

Lone Wolf Club Newsletters

Newsletter #9

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.

Brian Williams is the main illustrator of the later 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.

Jonathan Blake – 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. 9

THE DUNGEONS OF TORGAR WINS THE 1987 BEST SOLO GAMEBOOK OF THE YEAR AWARD

GAMES DAY AWARD WINNERS 1987

Here are the results of this year's Games Day Awards, as voted by the readership of *White Dwarf*. A few eyebrow raisers are hidden away in here . . . somewhere.

•
Best New Role-playing Game
Warhammer Fantasy Role-play GW

•
Best Fantasy Role-playing Game
Warhammer Fantasy Role-play GW

•
Best Other Role-playing Game
Call of Cthulhu Chaosium

•
Best Role-playing Adventure / Supplement
Death on the Reik (WFRP) GW

•
Best Solo Gamebook
The Dungeons of Torgar Joe Dever
(Hutchinson)

•
Best Fantasy / Science Fiction Boardgame
Talisman GW

•
Best Historical Boardgame
Blood Royale GW

•
Best Family Boardgame
Monopoly Waddingtons

•
Best Fantasy Figures Manufacturer
Citadel

•
Best Miniatures Rules
Warhammer Fantasy Battles Citadel/GW

•
Best Professional Games Magazine
White Dwarf (say no more)

•
Best Fanzine
Dagon Carl Ford

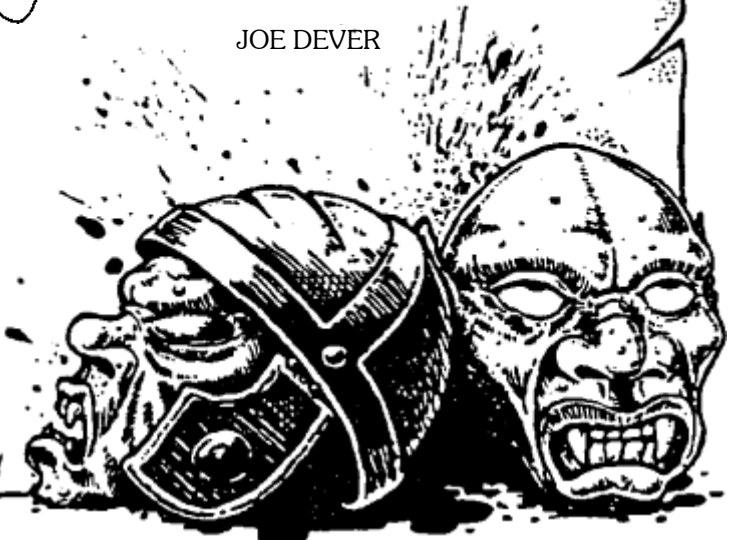
•
Best Games Personality
John Blanche Suzuki

I would like to say a sincere thank you to all the Lone Wolf Club members who attended the Beaver Books stand at the recent Games Day 1987 convention, and to everyone who voted for 'The Dungeons of Torgar' in the annual *White Dwarf* magazine games industry awards.

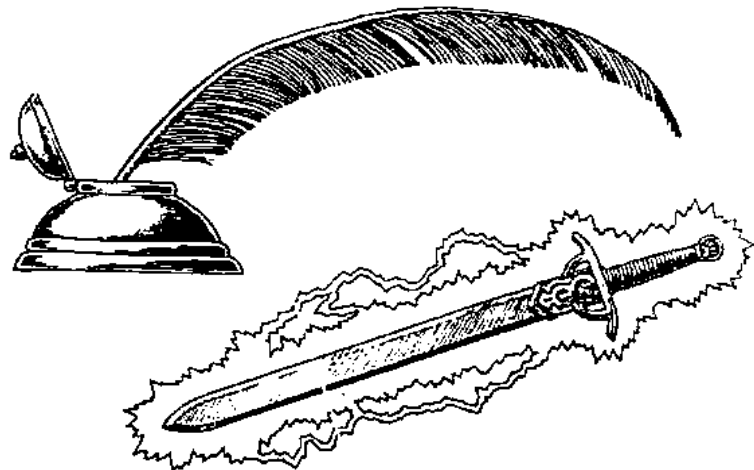
This is now the third year in succession that a LONE WOLF title has won this prestigious award, an achievement that would have been impossible without your sustained support.

Thank you for making LONE WOLF number one!

JOE DEVER



Monastery Mailbag

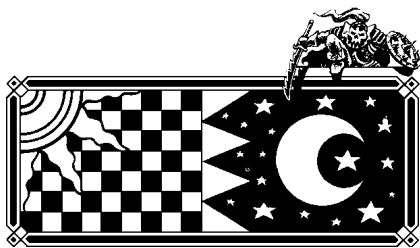


A SELECTION OF LETTERS FROM LONE WOLF FANS

In Newsletter No. 6 it states that Vashna was COMBAT SKILL 58 / ENDURANCE 88. As it says on page 34 of The Magnamund Companion that King Ulnar I slew him, were his COMBAT SKILL and ENDURANCE ratings as high as the Darklord's, or did he possess a load of Special Items (such as magical armour) that you haven't told us about?

Stephen Roe, Bristol

King Ulnar's COMBAT SKILL / ENDURANCE scores were CS 28 / END 32. Compared to Vashna, the king's basic ratings were very weak, and to make matters worse he was already mortally wounded, and near to death at the time of the confrontation at the Maakengorge. The combat would have been a walkover for the Darklord leader had the king not been armed with the Sommerswerd. In a last-ditch attempt to defeat Vashna, King Ulnar lured him out to the edge of a rocky spur that jutted out into the chasm, and, as the Darklord leader swooped down to finish him off (yes . . . Vashna could fly as well!), he unsheathed the Sommerswerd and unleashed a blast of energy that was to seal Vashna's fate. Both Ulnar and Vashna fell into the chasm of doom, but the Sommerswerd did not. It lay on the edge of the spur and was retrieved by the Baron of Toran, who later became Sun Eagle, the first of the Kai.



Before their massacre, how long did it take for a Kai Lord to master each basic & Magnakai Discipline?

(Brian Bowles, Newcastle)

There was no set time limit in which a Kai Lord had to master any particular Discipline. Each of the Kai developed their innate skills at differing rates of progress. Some Kai never progressed higher than the rank of Warmam (Journeyman) or Guardian, whilst others, having entered the monastery as children aged seven, developed their skills very quickly and attained these ranks before they were 12 or 13 years old. Assuming that a Kai Lord had the innate potential of

developing his skills to the rank of Kai Grand Master, then the average progression through the ranks (compared to age) would have been:

| RANK | AGE |
|---------------------|-------|
| NOVICE | 7 |
| INTUITE | 9 |
| DOAN | 12 |
| ACOLYTE | 14 |
| INITIATE | 16 |
| ASPIRANT | 18 |
| GUARDIAN | 19/20 |
| WARMARN/JOURNEYMAN | 20/22 |
| SAVANT | 24 |
| KAI MASTER | 28 |
| KAI MASTER SENIOR | 30 |
| KAI MASTER SUPERIOR | 32 |
| PRIMATE | 35 |
| TUTELARY | 38 |
| PRINCIPALIN | 42 |
| MENTORA | 48 |
| SCION-KAI | 50 |
| ARCHMASTER | 52/54 |
| KAI GRAND MASTER | 56/60 |

In 'The Dungeons of Torgar', Section 113, Baron Shinzar is armed with an axe called "Ogg-Kor-Kaggai". The Giak Word List in the Companion gives the meanings of 'Kor' and 'Kaggai' (= 'of Fire'), but 'Ogg' is not shown. Please help!

Julia Stewart, Bournemouth)

The Giak word 'Ogg' means 'Weapon'. Therefore, the Giak name for the Baron's magical axe is literally—"Weapon of Fire".

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



I recently started to read Lone Wolf books and I was so impressed by them that I decided to try writing a fantasy gamebook myself. It turned out to be much harder than I first imagined, and I am amazed at how Joe Dever manages to construct the Lone Wolf adventures so well. How long does it take him to write an adventure, and how does he go about it?

(Kevin Lim Guoxiang, Singapore)

Each Lone Wolf adventure takes an average of ten weeks to complete. I spend about two weeks on planning and research, which often includes trips to libraries to collect notes about various things, such as medieval weaponry and ancient mythologies, and then the remaining eight weeks are spent actually writing the adventure.

I begin with what I call my '350 checklist'. This is a gridded sheet which contains every number from 1 to 350. As I write the adventure, I assign numbers to each entry and tick corresponding number off the list. This prevents duplicating entry numbers by accident.

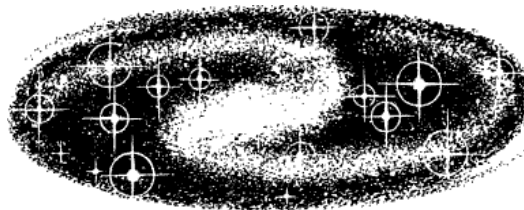
During the planning stage (the first two weeks) I sort out what the general storyline is going to be about, and decide what I will include in it (in a general sense). This stage I call the 'Skeleton'. For example, the Skeleton stage of Book 2 comprised of six separate sections:

1. The Voyage to Durenor & shipwreck
2. Visit to Ragadorn
3. Journey from Ragadorn to Port Bax
4. Port Bax to Hammerdal
5. Audience with King Alin / retrieval of the Sommerswerd
6. Return to Sommerlund & sea battle

It was not until I was actually writing the adventure that I created most of the characters, the incidents *en route*, and the tricks and twists in the plot (such as the assassination attempt on Lone Wolf's life during the coach journey to Port Bax).

I have written all of the Lone Wolf adventures, with the exception of the last one (The Masters of Darkness) in longhand, after which I then shuffled all 350 hand-written entries into proper order and typed up the final manuscript ready for delivery to my publisher. For Book 12, however, I wrote it entirely on a personal computer using a word processing package. It was so much easier that I only wish I'd used a computer when I started writing Lone Wolf solo-adventures back in 1983!

Computer users may be interested to note that I am currently using an Amstrad CPC6128 Disc (colour monitor), with one extra drive. My word processing software is PROTEXT by Arnor Ltd.



If the Crystal Explosive, featured in Section 301 of 'The Dungeons of Torgar', was so powerful that it completely destroyed Torgar's iron gate, how come it didn't destroy the surrounding wall which was only made of stone?

(Lee Niven, Tavistock)

The Elder Magi designed this magical explosive to destroy only the iron gate, leaving the surrounding masonry intact. Were it simply a very powerful charge then the entrance to Torgar would have been sealed off in the resulting explosion, and, most likely, the cause-way would have collapsed as well.

Are the Powerstaves, like the one that appeared in 'The Dungeons of Torgar' (ref. 252), manufactured by the Nadziranim in Helgedad? If so, how did Shasarak come to have one in the Grey Star series?

(Stephen Roe, Bristol)

The Powerstaves, as used by the Ziran during the Battle of Cetza, are very rare. They number only five, and were created by the Nadziranim who serve Gnaag in Helgedad. Shasarak's Powerstaff was not a Nadziranim weapon; he created it himself.



Where in Sommerlund was Lone Wolf born, and in what year?

(Peter Wilkinson, Cheshire)

Lone Wolf was born in the year MS 5035 and raised in the village of Dage, situated ten miles south of Toran

What, if any, is the difference between a Drakkar and a Drakkarim?

(Nathan Worrell, Grimsby)

There is no difference between the two: Drakkar is simply the singular of Drakkarim (i.e. one Drakkar, two Drakkarim).

A STORM AT DAWN

TEXT BY JIM CLARKE
ART BY MIKE McLEAN

The following short story was sent in by LWC member Jim Clarke, best known for his scripting of the Lone Wolf comic strip which appeared in the last two newsletters. His story is set just after the events of 'THE KINGDOMS OF TERROR' (MS 5058).

Darklord Gnaag's fingers tightened around Nadazgada, his evil blade. Before him on the ground lay the prostrate body of Darklord Unc, late Lord of Aarnak.

"Take him away!" he barked at the stunned Xaghash that populated his throne room in Mozgôar. As the body was dragged away, Gnaag turned to address the remaining Darklords that he had summoned.

"You now know the price of trying to oppose me," he rasped. "Be warned: I will not punish the next traitor so lightly. Divert your efforts instead to stopping Lone Wolf. I want him dead. Now... get out of my court."

The evil warlords began to file out of Gnaag's throne room, muttering under their breaths. They all knew now. Gnaag's succession to the throne of Helgedad was complete. Gnaag knew it as well. Not one of them would be able to oppose him now, except maybe... "Ghurch!"

The shout echoed around the throne room, freezing everyone who heard it. It was not so much an address as a command. Darklord Ghurch's mottled skin paled as he turned to face Gnaag.

"My Lord?"

Gnaag's insect-like eyes bored into him.

"I wish to see you... alone. The others will leave."

The remaining fifteen shuffled out of the throne room in haste. They had no wish to witness what Gnaag undoubtedly had in store for Ghurch. Once they had left, Gnaag spoke again.



"Your Helghast spy speaks of a second Kai Lord?"

The trembling Ghurch exhaled deeply and slowly relaxed. Gnaag obviously suspected nothing.

"Indeed so, Archlord," he replied. "He was posing as a noble in Talestria when we heard tell of a Kai called Dawn Storm. The rumour seemed unfounded, a ruse to divert the attention of my spies, I thought, while those behind it go about their schemes unseen."

"So you dismissed the matter?" enquired Gnaag.

"Yes, until I received a report from another Helghast. Apparently, a figure cloaked in the grey of a Kai Master had been seen near the monastery by a Giak scouting party."

"Lone Wolf?" prompted Gnaag, toying nervously with the hilt of Nadazgada.

"No, Archlord," stated Ghurch. "He was in Dessi with the accursed Elder Magi at the time."

Gnaag nodded his grotesque head, thinking.

"So this 'Dawn Storm' is currently in Sommerlund? Any mention of him in Holmgard?"

Ghurch shook his head vigorously. "I've only got two spies in Holmgard, and neither have heard anything about another Kai. It seems the Sommlending are trying to keep him secret, Archlord."

"And failing in the attempt. He must be training at the monastery, preparing for something. Whatever it is, we cannot let Dawn Storm succeed. Use anything you deem necessary, short of invasion, to deal with him. We're not ready for war . . . just yet."

A faint smile touched Gnaag's hideous lips.

"You know me, my Lord; a Master of subterfuge."

Gnaag's eyes narrowed and he shifted slightly on his throne.

"Yesssss...", he hissed quietly under his breath, "I'd noticed."

The old woman wheezed heavily as she handed the young man his sword belt.

"I still say that you're mad to even consider a hunting trip in the Durncrag Mountains, what with the Giaks there, an' all. Did you not hear them calling to each other last night?"

"I did," confirmed the jet-haired warrior. "They're what I'm hunting."

The old woman began cackling. "I knew you were mad," she wheezed. "Look...!" She raised a wizened arm to point at the ominous black clouds in the sky above. "We'll have a storm before morning, mark my words."

The young man smiled grimly, then slung his backpack over his shoulders and strode away from the crone's house where he had spent the night. Ahead loomed the watchtower at Shadow Pass and, beyond that, the craggy mountain peaks. Giak country. He shivered and reached inside his tunic for his flask of kourshah. His flask was there, but his heart skipped a beat as he realised that something else wasn't.

Suddenly, a little girl came running up to him crying, "Wait! You forgot your ball!"

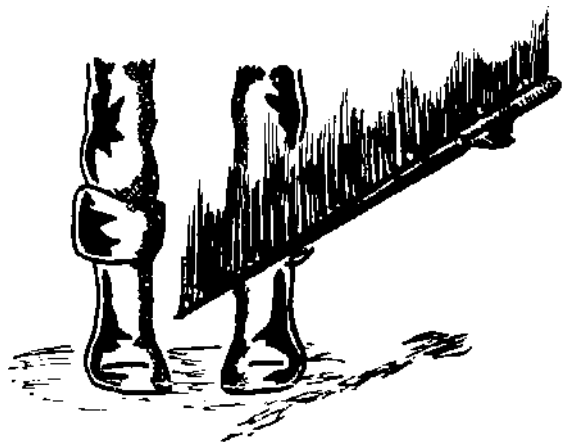
Dawn Storm breathed a sigh of relief. "Thank you, Lubie," he said, taking the opaque green ball from her hand, "I thought I'd lost it."

He placed it carefully inside his tunic after close inspection.

"You'd better be running along, Lubie," he said kindly. "Lorin will be coming off the garrison's night watch just about now. If you hurry, you might see him."

As the little girl skipped away to meet her brother, he thought back to the times he had stood outside the Guildhall in Toran, waiting for his brother Banedon. He suppressed his sorrow as he remembered that he would never see Bane-don again.

Wrapping his cloak around him, he passed beyond the watchtower and began the difficult climb into the Dumcrag. He had been climbing steadily for an hour when he came across a Giak scouting party. Luckily, they hadn't seen him ascending. They were approaching the crag in which he knelt in hiding, when suddenly Dawn Storm appeared from behind a rock and, placing his sword upon the ground, he surrendered.



In the outpost in the Dumcrag Mountains, Dawn Storm was brought before Darklord Ghurch of Ghargon.

"So you are the second Kai!" he hissed. "A Kai warrior would die before surrendering to me. Why did you?"

Dawn Storm levelled his eyes at Ghurch, then spoke in a whisper. "In private, Darklord."

Ghurch nodded and dismissed all the Giaks and Helghasts from his room with a wave.

"Speak!" he rasped once all had gone.

Dawn Storm reached inside his cloak and produced a green orb which, when he offered it to the Darklord, turned as black as night.

"What sorcery is this?" bellowed Ghurch.

"It's a Soulstone," replied Dawn Storm.

"It reveals the intentions of a person's soul by its colour. It acts as a lie detector, but it has other secrets that I may be willing to reveal for a price."

"What price?" demanded Ghurch impatiently.

"When your armies invade and subdue the realms of Magnamund, I want Sommerlund as my fief."

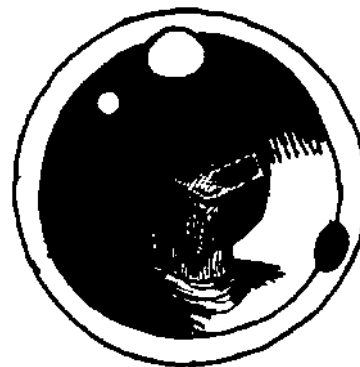
"Granted!" hissed the Darklord. "Now give me this Soulstone."

"As you wish," replied Dawn Storm, "but there is something you really ought to know..."

Suddenly the room was filled with a blinding white light, a swirling effervescent vortex. Darklord Ghurch screamed once, then...silence. The light shimmered and was gone; and so was Ghurch. In the corner of the room, a dying man wrapped in a grey cloak smiled weakly.

"You should know... only a... Sommlending may wield the orb..." he gasped. Then he glanced out of the window. Dawn was breaking, and with it the storm.

"The old woman was right." He smiled wistfully. Then his body slumped forward and lay awkwardly upon the cold, hard floor. He was dead.



Gnaag crumpled the parchment in his skeletal hand and threw it disdainfully to the floor.

"So both Ghurch and the Kai Lord Dawn Storm are dead," he murmured, speaking his thoughts out loud. "Perhaps all is not as bad as it first appeared. I am rid of two enemies—now I can progress with my plans with only Lone Wolf to worry about. And his turn will come."

Around the throne room of Mozgôar the Xaghash hissed their approval. One thought, however, still gnawed at Gnaag's mind: What form of weapon had the Kai used to kill a Darklord?



"A Soulstone, sire," repeated Banedon respectfully. "A gift from the Goddess Ishir herself."

King Ulnar's noble features wrinkled into a puzzled expression.

"Allow me to summarize," he said, casting his eyes around the court of Holmgard before proceeding. "This Soul-stone was discovered in our Guildhall, before the portal that leads into the never-realm, that place the Ancients called 'the Daziarn'."

Banedon nodded, his blond hair swept back by the sudden draft as Baron Tor Medar, the King's chief advisor, entered the throne room.

"I apologise for my absence," he said as he bowed to the king. The King continued.

"As I was saying, the following night, one of your men-at-arms dreamt of this Soulstone and of the Goddess Ishir?"

"That is correct, sire," confirmed the breathless baron. "It was Banedon's brother. He claimed that Ishir had sent us the Soulstone because a new Darklord power was rising. He said that he knew how to destroy Gnaag of Mozgôar. He explained his plan; it was flawless."

The King sighed sadly.

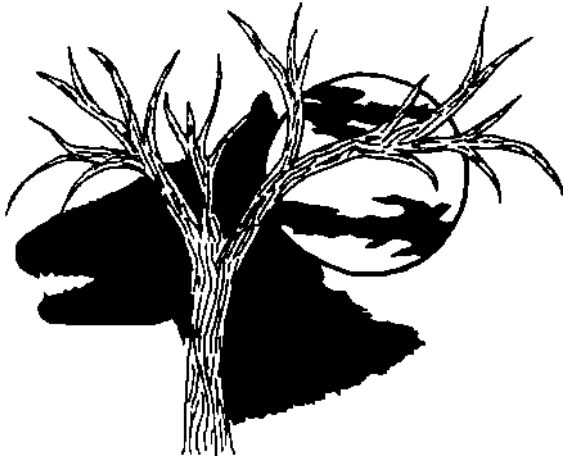
"To pose as a second Kai Lord and surrender to the Darklord forces in the hope of getting close enough to Gnaag to use the Soulstone. He didn't foresee that Gnaag would send another to deal with the threat of a second Kai.

Banedon shook his head. "No sire. It seems the Soulstone had power enough to destroy one Darklord utterly, though it could not distinguish between Ghurch and Gnaag. Also, it had to draw on the life-force of a Sommlending to trigger the release of its destructive power."

"A suicide mission, then," said the King, quietly. "Well, let it be known that Ishir deemed your brother worthy of Kai rank. Therefore I proclaim your brother to be Dawn Storm, Kai Lord, though the honour is posthumous. Still it seems our only hope lies with the actions of Lone Wolf, the last of the Kai."

Banedon nodded solemnly, then turned to leave. As he passed out of the royal court, a single tear fell to the marble floor.

"It always did."



EPILOGUE

The story of Dawn Storm was never revealed to the Sommlending people for fear of the damage it would do their morale. Archlord Gnaag was quick to claim responsibility for Ghurch's death, and neither Sommlending, nor any slave of the Darklords that knew the truth, ever revealed what exactly had come to pass. Firelan, *Dawn Storm*, brother of Banedon, never officially existed.

KAI STORY COMPETITION

If you enjoyed Jim's tale and would like to have a go yourself at writing a short story set in the world of Magnamund, now's your chance! We're inviting all members to submit a short story, of no more than 500 words in length, based on characters and information available in the Lone Wolf books (including the Magnamund Companion). The submissions will be divided into three age groups: Under 11s; 12s to 14s; and 15s and over. Those judged to be the best in each category will win a SCEAFFER CALLIGRAPHY GIFT SET, and signed pre-publication copies of THE MASTERS OF DARKNESS—the final book in the Magnakai Quest series. In addition, all winning entries (and runners-up of exceptional merit) will be published in future editions of the club newsletter.

The entries will be judged on originality, writing style, and accuracy of detail. If you would like your entry returned after the judging, please enclose a SAE.

All entries should be sent to:

LONE WOLF CLUB
SHORT STORY COMPETITION
C/o Beaver Books
Brookmount House
62-65 Chandos Place
London. WC2N 4NW

Please remember to include your name, address and age. Closing date for all entries is 1st April 1988.



The Prisoners of Time

IMPROVED DISCIPLINES

SCION-KAI

Weaponmastery

When entering combat with a weapon they have mastered, Scion-kai may add 4 points (instead of the usual 3 points) to their COMBAT SKILL. Also, when in combat without a weapon they lose only 1 point from their COMBAT SKILL.

Invisibility

Scion-kai are able to alter their physical appearance at will in order to deceive an enemy. The duration and effectiveness of this deception increases as a Kai Master rises in rank.

Pathsmanship

Scion-kai with this ability are able to converse with any sentient creature. They are also able to make them-selves invisible when subjected to any psychic or magical spells of detection.

Psi-screen

When engaging in psychic combat Scion-kai are able to absorb and control some of the energies directed at them. By deflecting or inducing the hostile energy they can either reduce the damage they sustain, or increase the power of their own psychic attacks.

Divination

Scion-kai are able to leave their body in a state of suspended animation and, in spirit form, explore their immediate surroundings unhindered by physical limitations. This ability is called 'spirit walking'. The length of time a Kai Master can spirit walk increases as he rises in rank. When the spirit is separated from the body in this fashion, the body remains inanimate and vulnerable to attack. If a Kai Master's body is killed whilst he is spirit walking, his spiritual self will also cease to exist, and vice versa.

The nature of any additional improvements and how they affect your Magnakai Disciplines will be noted in the Improved Disciplines section of the next Lone Wolf adventure.

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: TALHAH MALIK
 Age: 13
 Address: England
 Hobbies: Lone Wolf, Fighting Fantasy, Way of the Tiger, nature & wildlife books.
 Would like a pen-pal (boy or girl) with similar or different interests.

Name: SIMON BOUND
 Age: 14
 Address: England
 Hobbies: Reading, Lone Wolf, RPGs, most sports (especially cricket), writing.
 Would like a pen-pal (boy or girl) aged 13 / 14—any interests.

Name: JAMIE DAVIES
 Age: 12
 Address: Scotland
 Hobbies: Football, sport & computers.
 Would like an American pen-pal, preferably female, aged 11–13.

Name: SIEW MENG EE
 Age: 12
 Address: Singapore
 Hobbies: Lone Wolf, Grey Star, Greek mythology, comic books.
 Would like a pen-pal, aged 11–13, who is good at keeping secrets!

Name: LUKE HOUNSOM
 Age: 12
 Address: England
 Hobbies: Astronomy, writing gamebooks, Lone Wolf, FF, Falcon, etc.
 Would like a pen-pal (boy or girl) of similar age and interests.

Name: SEAN KANE
 Age: 15
 Address: W. Germany
 Hobbies: Lone Wolf, RPGs, music, reading, cinema, writing.
 Would like a pen-pal (boy or girl) of similar age and interests.

Name: MICHEAL R. TWYMAN
 Age: 13
 Address: England
 Hobbies: Lone Wolf, FF, Combat Heroes, World of Lone Wolf, computers (Acorn Electron)
 Would like a pen-pal (boy or girl) with similar interests (aged 11–13).

Name: IAN CHERRY
 Age: 17
 Address: England
 Hobbies: Lone Wolf, D&D, computers (Spec 48K), FF (just about!), miniature figure painting, wargames.
 Would like to contact Robert Weighill, or anyone else heavily into Lone Wolf.

Name: SIMON BLACKBURN
 Age: 12
 Address: England
 Hobbies: Lone Wolf, Grey Star, films, horror books, FF & Rambo!
 Would like to contact a boy or girl aged 11–13, with similar interests.

Name: SIMON EDGAR
 Age: 12
 Address: England
 Hobbies: Football (Liverpool), Lone Wolf, FF, D&D, comic books, chemistry (especially experiments with nitro-glycerine!!!)
 Would like a boy pen-pal who detests Tottenham Hotspur!

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

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).

News from the Monastery

The penultimate episode of the Magnakai quest—*'The Prisoners of Time'*—will be published on the 10th of December (see the LWC Book Order page for details of how to obtain a signed copy). After having been tricked by Darklord Gnaag at the end of *'The Dungeons of Torgar'*, this latest adventure begins with your passage through the Shadow Gate and your arrival on the Daziarn Plane. Somewhere in this supernatural world are the two remaining Lorestones of Nyxator. You must find them both, and discover a way back to Magnamund, if you are to fulfil your vow to avenge and restore the Kai to their former glory. Those fortunate few who have already read the manuscript of *'Prisoners'* describe it as the most imaginative adventure Joe has yet written, full of twists and surprise encounters. Much about Lone Wolf that has hitherto remained a mystery (such as his early days before he joined the Kai) is finally revealed, and there is even a face-to-face encounter with his creator—the God, Kai!



Recently, Joe completed the final episode of the Magnakai Quest entitled *'The Masters of Darkness'*, which is currently being illustrated by Brian Williams. It is due for publication next April, and will be featured in more detail in a forthcoming newsletter. Fans of Lone Wolf will be pleased to hear that the Kai Lord's adventuring days do not come to an abrupt halt when finally he reaches the rank of Kai Grand Master. Joe has planned a 'Grand Master' series of adventures that will chronicle Lone Wolf's crusade against new forces of darkness that are sent by Naar to avenge his defeat of the Darklords. The Grand Master series is scheduled for publication in about 18 months' time, after the release of a completely new series of adventures that Joe is writing at this very moment...!

July 1988 will see the release of the first in a four-book solo adventure series entitled *HIGHWAY WARRIOR*. To whet your appetite, here's the text that will appear on the back of the first book, which is called 'Freeway Firestorm':

"America 2020 AD. Eight years ago, the terrorist agents of H.A.V.O.C. triggered a nuclear nightmare that devastated the northern hemisphere, its radioactive aftermath claiming all but a few lucky survivors. Patiently, in scattered colonies deep underground, these survivors have been waiting for the earth to heal itself, waiting for the day when they could walk once more upon the surface of their shattered world. That day has come, but the real battle for survival has only just begun..."

"You are Cal Phoenix, the Highway Warrior, champion and protector of Dallas Colony One. A murderous gang of H.A.V.O.C. clansmen, led by the brutal Mad Dog Michigan, are bent on destroying your fragile colony as it crosses the wastelands of Texas on the first stage of a life-or-death exodus to the California coast. These bike-riding clansmen are a formidable foe: armed, cunning, and extremely dangerous, capable of launching a lightning raid at any time, day or night. You will need all your wits about you if you are to defend your people and reach your destination alive."

The Highway Warrior series will be illustrated by Melvyn Grant, who is perhaps best known for his sci-fi book covers, especially those of fantasy / sci-fi authoress Tanith Lee. Stay tuned to 'Monastery Mailbag' for more details about *HIGHWAY WARRIOR* in the new year.

Ever since *'The Cauldron of Fear'* was published earlier this year, many members have written in asking what has happened to Gary Chalk. Has he been kidnapped by a Giak snatch-squad? Is he wallowing in the depths of Torgar awaiting the arrival of Lord Adamas? Has he fallen into a Shadow Gate? In fact, as many of you may already know, Gary left the Lone Wolf project after illustrating *'The Jungle of Horrors'*, and began work on his own series of solo adventure picture-books for publisher Hodder & Stoughton.



They are presently awaiting publication and are expected in the shops sometime early in the New Year. Recently, he rejoined Games Workshop as a Games Designer / Illustrator and is currently at work on fantasy wargame supplements for their 'Warhammer' rules system.

In April 1988, not only will you witness the release of the last Magnakai Quest adventure, You will also see the re-launch of the entire Lone Wolf series, with each reprinted title sporting new cover art (...see, we told you to hang on to those Lone Wolf first editions; they're getting rarer and more valuable every year!). Also in April (possibly May) is scheduled the release of the LONE WOLF GAME, a boxed-format fantasy adventure game in which you get to role-play one of nine heroic characters who have appeared in the Lone Wolf series (Lord Paido, Viveka, Gwynian the Sage, Nolrim the Dwarf..., to name just a few). The game has been designed by Joe Dever and it involves searching for loot and magical treasures beneath the Durncrag Mountains. It is not too difficult to play, yet it is very exciting, and can also be played solo. The price is expected to be around the £14.95 mark, but special discounts will be made available to Lone Wolf Club members.



Also coming in 1988 is the launch of a new range of Lone Wolf software based on Books 1 to 4. They are being produced by Supersoft, and should be available in the spring for owners of the Commodore, Spectrum, Amstrad and Atari personal computers. Although based on the original four LW titles, the programs will contain completely new monster encounters, tricks, traps and puzzles to ensure that experienced Kai Lords who are familiar with the books will not be able to waltz through the programs with ease. You have been warned!

And finally, a Lone Wolf comic strip is being prepared for publication in a new EMAP magazine aimed at teenage boys, which should be making its debut in (yes, you've guessed it!) ...April 1988. Leo Hartas, illustrator of the Golden Dragon and Dragon Warriors gamebooks, is working closely with Joe Dever on what could very well turn out to be a work of gargantuan proportions. Their aim is to translate the entire Lone Wolf saga (all twelve solo gamebooks) into twelve large-format comic books, which in turn will be serialised in the forthcoming magazine. First drafts of the 'Flight From the Dark' story will be previewed in the newsletter early next year. Watch this space...



HURRICANE HITS SOUTH-EAST ENGLAND

If you were wondering why it took so long for this issue of the Club newsletter to drop through your letterbox, the answer (incredible as it may seem) is that this issue is, in fact, the second version of Newsletter No. 9 to have been prepared since the Summer Special. The first one was destroyed when, in the early hours of October 16th 1987, a hurricane struck the normally calm and temperate area that is the southeast corner of Great Britain. It demolished the roof of a tiny sub-post office in the middle of Essex wherein lay the original masters of then original version of Newsletter No. 9, and in the ensuing rainstorm, the original newsletter was reduced, along with several hundred other pieces of mail, to a brown sludge that resembled the contents of a Giak's stomach. News of this grievous loss was slow in filtering back to the Monastery, hence the unfortunate delay in the appearance of Newsletter No. 9 (Mk 2).

**PLEASE NOTE* Results of the Word Search Competition, and the 'Flight From the Dark' comic strip, are to appear in the New Year's Special '88, due out in January.*



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COMPETITION RESULTS

The winner of the CAULDRON OF FEAR competition quiz which was featured in the last issue of the Club Newsletter was:



JULIA STEWART OF BOURNMOUTH

whose winning entry was the first to be drawn from hundreds that were received by the closing date (15th September 1987). Julia won a Phillips D3142P CLOCK / RADIO. The next three correct entries chosen at random were sent in by:

RUPERT DOWNES of Northants; **COLIN JACKLIN** of Gwent; **PAUL LONG** of Hull

The runners-up each received personally dedicated photos signed by Joe.

Here is Julia's winning entry form:



| | | |
|-----|---|---------------------------------------|
| 1. | HOW MANY SENATORS OF ANARI, EXCLUDING THE PRESIDENT, SIT IN THE ANARIUM ? | 12 |
| 2. | IN WHICH DISTRICT OF TAHOU IS THE CAULDRON TO BE FOUND ? | ... WEST |
| 3. | WHO SUPPLIES THE ANARIAN ARMY WITH ITS EQUIPMENT ? | ... SENATOR CHIL |
| 4. | WHAT IS THE ANARIAN SYMBOL OF LAW & ORDER ? | ... A BRONZE BEACON |
| 5. | WHAT COLOUR UNIFORMS DO DELDENIAN MERCENARIES WEAR ? | ... EMERALD GREEN |
| 6. | WHO IS THE CHIEF MAGISTRATE OF TAHOU ? | ... GWYNIAN THE SAGE |
| 7. | WHAT DOES BOZA SMELL LIKE ? | ... SOUR MILK |
| 8. | WHAT IS MISSING IN AN ANARIAN TAVERN ? | ... BARS OR COUNTERS |
| 9. | NAME THE THREE COUNTRIES WHO COME TO ANARI'S AID ? | ... FIRALOND - LOURDEN - KAKUSH |
| 10. | WHAT IS THE NAME OF CHIBAN'S WIFE ? | ... LORTHA |



NEWSLETTER No. 9 CROSSWORD COMPETITION

In this issue we feature a competition crossword which was compiled by Lone Wolf Club member—Neil Fazakerley. The questions have been based on information contained in Lone Wolf Books 1-9 (inc. the Magnamund Companion). All you have to do is complete the crossword (shown overleaf), fill in your name, address and Kai rank below, then send this entire page (or a double-sided photocopy of it) to the club at the address given below.

All entries must be submitted no later than 1st April 1988. Any received after this deadline will not be counted. The winner and runners-up will be notified by post no later than 16th April 1988.

THE PRIZES

The first correctly completed crossword entry, drawn at random from those received by the closing date, will win a PULLMAN LEATHER PERSONAL ORGANISER featuring an 18 month diary, planner, & maps, with several sections for storing your personal information (size 7ins. x 5ins. x 2 ins.). The next two correct entries will win pre-publication editions of THE MASTERS OF DARKNESS, signed by Joe Dever.

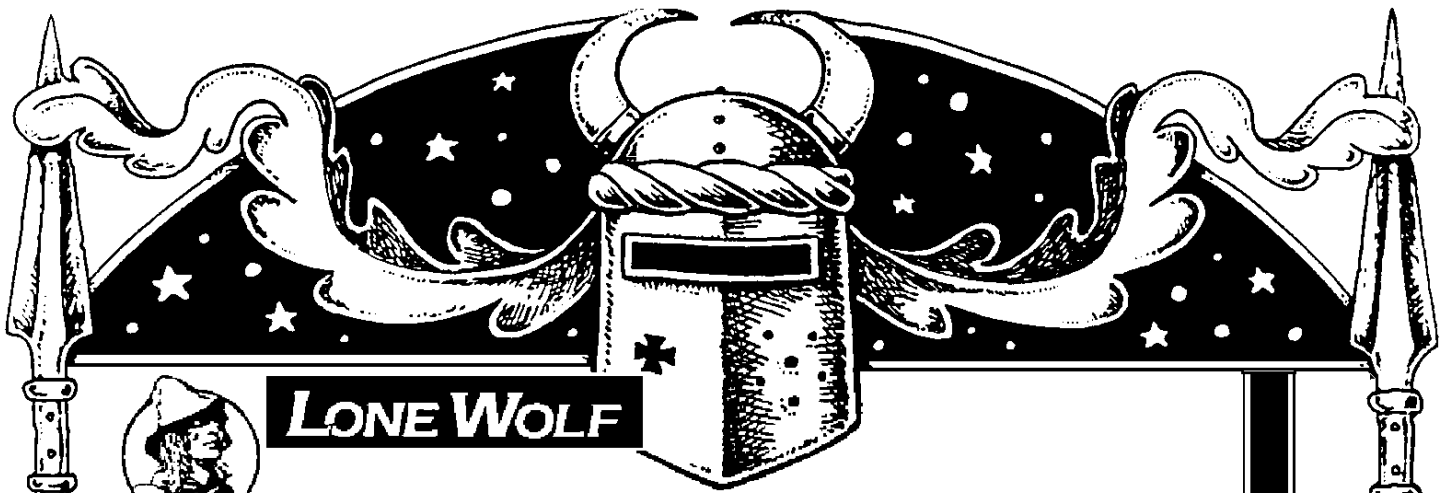


NAME KAI RANK

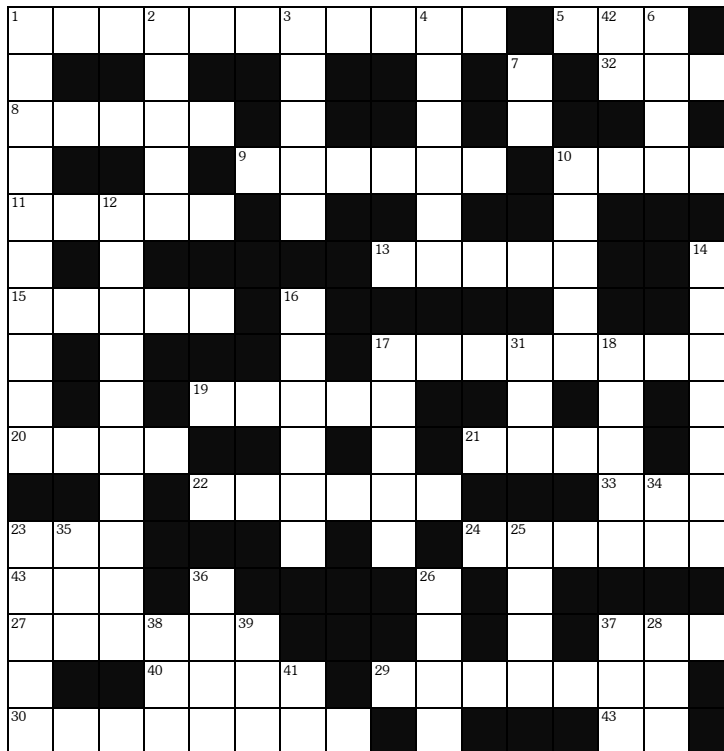
ADDRESS

..... POSTCODE AGE

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



LONE WOLF



ACROSS

1. Armourer of Ragadorn (4,7)
5. When a Vordak dies it turns into this (3)
8. Lord ----- is leader of the Dessi magicians (5)
9. The sleepy jailor of the Grand palace (6)
10. The nation ruled by Warchief Zegron (4)
11. (Coupled with 6 Down) Magicians of Dessi (5)
13. Captain ----- D'val (5)
15. Leader of the Vassagonian welcoming party (5)
17. Castle Death's Vassagonian name (5,3)
19. Ruler of Castle Death (5)
20. Small village on the road to Tekaro (4)
21. "Kona" in Giak language (4)
22. Suentina is the capital of ----- (6)
23. Description on the map of Kalte (3)
24. This Crown Prince died at birth (6)
27. One of the Lorestones (6)
29. The Helghast of Ikaya claimed that this man was ruler of Ragadorn (7)
32. Kind of flat fish (3)
37. A Dwarf might be armed with one (3)
40. Plant with thick, sharp-pointed leaves and bitter juice (4)
42. Before Christ (abbrev.) (2)
43. To begin legal proceedings against (3)

DOWN

1. Home of the Gourgaz (9)
2. Vonotar's Ice Fortress (5)
3. The most poisonous creature in Magnamund (5)
4. The street where Ragadorn's armourer lives (6)
6. (Coupled with 11 Across) Magicians of Dessi (4)
7. A Ghorka is this type of animal (2)
12. Barraka's nickname (9)
14. Illusory guardian of Castle Death (7)
16. Castle Death's brain-eater (6)
18. Who did Princess Maura (later Queen Maura II) marry? (5)
23. High Priestess of the Moon (5)
25. The ----swamp is ruled over by Vag'kroag (8)
26. The Land of the Dead (4)
28. One of the Darklords killed by Gnaag (3)
30. Famous Herbwarden of Durenor (8)
31. Fuss, trouble, excitement (4)
33. Some time in the past (3)
34. To move (2)
35. A signal (3)
36. An island in the Ljuk Sound (4)
37. To chatter (3)
38. Helge--- is the Darklord Capital (3)
39. French word for 'ground' (3)
41. --re was the former name for the Republic of Ireland (2)
42. Short for Editor (2)

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21 August 2009

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