



# KAI GRAND SENTINEL

Project Aon Newsletter

Issue 3: May-June 2005

ISSN 1555-8320

## In This Issue

We have some huge announcements to make. Check out the details of the first in the New Order Series feature. Making this a bittersweet issue, we cover an event of concern to Lone Wolf fans worldwide in Joe Dever's Time of Need.

We have much news about contacting illustrators in Illustrator Connection and we reveal the answers to last Issue's trivia questions.

As always, we report our progress in carrying out the task set before us.

Mongoose has published more free materials for fans of their D20 adaptation.

The MMORPG goes forward and has some interesting videos.

## Table of Contents

Features.....	2
Joe Dever's Time of Need.....	2
New Order Series.....	2
Illustrator Connection.....	3
Trivia Questions.....	4
Progress Reports.....	4
Published Since Last Issue.....	4
The Deathlord of Ixia.....	4
Republication of Grey Star.....	4
Lone Wolf Action Chart.....	4
PocketPC Reader.....	4
Online Interactive Gamebooks.....	4
Lone Wolf Poster Painting Book.....	4
The Skull of Agarash.....	5
The Magnamund Companion.....	5
Lone Wolf Club Newsletters.....	5
Help Wanted.....	6
Community News.....	7
Free Scenario from Mongoose.....	7
Lone Wolf Online MMORPG.....	7
Paul Bonner's Website Offline.....	7



The Project Aon newsletter masthead © 1999-2005 Project Aon. All rights reserved.  
The text of this newsletter is licensed under the Creative Commons Attribution-ShareAlike License. <<http://creativecommons.org/licenses/by-sa/2.0/>>

## Features

### **Joe Dever's Time of Need**

by Jonathan Blake

A common aphorism says that a friend in need is a friend indeed. Now is Joe Dever's time of need.

We recently learned that Joe Dever is in need of surgery to remove malignant tumors on both of his kidneys. By the time we publish this issue of the Kai Grand Sentinel, Joe will have already been through a partial nephrectomy on June 8<sup>th</sup>. When we received his email, we immediately sent a message wishing him well in behalf of everyone involved with Project Aon (that means you).

On July 20<sup>th</sup>, after recuperation period for the first surgery, he will undergo a radical nephrectomy on his other kidney. We will keep you posted if we hear anything further about Joe's health.

The Lone Wolf MMORPG has posted a heartfelt message from Joe in response to their letter to him:

I close my eyes. As I turn my head I see rank upon rank of noble Kai standing by my side, battle-armoured, caparisoned, resplendent. Their golden blades gleam in the dawn rays of an early summer's day, their proud faces resolute, steadfast against dark uncertainty. United and defiant we stand afore an implacable foe.

I open my eyes. The Kai are with me still, strengthening my spirit, steeling my nerve for the fight that I alone must face. My battle, our victory.

For Sommerlund and the Kai.

Joe Dever

**Joe, we wish you good health and happiness in the coming days!**

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

## **New Order Series**

by Jonathan Blake

The happy day has finally arrived when we can confirm that the English-language publication rights for the New Order Series have reverted to Joe Dever, and he has most graciously granted us permission to publish them!

The *New Order* series comprises books 21–28 of the Lone Wolf gamebooks. You take the part of a New Order Kai Grandmaster given tasks by Supreme Master Lone Wolf. These momentous quests take you across the face of Magnamund and pit you against the evil thralls of Naar.

This series was never published in the United States, so many of us waited long years in vain for these rare volumes. Even where they were published, they were never reprinted. This scarcity has made them prized possessions for the devoted fan.

While we can't find a printed copy for you, we can promise that an electronic copy is in your future.

If you are fortunate enough to have a copy of one of the *New Order* series books, please consider helping us to transcribe it into electronic format. More on the opportunity to come to our aid in the Help Wanted section.

We have revised the order of future book publication by adding the New Order series at the end:

1. *The Magnamund Companion*
2. *The Deathlord of Ixia*
3. Republication of *Grey Star 1–3* (possibly before *The Deathlord of Ixia*)
4. *Highway Holocaust*
5. *Dawn of the Dragons*
6. *Slaughter Mountain Run*
7. *Wolf's Bane*
8. *Omega Zone*
9. *The Curse of Naar*
10. *California Countdown*



The Project Aon newsletter masthead © 1999-2005 Project Aon. All rights reserved.  
The text of this newsletter is licensed under the Creative Commons Attribution-ShareAlike License. <<http://creativecommons.org/licenses/by-sa/2.0/>>

11. *Voyage of the Moonstone*
12. *The Buccaneers of Shadaki*
13. *Mydnight's Hero*
14. *Rune War*
15. *Trail of the Wolf*
16. *The Fall of Blood Mountain*
17. *Vampirium*
18. *The Hunger of Sejanoz*

## **The Illustrator Connection**

by Simon Osborne

The month of April brought with it more than just spring showers, but some fantastic news for Project Aon as well.

After many fruitless leads and dead ends, we finally managed to track down and contact the "missing" *Magnamund Companion* artist Richard Hook. His wife Hilary told us: "Richard is happy for you to incorporate his original illustrations into the Project Aon edition for distribution free-of-charge."

As we have managed to reproduce Ms. Laycock's calligraphy by means of a free font, we are now able to release *The Magnamund Companion* complete and unexpurgated.

However, April's good news did not end there! By means of an eagle-eyed Forum-goer going by the name "Hyperborea" we were put in contact with artist Cyril Julien who has given his consent for us to use his work for *The Skull of Agarash*.

Then, during the last two weeks in April and the first in May, we managed to contact the artist Peter Andrew Jones, who has also allowed us to use his work for the *Lone Wolf 10th Anniversary Calendar*.

We have received more good news even as we were compiling this newsletter! Peter Parr, illustrator of the four Combat Heroes gamebooks Joe Dever wrote in 1986, has been contacted. He told us: "Your project sounds great fun," and went on to say, "Good Luck with your project." He is

now a lecturer in animation at the Arts Institute at Bournemouth in the UK, and speaking of his students, he wrote: "Many of them now move into computer games with their animation skills. Combat Heroes were the precursors of these games!"

We are now in a position where we have contacted all of the Lone Wolf artists, bar two, and received a positive response. Only calligrapher Jane Laycock (*The Magnamund Companion*) and Trevor Newton (*Voyage of the Moonstone*) remain uncontacted. Any information you may have on contacting these artists would be most appreciated.



## Trivia Questions

by Jonathan Blake

Here are answers to the four trivia questions that we posed in Issue 2.

1. What is Lone Wolf's brother's name?

Jen (*The Legacy of Vashna* Sections 195 and 242)

2. How did he die?

Saving Landar (Lone Wolf) from drowning in the river Tor—presumably drowning himself (*The Prisoners of Time* Section 175). The novels of *The Legends of Lone Wolf* greatly expand on this idea and present a conflicting account of what happened.

3. In which Lone Wolf gamebooks is he mentioned?

*The Prisoners of Time* and *The Legacy of Vashna*

4. In what year did he die?

MS 5041. This question required some deductive reasoning in order to answer precisely.

Jen died on Landar's sixth birthday. (*The Prisoners of Time* Section 175)

Landar was born in MS 5035 and was fifteen at the time of the massacre of the Kai. (*Lone Wolf Club Newsletter: New Year's Special 1986* and *Lone Wolf Club Newsletter #6*)

Adding exactly six years to MS 5035 leads to the year MS 5041.

## Progress Reports

### Published Since Last Issue

- *War of the Wizards*

### The Deathlord of Ixia

Coordinator: Jonathan Blake  
ETA: Late August

This project has been on hold waiting for other projects, but we'll begin editing in earnest soon.

### Republication of Grey Star

Coordinator: Jonathan Blake

We will be republishing the first three books of the Grey Star (World of Lone Wolf) series with their original illustrations.

### Lone Wolf Action Chart

Coordinator: Timothy Pederick

Timothy is working on version 1.1 of the LWAC. You can join in the discussion at the Forums.

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

### PocketPC Reader

Coordinator: Matt Warton

The project is currently on hold due to lack of volunteer time.

### Interactive Online Gamebooks

Coordinator: Pierre Voak

The volunteers for this project are currently regrouping before starting on *Fire on the Water*.

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

### Lone Wolf Poster Painting Book

Coordinator: Simon Osborne

Many thanks to those of you who offered to help out the project by scanning in your



The Project Aon newsletter masthead © 1999-2005 Project Aon. All rights reserved.  
The text of this newsletter is licensed under the Creative Commons Attribution-ShareAlike License. <<http://creativecommons.org/licenses/by-sa/2.0/>>

copies of this rare Lone Wolf tome. Due to a concerted volunteer effort, all of the pages were scanned satisfactorily, and only minor editing was required to bring them up to a publishable standard. The book is now approaching completion, with all the artwork in place, and just some final minor edits being made to the layout. Expect the release very soon.

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

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

Coordinator: Simon Osborne

Work on the only Lone Wolf graphic novel is now complete, and it has now entered the final stages of QA. With the surprise recent announcement that Cyril Julien, an illustrator we had been searching for over the Internet for almost two years, is more than happy for us to release his work as part of Project Aon, the contributors have gone back to this rare publication, and we hope to release it very soon.

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

## ***The Magnamund Companion***

Coordinator: Simon Osborne

Work on this monster is finally approaching completion. The announcement that illustrator Richard Hook is happy for us to use his work motivated the contributors to this particular release to fix niggling issues that had been hanging over the PDF pre-release for some time.

Jane Laycock's work has been reproduced using a calligraphic font, meaning that the Project Aon edition is completely legal and has the 100% support and backing of the artists whose work is included therein.

Late in the editing process, it was decided to add more information to the 'appendix': namely, all the questions and answers found in the Lone Wolf Club Newsletters that pertain directly to the world of

Magnamund. A similar recent project on the Project Aon Forum was a collation of all the rules clarifications into a 'sticky' thread for ease of use.

The newsletters provided such a wealth of information to add to The Magnamund Companion that it took several days to collate and sort the text, and then a further session to work on the actual layout. For ease of use, this Q&A section has been sorted by subject rather than by publication date, a decision that greatly increased the amount of time spent editing it together. However, we're sure that Lone Wolf fans will all agree that the end result is certainly worth the wait. Expect the release very soon.

## ***Lone Wolf Club Newsletters***

Having received positive feedback on our requests for both contact details for the missing Lone Wolf artists and for scanners to help produce a Project Aon edition of the Lone Wolf Poster Painting Book, we would like to ask whether there are any Lone Wolf fans out there with copies of the Lone Wolf Club Newsletters who can help us with scans for pages currently missing from the versions available from the Project Aon website. We have recently received scans of incomplete pages from Newsletters 5 and 6, allowing us to update those files to now represent their original complete form--they have replaced the old, incomplete editions on the Project Aon website. However, the following LWC Newsletter pages are currently incomplete or missing from the Project Aon editions:

- Newsletter 4: pages 5, 6
- Newsletter 10: pages 9,10
- Newsletter 11: pages 9, 10
- Newsletter 12: pages 9, 10
- Newsletter 13: pages 3, 4
- Newsletter 14: pages 9, 10, 11, 12
- Newsletter 15: pages 11, 12
- Newsletter 16: pages 5, 6
- Newsletter 17: pages 11, 12
- Newsletter 18: pages 13, 14



The Project Aon newsletter masthead © 1999-2005 Project Aon. All rights reserved.  
The text of this newsletter is licensed under the Creative Commons Attribution-ShareAlike License. <<http://creativecommons.org/licenses/by-sa/2.0/>>

- Newsletter 19: pages 7, 8
- Newsletter 20: pages 9, 10, 11, 12
- Newsletter 21: pages 9, 10
- Newsletter 22: pages 7, 8
- Newsletter 23: pages 9, 10
- Newsletter New Year's Special 1993: pages 9, 10

If you have copies of any of these Newsletters, please check to see whether yours have any of the missing pages. If they do, please contact us with a view to scanning them and completing this part of the project. If you do not have access to a scanner, there are likely members of the Project Aon editing team who live close enough for you to either mail the original newsletters to them (these will be returned safely after they have been scanned), or mail them photocopies of the missing pages.

## Help Wanted

New opportunities to help Project Aon have opened up because of our authorization to publish the rare *New Order* series of gamebooks and the unique *Combat Heroes* series.

Our first concern is to get these books into electronic format. Regarding the text of the *New Order* series, we have had the most success with using a scanner in combination with OCR software. Others have used other methods, but these other methods are more error prone and slower.

If you have a copy of at least one of the *New Order* series and access to a scanner and OCR software, or if you have a copy of one of the *Combat Heroes* series and a scanner, please contact us. Either way, you would be making a huge contribution to all of those fans worldwide who've never had a chance to read these rare tomes.

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



## Community News

### **Free Scenario from Mongoose**

Mongoose has published a freely available, complete scenario for their Lone Wolf RPG titled *Blood Moon Rising*. The heroes are stalked across Sommerlund and must retrieve an ancient treasure in order to survive.

If you are planning to purchase something from Mongoose Publishing, please remember that a portion of the purchase price can go to benefit Project Aon *if* you purchase through our Amazon affiliate links mentioned on our Help Us page.

<<http://www.mongoosepublishing.com/rpg/series.php?qsSeries=24>>

<<http://www.projectaon.org/helpus.htm#amazon>>

### **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.

Also, for those of us who have never seen Joe Dever or Gary Chalk in person, they have a treat for you. Linked from their front page are some short videos of these two founders of the Lone Wolf series.

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

### **Paul Bonner's Website Offline (update)**

As we reported last issue, the website displaying Paul Bonner's artwork has fallen offline. We attempted contact with Paul Bonner, but have not heard back from him. We have reluctantly removed our link to his site until he again has a presence on the web.



The Project Aon newsletter masthead © 1999-2005 Project Aon. All rights reserved.  
The text of this newsletter is licensed under the Creative Commons Attribution-ShareAlike License. <<http://creativecommons.org/licenses/by-sa/2.0/>>