



KAI GRAND SENTINEL

Project Aon Newsletter

Issue 1: January–February 2005

From the Volunteers

Welcome to the first issue of the Kai Grand Sentinel. We hope that this provides you—our readers and fellow fans—with timely, useful information about Project Aon and the greater community of Lone Wolf fans.

We initially plan to distribute the Kai Grand Sentinel bi-monthly, but as our experience working on Project Aon has shown, the best laid plans of mice and men often go awry. We will send the Kai Grand Sentinel to the members of the Project Aon announcement mailing list, and archive the information in PDF form on the Project's website.

We would especially like to thank those who have made contributions—financial and otherwise—to Project Aon over the past year. Please read the Treasurer's Report to see how we did financially this year.

Here's hoping for—and working toward—a bright future for Lone Wolf and the world of Magnamund!

Project Aon Volunteers

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Progress Reports

The Legacy of Vashna

Coordinator: Jonathan Blake
ETA: Late February

The book is currently in the final stages of editing. Progress has been stalled due to my own lack of time to devote to the work. With my track record of New Year's resolutions, perhaps I better not call any goal that I make a resolution, but I will be working to get *The Legacy of Vashna* to you soon.

This project could use some more eyes to find any errors in our pre-publication edition. If you want to help, please read the Help Wanted section of this newsletter.

War of the Wizards

Coordinator: Thomas Wolmer
ETA: Early March

We are currently in the middle of editing this book and it will be the next book published shortly after *The Legacy of Vashna*.

The Magnamund Companion

Coordinator: Simon Osborne

The Magnamund Companion is something of a Holy Grail for Lone Wolf enthusiasts. Illustrated throughout, Joe Dever's world was expanded and explained by means of histories, maps, short stories, even photography. It has been out of print in the UK for about fifteen years.

It has always been Project Aon's intention of making *The Magnamund Companion* available to Lone Wolf fans, but the job of doing so would not be an easy one. Many of the full-page colour illustrations are integral to the book, the text being only a part of its information. Furthermore, of the six artists mentioned on the copyright page, only one—Gary Chalk—has been

contacted and has given his permission for Project Aon to use his work. The scanned text for *The Magnamund Companion* had been sitting around on the Project Aon server for almost four years, no one knowing quite what to do with it.

All these problems notwithstanding, intrepid Project Aon volunteers began work on creating a PDF version of *The Magnamund Companion*. In December 2004, the final illustration was finished and work to complete the book drew to a close. Currently, the book is undergoing some last-minute editing and revision.

However, Project Aon cannot yet release it because five of the artists are still missing in action. We were beginning to wonder whether the book would ever see the light of day. Thanks to some eagle-eyed fans at the Project Aon Forum, we may have leads on contacting Graham Round, Rob Adams and Pete Lyon, leaving only Jane Laycock and Richard Hooks. We're hoping to contact these three artists very soon, and everyone will finally be able to see *The Magnamund Companion* in electronic format.

Lone Wolf Action Chart

Coordinator: Timothy Pederick

Tired of keeping track of character stats by hand? Furthermore, tired of StatsKeeper and its limitations? Try out Timothy's new stats-tracking application. It can be downloaded from the Books section of the Project Aon website under the Tools section. You'll need to install a Java runtime if it's not already installed.

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



Interactive Online Gamebooks

Coordinator: Pierre Voak

Pierre has been working diligently on creating a program to allow you to play the gamebooks online and host your game stats on the server. This allows you to play the games on any computer with access to the web, without toting around a saved game file or installing special software. This project is still in its early stages and Feedback is welcome.

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

Lone Wolf Poster Painting Book

Coordinator: Simon Osborne

December on the Project Aon Forum gave hope to Lone Wolf fans who have heard of *The Lone Wolf Poster Painting Book* but never seen it. The book is large, causing problems with scanning, since each page requires a minimum of three separate scans to cover it. These scans then require being married together to again produce something approximating the original illustration. More on this as the scans arrive.

The Skull of Agarash

Coordinator: Simon Osborne

While there are still five books to go before Project Aon have published the Grand Master series, preemptive work has already taken place on another rare Lone Wolf book. *The Skull of Agarash*, published in 1994, is the only Lone Wolf graphic novel, telling a story of Grand Master Lone Wolf's adventure when Lord Rimoah is taken captive by Lakuri Pirates. The book was illustrated by Brian Williams and Cyril Julien. Brian Williams has already graciously given his consent for his work to be used, but we have not yet contacted Cyril Julien. An attentive forum-goer has given us potential contact details for Cyril Julien,

and we hope to contact him in the near future.

Help Wanted

Calling all would-be volunteers!

Project Aon needs more editors to report errors in *The Legacy of Vashna* and *War of the Wizards*. Volunteers don't need to have a copy of either book, although it is beneficial. Your job, if you choose to accept it, would be to read through (or simply play through) our pre-publication copy of a book and report any changes that you think should be made. Everyone who does this and reports a valid error will be listed on the Acknowledgments page of the appropriate book, immortalized in the annals of Project Aon.

If you would like to help, please contact us.

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

Community News

By Jonathan Blake

Lone Wolf Online MMORPG

One of the first things that any Lone Wolf fan thinks when they learn computer programming is "Lone Wolf would be great as a computer game!" And off we go to make our attempt with mixed results.

Here's our chance to see what Lone Wolf would be like in a digital world, the early ZX Spectrum games notwithstanding. In case you missed it, Joe Dever is working with Magnamund Studios to create a massively multiplayer online role-playing game (MMORPG for short) based on the world of Magnamund. You can keep up with the development by visiting the Lone Wolf Online MMORPG website which includes a foreword by Joe Dever, discussion forums and other fun tid-bits.

Lone Wolf Online:

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



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Gary Chalk's New Gamebooks

Gary Chalk and Jon Sutherland, former editor of White Dwarf and Warlock magazines and gamebook author, have co-created a series of Football Fantasy Gamebooks. That's soccer to us Yankees. From the series' website:

"In Football Fantasy *you* control the outcome of the match. *You* choose the tactics, whether to attack or defend, find the opponent's weaknesses and dominate the game. *You* can play the game solo, or with another player. Create your own leagues, cups and competitions."

There are currently six gamebooks for sale and six more on the way. If this sounds like your cup of tea, check out the website to learn more.

<<http://www.footballfantasygamebooks.com/>>

Tower of the Sun

The Tower of the Sun is a relatively new site dedicated to reviving and expanding Lone Wolf activity online. This site provides forums for fan discussion, collaborative projects, venues to role-play with other fans, community news and more. Two projects that are close to my heart are the revival of the *Rising Sun* and the *Manual of the Kai*. The *Rising Sun* is a community newsletter, and the *Manual of the Kai* is an encyclopedic study of the world of Magnamund. With these projects and others, here's another chance to become involved with like minded fans in the Lone Wolf community.

<<http://www.towerofthesun.com/>>

Mongoose Publishing

Mongoose has been busy publishing new Lone Wolf D20 materials. Their latest book, *Magic of Magnamund*, details new magical character classes such as the

Vakeros, the Cener Druid, the Herbalish, and the Shadakine Wytch. They are also selling miniatures to complement their books. If you're thinking about buying some of Mongoose Publishing's new books, please help keep Project Aon going by using the product links from our Help Us page. A portion of the sale price will be used by Project Aon to purchase internet hosting services.

Treasurer's Report

By Jonathan Blake

We at Project Aon would like to thank everyone who made monetary donations either by purchasing books and other materials through our Amazon affiliate links or by making a direct donation through PayPal. Thanks to your generosity, our costs for 2004 have been met. Cosmic coincidence has left us with a quarter dollar to spare.

Thank you again for your help in keeping Project Aon going.

Donations	
Amazon Affiliates	\$75.48
PayPal Direct	27.62
Dividends	0.09
Other	25.41
Total	\$128.60
Expenses	
Website hosting	\$119.40
Domain name registration	8.95
Total	\$128.35
Grand Total	\$0.25

