

Lone Wolf Club Newsletters

Newsletter – 1987 New Year’s Special

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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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.



1987

NEW YEAR'S SPECIAL

LONE WOLF FANS HAVE LOTS TO LOOK FORWARD TO IN THE COMING YEAR WITH NO LESS THAN FOUR LONE WOLF SOLO ADVENTURES DUE FOR PUBLICATION IN THE FOLLOWING MONTHS:

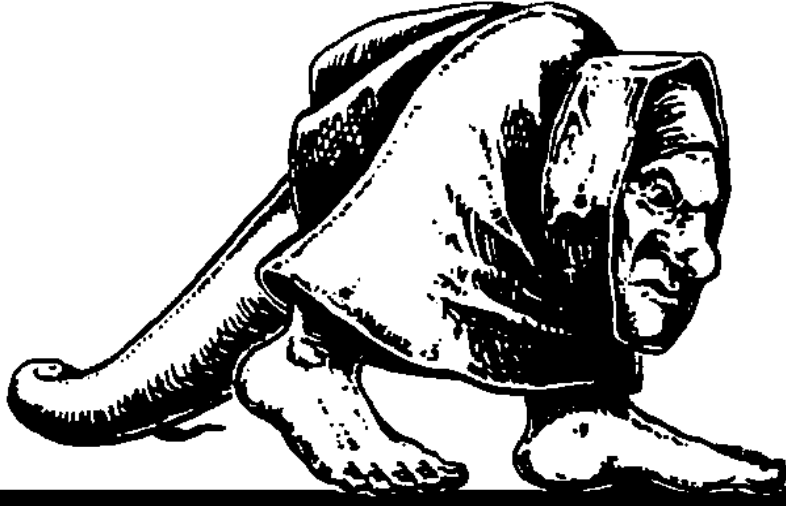
BOOK 8 – January;
BOOK 10 – August;

BOOK 9 – April;
BOOK 11 – November

IN ADDITION THERE WILL ALSO BE A LONE WOLF PICTURE / PAINTING BOOK WHICH IS SCHEDULED FOR RELEASE IN JUNE. ADD TO THESE RELEASES YOUR FIVE CLUB NEWSLETTERS AND 1987 LOOKS SET TO BE AN ACTION-PACKED YEAR FOR KAI MASTERS EVERYWHERE.

HAPPY ADVENTURING!





Monastery Mailbag

A SELECTION OF LETTERS FROM LONE WOLF FANS

The Magnamund Companion tells us of the Nadziranim—the Black Sorcerers of Helgedad. Have they got the same kinds of powers as the magicians of Toran, or do they have a totally different type of magic?

(Gavin Orpin, Isle of Sheppey)

The Nadziranim are magical creatures who, along with the Xaghash, form the higher court of followers that surround each of the Darklords of Helgedad. They derive their power from the Plane of Darkness, the dimension of existence that is the stronghold of Naar—the King of the Darkness. Their magic is far more destructive than that of the Brotherhood of the Crystal Star, but the Nadziranim are not without considerable weaknesses. In mortal form they cannot exist in the temperate climates beyond the borders of the Darklands; therefore, they are usually only found in places like Helgedad. They exist to serve their particular Darklord master by creating weapons and magic that he can use to further his ambitions. For example, the Nadziranim that served Darklord Haakon fashioned for him a special helm and body armour which enabled him to survive his visit to Vassagonia in 'Shadow on the Sand'. They also created the weapon called 'The Orb of Death', with which Haakon bargained with the Zakhan in order to capture Lone Wolf. By the way, both Zakhan Kimah and 'The Orb of Death' will feature in 'The Cauldron of Fear'—Lone Wolf Book 9!

Is there a ranking system for Shianti Wizards, like there is for Kai Lords and Masters?

(Claire Breckenridge, Miami USA)

No, unlike the ranking system that marks the rise of Kai Lords, the Shianti do not have set levels of advancement.

Where did the Sommlending come from? Were they made in Magnamund by the God Kai, or did they arrive from another planet of Aon?

(Lewis Brent, Cardiff)

To the east and west of the two great continents of Northern and Southern Magnamund are huge expanses of sea. In the northern hemisphere this sea is called 'The Northern Void'; in the southern hemisphere it is called 'The Southern Void'. There are thousands of uncharted islands, which collectively are called the 'Kayunis'—a Vassagonian word which means 'the stones of the void'. The Sommlending people were originally from an archipelago in The Northern Void. The God Kai compelled them to leave their islands and voyage to The Lastlands, and it was during this great voyage that he imbued many of the warriors with special powers. These warriors were destined to become the Kai Lords of Sommerlund.

There were originally 20 Darklords, but only 16 are alive at the time of Lone Wolf Books 1 & 2 (2 die, in Books 2 and 5). This means that 4 died before the Kai massacre. Can you tell me the names of all the Darklords and of how the 4 died?

(Paul Fox, Dublin)

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



The twenty Darklords created by Naar are as follows:

VASHNA	Lord of Helgedad
ZAGARNA*	Lord of Kaag
HAAKON*	Lord of Aarnak
DAKUSHNA	Lord of Kagorst
KRAAGENSKÛL	Lord of Helgedad
CHLANZOR	Lord of Gazad Helkona
MENASHGA	Lord of Nadgazad
TOMOGH	Lord of Gournen
UNC*	Lord of Aarnak
SLÛTAR	Lord of Kaag
GNAAG	Lord of Mozgôar
SHEBNAR	Lord of Helgedad
TAKTAAL	Lord of Helgedad
ZHANSHAL	Lord of Aarnak
GHANESH	Lord of Helgedad
NHORG	Lord of Gourizaga
MRUGOR	Lord of Helgedad
XOG	Lord of Helgedad
GHURCH*	Lord of Ghargon
KHATELLU	Lord of Helgedad

Archlord Vashna was killed by King Ulnar I at the Great Battle of Maakengorge. He was the most powerful of all the Darklords and, technically, he is not completely dead; his spirit lives on, imprisoned in the chasm of doom, and it can be released if the correct ritual is performed. Four Darklords have been completely destroyed, and they are those marked with a (*) in the list above. Darklords Zagarna and Haakon were destroyed by Lone Wolf. Darklords Unc and Ghurch were destroyed during the civil war that followed Haakon's death. They were both killed by Darklord Gnaag, Lord of Mozgôar, the eventual winner in the struggle for Archlordship of the Darklands.

Where do the Akataz come from, and do the Drakkarim train them?

(Nathan Worrell, Grimsby)

The Akataz are ferocious wild dogs that inhabit the forests of Zaldir and Nyvoz. The Drakkarim do train them for use as hunting dogs and to guard their camps. They love horsemeat and will always attack horses in preference to other creature; therefore, in battle, they are often used in great packs to counter enemy cavalry.

On reaching the rank of Primate, and having mastered Weaponmastery, would this enable you to be skilled in four weapons and increase the points added to your COMBAT SKILL to +4 when entering combat with a weapon you have mastered?

(E. Kennard, Devon)

For every adventure you complete in the Magnakai series, assuming you have the Discipline of Weaponmastery, you gain proficiency in the use of one new weapon. The bonus to your COMBAT SKILL rating for use of this weapon in combat always remains at +3.

In Lone Wolf book 7, what did Lord Ardan mean by the words 'Our fate is bound together'?

(Jamie Hickman, Cumbria)

The survival of the Elder Magi and the Sommlending depends on Lone Wolf successfully completing the Magnakai Quest. Ever since the Great Plague, the Elder Magi have suffered a decline of their powers. They no longer have the strength or magical skill necessary to defeat the Darklords on their own. But they do have the knowledge of the Lorestones of Nyxator that Lone Wolf needs in order to complete the Magnakai Quest.

Therefore, by helping Lone Wolf find the missing Lorestones they are in fact helping their own race to survive against the threat of the Darklords. Also, like the Kai Lords, the Elder Magi were created by the God Kai. Hence Lord Ardan's words at the end of Book 7—'For we are of the same blood, you and I.'

Are you allowed to drop a Weapon, or must you wait until the end of the book?

(David Davis, Belfast)

You can drop (i.e. discard) a weapon at any time during your adventure; you need not wait until the end of the book. If you find a Weapon during an adventure (it will be marked in the text with a capital letter like a Backpack Item) you may pick it up and use it. You may only carry two Weapons at any time.

News from the Monastery

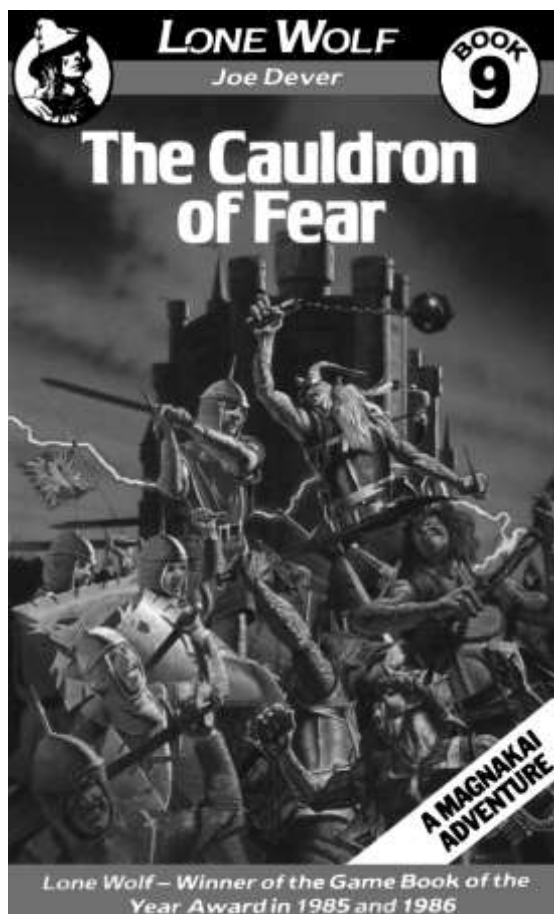
In this issue we preview the next Lone Wolf adventure by printing the 'Story so far' section of:

'THE CAULDRON OF FEAR'

You are the warrior, Lone Wolf, last of the Kai Masters of Sommerlund and sole survivor of the massacre that destroyed your kinsmen during a bitter war with your age-old enemies—the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of power, known as the Lorestones of Nyxator, and upon their discovery he unlocked a wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and his experiences in a great tome entitled *The Book of the Magnakai*. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, thereby ensuring the security of your land in the years to come. However, your diligent study of this ancient book has enabled you to master only three of the ten Magnakai Disciplines. To fulfil your pledge, you must complete the quest first undertaken by Sun Eagle over one thousand years ago. By doing so successfully, you, too, will acquire the power and wisdom of the Magnakai, which is held within the Lorestones' crystal forms.

Already your quest has taken you far from your northern homeland. Following in the footsteps of the first Kai Grand Master, you journeyed to Dessi and sought the help of the Elder Magi, the magicians that aided Sun Eagle on his quest long ago. There you learned that one of the seven Lorestones was still present in their land, hidden deep inside an island stronghold known as Kazan-Oud, or Castle Death. You survived the perils of Castle Death and emerged triumphant, having achieved what the Elder Magi had believed to be impossible. During the victory celebrations held in your honour, you learned that for centuries the Elder Magi had been expecting your coming. An ancient Dessi legend tells of the birth and rise to greatness of two *koura-tas-kai*, which means 'sons of the sun'. One was named Ikar, which means 'eagle', and the other was named Skarn, which means 'wolf'. A prophecy foretold that the *koura-tas-kai* would each come from the north to seek the council of the Elder Magi in order that they might fulfil a great quest. Although separated by several centuries, they would share one spirit, one purpose and one destiny—to triumph over the champions of darkness in an age of great peril. Your victory at Kazan-Oud proved that you were Skarn—the wolf of Dessi legend—and in keeping with their ancient vows the Elder Magi promised to help you complete the Magnakai quest.



In Elzian, the capital of Dessi, you were tutored in the histories of Magnamund and received lessons in lore that you would have learned from Kai Masters if only they, like you, had survived the murderous Darklord attack on the Kai monastery eleven years ago. You were eager to learn all that your tutor, Lord Rimoah, could teach you in preparation for the next stage of your quest, but grim news from the Darklands cut short your tuition. In the Darklord city of Helgedad a civil war had erupted, following your defeat of Haakon, Archlord of the Black City. After five years, the battle for the throne of Helgedad had finally been won by a Darklord called Gnaag. The other Darklords, now united behind this new leader, were ordered to amass huge armies in preparation for the conquest of Magnamund. So swiftly did their Giak

legions grow in numbers that the Elder Magi ceased their counselling and arranged for you to begin at once the search for the third Lorestone. Guided by Lord Paido, a warrior-magician of Dessi, you set off on a perilous journey across the Freelands of Talestria on your way to the jungle-swamps of the Danarg. There, in an ancient temple that was once the Elder Magi's most sacred place of worship, you succeeded in discovering the object of your quest. However, during your escape from the Danarg, your guide, Lord Paido, was captured by Darklord agents, and upon your return to Elzian you learned the fearful news that the Darklords were now waging open war throughout Magnamund. Several lands, after brief but futile resistance, had been overrun completely by Darklord armies, others had surrendered without fighting in the face of their determined might, and sadly there were others who chose to betray former friends and allies by joining the Darklord cause, in the misguided hope that they would share in the spoils of victory, following the triumph of Darklord Gnaag. One such land was Vassagonia, a powerful desert realm to the north of Dessi. Already her armies had invaded the neighbouring territories of Casiorn and Cloeasia, and were preparing to march through the Republic of Anari in order to join Gnaag's horde now advancing across the plain of Slovia. The thought of such an eventuality filled the Elder Magi with dread, for the Lorestone you must find next lies deep below the streets of Tahou, the capital of Anari, in an ancient city built during the dawn of Magnamund. If Tahou were to fall before your arrival the chances of your completing your quest successfully would be slim indeed, even for a warrior of your renowned skill and daring.

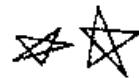


Whilst preparations were being made for your journey you learned that the Darklords had attacked and captured Ruanon, the southernmost province of your homeland of Sommerlund. The news of this calamity shook your resolve and filled you with the desire to forego the journey to Tahou and return home without delay. The Elder Magi implored you not to abandon your quest and you faced a difficult and crucial decision. Which should you honour: your vow to complete the Magnakai quest or your oath of loyalty to your King, an oath which pledged your service in the defence of the sun-realm? Fortunately, the surprise arrival of an old friend was to decide the matter for you. Magemaster Banedon, envoy of the Brotherhood of the Crystal Star—the magician's guild of

Sommerlund—landed unexpectedly at Elzian aboard his flying ship Skyrider. He and his dwarven crew were warmly greeted, for Banedon, a frequent and favoured visitor to Dessi, was highly respected by the Elder Magi for his mastery of new magic. Six years had passed since last you met and there was much you wished to discuss and reminisce about, but there was an urgent matter of duty to perform first. Banedon had been sent by King Ulnar of Sommerlund to deliver into your hand a royal missive concerning your quest. The scroll, written and sealed by the King himself, ordered you to pursue the Magnakai quest above all other duties. It ended with the words: 'Sommerlund has suffered a grievous defeat at Ruanon, but the will of the people is undaunted and the strength of our army undiminished. Boldly we will resist our enemies so long as there is hope of the rebirth of the Kai.'



Banedon informed you that the King had ordered that he and his skyship be placed under your command. He also delivered the news that the King had bestowed upon you the rank of Warmarshall of the Royal Estates. Proudly you accepted from Banedon two platinum badges, each crafted in the shape of a blazing sun, and affixed them to the collar of your Kai tunic. They signified that you were now a general of the Sommlending army, the youngest general there had ever been. The honour bestowed upon you lifted your spirits, and the news that Banedon would be joining your quest helped greatly to allay your fear of the dangers that lay ahead. For two years Banedon had lived in Tahou as Journeymaster to his guild; his knowledge of the city and of the Tahou Cauldron, the entrance to the ancient metropolis, which lies buried deep beneath the city streets, would be especially useful. On the eve of your journey to Tahou, the Elder Magi convened a meeting of the High Council. A golden torch was lit and placed in the centre of their great cylindrical council chamber as a symbol of their hopes and prayers for your success.



'This torch shall burn so long as you, Lone Wolf, pursue your destiny along the path of the Magnakai,' said Lord Rimoah, speaker for the High Council. Before the gathering of Elders you reaffirmed your vow to restore the Kai and, as if kindled by a sudden gust of wind, the torch flared brightly, bathing the chamber in its vivid golden glow. As one, the Elders rose from their seats and intoned their blessing: 'May the gods Ishir and Kai protect you on your journey into darkness, Kor-Skarn.'

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: PAUL FRESHWATER
Age: 14
Address: England
Hobbies: Pop music, sport, Lone Wolf, cinema.
Would like a girl pen-pal with a good sense of humour, aged 12-14, preferably local.

Name: NATHAN WORRELL
Age: 13
Address: England
Hobbies: Lone Wolf, snooker, darts, crick-et, football, drawing, reading.
Would like a dedicated Lone Wolf fan with a good knowledge of Magnamund.

Name: JONATHAN SYMONS
Age: 11
Address: England
Hobbies: Lone Wolf, Warhammer, Foot-ball, computers (C64).
Would like a pen-pal who lives abroad.

Name: PAUL CARTY
Age: 14
Address: Scotland
Hobbies: RPGs, rock, archery, motor-bikes, intellectual pursuits & messing casuals!
Would like a female pen-pal—preferably living in France.

Name: CHARLES BARNARD
Age: 11
Address: England
Hobbies: Fantasy wargames, metal figures, gamebooks, horror films.
Wants a female pen-pal with a good sense of humour, aged 10-12, who likes writing RPGs for FF systems.

Name: SARAH GAL
Age: 14
Address: England
Hobbies: Reading, gamebooks, writing letters, pets, swimming, drawing, collecting things, sport, music (Duran Duran), PBing.
Wants a boy pen-pal who hates Madonna!

Name: GLENN WELLINGTON
Age: 13
Address: New Zealand
Hobbies: All sports, wargames and game-books.
Would like a pen-pal (boy / girl) with similar interests.

Name: HELEN CARMICHAEL
Age: 11
Address: England
Hobbies: Reading, riding, drawing & Lone Wolf gamebooks.
Wants a pen-pal (boy / girl) aged 10-13, with similar interests.

Name: KRISTIAN MORGANG
Age: 12
Address: Wales
Hobbies: Gamebooks, sports, computers (Spectrum 48K), metal miniatures, pets, bird-watching.
Would like a boy pen-pal with similar interests.

Name: MATTHEW GARRETT
Age: 12
Address: England
Hobbies: BBC computers, adventure books, D&D.
Would like a pen-pal (boy / girl) aged 12-14.

Name: LEIGH JACKSON
Age: 14
Address: England
Hobbies: Lone Wolf, Way of the Tiger, writing solo adventures, fighter planes.
Would like to hear from any solo adventure writers, male or female, aged 13-16.

Name: JOHN FARMER
Age: 14
Address: England
Hobbies: Lone Wolf / Grey Star gamebooks, fishing and swimming.
Would like a boy pen-pal aged 13-15 with similar interests.



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).



BE MY GUEST!

says Joe Dever

HOW WOULD YOU LIKE TO SPEND A WHOLE DAY TAKING PART IN A SPECTACULAR FANTASY WARGAME AT THE HOME OF LONE WOLF AUTHOR—JOE DEVER?

Joe is offering Lone Wolf club members and their friends an exclusive to come and enjoy a day's fantasy wargaming at his home near Brentwood in Essex. In his purpose-built games room, on a sculpted wargames table measuring 40 sq. feet, you'll command an army of superbly painted metal miniatures in a mass battle devised and umpired by Joe himself. Now's your chance to become a Sommlending general, or a powerful sorcerer gifted in battle-magic, or a Vassagonian noble, or even a feared Drakkarim warlord! You'll be able to pick an army of your choice from a collection of over 5000 fantasy figures, and enjoy a day of action-packed battle-gaming in the company of fellow Lone Wolf fans.



BATTLE-DAY SCHEDULE

- 10.00AM Arrive. Meet with Joe and the other players and choose your army for the battle.
- 10.30AM Battle briefing. A chance to familiarize yourself with the rules of fantasy wargaming. Joe will be on hand to help and advise each player with his/her game objectives.
- 10.45AM LET BATTLE COMMENCE!
- 11.30AM Refreshments / coffee break
- 1.30PM Lunch. Take the opportunity to find out more about the Lone Wolf series while you enjoy a delicious home-cooked meal.
- 2.15PM Painting demonstration. Joe will show you the techniques of painting metal miniatures.
- 2.45PM Return to the battle.
- 4.30PM Tea-time / refreshments.
- 6.30PM Battle concluded.
- ***** Souvenir photographs of the game will be sent to players within 7 days.

BOOKING FOR THE BATTLE

There will be two Battle-days:

SUNDAY MARCH 22nd 1987 & SUNDAY MARCH 29th 1987

The cost per person is £34.80 + VAT. In order to ensure maximum enjoyment for those taking part, the number of available places will be strictly limited to 6 players per game. Therefore, in order to avoid disappointment, members are advised to send for a booking form as soon as possible.

To obtain full details and a booking form, send a stamped, self-addressed envelope to:

JOE DEVER, C/o. Beaver Books, 62-65 Chandos Place, London, WC2N 4NW

Please specify which Battle-day you are interested in. Also, please indicate if you intend to arrive by Public Transport (British Rail Brentwood) or private transport. A rail timetable is available and arrangements can be made for your collection on arrival and your return to the station at the end of the day.



The Companion Postscript



The Vaderish / Aluvian Nations

(continued from last issue)

THE GRAND DUCHY OF KASLAND

With the arrival of the Aluvian peoples, the Grand Duchy was the first of their kingdoms to be established in Southern Magnamund. It became the base for further expansion across the Tentarias and the spiritual home of their culture and religion. In MS 1199, the War of Recension saw the birth of Cincoria, a breakaway state established by Margrave Vactor I as a refuge against his recensionist followers.



THE GREAT UNION OF LUNARLIA

In MS 1234, the Great Union was founded on many smaller Aluvian states that shared the fertile plains of central Magnamund. Barbaric attacks by the creatures of Kaum, Naaros and the Kelderwastes plagued these states for over a century before the Union of Lunarlia established a standing army large enough and strong enough to defend the plains. With the arrival of the warlike Nael in MS 1309, Lunarlia was plunged into the Great Plain Wars, but emerged victorious at the defensive Battle of Kaylar Flat (MS 1366).

THE REPUBLIC OF PALMYRION

In a region of Magnamund plagued by civil strife and petty power struggles, the Republic of Palmyrion stands like a beacon to justice and sanity. Her strong elected government and her massive regular army guarantees the defense of her borders, and the continued support of her ally—Talestria.

The Nael / Nael-Aluvian Nations

THE KINGDOM OF REZOVIA

The kingdom of Rezovia was established by Nael migrants who chose to settle and farm the lush riverplains of the Mens. Conflict with neighbouring Lunarlia has led to many wars and the gradual loss of western territories. In MS 3856, it joined with Siyen in a military alliance to defend mutual interests along the Tentarias. It was an alliance that many fear was orchestrated by the Darklords of Helgedad.

THE PALINATE OF FIRALOND

The cotton-rich plains of Firalond are famed for the high quality of cloth and textiles that originate there. Firina—‘the Linen City’—has a long tradition of freedom that has attracted merchants and exiles from less tolerant nations. Strong links with Kakush and Anari have made them enemies of Vassagonia, and agents of the Zakhan have attempted the assassination of Firalonding Grandars many times during the last two hundred years.

THE THEOCRACY OF VALERION

The Holy Fathers of the Truth established their theocracy in MS 1961 as a retreat and a sanctuary for their order. Religious persecution and superstitious intolerance of their faith had driven them out of Siyen and northern Shadaki, forcing them to settle in the hills and jungles of Valerion. The city of Kelis is a holy shrine to their order and a place of sacred pilgrimage for believers of their faith.

THE SENATOCRACY OF LOURDEN

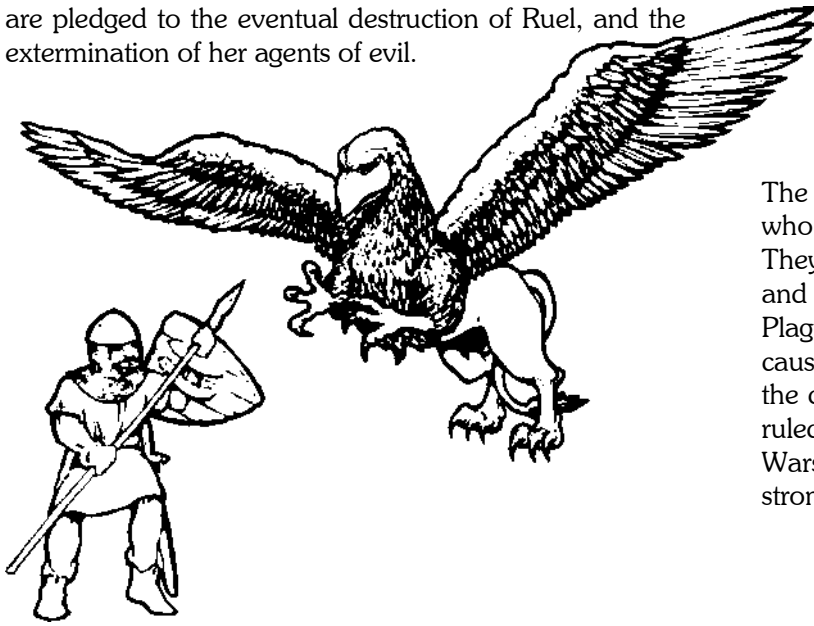
A strong and fiercely independent state, Lourden has managed to resist becoming involved in the conflicts that have caused the demise of her less-fortunate neighbours. The democratically elected Senate of Arlcor is considered by many to have attained an ideal; a wise elected government and a fair system of justices in a region that has seen many wars and other unnatural disasters.

The Lastlander / Old Kingdom Nations



THE PLENARY OF BAUTAR

The small dominion of Bautar is both a place of pilgrimage and the home of the Herbalish people who first appeared during the Age of the Old Kingdoms. Devoted to the study and practice of the healing arts, the many orders of the Herbalish are to be found spread throughout the lands of Northern and Southern Magnamund. As sworn enemies of the Cenerese, they are pledged to the eventual destruction of Ruel, and the extermination of her agents of evil.



THE REALM OF RUEL

The druids of Ruel are the descendants of the Cenerese who rose to power during the Age of the Old Kingdoms. They are an evil and malicious race who seek to twist and pervert the natural order of the land. The Great Plague of 2514 MS, which decimated the Elder Magi, was caused and spread by the druids of Ruel. In the wake of the disease they took control of central Magnamund and ruled it until the Herbalish defeated them in the Druid Wars of 1968 MS. Their empire was destroyed, but their stronghold of Ruel was unbroken.

THE GYNARCHY OF TELCHOS

The early arrival of the Telcharim places them among the peoples of the Old Kingdoms, but, unlike their contemporaries, they chose not to expand their frontiers. The land barriers that surround the land of Telchos deterred outsiders from prying into their affairs, and so enabled their culture to develop in isolation from the rest of Magnamund. They are a society dominated and administered by females, who uphold a strict social law that is founded on their religious beliefs and their devotion to the Goddess Ishir.



ERRATA



Those pesky Giaks have been at it again! This time they've managed to insert a completely wrong option in Ref. 318 of the latest Lone Wolf adventure—The Jungle of Horrors.

Eagle-eyes Kai Masters will have noticed that the second option of ref. 381 (shown opposite) belongs instead to ref. 319.

The second option of ref. 318 should read:

If you choose to continue your ride north to Tharro, turn to 280.

318

The rain beats down relentlessly as you ride the featureless highway to Tharro. Thunder rumbles over the western hills like the growl of Doomwolves stalking their prey. Gradually the muddy road descends into a wide valley and a track joins it from the east. A battered signpost at the junction points along the track. It says: TOPHAM—9 MILES

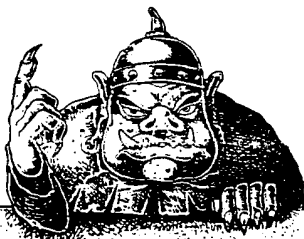
If you wish to change direction and ride east, turn to **249**.

If you wish to help Paido fight off his attackers, turn to **169**.



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 author JOE DEVER.



POSTAGE CHARGES

No. of books	UK/BFPO	OVERSEAS
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
4	0.72p	£1.15p
5	0.76p	£1.40p
6	£1.15p	£1.60p
7+	£1.42p	£1.80p

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.95		
LONE WOLF 2: Fire on the Water	£1.95		
LONE WOLF 3: The Caverns of Kalte	£1.95		
LONE WOLF 4: The Chasm of Doom	£1.95		
LONE WOLF 5: Shadow on the Sand	£1.95		
LONE WOLF 6: The Kingdoms of Terror	£1.95		
LONE WOLF 7: Castle Death	£1.95		
LONE WOLF 8: The Jungle of Horrors	£2.25		
GREY STAR 1: Grey Star the Wizard	£1.95		
GREY STAR 2: The Forbidden City	£1.95		
GREY STAR 3: Beyond the Nightmare Gate	£1.95		
GREY STAR 4: War of the Wizards	£2.25		
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		
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KAI MASTER QUIZ

COMPETITION RESULTS

The winner of the Kai Master Competition which featured in Newsletter No. 6 was:

ALAN SHIPMAN of CHEPSTOW

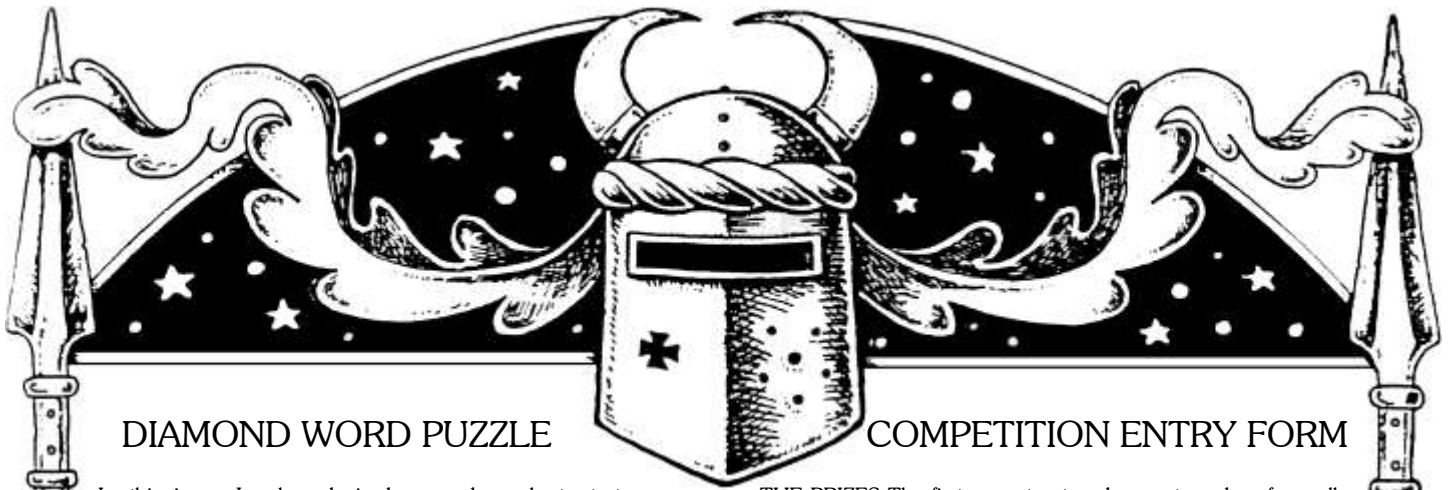
whose winning answers were the first to be drawn at random from over one hundred entries received by the competition completion date (14th January 1987). Alan wins a Casio Quartz Chrono-alarm watch with multi-functions. The next three correct answers chosen were sent in by the following Kai Masters:

ROBERT WEIGHILL of WOKING, SURREY
EDDY BUDD of SOUTHAMPTON, HANTS.
DAVID HAYLES of TETBURY, GLOS.

They each receive personally dedicated photographs, framed and signed by Joe Dever. And for those of you who are still wondering what the answers to those 15 mega-tough questions were, here's the solution:

1. WHO ARE THE NATIVE SOLDIERS OF DESSI ? **VAKEROS**
2. IN WHICH CITY WOULD YOU FIND THE INN OF THE CROSSED SWORDS ? **VARETTA**
3. WHO IS KING OF THE HOODNICS ? **GASHGISS**
4. IN WHICH PART OF PORT BAX IS THE CONSULATE OF SOMMERLUND LOCATED ? **ALIN SQUARE -**
..... **IN THE NAVAL QUADRANT**
5. WHAT IS THE ICE BARBARIAN WORD FOR 'TERROR' ? **"MYJAVIK"**
6. WHAT WAS THE SYMBOL OF DARKLORD ZAGARNA ? **THE BROKEN SKULL**
7. WHICH COUNTRY HAS A CAPITAL CITY WHOSE EMBLEM IS A TEN-POINTED STAR ? **KAKUSH**
8. WHO IS COMMANDER OF KING ALIN IV'S BODYGUARD ? **LORD AXIM OF RYME**
9. WHAT IS THE 'SAADI-TAS-OUDA' ? **THE SQUARE OF THE DEAD**
10. WHO WAS RULER OF RAGADORN IN THE YEAR MS 5045 ? **KILLEAN**
11. BY WHAT NAME IS THE DISEASE TAKADEA KNOWN IN SOMMERLUND ? **"GAOL-ROT"**
12. WHAT IS THE EMBLEM OF THE CITY OF CASIORN ? **THE TOA-TREE**
13. WHAT BREED OF WAR-DOGS ARE USED BY THE DRAXKARIM ? **AKATAZ**
14. BY WHAT NAME WAS BARRAKA KNOWN TO HIS MEN ? **"DOOMSLAYER"**
15. BY WHAT TITLE IS THE RULER OF IKAYA KNOWN ? **BRUMALMARC**

Congratulations to Alan, Robert, Eddy and David, and to all the other Kai Masters who took part in this difficult quiz.



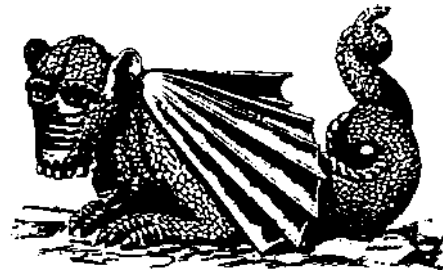
DIAMOND WORD PUZZLE

COMPETITION ENTRY FORM

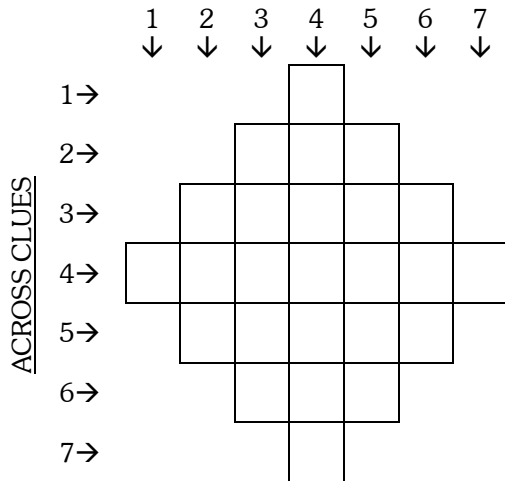
In this issue Joe has devised a word puzzle to test your intelligence. Although the down and across clues are different, the answer is the same word in both directions. All you have to do is fill in all the spaces of the word diamond correctly, complete the form at the bottom of the page stating your name, address, Kai rank and age, and send the entire page to the club c/o the address shown.

THE PRIZES The first correct entry, drawn at random from all those received by the closing date, will win a HEAD SPORTS HOLDALL. This very-large capacity, stylish, leather-look bag (size 28" x 13" x 11") has compartments for tennis/squash rackets, zipped end pockets for wet clothing, a shoulder strap and reinforced carry handles. The next three correct entries will win Parker "Jotter Specials" deluxe stainless steel ballpoint pens.

All entries must be submitted no later than the 1st May 1987. Any received after this date will not be counted so be sure to complete and send off your entry as soon as possible. The winner and the runners-up will be notified by post no later than 16th May 1987.



DOWN CLUES



DOWN CLUES

1. A consonant
2. A film stage
3. An account
4. Big Cat
5. To mark out
6. Sooner than
7. An invasion day

ACROSS CLUES

1. Novice drivers display this plate
2. To place something
3. Music for an opera
4. Wild animal
5. Tiny quantity
6. Before
7. A consonant



NAME..... KAI RANK.....

ADDRESS

..... POSTCODE AGE.....

Send your completed entry to: THE LONE WOLF CLUB (NYS87), Beaver Books, Brookmount House, 62-65 Chandos Place, London, WC2N 4NW

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21 August 2009

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