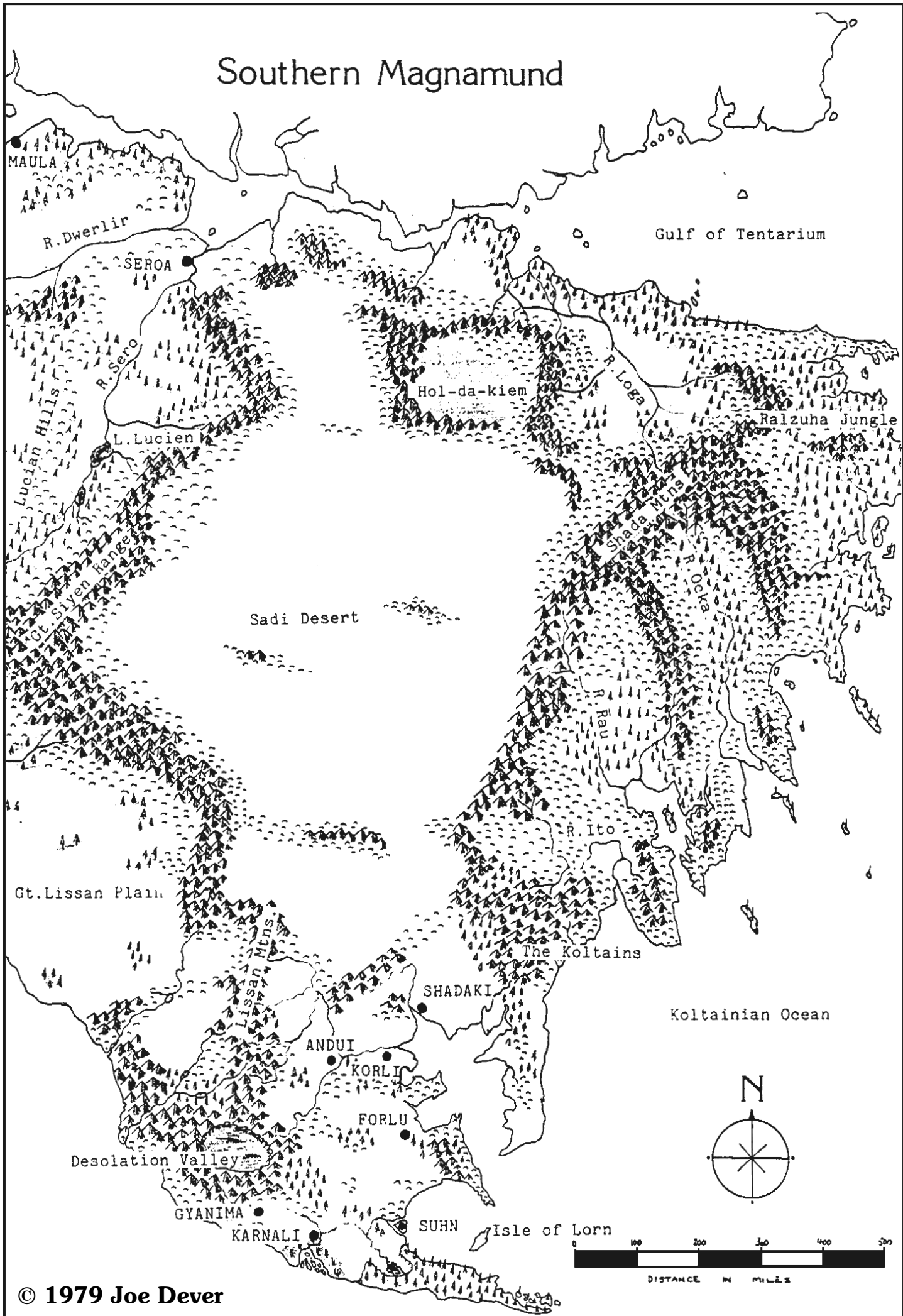
Address _____

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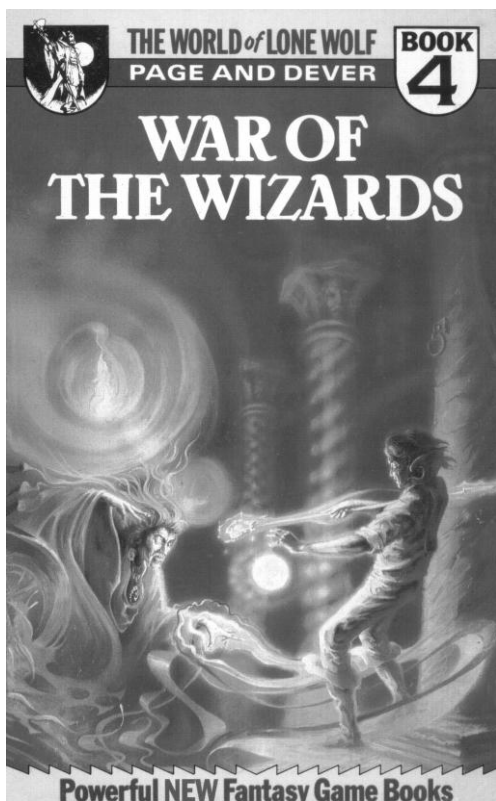
Non UK/BFPO members please add £1.55 per book to their order. All remittances must be in a form which can be drawn on an English bank or Post Office without incurring a charge. Please do not send cash.



Southern Magnamund



OUT NOW . . . STOP PRESS . . . OUT NOW . . . STOP PRESS . . . OUT NOW . . . STOP PRESS . . . OUT NOW



You are the wizard Grey Star. You now face the tumultuous climax to your epic struggle to overthrow the evil Wyitch-king Shasarak. His cruel empire is torn by war as the Freedom Fighters rebel against his corrupt dominion. Can you reach them in time to free mankind? Can you overcome the Wyitch-king's ferocious soldiers and the supernatural hordes that are his to command? Your only hope lies in your Wizard's Staff. Guard it well—for it contains the might of the mystic Moonstone, the very essence of your Magical Powers.

GREY STAR BOOK 4—"WAR OF THE WIZARDS"—THE EPIC CLIMAX TO THE GREY STAR SERIES IS NOW AVAILABLE TO LONE WOLF CLUB MEMBERS, SIGNED BY JOE DEVER. TO ORDER YOUR COPY WITHOUT DELAY, FILL IN THE FORM BELOW AND SEND IT, TOGETHER WITH A CHEQUE / POSTAL ORDER FOR £2.25 (MADE PAYABLE TO THE LONE WOLF CLUB), TO THE ADDRESS BELOW.

If you wish to keep your newsletter intact, copy or photocopy this order form and include it with your remittance.

GREY STAR 4: LONE WOLF CLUB MEMBERS ORDER FORM

Please send me ____ copy(ies) of 'WAR OF THE WIZARDS' @ £2.25 each.

Name _____

Address _____

Non UK/BFPO orders please add £0.50 per book to their order. All remittances must be in a form which can be drawn on an English bank or Post Office without incurring a charge. Please do not send cash.

(BLOCK CAPITALS PLEASE)

Send your order to: LONE WOLF CLUB BOOK OFFER, C/o Beaver Books, Brookmount House, 62-65 Chandos Place, London. WC2N 4NW



<ol style="list-style-type: none"> 1. SOMMERLUND 2. DURENOR 3. CLOEASIA 4. VASSAGONIA 5. MAAKENMIRE 6. CASIORN 7. THE WILDLANDS 8. LAKURI ISLES 9. LYRIS 10. THE DARKLANDS 11. SALONY 12. MAGADOR 13. DELDEN 14. ELDENORA 15. SLOVIA 16. ANARI 17. PALMYRION 18. RUEL 19. CARON 20. LOURDEN 21. FIRALOND 22. KAKUSH 23. CHAMAN 24. BAUTAR 25. VALERION 26. DESSI 27. TALESTRIA 28. OZIA 29. DANARG 30. BOR 31. THE HAMMERLANDS 32. ERU 33. SKAROR 34. THE HELLSWAMP 35. NYVOZ 36. NYRAS 37. GHATAN 38. TADATIZAGAZA (The Hardlands) 39. ZALDIR 40. IXIA 41. KALTE 	
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The response to the second painting and drawing competition was excellent with over two hundred Kai Lords taking part. Yet again, the standard of artwork was very high, making the task of picking the winners quite difficult, but after careful consideration the following were chosen:

JUNIOR CLASS (Up to 10 years):

Mark Cunningham

INTERMEDIATE CLASS (11-14):

DEAN RANKINE

SENIOR CLASS (14 and above):

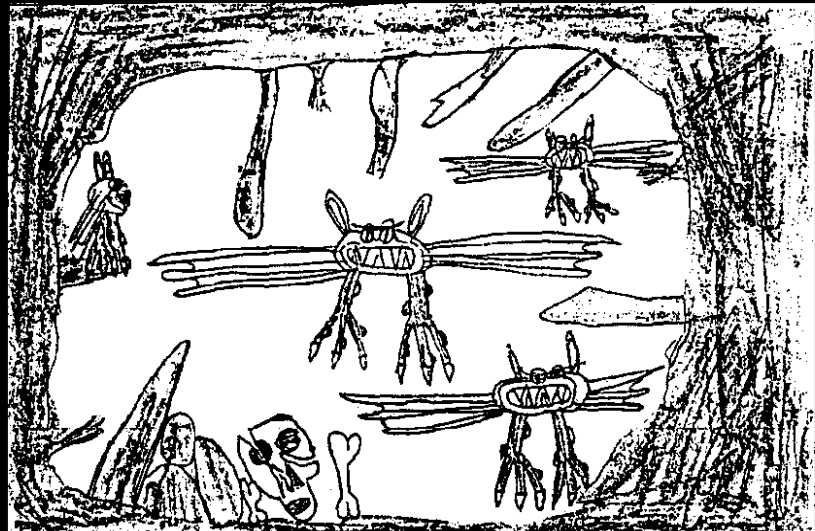
JASON COWLEY

Each of the winners receives a deluxe Schaeffer Calligraphy set and a signed winner's certificate.

Because of the very high standard, we have chosen to list all those whose artwork deserves a special commendation in the...

LONE WOLF CLUB * ORDER OF MERIT

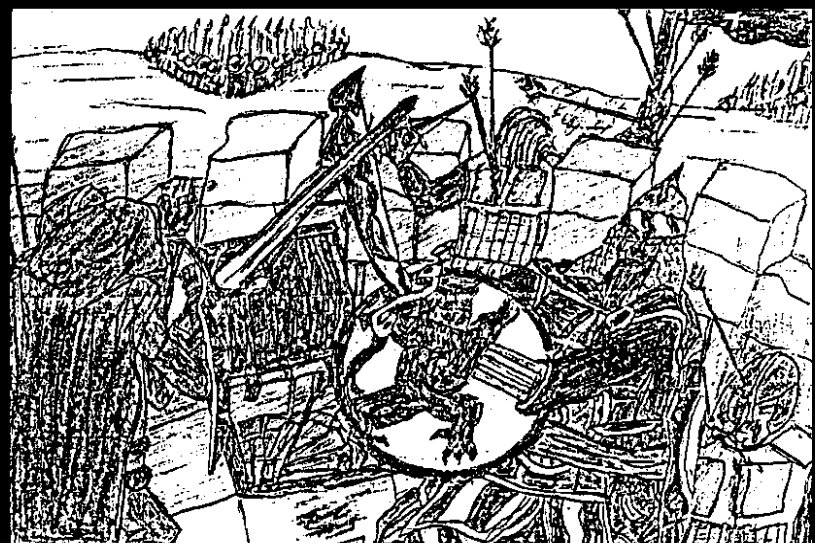
Robin Forder, Richard Pitman, David Kinghorn, Colin Fenwick, Nazrin Bin Abu Bakar, Daniel Waldock, Anthony Griffin, Paul Green, James Rockinson, Jason Tabbanor, Andrew Moss, Michael Grey, Emma Fisk, Craig Oxbrow, Bryn Owens, Steven Vest, Jon Fagg, William Miles, Steven Tongue, Paul Barton, Michael Meenan, David Barber, Innes Clatworthy, Alan McIntosh, Jonathan Chipchase, Steven Robertson, Jamie Hickman, Ian Coles, Adam Simmonds, Daniel Kitchener, Malcolm Fraser, Roddy Bailey, Luke St Claire-Smith, Fraser Kirk, Sean Richards, David Abrahams, Tim Dexter, Steven Yates, Michael Gibbens, Richard Wood, Sarah Gal, Juliette White, Gideon Sanitt, Yoau Sadan, Damion Bagalue, Fiona Cummings, Paul Dickinson, Jeremy Galton.



MARK CUNNINGHAM

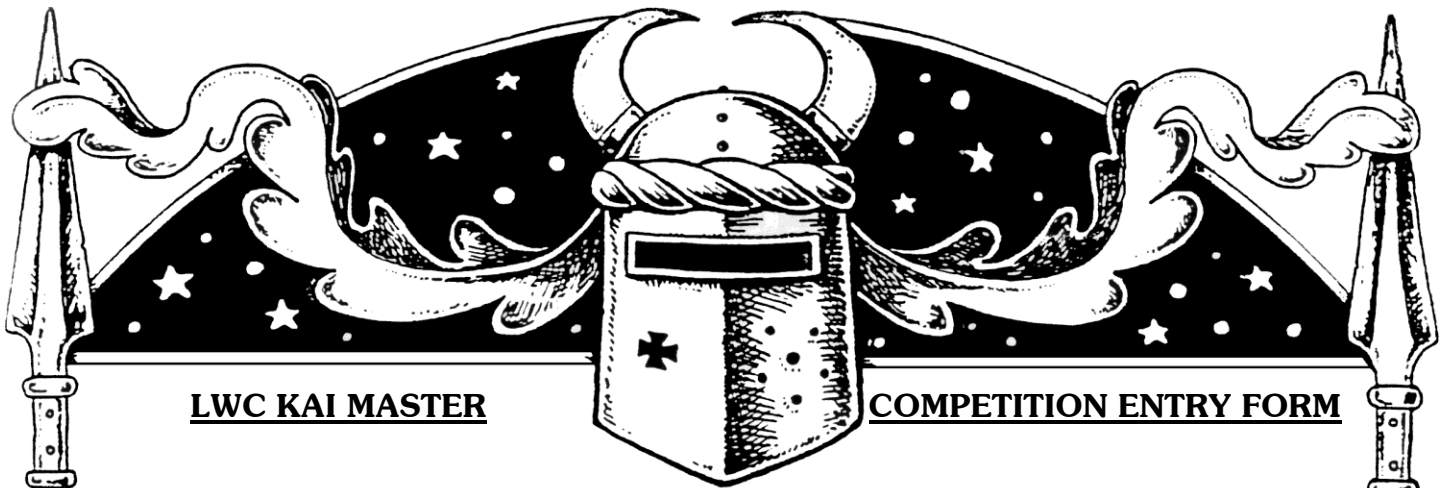


DEAN RANKINE



JASON COWLEY





LWC KAI MASTER

COMPETITION ENTRY FORM

KAI MASTER QUIZ

In this issue's competition you have the chance to prove your knowledge of Magnamund by answering Fifteen Mega-tough Kai Master questions, which have been based on information contained in the first seven Lone Wolf books. All you have to do is answer the questions correctly, in the spaces provided, fill in your name, address and Kai rank, and send the whole form to the club c/o the address shown below.



All entries must be submitted no later than 31st December 1986. Any received after this date will not be counted so be sure to post your entry off as soon as possible. The winner and runners-up will be notified by post no later than 14th January 1987.

THE PRIZE: The first correct entry, drawn at random from those received by the closing date, will win a Casio Quartz Chrono / Alarm watch with multi-functions including stopwatch and lap counter. The next three correct entries will win personally dedicated photographs, framed and signed by Joe Dever.

1. WHO ARE THE NATIVE SOLDIERS OF DESSI?
2. IN WHICH CITY WOULD YOU FIND THE INN OF THE CROSSED SWORDS?
3. WHO IS KING OF THE NOODNICS?
4. IN WHICH PART OF PORT BAX IS THE CONSULATE OF SOMMERLUND LOCATED?
5. WHAT IS THE ICE BARBARIAN WORD FOR 'TERROR'?
6. WHAT WAS THE SYMBOL OF DARKLORD ZAGARNA?
7. WHICH COUNTRY HAS A CAPITAL CITY WHOSE EMBLEM IS A TEN-POINTED STAR?
8. WHO IS COMMANDER OF KING ALIN IV'S BODYGUARD?
9. WHAT IS THE 'SAADI-TAS-OUDA'?
10. WHO WAS RULER OF RAGADORN IN THE YEAR MS 5045?
11. BY WHAT NAME IS THE DISEASE TAKADHA KNOWN IN SOMMERLUND?
12. WHAT IS THE EMBLEM OF THE CITY OF CASIORN?
13. WHAT BREED OF WAR-DOGS IS USED BY THE DRAKKARIM?
14. BY WHAT NAME WAS BARRAKA KNOWN TO HIS MEN?
15. BY WHAT TITLE IS THE RULER OF IKAYA KNOWN?

NAME KAI RANK

ADDRESS

..... POSTCODE

Send your completed entry to: THE LONE WOLF CLUB (CT), Beaver Books,
Brookmount House, 62-65 Chandos Place, London, WC2N 4NW, England

Project Aon License

21 August 2009

0. Preamble

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