



# KAI GRAND SENTINEL

Project Aon Newsletter

Issue 2: March–April 2005

## In This Issue

Things are looking up at Project Aon. We finally published *The Legacy of Vashna* and work continues on *War of the Wizards*. We are beginning work on *The Deathlord of Ixia*.

Exciting things have been happening with *The Magnamund Companion*.

Questions about Shamath's riddle have risen again during the course of our work on *The Legacy of Vashna*. We do our best to answer those questions in one of two feature articles.

We hope to pleasantly divert you with our other feature article, a set of four Trivia Questions that let you put to use all that time you spent obsessing over the books when you were younger.

Last but certainly not least, we are always looking for more volunteers. Do you have what it takes? More details in our Help Wanted section.

## Table of Contents

|                                     |   |
|-------------------------------------|---|
| Features.....                       | 2 |
| Shamath's Riddle.....               | 2 |
| Trivia Questions.....               | 3 |
| Progress Reports.....               | 4 |
| The Legacy of Vashna.....           | 4 |
| The Deathlord of Ixia.....          | 4 |
| War of the Wizards.....             | 4 |
| Lone Wolf Action Chart.....         | 4 |
| PocketPC Reader.....                | 4 |
| Online Interactive Gamebooks.....   | 4 |
| Lone Wolf Poster Painting Book..... | 4 |
| The Skull of Agarash.....           | 4 |
| The Magnamund Companion.....        | 4 |
| Help Wanted.....                    | 5 |
| Community News.....                 | 6 |
| Lone Wolf Online MMORPG.....        | 6 |
| Paul Bonner's Website Offline.....  | 6 |



## Features

### Shamath's Riddle

by Jonathan Blake

In the course of the adventure in *The Legacy of Vashna*, a demoness named Shamath poses a riddle that is truly mind-altering if you stare at the details too closely and too long. In this article we are looking for a way to arrive at the correct solution.

If you have yet to encounter this infernal being with a penchant for puzzles and don't want to spoil any of the fun, please read no further. You have been warned.

*In addition to the loyal servants, there are two Dwellers of the Abyss.*

We're about to get algebraic: if we say that  $n$  is the number of loyal servants, then for the total number of diabolic beings we have:

$$n+2 \quad (1)$$

*When the loyal servants and the Dwellers of the Abyss were counted together, their total number was doubled when my Lieutenants of Night arrived.*

We're basically doubling the number of bodies:

$$2 \cdot (n+2) \quad (2)$$

*But when my Lieutenants of Night arrived, the Dwellers of the Abyss had to leave.*

From that number, two are removed leaving a mixture of loyal servants and Lieutenants of Night:

$$2 \cdot (n+2) - 2 \quad (3)$$

*Exactly half of the remaining number also departed, for they were beholden to the Dwellers.*

We may astutely ask who among the loyal servants and the Lieutenants of Night leave. For reasons that we'll see at the end, we are almost forced to assume that it was purely Lieutenants of Night who were "beholden to the Dwellers". Dividing in half:

$$\frac{(2 \cdot (n+2) - 2)}{2} \quad (4)$$

*From the remainder I picked the loyal servants to guard my throne of power. I chose them all, except for one who was known to me as a traitor. I executed the traitor before I set my loyal servants to guard my throne.*

Remove the traitor:

$$\left[ \frac{(2 \cdot (n+2) - 2)}{2} \right] - 1 \quad (5)$$

*While I am here to do Naar's bidding, how many loyal servants guard my throne of power?*

With that, Shamath leaves us puny mortals to answer her challenge.

Now for some algebraic reduction:

$$\left[ \frac{(2n+2)}{2} \right] - 1 \quad (6)$$

$$(n+1) - 1 \quad (7)$$

$$n \quad (8)$$

So all that our algebraic skills reveal to us is that the number of loyal servants is  $n$ , the number we started with.

There aren't even any helpful contradictions when dividing the number of servants in half in step 4 because the number in the numerator is guaranteed to be even (although I don't imagine Shamath would really have any qualms about dividing one of her servants in half...).

Also, if we reduce the expression in step 4, we are left with  $n + 1$ . It must have been



one lone Lieutenant of Night who remained behind and was executed as the traitor in step 5.

One hope would be to know how many Lieutenants of Night there were. This would reduce the problem down to a simple algebraic equation where  $l$  is the number of Lieutenants:

$$n+2=l$$

Alas, to date we have found no plausible clues to the number of Lieutenants of Night.

So perhaps the algebraic route was intended to be a one of those infamous red herrings. Is there something in the language of the riddle that is the real clue? If there is, I cannot see it.

Perhaps there's been an omission. It's impossible to tell what it may be.

So to summarize, although I know the correct answer to Shamath's riddle, I don't know how to correctly arrive at that answer. I don't know anyone who does. If you were looking for that solution, I am sorry but you've come to the wrong person.

If you were looking for the section number of the answer to Shamath's riddle, I'm not telling. Better luck next time.

However, if you know how to arrive at the correct solution, please contact the Project Aon volunteers. You'll be helping us sleep better at night.

<<http://www.projectaon.org/contact.htm>>

## Trivia Questions

by *Jonathan Blake*

Trivia seems to be quite a popular pastime in the Project Aon Forum right now, so we thought we'd get into the act. If you like this sort of thing, you might want to join the fun in the Forum.

You should be able to answer the following four questions using only materials available from Project Aon.

1. What is Lone Wolf's brother's name?
2. How did he die?
3. In which Lone Wolf gamebooks is he mentioned?
4. In what year did he die?

We will provide the answers in the next issue of the Kai Grand Sentinel.

**Do you have a corker of a trivia question?** Is it answerable using only Project Aon published materials? Send it to the Project Aon volunteers, and we may use it in one of our future issues.

<<http://www.projectaon.org/contact.htm>>



## Progress Reports

### ***The Legacy of Vashna***

Coordinator: Jonathan Blake

*The Legacy of Vashna* was published March 12. If you haven't done so already, visit our website and enjoy!

### ***The Deathlord of Ixia***

Coordinator: Jonathan Blake  
ETA: Late August

We're excited to dig in and start final work on one of the most difficult books in the Lone Wolf series. Taking a realistic look at the volunteers' available time all required tasks should take no more than five months.

### ***War of the Wizards***

Coordinator: Thomas Wolmer  
ETA: May

Work on *War of the Wizards* has been greatly delayed by recent outside demands on Thomas Wolmer's time. As compensation for waiting, we'll throw in the illustrations for no extra charge. The book will be available no later than May.

### ***Lone Wolf Action Chart***

Coordinator: Timothy Pederick

We currently need more play testers for the Lone Wolf Action Chart. So please download the latest release and send the feedback our way. If you have questions about the installation, please let us know.

<<http://www.projectaon.org/books.htm#tools>>

### ***PocketPC Reader***

Coordinator: Matt Warton

The project is in the specification stage, but is currently on hold waiting for available volunteer time.

## ***Interactive Online Gamebooks***

Coordinator: Pierre Voak

The first book, *Flight from the Dark*, will soon be completely available from the website as an interactive, fully automated gamebook. However, to proceed, we need volunteers to enter the data for future books. Please help this project move forward by contacting us and volunteering.

<<http://www.projectaon.org/~jonathan/oig/>>

### ***Lone Wolf Poster Painting Book***

Coordinator: Simon Osborne

We have encountered problems obtaining page scans of this rare book. If you have a copy and access to a scanner, please contact us. Your help would be invaluable.

<<http://www.projectaon.org/contact.htm>>

### ***The Skull of Agarash***

Coordinator: Simon Osborne

We have been unable to contact Cyril Julien. This is the only thing holding us back from publishing the only Lone Wolf graphic novel ever published. If you have a lead, please put us on the trail.

<<http://www.projectaon.org/contact.htm>>

### ***The Magnamund Companion***

Coordinator: Simon Osborne

In the last issue of the *Kai Grand Sentinel*, we mentioned that we had leads on three of the missing artists involved in illustrating *The Magnamund Companion*. We are pleased to report that the three artists have been contacted, and they are all amenable to us using their work as part of Project Aon.

On January 14th 2005, we received an E-mail correspondence from Rob Adams saying: "This was many years ago! I have no problem with you using them in the



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fashion stated.”

The following day, January 15th, saw an E-mail from Pete Lyon which read in part: “I would be happy for you to use versions of my images as part of the project.”

And finally, written correspondence was received on Monday 17th January from Graham Round which read in part: “Yes, it's perfectly fine for you to use my illustrations in any way you wish.”

We are now much closer to being able to release the book complete with illustrations.

After many fruitless hours and speculative E-mails, it would appear that Jane Laycock is no longer working as an illustrator or calligrapher, so we have taken the step of reproducing her work—which only appears on two pages of the book—using a similar font.

This leaves only the elusive Richard Hooks to contact; sadly, he is proving very difficult to track down. His work, both colour and black and white, appears on fourteen pages of the book. If we are unable to contact him soon, Project Aon will release the book sans his illustrations, with the option of publishing it again in the future should we manage to receive his authorisation. If you have any further information regarding contact details from Richard Hooks, please do not hesitate to contact Project Aon.

A further development regarding The Magnamund Companion that is sure to interest all fans of Lone Wolf will be the inclusion of appendices. This material is mostly taken from the Lone Wolf Club Newsletters, and includes the Companion Postscripts sections found in issues 7, 8, and 12, and the New Year's and Summer Specials from 1987; the extended Giak Word Lists from issues 7 and 23; and the Giak to English word list from Desert Lynx's Oasis website, with kind permission from

webmaster Jonathan Blake. A final addition to the appendices is a set of expanded maps of Northern and Southern Magnamund with additional map labels.

With over 20 pages of bonus material, this will truly be the definitive edition of The Magnamund Companion.

## Help Wanted

There are numerous opportunities to help right now. *The Deathlord of Ixia* and *War of the Wizards* both need dedicated editors. We need playtesters for the Lone Wolf Action Chart. The Interactive Online Gamebooks project needs volunteers to input the books. We need someone to help scan the *Lone Wolf Painting Book*. We could use some help locating Cyril Julien in order to push publication of *The Skull of Agarash* forward.

We can also use good ideas. If you have an idea that will make Project Aon better, step forward. Many of the things that we do were first suggested by someone who wasn't actively participating at that time.

And, as always, we could use your financial help maintain the exciting work we do. Anything helps.

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## Community News

### ***Lone Wolf Online MMORPG***

There is good news for those of us watching with great anticipation the development of the Lone Wolf Online MMORPG. Joe Dever has licensed the rights to the creators of the MMORPG so that they can freely distribute their programs. Consequently, LWO is switching gears to create a freeware game. They are currently looking for Programmers, 3D Artists, Background & Setting Designers, and Sound Engineers. You can also help by donation. More details are available in the *How to Help Us* section of their website.

<<http://www.lonewolf-online.com/>>

### ***Paul Bonner's Website Offline***

The website displaying Paul Bonner's artwork has fallen offline. We have attempted contact with Paul Bonner in case he wasn't aware of the situation. We'll keep you posted.



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