

# Lone Wolf Club Newsletters

## Newsletter #27

**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.

**Brian Williams** is the main illustrator of the later Lone Wolf Club Newsletters.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

### **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.

**Leigh Loveday** – providing scans for missing / damaged pages and scans of other Lone Wolf miscellany.

**Simon Osborne** – creator and maintainer of this document.

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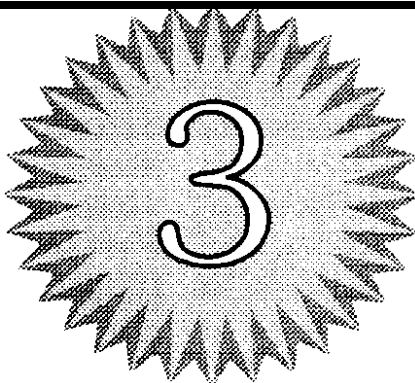
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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

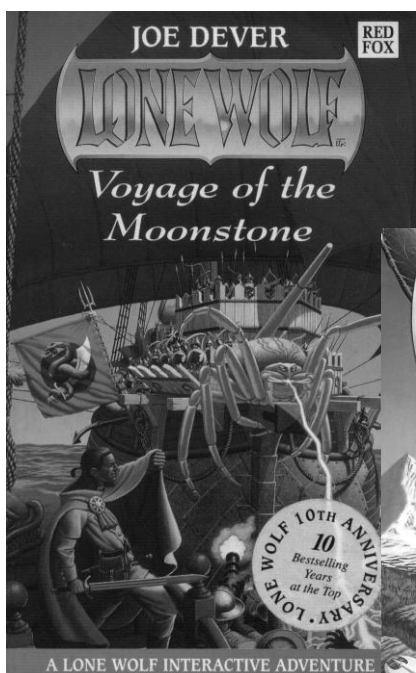
# LONE WOLF Club

## Newsletter No. 27

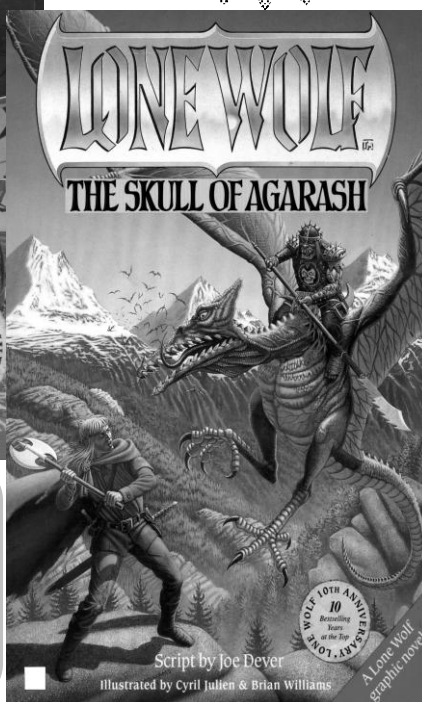


### Exciting New Books

to  
celebrate  
Lone Wolf's  
10<sup>th</sup>  
anniversary  
on  
16<sup>th</sup> June  
1994

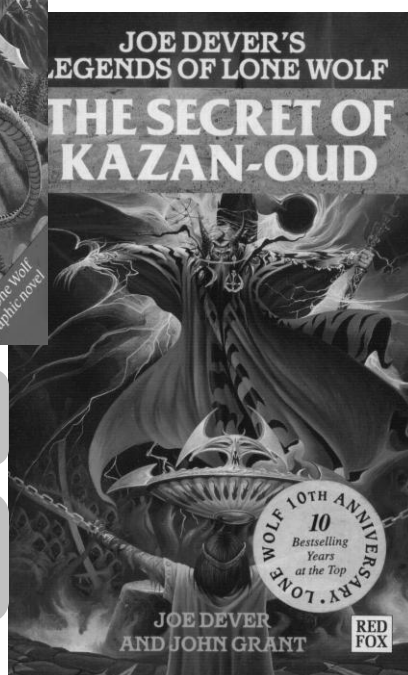


**'Voyage of the Moonstone'**—the first in the exciting new series of **Lone Wolf New Order** solo role-playing adventures



**'The Skull of Agarash'**  
—the first ever **Lone Wolf Graphic Novel**

**'The Secret of Kazan-Oud'**  
—the latest adventure novel in the *Legends of Lone Wolf* series



**Reserve your copies now!** See the Advance Book Order form on page 7

# Gwynian's Forum

Words of wisdom from the Sage of Varetta



**If the race that makes up Durenor are Ulnarian then why is Sommerlund ruled by the House of Ulnar?** (Bill Maytorena, Tucson, Ariz. USA)

The Ulnarians had occupied the region of Durenor for several centuries before the arrival in the Lastlands of the Sommlending. The two races had similar and compatible values and cultures, as well as a common enemy—the Darklords. Their natural alliance was bolstered periodically by marriages between the two royal households. Prior to his marriage to a Sommlending princess, King Ulnar I of Sommerlund (the slayer of Darklord Vashna) had been a Durenese prince. He began the Ulnarian line of succession in Sommerlund. In MS 5050, Sommerlund is still ruled by the House of Ulnar.

**In the Legends series, Vonotar takes Zagarna to Hikas in Dessi where we witness much slave trade. Doesn't the Council of Elder Wizards hold sway in Hikas through the Vakeros?** (B. M.)

Hikas is a busy free port that is frequented by merchants from all over Magnamund, but most especially by rich traders from Vassagonia. The Vassagonians are notorious slavers, and it is they (and not the local citizens) who use slave labour. The Council of Elders have no need to forbid their citizens to use slaves for they would never consider doing so. The only slaves to

be found in Hikas belong to Vassagonian traders operating in and around the harbour area. (Some of the adventure in Lone Wolf 21: Voyage of the Moonstone, takes place in Hikas.)

**Lone Wolf absorbs the power of the Lorestones in the Magnakai series, leaving behind glass spheres, but in the Grand Master series he made a room for the seven Lorestones under the monastery. How come?** (B.M.)



Lone Wolf absorbed the power of the Lorestones upon first touching them. He kept the korlinium shells and later 'recharged' them once he had attained the rank and abilities of a Kai Grand Master and was physically able to do so. This took three years to accomplish. The 're-charged' Lorestones now hold the key to Lone Wolf's powers and are a safeguard for the future of the Kai in the event of Lone Wolf's sudden demise.

Nb. The time required to 'recharge' the Lorestones (approximately three years) makes it impractical for each member of the New Order to individually acquire their Magnakai Disciplines by simply touching the Lorestones. They have to acquire their skills the hard way—through training, study, and journey-manning.



**Is Helshezag or 'Black Sword' a tribute to Michael Moorcock, and have Joe Dever and he ever met? (B.M.)**

Yes—'Helshezag' is a subtle tribute to Michael Moorcock's 'Stormbringer' (Elric of Melniboné's treacherous runesword), although the properties of the two weapons are different. Joe and Michael met at the Sci-fi Hugo Awards a few years ago in Brighton, Sussex.

**How do Joe Dever and John Grant go about their collaboration on the Legends of Lone Wolf novels? (B. M.)**



With the exception of Legends #1 & #9, the way the two writers go about producing a Legends novel is as follows. First of all Joe sends a detailed written description of a scene that will appear in the book to the cover artist so that he can start work on the colour cover. Then he prepares a rough map for Brian Williams. Then he writes a 30-page outline (known as a 'treatment') which contains the basic structure of the story, e.g. the main plot, characters, chapter structures, etc. John then works on this treatment. He develops it by adding his own ideas, sub-plots and scenes to produce a manuscript of 170 pages or so long. This goes back to Joe who edits it and polishes the prose to give it a consistent style. He also checks for accuracy and continuity. On completion, he prints a copy of this finished draft manuscript and submits it to his copy editor—Heather Dewhurst. Heather checks the

manuscript for literal errors, like spelling mistakes or sections that do not run-on correctly or smoothly. She also marks up the text so that the computer typesetters can transfer it into their machines. About six weeks later, Joe and John receive galley proofs of the text which they check for errors, and about two months after this they receive page proofs which have the illustrations and text laid out on them as they will appear in the finished book. The page proofs stage is the last chance Joe and John have to make changes or corrections. After this, the manuscript goes to the typesetters who place it on computer disc and send it to the printers. The printers put the colour covers and the internal text together and print a first run of books for sale in the shops approximately 2–3 weeks later.

**I've just got back from a holiday in Florida, USA, where I noticed the Legends of Lone Wolf novels on sale in a book store. One of the books was called "The Tides of Treachery". I thought I had all of the Legends books but I've never seen this one before. Can I order it from the club? (Terry Duffy, Lincs.)**

'The Tides of Treachery' is in fact the second half of the UK edition of the 'Sword of the Sun'. The American version of 'The Sword of the Sun' was made into two separate books i.e. US Legends Book 3 is Sword of the Sun, and US Legends Book 4 is The Tides of Treachery). Joe Dever restructured the two books and wrote some additional material.



# POWER, DARKNESS & DEATH

BY DAVID SPILLMAN

Zakhan Kimah relaxed in his chair and smiled. He looked up and gazed deep into the eyes of the Magadorian ambassador, Lord Manta, who flinched under their penetrative force. He knew why this snivelling wretch was here. Already Vassagonia's armies were poised to overrun Magador with fire and sword. Lord Manta had been instructed to prevent war with Vassagonia at all costs, but he had not been expecting the Zakhan's ultimatum.

"You have a choice: Magador or Doranium."

Manta inhaled sharply. He believed that the discovery of Doranium in the Magador mountains was one of his country's best-kept secrets. It was a powerful mineral, perhaps the most powerful known to humankind.

"If it would spare our people then . . ." he began, hesitantly.

"It would." Kimah's words were sickly sweet.

*I have no choice*, thought Manta. But to surrender the Doranium mines to Kimah, to give such power to such an evil man . . .

Long moments passed. Lord Manta's brow was furrowed and trickles of sweat glistened upon his face. The Zakhan smiled. Clearly he enjoyed the sight of the ambassador's discomfort. *The fool*, he thought. As if by yielding to his demands he could hope to save his people. When Manta's faltering answer came at last, the ruler of Vassagonia was satisfied beyond doubt that victory over Magador would be easy and that which he most coveted—the Orb of Death—would soon be his.

Work began immediately. The Zakhan sent his best alchemists to Xanar to construct the Orb. Feverishly they worked, ceaselessly, in shifts all through the days and nights until, five months later, their evil work was done.

Night. Lord Manta shifted uneasily upon his seat. To hinder the Zakhan would result in the certain death for hundreds of his people, but how could he allow a man as corrupt as Kimah to construct a weapon as powerful as the Orb of Death? There was only one solution: assassination. As work was going on in a secret tower several miles away from Xanar, he would prepare a special torch. It would be hollow and filled with Bor gunpowder. A single stroke on his tinderbox would be enough to seal the Zakhan's doom. Kimah would visit the tower in 3 days' time. Manta resolved to kill him then.

The fateful night arrived. Lord Manta led the Zakhan through the winding corridors of the tower to the vaulted chamber in which was kept the Orb. He

entered first and glanced at the powder-packed torch which rested in a wall bracket, unlit. Manta turned to face the Zakhan and his skin prickled with dread as he looked into the evil man's eyes. His piercing gaze seemed to be looking deep into his very soul. The Zakhan smiled and let his cruel eyes scan the chamber until he saw the Orb lying upon a plinth, close by the unlit torch. Manta shivered.

"At last," breathed the Zakhan, his dark eyes gleaming like fiery gems. "The Orb is mine!"

Kimah moved slowly towards his prize, his hands outstretched in readiness to touch its coal-black surface. Lord Manta edged his way slowly towards the plinth, taking care to keep out of the Zakhan's field of vision. Then, with a rush, he lunged past the Vassagonian ruler and grabbed the torch from its bracket.

"It's too dark in here, my Lord. Here, let me give you light." And with these fateful words, Manta struck sparks from his tinderbox and set the torch alight.

A devastating explosion ripped through the tower, reducing the chamber and adjacent corridors to heaps of smouldering rubble. Clouds of acrid smoke swirled around the mounds of broken stones and shattered timbers. It was the only thing that moved. Yet, in the midst of this devastation something was stirring. Rocks began to shift and rise, dust began to billow upwards. Then suddenly a shape burst forth from beneath the rubble, forcing itself upwards like a waking corpse. It was a tall man-sized figure and it shrugged off the heavy chunks of rock as if they were no more than leaves. It was Kimah and he was smiling, for in his hands he held the Orb of Death.

"I am invincible!" he bellowed, holding the dread Orb aloft. "I cannot die!" His smile gradually became a manic mask of glee as he stared at the Orb and luxuriated in its dark power. "I am unbeatable. And now, Lone Wolf, I'm coming for you!"



# 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.



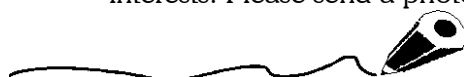
Name: ANDREW ING\* Age: 11  
Address: England  
Hobbies: Lone Wolf, badminton, tennis, violin, piano, reading fantasy, Warhammer, drawing, wildlife, TV, running, soccer, video games.  
Would like a pen-pal, male or female, age 10-12 with similar interests. Please send a photo if possible.



Name: BRYN O'CONNELL  
Age: 12  
Address: England  
Hobbies: Lone Wolf, Warhammer Fantasy Role-Play, map drawing, RPGs.  
Would like a pen-pal with similar interests, aged 12-13.



Name: HAMJA AHSAN Age: 12  
Address: England  
Hobbies: Lone Wolf books, manga, Judge Dredd, rock & indie music, drawing & computer games.  
Would like a pen-pal, boy or girl, age 11-15, similar interests. Please send a photo.



Name: JAMES KINMAN  
Age: 9  
Address: England  
Hobbies: Lone Wolf, Fighting Fantasy, reading, Games Workshop.  
Would like a pen-pal (male) with similar interests & hobbies.  
Age 8-10.



\* Please note that these details correct those which first appeared in Newsletter No. 26

## Kai Konnection Form:

NAME: .....

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

ADDRESS: .....

..... ZIP / POST CODE ..... 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), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

# News from the Monastery

**Joe Dever** will be a Guest of Honour at this year's British Play By Mail Association (BPBMA) Convention on May 7<sup>th</sup> at the York Hall Baths, Old Ford Road, Bethnal Green, London, E2 9PJ. Tickets cost £3.50 (£2.50 in advance) and the venue will be open from 10am-6pm. There will be a Red Fox trade stand and Joe will be discussing his development of the Lone Wolf Graphic Novel and New Order series. For further details contact the BPBMA at 23 Aragon Place, Kimbolton, Huntingdon, Cambs, PE18 0JD. Joe will also be attending **EuroGenCon '94**—TSR's annual games extravaganza to be held May 12<sup>th</sup> to May 15<sup>th</sup> at Pontin's Holiday Centre, Camber Sands, Rye, Sussex. Joe will be hosting a free-form AD&D game of his own design on the Saturday afternoon (May 14<sup>th</sup>). For further details contact Denise at TSR UK on 0223-212517.

**Matchlock Miniatures** have asked us to thank all of you who have contacted them with your ideas for their Lone Wolf 15mm & 25mm figure ranges. Matchlock have implemented several suggestions and have more than 20 figures currently in production, with new ones being added all the time. For an up-to-date listing of those available, send a SAE to: Matchlock Miniatures, (Lone Wolf), 816-818 London Road, Leigh-on-Sea, Essex, SS9 3NH. Overseas members should enclose 2 IRCs.

**Back issues** of the following Club Newsletters are available (Nos. 16-26) at £1.50 (UK), \$4.00 (US), £2.25 (O/seas) each. As usual, UK £ cheques & POs should be made payable to the Lone Wolf Club; US \$ checks & POs should be made payable to Joe Dever. Please send your orders to the Club and mark your envelope 'Newsletter Backorders'.

Due to sheer demand, an additional run of the **1994 Lone Wolf 10th Anniversary Calendar** has been printed. Club members may obtain free copies by mail from Senator Publications, PO Box 2153, Brentwood, Essex, CM15 0AB. There is a postage and handling charge of £1.50 (UK & Eire), \$5.00 (USA), and £4 (O/seas inc. Australia & Singapore). UK £ Cheques & POs should be made payable to Senator Publications; US \$ checks & POs should be made payable to Joe Dever. There is now no limit to the number of calendars you may order.

Copies of the original manuscript for the US edition of the **Magnamund Companion** are now available. This valuable reference guide to the World of Lone Wolf is currently out of print, but monotone photocopies of the US manuscript can now be obtained by Lone Wolf Club members only from Senator Publications, Magnamund Manuscripts, PO Box 2153, Brentwood, Essex, CM15 0AB (UK). Manuscripts cost £2.50 each (UK / Eire), \$6.00 (USA), £4.50 (O/seas inc. Australia & Singapore). Make UK £ remittances payable to Senator Publications; US \$ remittances payable to Joe Dever

Would you like a free signed copy of 'The Skull of Agarash'? Of course you would! Well, in order to get one all you need do is write and submit a **Lone Wolf short story** (approx. 250-500 words) for publication in the Club Newsletter. If your story is chosen for publication, a signed copy of the first Lone Wolf Graphic Novel will be yours. Send your stories to: Lone Wolf Club, Short Story Submissions, 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK).



## LWC Newsletter Nos. 25 & 26

### COMPETITION RESULTS

#### LWC Newsletter No. 25 Wolf's Bane

**Answers:** (1) Vassagonia, (2) Cloud Dancer, (3) Hul Garrulen, (4) Pickberry, Worlan, Boonwold, Stonefurrow, (5) Black Hawk, Star Lynx, Blazer, Steel Hand, (6) A primate of Sommerlund, (7) Rapiers. (8)130, (9) Avaros, (10) True, (11) On the back of a giant dragonfly / through its cloud base, (12) Tortured souls, (13) Reeve-lieutenant, (14) Caldar, (15) Icy Point.

**Winners:** First Prize—**Anthony Greener** of Newcastle-upon-Tyne; Runners-up—**Paul Miller** of Chichester, **Dave Bryant** of Palm Springs USA, **Luke Fullerton** of Co. Durham.

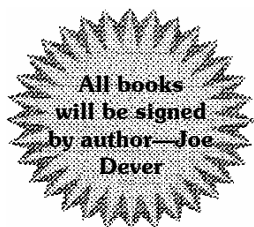
Congratulations to Anthony who won a Hanimex IC2000 Compact Camera, and also to Paul, Dave, and Luke who each won signed copies of Lone Wolf 20: The Curse of Naar.

#### LWC Newsletter No. 26 The Curse of Naar

**Answers:** (1) Isle of Lorn, (2) False, (3) Khula, (4) One of the Lords of Decay, (5) Zantaz, (6) Demoness Shamath, (7) Dazgannon, (8) Avarvae the Tormentress, (9) In a swarm, (10) In the ruins of Kazan-Oud, on the Isle of Khor, (11) 9 astral beings, (12) Wolf's Blade, (13) Zantaz, (14) One's own blood. (15) Huan'zhor the Dragonlord.

Winners: First Prize—Phillip Doherty of Plymouth; Runners-up—**Saul Banning** of Des Moines USA, **Glenn Buckley** of Evesham, **Daniel Smith** of Kidderminster.

Congratulations to Phillip who won an 'Evening with Dracula' video boardgame, and also to Saul, Glenn, and Daniel who each won signed copies of Legends of Lone Wolf 10: The Lorestone of Varetta.



# Advance Book Orders

Reserve your signed copies of the Lone Wolf 10<sup>th</sup> anniversary publications now by using this advance order form. By ordering and reserving your copies this way you will be assured of receiving them 2–3 weeks before they go sale in UK bookshops\*!

**Please reserve for me the following 10<sup>th</sup> anniversary Lone Wolf publications:**

**\* Overseas members please allow up to 14 days extra for delivery**

## **LONE WOLF GRAPHIC NOVEL: *The Skull of Agarash***

**£4.99 / \$8.00 .....**

No. req'd

Mystery, magic, and high adventure set the scene for this first-ever Lone Wolf graphic novel. Lord Rimoah is kidnapped during a pirate raid on the port of Kadan. When Grand Master Lone Wolf searches for clues that will lead him to the pirates' secret lair, he receives an offer of help from an unexpected quarter. It is an offer that hurls him into a nightmare realm of assassins, sea demons, and dark mysterious magic where his courage and disciplines are tested to the limit.

Publication date 16<sup>th</sup> June 1994. UK / BFPO members postage FREE OF CHARGE when ordering on this form. Overseas members please add £2.01 (\$3.50) per book. UK £ cheques / postal orders payable to: LONE WOLF CLUB. US \$ checks / postal orders payable to: JOE DEVER.

## **LONE WOLF GAMEBOOK #21: *Voyage of the Moonstone***

**£3.99 / \$7.00 .....**

No. Req'd

The first in a brilliant new series of Lone Wolf gamebooks. The Moonstone is a legendary artefact that was created by the god-like Shianti. It contains the might of all their magic and wisdom—the sum of their divine knowledge. Lone Wolf, Supreme Master of the Kai—has succeeded in retrieving it from the clutches of Naar—the King of the Darkness. Now the Moonstone must be returned to its creators who are exiled upon the remote Isle of Lorn in southern Magnamund. Someone must take the fabled artefact to the Shianti and Lone Wolf has chosen you, the most promising warrior of the New Order Kai, to carry out this vital mission. Armed with the special weapons and skills of a New Order Grand Master, you embark upon a secret voyage to the distant Isle of Lorn. But your mission quickly becomes a life-or-death struggle when you encounter intrigue and deadly danger en route.

Publication date 16<sup>th</sup> June 1994. UK / BPFO members postage FREE OF CHARGE when ordering on this form. Overseas members please add £2.01 (\$3.50) per book. UK £ cheques / postal orders payable to: LONE WOLF CLUB. US \$ checks / postal orders payable to JOE DEVER.

## **LEGENDS OF LONE WOLF NOVEL #11: *The Secret of Kazan-Oud*** **£3.99 / \$7.00 .....**

No. Req'd

The latest novel in the Legends series. Lone Wolf vows to restore the Kai to their former glory. It is a pledge that takes him to Kazan-Oud—"Castle Death"—where he must retrieve a Kai Lorestone which contains the wisdom and power of his warrior ancestors. Will he find the ancient Kai treasure, or will he fall victim to the nameless horrors that stalk the dungeons of this forbidden fortress?

Publication date 16<sup>th</sup> June 1994. UK / BPFO members postage FREE OF CHARGE when ordering on this form. Overseas members please add £2.01 (\$3.50) per book. UK £ cheques / postal orders payable to: LONE WOLF CLUB. US \$ checks / postal orders payable to JOE DEVER.

**Name** .....

**Address** .....

..... **Postcode / Zip** .....



# MAIL ORDER FORM

## LONE WOLF INTERACTIVE GAMEBOOKS (£3.99 / \$7.00 ea.)

	No. req'd	£ / \$ Total
LW 1: Flight from the Dark	.....	.....
LW 2: Fire on the Water	.....	.....
LW 3: The Caverns of Kalte	.....	.....
LW 4: The Chasm of Doom	.....	.....
LW 5: Shadow on the Sand	.....	.....
LW 6: The Kingdoms of Terror	.....	.....
LW 7: Castle Death	.....	.....
LW 8: The Jungle of Horrors	.....	.....
LW 9: The Cauldron of Fear	.....	.....
LW10: The Dungeons of Torgar	.....	.....
LW11: The Prisoners of Time	.....	.....
LW12: The Masters of Darkness	.....	.....
LW13: The Plague Lords of Ruel	.....	.....
LW14: The Captives of Kaag	.....	.....
LW15: The Darke Crusade	.....	.....
LW16: The Legacy of Vashna	.....	.....
LW17: The Deathlord of Ixia	.....	.....
LW18: Dawn of the Dragons	.....	.....
LW19: Wolf's Bane	.....	.....
LW20: The Curse of Naar	.....	.....
LW21: Voyage of the Moonstone	.....	.....

## LEGENDS OF LONE WOLF—Novels (£3.99 / \$7.00 ea.)

LLW 1: Eclipse of the Kai	.....	.....
LLW 2: The Dark Door Opens	.....	.....
LLW 3: The Sword of the Sun	.....	.....
LLW 4: Hunting Wolf	.....	.....
LLW 5: The Claws of Helgedad	.....	.....
LLW 6: The Sacrifice of Ruanon	.....	.....
LLW 7: The Birthplace	.....	.....
LLW 8: The Book of the Magnakai	.....	.....
LLW 9: The Tellings	.....	.....
LLW10: The Lorestone of Varetta	.....	.....
LLW11: The Secret of Kazan-Oud	.....	.....

## GRAPHIC NOVEL—(£4.99 / \$8.00)

LWGN01: The Skull of Agarash	.....	.....
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## OMNIBUS EDITIONS—(£5.99 / \$10.50)

LLWO1: Legends Omnibus	.....	.....
LWO 1: Gamebook Omnibus	.....	.....

## LONE WOLF AUDIOBOOK

Twin cassette pack—3+ hours playing time

Stereo soundtrack (£7.99 / \$14.00)

LLWA 1: Eclipse of the Kai	.....	.....
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Postage .....

**TOTAL: £ / \$ .....**

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THE LONE WOLF CLUB  
39 Corfe Way, Broadstone, Dorset,  
BH18 9ND (UK)

**ALL BOOKS ORDERED ON THIS  
FORM HAVE BEEN SIGNED BY  
AUTHOR—JOE DEVER**

All USA orders dispatched by Air Mail;  
Overseas orders by Surface Mail. Please  
allow 28 days for delivery. All carriage  
charges are at cost. Titles on this list are  
unabridged UK editions only; interactive  
gamebooks have colour maps & double  
card covers.

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x 1	£0.55	\$5.50	£2.05
x 2	£0.90	\$9.00	£2.50
x 3	£1.45	\$13.90	£3.25
x 4	£1.90	\$18.70	£4.25
x 5	£2.45	\$22.00	£4.95
x 6	£3.00	\$25.00	£6.00
x 7+	£3.40	\$29.50	£7.25

# SOMETHING ELSE WITH DOOM STUCK ON THE END II—THE REVENGE!

by Leigh Loveday

**Welcome back, you terminal sad case, you. Now, let's spare as much mental torment as possible and get down to the picking of your own "...of Doom" preference-thing straight away, yes? Good!**

Razor-edged Haggis of Doom (go to 2)

Hitchcockian Side-profile of Doom (go to 3)

Kevin of Doom (go to 4)

How far and in what sense(s) can we take "The Merchant's Tale" seriously? of Doom (go to 5)

Dof Omm of Doom (go to 6)

Pink Wedge of Doom (go to 7)

**2:** Like, er, a timeslip or something tears great holes in the fabric of reality all around you, and you suddenly find yourself standing on Boston Common a couple of centuries ago with a Sean Connery lookalike about to hurl something grey, bulbous, saggy, unpleasant, and rather sharp at your head. You have only a split second in which to act! Do you... ooops! Look's like you didn't have as much time as a split second to decide after all. Dashed bad luck, Dude! Sadly, your life and your annual subscription to **'WHAT HAMSTER ®'** ends here.

**3:** You find yourself sitting up in bed sweating like a feverish trout and gibbering wildly (distinctly unlike a trout feverish or not). You've just had the most awful nightmare. Even now, as slowly your senses return, you are aware of a chilling shadow that begins to take shape in the darkest corner of your room. You gape in horror as the monstrous visage that you were dreaming of suddenly manifests itself on your bedroom wall, complete with gratuitous nasal hair and a pronounced double-chin quiver. Do you set your jaw and face this awesome vileness (go to 8), or do you run screaming from your room like a yellow-bellied invertebrate (go to 9)?

**4:** Um, er, OK, right. Let's try to get a little bit more specific here. Er, pick a letter from the following list:

K (go to 10)

M (go to 11)

Z (go to 12)

Er... another Z (go to 13)



**5:** Hardly needs the "of Doom" suffix really. But anyway, you find yourself sitting in an examination hall faced by this very same question. You have exactly 2.675 minutes left in which to write an essay on this subject. Hmmm.

What do you write, then, eh? Eh? EHHH? It could be the word 'None' in large green letters (go to 14), a witty and incisive exploration of the Merchant's character via his style of narration (go to 15), or the words "Hey! Wait just a minute buddy! I'm taking Chemical Engineering. Someone please tell me what the bejeezus this question is doing in my exam?" (go to 16).

**6:** Aw no. What did you go and pick this one for? I really can't think of anything for this one. Go on, go away and pretend this never happened. Go on. Aw, please! Go on. If you're willing to do this for me, go back to 1 and don't come back here again. If you're not feeling so charitable, go to 17.

**7:** Suddenly, aid with a truly appalling lack of transition—like some naff 'special effect' in a low-budget 1970's fantasy film, you find yourself surrounded by a gang of bellowing drunken half-witted cretins who are all roaring with crass laughter at the last, undoubtedly hysterical, question in the game of Drivial Pursuit™®© that they are attempting to play. You watch vaguely for a few seconds as the tumult dies down, and slowly all eyes turn to you. It goes a bit quiet. Then a cry rings out: "Pink Wedge Question!" You wince. "Here we go!" the slurred voice continues. "Why was the rubbish really sad?" The question is met with a hushed silence as the drunken crowd await your response. Do you say, wittily, "I don't know," (go to 18), or do you say, "That's not a pucker Pink Wedge question... that's one of the worst jokes known to Man, and if you insist on giving me the punchline then I'm going to have to rip your head off, without benefit of a local anaesthetic," (go to 19). Or do you get up and make a run for it (go to 20)?

**8:** Er, well, something incredibly amusing happens, like, uh, you realise that the silhouette is your own and you just haven't woken up properly yet, that's all. Then you feel a bit wobbly and you have a bit of a cry. Then you go back to sleep. Then you suddenly wake up to the fact that my imagination leaves a lot to be desired. Boo hoo. The End. Boo hoo. I don't care . . . don't shout at me. Boo hoo. Leave me alone. Boo hoo hoo.

**9:** You leap shriekingly out of bed and promptly fall over a carelessly discarded chair. Everything switches into cheesy 'Chariots-of-Fire' slow-motion as you tumble ponderously to the floor. You must save yourself. Oi! Cloth-ears! I said you must save yourself! Yes, you! Save your bleedin' self!!! You must!!! You can either make a grab for your totally safe, sturdy, and reliable desk which will undoubtedly stop your fall (go to 21), or you can make a grab for your totally unsafe, wobbly, M.F.I. (Made For Idiots) flatpack DIY bookcase, which will undoubtedly splinter, collapse, and do you a nasty injury (go to 22).

**10:** Kevin Keegan\* flares into existence before your disbelieving eyes! His nauseating mug, framed by his notorious pseudo-Afro monstrosity of a haircut, breaks into a twisted leer as he proffers a signed soccer ball to you. Do you shoot him immediately (go to 23), or do you wait for a few moments while you consider a witty response, and then abandon the idea and shoot him anyway (go to 24)?



\*Kevin Keegan, for the benefit of all you Americans, is a well-

known English soccer player. Soccer, for the benefit of all you Brits, is the American name for football. Ho hum!

**11:** Kevin Mooney suddenly appears! You shrink back in horror, even though you don't know who the heck he is (actually, he used to be in my class at school, and he had this horribly wide face. It was made marginally better when he got beaten up by a girl once!) Do you go round to his house for tea\* (go to 25), or do you break his jaw without further ado (go to 26)?

**12:** Kevin Costner erupts into being before you! You immediately, on sheer reflex, tell him he's naff and you take the mickey out of his mid-Atlantic accent. Robin Hood? Bah! On yer bike, 'lad. Congratulations! You have succeeded in this adventure. (Thinks)—no, hang on. Something's not quite right here. Let me try that again. CONGRATULATIONS!!! You die for some inexplicably facile reason. Ah, that's better.



**13:** Cefn Coed appears right in front of you! Er, well, it's this Mental Institution-type place near where I live, alright!? And it sounds a bit like 'Kevin' so I thought I might be able to slip it in without you noticing... No? Oh well, fine Several dribbling, straight-jacketed inmates watch with studied indifference as you suddenly drop stone dead for being unnecessarily awkward. Er, um, and for smelling a bit funny as well. There, now, that puts my conscience at ease. Hee hee hee.

**14:** Funnily enough, you don't get a very good grade for it. In fact, the examining board are so outraged that they pass a special motion that somehow results in you being put to death the very next morning. Fortunately, you manage to escape from jail during the night, but then you take a wrong turn in the dark and fall over the edge of a tall cliff. It's a funny old life, innit eh!?!

**15:** You get a pretty good mark for it, but then you are lynched by all the stupidos who set fire to your silicone brain implant and slowly poke you to death with yellow plastic cutlery whilst tormenting you most cruelly with relentless choruses of 'Kum-ba-yah'. Finally they finish you off with an industrial sander applied vigorously to your groinal region. Oooer missus!

**16:** Smugly you rise and stride out of the room. Outside you suddenly remember that you were in fact taking English, and you've just done something extremely naff. You decide to become a fugitive from the law, even though the law isn't even remotely interested in chasing you. You spend the next six months on the run until you meet with an untimely demise at the hands of a gang of rabid nuns on the outskirts of Chelmsford – a pleasant market town in Essex, England, that was once a major Roman city until it was vandalised in AD 123 by Attila the Nun. Sadly, your life and your lame excuses for not going to bed early end here.

**17:** No, me neither really. You die! Hee hee hee. Sorry?

**18:** Giggling with the absolute hilarity of it all, they read you the punchline and your head explodes. Oopps! That's all folks!

**19:** Being completely rat-arsed\* and uncannily stupid even when sober, they read you the punchline anyway. The pressure builds in your temples... your face turns purple then,

with a rather unpleasant pop... your head explodes. Tragically, your life and your membership to Trainspotters Anonymous ends here.

\* *Rat-arsed* a quaint Anglo-Saxon word meaning 'Slightly the worse for wear after having consumed twice one's body weight in alcohol in less than 10 minutes'. Believed to have originated in Chelmsford, circa AD 124.

**20:** You throw yourself bodily through the doorway just as the infernal punchline is delivered. There is a terrible noise and a flash of blinding white light which obliterates your suspenders. When you regain consciousness, you find yourself lying face downwards in a carpet of ash. Looking up, you can make out a cluster of burning huts stark against the ochre smear that is the sunset. The stench of blood and smoke clogs your nostrils. A wolf howls forlornly in the far distance. Hungrily the flames of holocaust fires consume the landscape. Then you hear a low moan somewhere off to your left. Do you investigate this sound (go to 27), do you search around in the remains of the huts (go to 28), or do you sit down and try to figure out at just what point you lost the thread of things here (go to 29)?

**21:** Your fall stopped, you allow yourself a smirk of self-satisfaction. You are feeling decidedly fine and frisky at your fickle-fated felicitous phase of fortune. Then the smegging window explodes inwards and a vast pulsating mass of writhingly purple seaweedy goo surges into the room. It booms: "I'm, like, the Great Dread Demon Thingy right, and I've come to punish you for such blatantly not-very-good alliteration." You frown. The Great Dread Demon Thingy hesitates with uncertain hesitation. You could use this opportunity to grab the nearest available weapon and wave it threateningly, bawling something like "Come on then, you big naff lump of seaweed!" (go to 30), or you could curl up into a ball on the floor and have a good cry (go to 31).

**22:** During the next few days, paralysed from the scalp down, you find that you have plenty of time in which to contemplate upon your decision. Try as you might, though, you can't find any semblance of justification for it at all. Which isn't really surprising as it was uncommonly naff of you. I hope you're truly ashamed of what you did. Now go away. Hummph!

**23:** Not predictably in any sense of the word (except perhaps in the sense of being the Most Predictable Thing since infamous ol' Predictable Jack McPredictable, one Sunday in May 1849, decided to wear his chequered pants, as he had done so on every other day of his life), you discover that you don't in fact have a gun. So, you can now faint with embarrassment (go to 32), or you can punch Kev's lights out (go to 33).

**24:** You wait a couple of seconds, then you reach for your gun. Go to 23.

**25:** Kev's parents like you so much that they adopt you. You live with them and get a job stacking shelves at a local grocery store. You live a quiet, uneventful, moderately happy life until, one day, I write myself into a gamebook just so that I can have the considerable pleasure of strangling you to death with a yard of damp spaghetti. Haha.

**26:** Kevin faints. Then ‘Michael-Winner-the-Film-Director’ comes walking past and you think to yourself, ‘Hmmm. He’s got a stupid wide face as well.’ Then you go home and go to bed. I’m sorry it ends here, but it is quite late you know. And you’ve got to get up early tomorrow. Stop sobbing will you, it’s only a game after all. Oh, good grief!

**27:** The sound is coming from an old man who is pinned under a fallen beam. You kneel by his side and he croaks his final words in your ear:

“Ere, mate. What the bleedin’ ’ell’s going on round ’ere?” Do you cuff him one sharply about the bonce and tell him to carry on in the traditional ‘Oh-no-the-Orcs-have-smegged-our-village-and-I’m-the-only-one-left’ fantasy storyline (go to 34), or do you take time out to carefully ponder his powerful prophetic words (go to 29)?

**28:** Something glints in the shadows—treasure! Then a burning beam suddenly falls on the back of your head and crushes you into the dusty ground. Tragically, your life and your reputation for spotlessly clean underwear ends here.

**29:** As soon as you begin to question the plausibility of events here, reality comes crashing back in with a large sack full of lead weights tied to it. The sack smacks you soundly around the back of the head and you pop your clogs\*. And the moral of the story?—‘Just watch out for me, buster, ’cos I’ve got loads of really hard mates, OK!’

*\* A quaint phrase which originated in the north of England during the industrial revolution. To ‘pop one’s clogs’ i.e. to renounce forever the wearing of uncomfortable wooden footwear. To make such a renunciation during this time of unparalleled British industrial might was considered a treasonable offence. It was punishable by death by scragging.\*\**

*\*\*Scragging—a form of capital punishment involving lead weights, a sack, a human head, and a distinct absence of clogs.*

**30:** The nearest available weapon is, unfortunately, your own leg. Instantly you tear off your leg and lash out wildly at the Demon with it, only to fall flat on your face in the process. Before you can stagger to your foot, you faint due to loss of credibility. The Great Dread Demon Thingy says “Oh!” and shuffles away to leave you to bleed to death in cheerful oblivion. Your life and your worries about unsightly facial hair end here.

**31:** The Great Dread Demon Thingy peers at you for a few seconds, then it picks up your sturdy reliable desk and, with great finesse, beats you to a lurid pulp with it. Sadly, your life and your collection of Belgian beer mats ends here.

**32:** When you wake up, you find yourself in a strange, stark room. You are lying upon a bed. Gingerly, you rise and walk slowly across to a doorway. In an adjoining room you see a dozen or so scientist-types, all dressed in scientist-type white coats, and each one has a name tag on their lapels which say things like: ‘I AM A SCIENTIST, YOU KNOW!’ and ‘I’M BLEEDIN’ CLEVER ME’ and ‘S. HAWKING IS GOD!’ and ‘I’VE GOT A BIG I. Q.—SO JUST WATCH IT YOU!’

“So you’ve woken up at last,” says one of the scientists, who is wearing little round ‘John Lennon’ glasses and is completely bald except for a bit of hair behind the ears.

“Yes,” you reply incisively, “and perhaps, Madam, you can

tell me what’s going on here?”

“All in good time,” she replies. “Now go back to your bed and rest. Oh, and be sure not to open any windows in your room. At least not for the next 2,000 half-years or so.”

You shuffle back to the bed and suddenly you notice how stuffy it is in this strange room. ‘This place needs a good airing,’ you say, as you fumble with the window latch. You manage to open the latch and suddenly you notice that the flesh on your hands and arms is turning a crispy brown sort of colour. Milliseconds later you are engulfed by a searing wave of gamma radiation that turns you into a glowing heap of ash. Tragically, your life and your ambition to become fluent in Cantonese ends here.

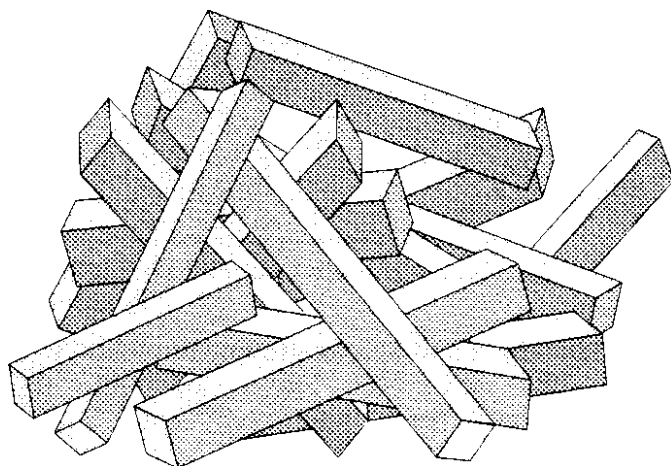
**33:** Your fist passes right through the warped grin as the Keegan-illusion dissipates into a thin swirling mist. “Er...” you say. You tap your foot for a bit. Then suddenly nothing much happens. Without warning, a period of wilful calm builds to a fever-pitch of normality which is followed by a relentless and torrential onslaught of quietness. Do you go and see what’s on the TV (go to 35), or do you decide to go down to the Fish ’n’ Chip shop (go to 36)?

**34:** You cuff him smartly about the bonce and he thanks you kindly before he pops his clogs. Racked by guilt, you vow there and then that you will rid this accursed land of whatever foul curse it is that has wrought such destruction upon it. Unfortunately, before you can really get into Avenger-mode, you tread in a dollop of radioactive dog poop and you are quickly consumed by a mutant strain of Athlete’s Foot fungus. Tragically, your life and your naff Nike trainers end here.

**35:** On your TV tonight is a framed photograph of Albert Einstein, some tacky porcelain piglets, and a naff wicker basket filled with dried flowers. Ha ha ha. Geddit? Ha ha ha. This is so tendon-snappingly, tree-fellingly unfunny that a lesser-known demi-god suddenly springs into existence with the sole purpose of making you combust spontaneous-ly. As your writhing body is consumed by the supernatural flames, you distinctly hear him say: “Pull another stunt like that one and they’ll be even worse in store for you, m’fellow m’lad!”

Phew, it looks like you got off lightly! Your life and your inexplicable fondness for raw pilchards & marmalade on melba toast ends here.

**36:** You get yourself a nice big bag of French fries and then you go and choke to death on the first one because they’re (drum roll)... *Chips of Doom!* Ha ha ha ha ha ha... *burp!* Pardon!



# Lone Wolf Club COMPETITION

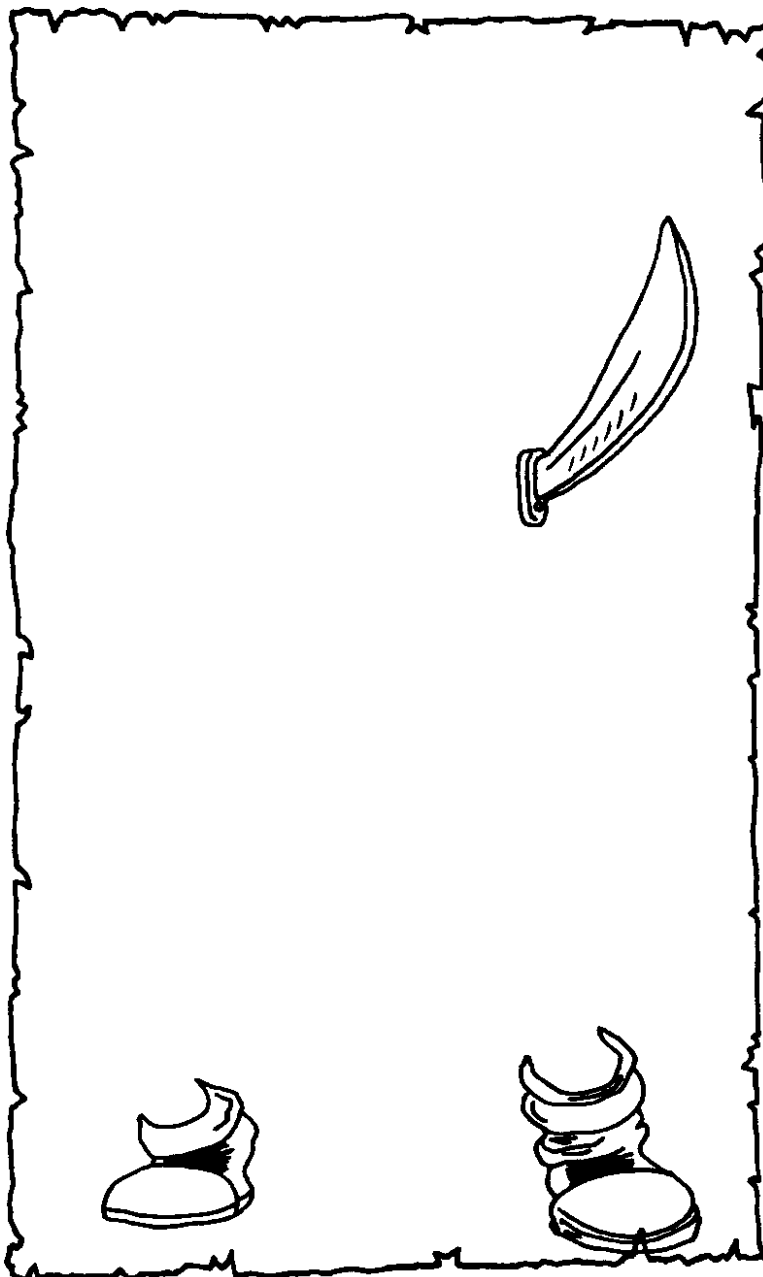
## MAKE A MONSTER!

In this issue we thought we'd re-run a competition that first appeared in Newsletter No. 14, and give all you budding artists a chance to showcase your talents. All you have to do is design, draw and / or paint an enemy of Lone Wolf's in the space provided (or on a neat photocopy), using the feet and sword blade provided as the basis of your creation. It can be in black and white, or colour, and you can use an adversary from one of the existing Lone Wolf books, or you can create a completely original foe—it's entirely up to you.

All entries must be submitted no later than 18<sup>th</sup> July 1994. Any received after this date will not be counted so try and complete your picture and send it as soon as possible. The winner and runners-up will be notified by post no later than 1<sup>st</sup> August 1994.

**The Prizes.** Entrants will be split into three categories—**Under 11s, 11-14s, 15 & over.** Joe Dever & Brian Williams will judge the entrants and the best in each category will receive a **framed piece of original Lone Wolf artwork signed by Brian.** The two best runners-up in each category will receive signed copies of *'The Skull of Agarash'*—the Lone Wolf Graphic Novel.

When you've finished, fill in the details below and send it to the club at the address shown.



Name.....  
Address.....  
..... Zip / post code..... Age.....

Send your completed entry to: THE LONE WOLF CLUB (Q27),  
39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

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21 August 2009

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