

Games Master Issue #4

The Battle of Cetza Mini-adventure

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels.

This is a reproduction of an article that originally appeared in the 1988 edition of *Games Master* magazine, a rewritten mini-adventure based on The Battle of Cetza from Lone Wolf #10: *The Dungeons of Torgar*.

Also included herein is an interview with Grey Star creator Ian Page, as well as certain other portions of text from the magazine relating to The Battle of Cetza mini-adventure.

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GAM

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Volume 1 No. 2



ADVENTURE
IN MIDDLE
EARTH

The Independent Fantasy Roleplaying Magazine



THE JACKSON
& LIVINGSTONE
INTERVIEW
I PRESUME?

FREE
BATTLE OF
CETZA
EXCLUSIVE SOLO
ROLEPLAYING
GAME/COMPETITION
CREATED BY JOE DEVER

THE COMPLETE TRAVELLER • DAVID GEMMELL - BIRTH OF A
LEGEND • DARK FUTURE REVIEWED • TROUBLE AT MILL •
BEGINNERS GUIDE TO FANTASY BATTLE

GM

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GM—the independent role-playing magazine

A Croftward Ltd. publication

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• The things people say:

"I still think it was a brilliant strategy but I forgot they were equipped with anti-tank missiles." US Navy officer and *BattleTech* player.

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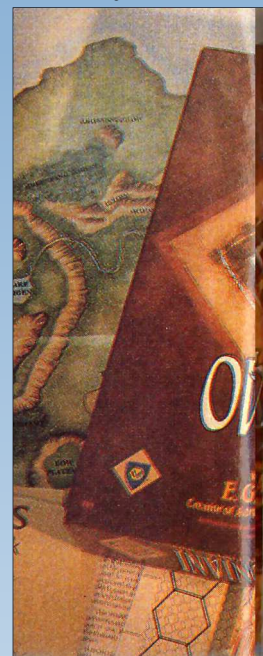
Coming your way next issue

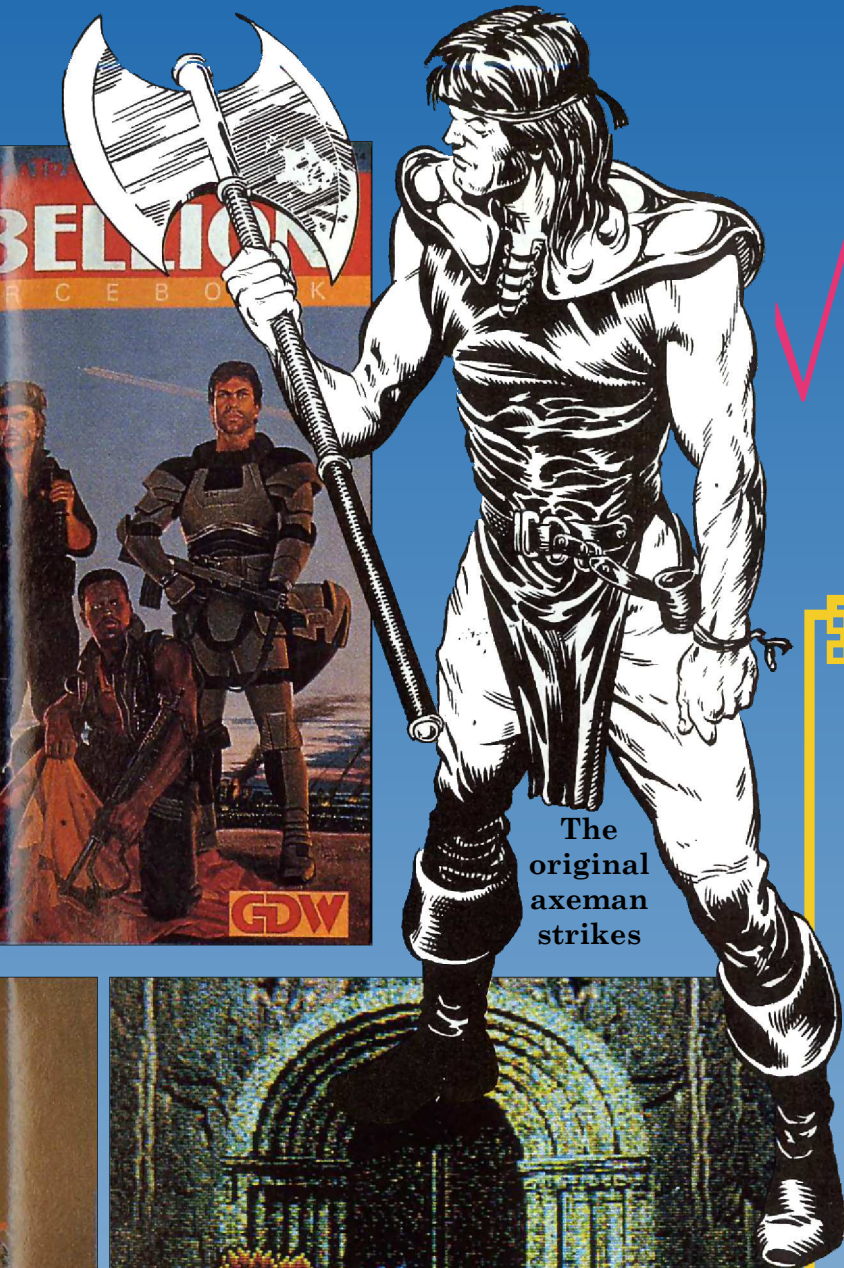


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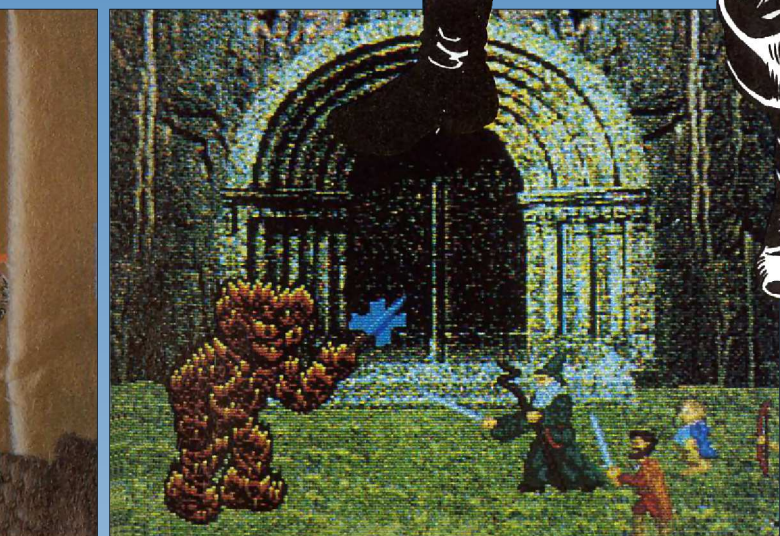


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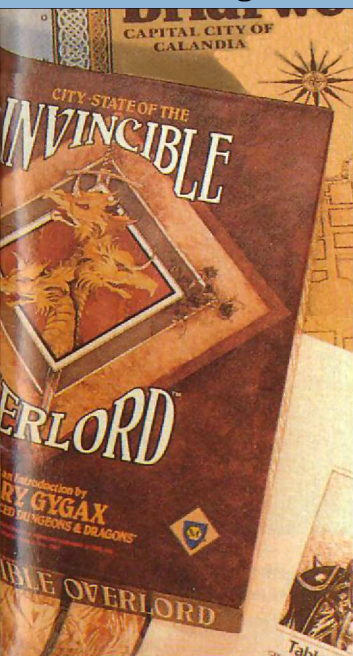




The
original
axeman
strikes



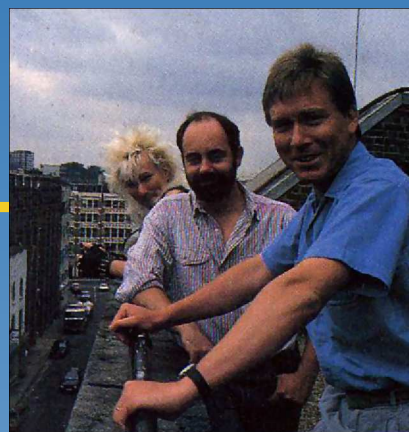
Meddling with Middle Earth



Investigating the Overlord



Trouble at Mill?



GM Heroes—Wayne, Tim and Paul.

From the fabled fortress of freedom emerges the fourth issue of GM. Stronger than ever—thanks to the enormous and enthusiastic support of our growing band of readers who have cast off the shackles of “vested interests” and found independence.

And if you’re fed up with being spoon-fed the “what we sell, is what you get” attitude to fantasy role-playing, then you’ve found a friend in GM. There’s a vast world of unexplored role-playing out there and it’s growing day by day. And GM is determined to spearhead that exploration. Don’t be left behind.

So what delights are in store for you this month? First there’s Joe Dever’s *The Battle of Cetza*, a new Lone Wolf solo role-playing game and a chance to win a place at a special GM fantasy battle day at Joe’s home. Mayfair Games’ *City State of the Invincible Overlord* and GDW’s are the lead reviews this month. Both are excellent. And we also take a look at *Dark Future*, Games Workshop’s highway warrior game. And talking of Games Workshop, we’ve also tracked down Steve Jackson and Ian Livingstone—the original brains behind GW—to Spain where they’re both taking a “creative break”. They’ve got some pretty interesting things to say about role-playing. (Watch out, Axeman, there’s a lot of letters coming ourway!)

Our short story this month is another coup. David Gemmell’s *Dawn of a Legend* is not to be missed. Live role-playing action comes from *Trouble at Mill* in Yorkshire. Never heard of it? What have you been reading all these years? Don’t tell us, we can guess. And that’s only a few of the games on offer in GM—rock star Ian Page, Dave Langford on books, *Fantasy Battle*, *War in Middle Earth*, *Lancelot* and, of course, *The Axeman* (Zzonk! Yo, baby, don’t forget the main man. The Axeman). So get reading now.

But first an apology. Last month we trailed *Ruck da House*, our FREE board game of mass homicide. Due to space restrictions you won’t find it this month. However we will publish it in our next issue. It will slay you.

Tim Metcalfe, Paul Boughton, and Wayne.

G.M.—the independent fantasy role-playing magazine

Welcome to the first 'Life Support' session, where keys are found, light provided, and threatening monsters are done to death! The Shambler's aim is to provide a safety net, to keep you just this side of insanity!

Let's kick off by shedding some light on a couple of caves. Apart From the risk of a nasty accident, it's not much fun groping around in the dark, is it? OK—have it your way, but if there's an unlit cave around, you can be sure it's not going to be a piece of cake to find a source of illumination!

So here's where we say 'Fiat lux' to **Richard Caine** of Sheffield, and **Andrew Barton** of London NW9. Both have become stuck in games in which the very recognition of the light source is a problem in itself!

First we have The Pawn! Andrew has pleased the guru, and feels that he should now be able to get a light! Not so, Andrew—you must MAKE a light But with what? A quick course in optics will tell you that green and blue and red are the constituents of white light. So have a look down the stump, and mix what you find.

Lancelot

Released by: Mandarin Software
Created by: Level 9

Disks with graphics: Atari ST; Amiga;
Amstrad CPC/ PCW; Macintosh;
Spectrum +3; £19.95

BBC 128/Master; Commodore 64;
£14.95

Disk—text only: Apple II; Atari XL/XE;
£14.95

Cassettes—text only: Amstrad CPC;
Atari XL/XE; Commodore 64; MSX;
Spectrum; £14.95

Version Reviewed: Atari ST

After a year marked by an absence of new Level 9 adventures, we've hardly had time to catch up with Jasper Quickbuck in Ingrid's Back, when Level 9 present us with another epic—Lancelot.

The Battle of Cetza

The Battle of Cetza is a special adaptation of the battlefield conflict portrayed in the award-winning Lone Wolf gamebook *The Dungeons of Torgar* by Joe Dever.

The solo adventure provides the basis of a brilliant GM Christmas competition. The four winners will attend a special GM Fantasy Battle hosted by author Joe Dever at his home on Sunday 5th February 1989. The two army commanders will be GM associate editors Paul Boughton and Wayne.

The four winners will also receive Lone Wolf T-shirts, souvenir photographs of the day and a meal. A report of the Battle Day will appear in the March issue of GM as well.

The competition entry form and rules can be found in this issue of GM.

To play this solo adventure and take part in the competition is simplicity itself. Firstly, read the introduction entitled '*The Story So Far . . .*'. This will provide background details to the Battle in which you are about to take a leading role. Unlike regular gamebook adventures, in '*The Battle of Cetza*' you will not be required to create a character or keep a detailed record of your possessions and/or physical condition. In situations where combat, or the use of a special item, would normally occur, you will instead be asked an **ENCOUNTER QUESTION**.

The answers to these questions, which form the basis of the competition, can be found somewhere in this issue of GM. Once you have read the introduction, begin your adventure at entry no. 1. The object of the game is to survive *The Battle of Cetza* and, in doing so, answer as many of the **ENCOUNTER QUESTIONS** as you can.

COMPETITION HINT:

Due to the multi-path structure of this solo adventure, it will not be possible for you to answer all of the **ENCOUNTER QUESTIONS** by reading through the adventure only once. Therefore we suggest that you tackle the competition in one of two ways:

- Play-read the adventure several times, picking different routes each time until all of the **ENCOUNTER QUESTIONS** have been located and answered,

or

- Play-read the adventure once, answering as many **ENCOUNTER QUESTIONS** as you can. Then go back, scan the paragraphs through which you did not pass, and answer all the remaining **ENCOUNTER QUESTIONS**.

Using the entry form, write down your answers next to their corresponding numbers, and send your completed form or a neat copy of it to GM, to reach us by the 19th January 1989. The winners will be those whose entries contain the most correct answers, chosen from all the entries received by the close of competition date.



Best selling author Joe Dever has created this adventure exclusively for GM readers.

The Battle of Cetza

A Lone Wolf Solo-adventure, specially adapted from the 1987 Gamebook of the Year The Dungeons of Torgar by Joe Dever. The Story So Far...

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

As the last of the Kai you have faced many dangers, but none the like of which confronts you now. The last words of an escaped prisoner of the Darklords told of three radiant gems that are being held in the infamous city-fortress of Torgar. They radiate such goodness that the Darklords cannot bear to keep them within the borders of their own realm, and their sorcerers, the dreaded Nadziranim, are working furiously to discover a means for their destruction. It is your mission to recover these gems, for they are the Lorestones of your ancestors and they contain the power to restore the Kai to their former glory.

Already your quest has taken you far from your homeland of Sommerlund. You have journeyed to the western realm of Eru where the ruler, Prince Graygor, has pledged to help you fulfil your quest. His small country has long been at war with a neighbouring territory known as the Hammerlands. Its leader, a brutish ex-mercenary called Baron Shinzar, has occupied northern Era for more than two years. The occupation has been actively supported by the Darklords of Helgedad, who have supplied him with Drakkarim troops and supplies. Recently, however, Prince Graygor has joined forces with King Sarnac of Lencia, and together they have recaptured an important Eruan city called Luomi and driven Baron Shinzar all the way back to Cetza, a town that lies within thirty miles of the northern border.

The Prince has invited you to accompany him to Luomi where he is to resume command of his troops and lead them to a battle at Cetza. He provides you with a horse and, in order that you may join his entourage without drawing undue interest, he also provides you with the uniform of an Eruan Pathfinder, as worn by his country's elite woodsmen. You are armed with a bow and you also carry the magical Kai sword 'Sommerswerd'—the Sword of the Sun.

After a five-day ride, you finally reach the city of Luomi and plan the next, crucial stage of your journey to Torgar. In order to reach this city-fortress you must accompany Prince Graygor to battle at Cetza. If the allied armies of Era and Lencia beat Baron Shinzar, and force his troops to retreat across the border, then the way will be open for you reach Torgar and complete your vital quest.

1

Ever since the first rays of dawn light brightened the eastern sky, the streets of Luomi have echoed to the shouts of sergeants and the crunch of booted feet. The regiments of

Lencia and Era, having taken their places in the column of march, are ready now to leave for battle. Company by company, 6,500 strong, they depart through the city's east gate on the dusty road that leads to Cetza. When the time comes for you to join them you take your place: with Prince Graygor's escort and fall in line behind the armoured knights of the Palace Guard.

The army is well protected by Lencian horse scouts before, behind, and on both sides, to ensure it is not ambushed whilst crossing the twenty miles of open grasslands to Cetza. During the afternoon a troop of horse scouts are sent ahead to spy on the enemy. They return to report that Baron Shinzar has fortified the town and received reinforcements from his base at Blackshroud. The news does not cheer Prince Graygor, for he knows the ground around Cetza does not favour the attacker.

It is dusk when the army arrives on the outskirts of the town. In the gloom you can see the enemy camp fires flickering between the ruins of cottages that were destroyed when the Drakkarim first invaded this land. Occasionally their gruff voices can be heard on the chill evening wind as they shout orders and call the names of slaves and attendants. After a whole tiring day's march, and with night drawing close, the order goes round that there will be no battle offensive this evening. Quickly the regiments disperse and many fires are lit. Tents are erected for the knights and the baggage carts are unloaded to provide the men with stores that should help make their night in the open a little less uncomfortable. The Prince chooses to position his headquarters on a hill to the north that overlooks the town, and King Sarnac of Lencia chooses a similar position on a hill beyond the road, half a mile to the south. Shortly after the tents are constructed, a message arrives from King Sarnac's headquarters, inviting the Prince to join him and draw up plans for tomorrow's battle. The Prince accepts the invitation and asks you to accompany him.

Turn to **28**.

2

You splash face-first into the mire which fills your eyes and mouth. Blinded by the stinging mud, you fail to see your horse rear up and topple towards you with an arrow lodged deeply in its skull. His flailing hooves slam into your back and your legs are pinned beneath him when he falls heavily on his side.

ENCOUNTER QUESTION NO. 4: Where was the Great northern PBM convention held?

Turn to **22**.

3

The fight raging on the hill becomes a vicious struggle as the Hammerlanders hurl themselves like hungry wolves at the battle-weary Guard. Doggedly you advance until you are close enough to shout the charge. Then, with a rousing cheer from the Prince's men to speed them on their way, your command rush forward and the leading pikemen take the enemy in the flank. The attack is devastating. The Hammerlanders and the Brigandi are split in two and swept from the hill like autumn leaves. The pikemen halt, and you order the archers forward to fire into the retreating enemy. The retreat becomes an all-out rout as the enemy flee the battlefield in chaos.

Turn to **43**.

4

A terrible pain rips through your body and you gasp in shocked surprise. Blood oozes thickly between your fingers and you stare down in horror at the arrow which is protruding from your chest. Colours swirl and sounds grow faint as the pain drags you to the ground. Then, as the agony reaches an intolerable pitch, it suddenly subsides and you feel yourself plunge into a sleep from which there will be no awakening.

Sadly, your adventure ends here.

5

You turn and race towards the bridge, but the way is now blocked by a barricade defended by Drakkarim archers. A clutch of black arrows screams through the air and you are forced to dive into an open doorway to avoid being hit. Swiftly you rise, crouched ready for combat lest an enemy is nearby waiting to attack you, but this time your caution proves unnecessary—the ruined cottage is empty.

The Battle of Cezna

C O N T I N U E D

Answer one of the following **ENCOUNTER QUESTIONS**, then turn to the entry number indicated.

Turn to **52**.

Support's Knight?

Turn to **37**.

6

Tragically, your adventure ends here.

7

Prince Graygor signals to his pikemen and men-at-arms to support the Lencian knights, who are engaged in a bitter hand-to-hand fight at the stone bridge. They are within a hundred yards of the bridge when a crackling ray of electric fire sweeps down from the ruins of the temple. It rips through their packed ranks with devastating effect, blasting the pikemen high into the air.

Turn to **21**.

8

Turn to **56**.

9

ENCOUNTER QUESTION NO. 11: Who is GM's third

Turn to **18**.

If you are unable to answer this question, turn to **25**.

10

If you wish to stand and fight your attackers, turn to **24**.

If you choose to try and escape from this ambush, turn to **31**.

1

'Victory belongs to me!' he howls, and raises his axe again.

But before he can strike again, he hears a sound that makes him recoil in horror.

Turn to **20**.



The Battle of Celza

C O N T I N U E D



12

King Sarnac and a host of mounted knights block the road that leads to Blackshroud. They sit astride their warhorses, their armour dented and stained with the blood of the Baron's cavalry, all of whom they have slain in battle or put to flight. The Baron thunders towards them at breakneck speed, but the king and his knights remain grimly immobile, like a wall of tarnished steel. Slowly they lower their lances as the Baron speeds nearer and nearer. With a last defiant cry of anger, the Baron and his horse smash headlong into the line. There is a sickening screech of buckling metal and rearing horses, then the Baron reappears, hoisted into the air, impaled on the tip of King Sarnac's lance.

Turn to 54.

13

'I cannot send him,' says the Prince, uncomfortably. 'He is needed elsewhere. We must send another to gather the information we need.'

The King looks displeased but, rather than argue with his ally on the eve of battle, he sends instead for one of his horse scouts. The Prince breathes a quiet sigh of relief before ordering you to return to his headquarters.

Turn to 48.

14

Majestically the Palace Guard advance, their serried ranks of steel slowly changing formation in preparation for the Prince's order to charge. Heavy lances rise like the spines of a steel porcupine and their scarlet-and-yellow pennons unfurl to the wind. A wave of arrows comes flying towards you, sent by the Drakkarim standing behind their fence of stakes, but the range is long and the black shafts rattle harmlessly off Eruan armour and shield.

The first rank of horsemen reach the ditch to find the earth soft and waterlogged. The ruined temple lies three hundred yards ahead, and before it a line of Drakkarim pikemen stand grimly silent on the facing slope of the hill. A war horn blares its signal and suddenly all hell breaks loose. Arrows pour down on all sides—from the enemy archers to the right, and from archers, previously unseen, lurking in the woods to the left. Many shafts find their way through the sides of helmets and between plates of polished armour. Still the Prince commands his men onwards and they force their horses across the ditch, braving the savage hail of death. You survive the arrows and steer your horse through the cloying mud, but then you are knocked from the saddle by a riderless steed maddened by the pain of its wounds.

If you wish to answer **ENCOUNTER QUESTION NO. 4**, turn to 2.

If you wish to answer **ENCOUNTER QUESTION NO. 5**, turn to 29.

15

Seconds after leaving the ditch, another hail of deadly arrows whistles down and you are forced to dive for cover to avoid being hit.

ENCOUNTER QUESTION NO. 6: What was the Affair?

When you rise once more, it is to the sight of your horse rearing up on his hind legs and scrabbling the air frantically with his forehooves. An arrow has pierced his skull, and you watch with sorrow as he topples and crashes lifelessly into the mud. All the other riderless horses are either dead or have fled the field in panic. Left with no choice, you scramble out of the mud and set off after the Prince on foot.

Turn to 56.

16

You unsheathe the Sommerswerd, the sun-sword of your ancestors, and flames course along the blade to fill the ruins with a vivid golden light. The Prince turns to shout a warning, but his adversary strikes him a cruel blow that lays open his thigh and hurls him to the ground. Although his helm hides his face, its nose-bar and chin-piece exposing little but a malicious glint in his eyes, you are sure that this is no ordinary Drakkarim warrior. The smell of evil hangs heavy around him like the stench of a rotting corpse.

He snarls a vile curse and flings his sword at your head. You fend off the spinning blade with ease but the attack has served its purpose. The warrior snatches up the shimmering iron rod and it hums with a force that reveals its ancestry: it is a stave of power forged in the furnaces of Helgedad. With a mighty yell he thrusts the stave at your chest and a blast of white flame scorches your arm as you parry the attack on the hilt of the Sommerswerd. Half-blinded by the flash, you stagger back and quickly muster your strength for a desperate fight to the death.

ENCOUNTER QUESTION NO. 8: What is GM's Shop?

Turn to 17.

17

At the moment of his death, a cone of black fire erupts from the stave and engulfs the warrior's body. The guttering ebony flames howl like a pack of demons as they form into a small cyclone and ascend into the sky. Swiftly you take hold of the injured Prince, heave him across your shoulder, and carry him away from the black tornado that is sucking chunks of temple debris into its spinning core.

Once you are a safe distance from the temple, you lower the Prince gently to the ground and watch the cyclone ebb and fade.

Turn to 60.

18

The passage is flanked by burnt-out cottages, their soot-blackened walls creating a dingy corridor of an alley which winds into the distance. Your senses tingle with presentiment of an ambush; the feeling is so strong that you can almost taste the presence of the enemy lurking inside the ruined cottages. The fleeing Drakkarim halt in their tracks, then they turn to taunt your men, calling them to come and fight if they dare. Before you can shout a warning, your men charge along the alley, brandishing their weapons and yelling angry cries of revenge.

If you wish to run after them, turn to 10.

If you decide not to enter the alley, turn to 5.

19

You reach a square near the centre of the town where a unit of enemy reserves are gathered, awaiting the order to join the battle. They are Krom—hideous-looking creatures from the Moggador and Akamazim forests. They are approached by a swarthy giant of a man, with a short black beard and shiny bald head, who brandishes a massive war-axe fashioned from a fiery red metal. The axe must weigh more than its wielder but he waves it above his head as if it were no heavier than a stick of wood. Judging from his features, and from what you have heard during your travels through this country, this warrior is Baron Shinzar—the enemy commander.

If you wish to fire at him with your bow, turn to 38.

If you do not, turn to 26.

20

A trumpet announces the arrival of Prince Graygor's men. They swarm into the square and Baron Shinzar screams in anger, lifting his axe on high, daring them all to step forward and feel its lethal caress. His offer is met by a dozen arrows, loosed by Eruan archers from the houses bordering the square. They whistle towards him, but before they strike, they are drawn to the blade of his sorcerous axe where they disintegrate in a sizzling splash of glowing splinters. With an evil laugh, the Baron mounts his charger and gallops through the soldiers, cutting down those foolhardy enough to stand in his way. Yet, as he leaves the town, he finds his escape is blocked by a new and formidable enemy.

Turn to 12.

The Battle of Cetza

C O N T I N U E D

21

Again a crackling bolt of blue-white fire lances from the hill-top ruins and strikes with lethal accuracy. Screams of terror rend the air as the unslain soldiers fall apart in a desperate, panic-stricken flight to escape the fate that has befallen their slain comrades.

ENCOUNTER QUESTION NO. 3: Who offers Life Support?

Turn to 40.

22

You muster all your willpower and strength to drag yourself out from under your dead horse and, after clawing the muck from your eyes, you crawl away along the muddy ditch. Just ahead you see a Palace guardsman trapped in a similar predicament to yourself. However, not only is he pinned beneath his dead mount, but his head is buried in the mud and he is slowly suffocating to death. Wildly he thrashes his arms in desperation.

If you wish to save his life by pulling him out from beneath his horse, turn to 41.

If you chose to ignore his plight and look instead for a new horse, turn to 8.

If you decide to climb out of the ditch and follow the Prince's attack on foot, turn to 56.

23

The Palace Guard succeed in closing their ranks and fending off the frenzied attacks of the desperate Drakkarim. Their gallantry and battle-skill is a stirring sight to behold as they fight their way determinedly towards the crest of the hill. Faced by such noble warriors, the Drakkarim begin to falter and fall back in disarray towards the town.

As you near the top of the hill you catch sight of Prince Graygor. He is locked in mortal combat with a silver-clad warrior inside the ruins of the temple. Strewn around them are the dead bodies of the Palace Guardsmen who, with the Prince, broke through the Drakkarim pikemen during the charge upon the hill. The Prince is trying to prevent the warrior from retrieving a rod of iron that lies on the ground between them. This rod crackles with a blue-white fire that shimmers along its length.

If you wish to draw your sword and attack the warrior, turn to 16.

If you choose to stay where you are and observe the conflict between the Prince and the silver-clad warrior, turn to 57.

24

You fight with breathtaking skill and every blow you land leaves an enemy dead at your feet. 'Pull back!' you shout, as you cut and thrust at the snarling Hammerlanders. 'Pull back to the bridge!'

Gradually the survivors extricate themselves from the ambush and run back along the alley, leaving just you and two Lencian knights to cover the withdrawal. A knot of Hammerlanders, armed with axes, scream their blood-curdling war-cry and rush forward to hack you down.

ENCOUNTER QUESTION NO. 13: Lone Wolf is the last of the what Masters?

Turn to 5.

25

On the far side of the alley is a line of burnt-out cottages. Their soot-blackened walls are mostly intact, although their roofs have long been open to the sky. The fleeing Drakkarim are beginning to out-distance your men, and you fear they will get away, when suddenly they halt and turn to face you.

At that instant a mass of leather-clad Hammerlanders emerges from the cottages, rending the air with their howling battle-cries. They strike your men from every side, catching them like helpless fish in a barrel.

If you wish to stand and fight your attackers, turn to 24.

If you choose to try and escape from this ambush, turn to 31.

26

A shriek arises from the packed ranks of Krom as they catch your scent drifting towards them on the breeze. The heinous squeals alert Baron Shinzar to your presence and he turns to face you, his red axe glinting as a few rays of sunlight break through the haze of battle smoke.

If you wish to unsheathe the Sommerswerd and prepare for combat, turn to 59.

If you chose not to draw a weapon, turn to 47.

27

Congratulations! You have played a vital role in the defeat of Baron Shinzar and have survived the Battle of Cetza alive and intact. Now complete the competition entry form, and you could win the chance to take part in a real fantasy battle, devised and hosted by Lone Wolf author—Joe Dever.

28

In the company of a dozen bodyguards and court heralds, you follow the Prince as he makes his way on foot to King Sarnac's camp. It is his usual practice to inspect his soldiers on the eve of battle, to see for himself that all is well and to raise their spirits with a few words of praise and encouragement. He is heartened to discover their morale is high and that all his men are confident that tomorrow he will lead them to victory.

At length you arrive at the Lencian headquarters. A huge yellow flag, bearing the emblem of a white swan and a blue dragon, flutters in the breeze above the royal tent where a unit of silver-clad knights stand stiffly to attention. A trumpet announces your arrival and the knights escort you inside to meet the King. After formal greetings have been exchanged, grey-haired King Sarnac begins to discuss the impending battle. The Prince has brought with him a detailed map of the town and, as the two leaders formulate their plans, it is used to mark the places where their regiments will assemble and attack the enemy.

'If only we knew the number of reinforcements Baron Shinzar has received,' says the King, uneasily, 'then we could be sure our plans would succeed.' The Prince nods in agreement.

'We must send a scout to reconnoitre their defences or hundreds of our soldiers could lose their lives needlessly in the assault.'

The King looks in your direction then returns his gaze to the Prince. 'I have no scouts trained for such a delicate operation,' he says, 'but I see you have a Pathfinder. Send him. His skills would be well suited to this task.'



GM
49



The prince hesitates. He cannot reasonably refuse the King's suggestion, yet to send you into the enemy camp would endanger your life and your quest.

ENCOUNTER QUESTION NO. 1: Trouble's at where this month?

Turn to 13.

29

You land with a splash and roll into the ditch to avoid being trampled by the following horses.

ENCOUNTER QUESTION NO. 5: The Battle of where rages?

After clawing the muck from your eyes, you crawl along the channel to find, a short distance ahead, a knight pinned beneath his dead horse. His head is trapped beneath the mud and he is flailing his arms wildly; he is slowly drowning to death.

If you wish to save his life by pulling him out from beneath his horse, turn to 41.

If you choose to ignore his plight, you can remount your own horse; turn to 15.

Or, you can follow the Prince's attack on foot, by turning to 56.

30

You mount your horse and set off towards King Sarnac's headquarters at a gallop. On your ride you pass the survivors of the regiment who were blasted at the bridge. Deeply shocked, they stand in groups or cower on the ground like frightened animals. The horror on their faces and the sound of their pitiful whimpering saddens your heart.

As you cross the road and climb towards the King's tent, a Lencian cavalry officer comes riding down the hill towards you. He seems to recognize you and calls for you to stop.

If you wish to bring your horse to a halt and find out what he wants, turn to 51.

If you choose to ignore his signal and continue your ride to King Sarnac's headquarters, turn to 36.

31

A narrow pathway branches away from the main alley and you rush along it, barging aside the Hammerlander who appears suddenly from a doorway. The screams of your company and the clash of swords echo in the narrow confines of the passage, chilling your blood as you make your escape towards the centre of the town.

Soon the passage opens onto a wider street where a barn-like building stands on the corner. Hidden in a window on its upper floor is a Drakkarim sniper with an arrow notched ready to fire. Patiently he watches you weaving through the smoky ruins until you present a clear target, and then he releases his straining bowstring and sends an arrow whistling towards your heart.

Answer one of the following **ENCOUNTER QUESTIONS**, then go to the entry number indicated.

ENCOUNTER QUESTION NO. 14: Which Battle Day commander isn't Wayne?

Turn to 52.

ENCOUNTER QUESTION NO. 15: What are the Dungeons of?

Turn to 37.

If you can answer neither of the questions, turn to 4.

32

With the legendary grace and speed of a Kai Master in battle, you draw an arrow and send it whistling towards the sniper's head. He utters a gurgling scream as he topples from the first-floor window with your arrow protruding from his throat.

If you wish to run forward and search the body, turn to 46.

If you choose to press on towards the centre of the town, turn to 19.

33

Beaten and bloodied, the surviving Kromn back away, whimpering as you climb over the bodies of their slain brothers and stalk towards them. Baron Shinzar screams in anger and lifts his axe high. He barges through his misshapen troops and stands before you, glaring like a man possessed.

'Meet your doom, Eruan scum,' he sneers, and strikes out at your head.

ENCOUNTER QUESTION NO. 20: Where is Dever's station?

If you can answer this **ENCOUNTER QUESTION**, turn to 11.

If you cannot answer it, turn to 6.

34

At the break of dawn the soldiers of Lencia and Eru rouse themselves and adopt their positions for the fight. You gather your equipment and join the Prince at the top of the hill on which he has established his command post. He is observing the enemy line through a telescope and dictating orders to his heralds, who commit his words to parchment and dispatch them to his regiments in the field.

'We outnumber the enemy two to one, but they are well positioned to receive our attack,' comments the Prince, handing you his telescope so that you can scan their lines.

The town of Cetza is little more than a handful of ruined cottages clustered on a flat-topped hill. To the north lies a wood and a small hill on which a ruined temple stands; to the south lies an orchard surrounded by a low wall, and further on, open grassland bisected by a ditch that runs the whole length of the battlefield. The road from Luomi crosses the ditch at a stone bridge which is barricaded and heavily defended. The enemy has also been busy to the north. A mass of pointed stakes form a barrier between two hills, designed to impede any attempt by cavalry to break through the centre, and all along this defensive line are rows of Drakkarim archers.

An unnatural calm descends on the field, as though time momentarily stands still, then the silence is shattered by a fanfare of trumpets from King Sarnac's camp. It is the signal to advance.

Turn to 7.

35

On the hill, the Drakkarim are beginning to falter; they are no match for the Palace Guard, the cream of the Eruan army. As their casualties escalate, their line crumbles and suddenly

The Battle of Cetza

C O N T I N U E D

they turn to flee in disarray towards the town. An explosion rumbles across the field and a billowing black cloud of smoke rises from the temple. Your stomach churns and you fear the worst as smoke and flaming debris pour from the ruins like an erupting volcano. Then, as quickly as it began, the eruption subsides and the smoke clears to reveal a triumphant Prince Graygor, clutching the Eruan flag and exhorting his troops to victory. The Palace Guard have captured the hill, and the sorcery that threatened to destroy them has itself been destroyed. But from where you stand you can see a new threat fast approaching the Prince and his men, a threat that could kill them all.

Turn to **50**.

36

You reach the King's headquarters only to discover that he is not there: he has taken personal command of his Horse Knights and mounted men-at-arms, and is leading them in an attack upon the enemy's reinforcements. From the top of the hill you can see a huge cavalry battle taking place on the grasslands south of Cetza. Amid the wheeling ranks of armoured horsemen, at the very heart of the fiercest fighting, flies the King's banner. It would be impossible for you to reach him and request that he save the Prince.

Mindful of the time that has been lost, you turn your horse about and set off towards the Prince's reserves, determined now to lead them yourself.

Turn to **42**.

37

Your Kai senses save you from the sniper's shaft. It whistles past and shatters harmlessly on the cobblestoned street as you dive for cover. Cautiously you rise to your feet and glimpse your would-be assassin hastily reloading his bow.

If you wish to unshoulder your bow and fire at him, turn to **32**.

If you choose to evade him by running along an alley to your left, turn to **19**.

38

The Baron is shouting at the Krorn, commanding them to form a line and get ready to advance. The only vulnerable part of his body that you can see, as he strides back and forth before his troops, is his unarmoured head.

Coolly, you draw an arrow to your lips and take aim at the nape of his neck.

Now, without looking, pick a page in this magazine entirely at random.

If the page number is odd, turn to **39**.

If the page number is even, turn to **45**.

39

Your shaft arcs towards the Baron, but it reaches him just as he turns to push his recalcitrant troops into line, and it glances off his pauldron, a shaped steel shoulder guard bolted to his breastplate. Alerted to your presence, he spins around and glares into your eyes, his red axe glinting as a few rays of sunlight break through the haze of battle smoke.

If you wish to unsheathe the Sommerswerd and prepare for combat, turn to **59**.

If you choose not to draw a weapon, turn to **47**.

40

Your eyes are drawn away from the carnage to a figure clad in silver mail and wearing a gold-spiked helmet. He is crouching on the highest point of the derelict temple wall, and at once you sense that his magical power is the source of the deadly blasts. He raises a seemingly plain rod of iron and another crackling bolt of blue-white fire leaps from its tip to strike the fleeing pikeman. Quickly you inform the Prince of what you have witnessed at the temple.

Turn to **55**.

41

Once you have managed to grab hold of his arms, you heave him out from beneath his horse and prise open the visor of his helmet. He coughs and retches the mud from his mouth, then

collapses against the bank of the ditch.

'I owe you my life, Pathfinder,' he gasps. 'Another minute and I'd have been done for.'

You turn to leave but he grabs your wrist and presses a silver medal into your palm.

'I won this at the Battle of Luomi,' he says with pride. 'I want you to have it, with my eternal thanks.'

(Inscribed on the medal is the word Shambler. It is the answer to **ENCOUNTER QUESTION NO. 3**.)

Another cloud of arrows fall from the sky and you dive to the bottom of the ditch to avoid being hit. When you feel it is safe to raise your head, you discover that the knight is no longer with you. He is chasing after the Prince and his fellow knights as they gallop up the hill towards the Drakkarim pikemen.

Turn to **56**.

42

Swiftly you inform the captains of the reserve regiments of the danger facing their Prince. At first they are reluctant to take orders from a Pathfinder, whose rank is inferior to theirs, but the logic of your argument and your forceful character persuades them to comply with your commands.

Trumpets announce the advance and you set off across the body-strewn battlefield with a force nine hundred strong. Pikemen lead the column with archers close behind, and bringing up the rear are a levy of militia, many of whom lived in Cetza before the Drakkarim invaded. Their morale is high for at last this is their chance to recover their homes and their land.

Tensely you watch as the enemy attack. The Palace Guard link shields but, as the Hammerlanders slam into their line, they buckle and waver beneath the crushing onslaught. As your force crosses the ditch, you pray that the Prince and his men have strength enough to hold for just a few minutes longer.

Turn to **3**.

43

'On to Cetza!' shouts Prince Graygor. The battle-cry is taken up by his valiant soldiers as he leads them across the corpse-strewn field towards the town.

Heavy fighting is raging along the main street. The Lencian knights have taken the bridge and King Sarnac's spearmen have breached the wall which surrounds the apple orchard. However, the Drakkarim are determined to stand their ground and they fight back viciously like starving wolves. You run with a group of longbowmen towards the centre of Cetza and find yourself approaching a barn-like building which overlooks the bridge. Standing at a window on its upperfloor is a Drakkarim sniper with an arrow notched ready to fire. Patiently he watches you weaving through the smoky ruins until you present a clear target, then he releases his straining bowstring and sends an arrow whistling towards your heart.

Answer one of the following **ENCOUNTER QUESTIONS**, then go to the entry number indicated.

ENCOUNTER QUESTION NO. 9: Which David has been brought to book?

Turn to **52**.

ENCOUNTER QUESTION NO. 10: At which business centre is GM based?

Turn to **37**.

If you can answer neither of the questions, turn to **4**.

44

The warrior utters a gurgling, blood-soaked death cry, and crumples at your feet. Tongues of flame ignite and quickly consume his corpse beneath a pall of oily black smoke. Then an explosion shakes the ground as the iron stave disintegrates into a million glowing shards. You rush to the injured Prince, heave him across your shoulder and flee the temple as the flames and choking black fumes begin to spread.

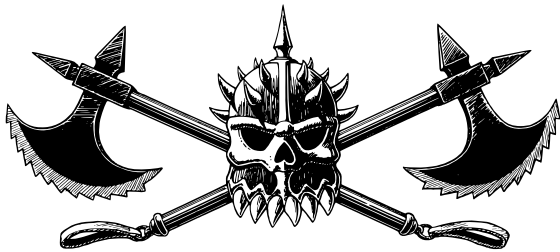
Once you are a safe distance from the ruins you lower the Prince gently to the ground and watch as the guttering flames gradually ebb and fade.

Turn to **60**.

GM
51

The Battle of Cetza

C O N T I N U E D



45

Your arrow strikes the Baron, but he is saved from a fatal wound by the lip of the steel bever that protects his neck and back. The arrow ricochets, gouging a deep furrow across the base of his skull and making him fall heavily to his knees. Bellowing like an angry bull, he glares in your direction as he staggers painfully to his feet.

If you wish to unsheathe the Sommerswerd and prepare for combat, turn to **59**.

If you choose not to draw a weapon, turn to **47**.

46

Roughly you pull the dead sniper over onto his stomach and rip open his backpack. Inside you discover a small tablet of ebony. (Inscribed on this stone is the word Axeman. It is the answer to **ENCOUNTER QUESTION NO. 12**.)

Having satisfied your curiosity, you leave the dead sniper and press on towards the centre of the town.

Turn to **19**.

47

Baron Shinzar snarls an order and the Krom pack move towards you. They are not as tall as their leader but almost twice as broad, with arms like branches of a twisted tree that hang down below their knees. Awkwardly they shuffle on short bow legs, their gnarled skin shiny like knotted leather. A shiver runs down your spine as you recall what you have heard about these creatures—that they delight in eating their foes—but as they draw nearer you dismiss such thoughts and prepare for combat.

ENCOUNTER QUESTION NO.19: What is Updated?

If you can answer this **ENCOUNTER QUESTION**, turn to **33**.

If you cannot answer it, turn to **20**.

48

On your return to Prince Graygor's tent you are shown to your sleeping area by one of his heralds. It is little more than a pile of straw strewn on the bare ground, but you have slept in worse places than this and you are now too exhausted to complain or look for somewhere more suitable to rest.

ENCOUNTER QUESTION NO.2: What David wrote this month's short story?

Turn to **34**.

49

With majestic splendour the Palace Guard advance across the field of battle, their heavy lances raised on high, their scarlet-and-yellow pennants streaming behind them in the wind. The enemy shower them with a rain of arrows, yet the Eruans seemingly ignore their deadly shafts and continue undeterred. It is not until they reach the ditch that the constant bowfire begins to abrade their ranks. However, it does little to slow their pace when the Prince gives the order to charge.

The knights level their lances as they reach the bottom of the hill. On the slopes above, a regiment of Drakkarim pikemen brace themselves to receive the attack and a blaze of lightning hurtles down from the temple wall. You wince as it streaks down the hill, yet, miraculously, it misses its intended target and explodes near the ditch, hurling nothing but scorched mud and the bodies of those already slain into the sky.

The Prince's battle-cry rings out and his knights slam into the Drakkarim to break like a wave against their wall of pikes.

Prince Graygor and a small group of his stoutest guardsmen break through and gallop on towards the temple, whilst the remaining knights engage in fierce hand-to-hand combat. The Prince and his group reach the temple and you see them dismount and enter the ruins. Such bravery stirs your admiration, for they know the deadly danger that lurks within the temple walls yet they confront it unflinchingly.

Turn to **35**.

50

The enemy are rallying to launch a counter-attack on the hill. To the south you see a mass of leather-clad Hammerlanders, supported by a regiment of grim-faced Brigandi mercenaries, advancing towards the Prince's position. The Palace Guard have fought like lions, but they have lost half their number and are near to exhaustion. They may not survive a counter-attack by a much fresher force, especially one that outnumbered them by five-to-one. All that can save them now are the Eruan reserves.

If you wish to take command of the Prince's reserves and march them towards the hill, turn to **42**.

If you choose to ride King Sarnac's camp and ask him to save the Prince, turn to **30**.

51

'I come from King Sarnac,' says the officer, his voice full of urgency. 'I must find your Prince and request that he commit his reserves at once in support of our knights assaulting the bridge. Our spearmen are already engaged in a desperate attack at the orchard and the rest of our retainers have been used to support our cavalry advance on the right flank. We have but less than one hundred men left to save our noblemen who are being slaughtered at the bridge.'

You tell the officer where the Prince and his Palace Guard are fighting, of their victory, and of the desperate situation they now face.

'I understand,' says the officer, sadly. 'I cannot expect the Prince to allow his reserves to be used when he needs them so urgently himself.'

If you wish to return and take command of the Prince's reserves, turn to **42**.

If you wish to help the Lencian officer gather reinforcements to support the knights at the bridge, turn to **58**.



The Battle of Cetza

C O N T I N U E D

52

Instinct saves you from sudden death. You twist aside to avoid the speeding shaft and it grazes your shoulder before it shatters on the cobblestoned street. Determined to hit you with his second shot, hastily your would-be assassin reloads his bow.

If you wish to unshoulder your bow and fire at the sniper, turn to 32.

If you choose to take cover among the ruins, turn to 53.

If you decide to evade the sniper by running along an alley to your left, turn to 19.

53

The sniper's second arrow splinters against the wall behind which you shelter. Close to where you crouch is the crimson-splashed body of a Drakkarim Death Knight. Wounded during the fighting at the bridge, he crawled here to die. A number of items have spilled from his backpack, one of which, a jeweled dagger, catches your eye. (Inscribed on the blade is the word Sheffield. It is the answer to **ENCOUNTER QUESTION NO. 4.**)

Before the sniper can fire again, you slip away from the ruins and press on towards the centre of the town.

Turn to 19.

54

A triumphant cheer fills the air as the soldiers of Prince Graygor and King Sarnac come flooding into the square. Cetza has been recaptured and the enemy has been smashed beyond recovery. Everywhere you look there are joyous faces, for the death of Baron Shinzar has sealed a victory that will liberate all of Erufrom the cruel yoke of Drakkarim occupation.

As you watch the defeated remnants of the enemy escape across the ruins of the Cetza Wall, and scurry like rats for the safety of Blackshroud, Prince Graygor joins you in celebration of the victory.

'We have triumphed, Lone Wolf,' he says. 'Our land is now free and the way is now open for you to fulfil your quest.'

Turn to 27.

55

'By the gods! What manner of vile sorcery is this?' gasps Prince Graygor, horrified by the cruel slaughter. But his horror is soon overcome by the sudden realization that he must act swiftly to counter this threat or the battle may be lost. The Lencian knights are being held up at the bridge and every minute that passes costs them dearly.

The Prince calls for his destrier, a magnificent white charger clad in ornate plate armour, and climbs into the saddle.

'To battle!' he shouts, and, ignoring the warnings of his heralds, he spurs his warhorse down the hill. The knights of the Palace Guard give a rousing cheer as he takes his place at the head of their column and leads them towards the ruined temple.

If you wish to mount your horse and join the cavalry advance, turn to 14.

If you choose to stay where you are and observe the battle, turn to 49.

56

Prince Graygor's voice rings out above the din of battle as he orders the Palace Guard to charge the pikemen. The ground shakes beneath the pounding of their horse's hooves as they gather speed, their pennons streaming from their leveled lances. The Drakkarim huddle shoulder to shoulder and nervously they dig the butts of their pikes into the hillside to steady their shaky hands. The knights reach the hill. They thunder up the slope. A blaze of lightning hurtles from the top of the temple but it is mistimed: it crackles harmlessly over their heads and explodes behind them, hurling nothing but scorched earth high into the sky. The Prince screams his battle-cry and the knights slam into the Drakkarim with a deafening roar. Men and metal howl in agony as the heavy horses break like a wave against the wall of pikes. You see a rider lifted from his saddle on the point of a pike, and a ramp of black metal suddenly appears where a score of Drakkarim have been trampled into the ground. The Prince and a dozen of his bravest knights break through and gallop on towards the

temple, but the Drakkarim quickly close ranks and seal the gap. The remaining Palace Guard are forced to halt and engage the pikemen in a murderous hand-to-hand combat. You reach the hill and leap over the steel-clad bodies that litter the slope. As you near the melee, you see two Drakkarim rushing towards you from the side, their axes raised to hack you down.

'For Sommerlund!' you cry, and turn to face their attack.

ENCOUNTER QUESTION NO. 7: Which guide is incomplete?

Turn to 23.

57

The warrior stoops to snatch up the shimmering rod but the Prince leaps forward and kicks it from his grasp. His action costs him dearly, for when his foot touches the stave, a blast of searing flame scorches his leg and hurls him backwards to the ground. You rush forward and block the warrior's attempt to scurry after his weapon. Cursing vilely, he snatches a dagger from his belt and launches himself at your throat.

ENCOUNTER QUESTION NO. 22: What is Time without the E?

Turn to 44.

58

Both you and the Lencian officer, whose name is Captain Prarg, ride back and forth, rallying the few soldiers left to support the hard-pressed knights locked in battle at the bridge. A motley company of crossbowmen, halberdiers, wounded Men-at-arms, wagon drivers, cooks, heralds, and battle-shocked pikemen is finally assembled, and they march forward with their shields raised and their weapons poised.

On your left, the Prince's reserves respond to a signal from the hill and advance to support their leader. On your right, massed ranks of Lencian spearmen are locked in pitch combat the length of the orchard wall. As you near the bridge you encounter the bodies of those slain by the crackling rays of electric fire. The sight of their tortured forms, weapons fused in their lifeless hands, sends a wave of shock through your company.

'Forward men!' shouts Captain Prarg. 'Raise your eyes and advance!'

The bridge looms out of the battle smoke ahead and your men surge towards the macabre struggle taking place. The bodies of the dead lie six deep, covering the whole area of the approach and filling the ditch on either side. War-cries roar with harsh anger and the air is alive with the clangour of striking steel and the howl of violent death.

'Charge!' you shout, and the company pours across the bridge. Reinforced by fresh troops, the knights finally break through the barricade and into the street beyond. The struggle grows ever more intense as the Drakkarim defenders throw themselves into the fray with total disregard for their lives. One such defender, an elite Drakkarim Death Knight, hacks his way through the leading pikemen and slays your horse with one terrible blow of his two-handed axe. As you fall, he draws back his weapon, its razor-sharp blade trailing scarlet spray, and prepares to strike at your neck.

ENCOUNTER QUESTION NO. 12: Who Cometh?

Turn to 9.

59

'Meet your doom, Eruan scum!' he sneers, as he strides across the square, his fearsome axe raised to strike. You lift the Sommerswerd and level it at his head. The hilt tingles and the blade shimmers gold as the sunlight catches upon its tip, charging it with power. A flicker of doubt passes across the Baron's eyes, but he shrugs aside his fear and continues to advance. With a roar like a howling gale the blade of his axe is transformed into a mass of scarlet flame that reeks of sulphurous decay.

ENCOUNTER QUESTION NO. 18: Which Page can't be turned?

If you cannot answer this **ENCOUNTER QUESTION**, turn to 11.

If you can, turn to 54.

GM
53

The Battle of Cetza



60

Using your innate Kai skill of Healing, you tend to the Prince's wounded leg and he soon stirs to consciousness. The Palace Guard have captured the hill and their banner flutters overhead, proudly proclaiming their victory, and inspiring the Lencians who are fighting at the bridge.

The Prince orders that a signal be sent to his reserves, instructing them to advance without delay, for the enemy are rallying to counter-attack. Tensely you watch as a mass of leather-clad Hammerlanders, supported by a regiment of grim-faced Brigandi, advance up the hill. The Palace Guard link their shields and prepare to welcome the enemy with sharpened steel. Onward they come, their banners held high, their war horns filling the air with a noisy clangour. They surge forward and with a yell the front rank slams into the shield wall. Sword blades fly, striking sparks and drawing blood. Axes and maces fall with crushing blows. A knight falls

dead at your side and his slayer hurls himself through the gap. He scrambles to his feet and attacks you with his reddened blade.

ENCOUNTER QUESTION NO. 21: What is there a dawn of?

Four men die before the shield wall knits together and the lost ground is regained. The Hammerlanders reel back and the Brigandi surge forward, but they too cannot break through the Palace Guard. A trumpet sounds in the distance and the Prince's men cheer when they see their reserves streaming up the hill to support them. Two hundred Eruan pikemen press forward behind their bristling steel and take the enemy in the flank. The attack is devastating. The enemy are split asunder and swept from the slope. The pikemen halt and through their ranks a wave of archers moves forward to fire at the backs of the retreating foe. Retreat turns to rout as the Hammerlanders and Brigandi flee the field in chaos.

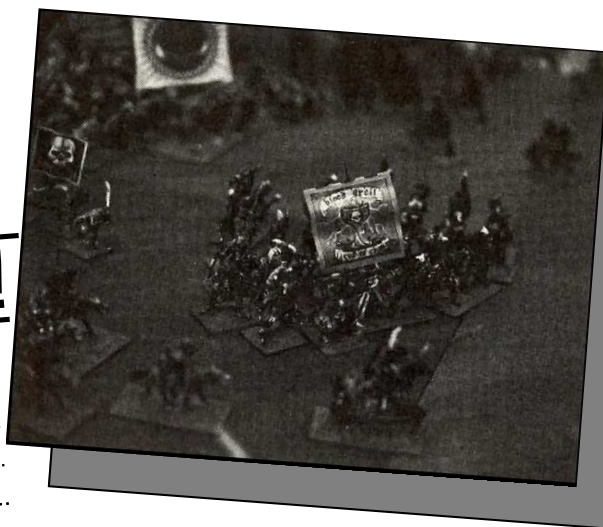
Turn to 43.

GM.

GM. Fantasy Battle Competition.

WIN

A BATTLE DAY WITH JOE DEVER!



Name Age

Address

Telephone

Answers to Encounter Questions.

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
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- 20 _____
- 21 _____
- 22 _____

COMPETITION RULES

- This competition is restricted to UK mainland residents only.
- Winners will be responsible for travel expenses and arrangements to or from Joe Dever's home or Brentwood Station in Essex.
- The editor's decision is final.
- The closing date for the competition is the 19th January 1989.
- Winners will be notified by 26th January 1989.
- The Battle Day will take place on 5th February 1989.

Rock musician Ian Page, former frontman for the band Secret Affair, is carving out a new career in fantasy fiction. With four adventure game books under his belt, Ian is now trying his hand at fantasy fiction. Paul Boughton reports.



● Ian Page, second from the left, with Secret Affair.

GM
72

SECRET AFFAIR

The dark, fearsome shape stands before you, towering at least ten feet high. It has the head of a large bull and wisps of smoke curl from its flaming nostrils. Its eyes burn with a terrible intensity that fills your heart with dread as it lifts its horned head and roars. It stretches its broad bat wings, throwing a cloak of shadow over you. The demons that fill the hall are but minions of this fierce master. Before you are able to summon magical forces to combat this awesome foe, the Demon Master lunges forward on its cloven feet. Its grasping clawed hands reach out, hungry to squeeze the life from your body. You may not evade this combat.

—War of the Wizards



From the age of 16, Ian Page has pursued the career of a singer/songwriter.

With the band Secret Affair, he scored a string of chart hits including Time for Action and My World. But unknown to the Mod band's legion of fans, Ian maintained his love of fantastic worlds of swords and sorcery, his interest dating back to his early teens and to his love of the novels of J.R.R. Tolkien and Michael Moorcock. And it was in 1979, that Joe Dever, now one of Britain's top adventure gamebook writers (see GM 1 Vol 1) introduced him to role-playing games.

"He knew the same circle of friends that I did when I was at college," says Ian. "He mentioned that he was into military tabletop gaming and I've always been interested in that kind of thing myself. He invited me round one day and introduced me into the idea of wargaming. He also ran a rehearsal studio which we used to rehearse.

"There is a sad absence of women involved in the hobby and fantasy in general."

"At a few Games Days he and I and a few friends would do exhibition games. We started putting together our own campaign/fantasy world for our own game playing purposes and that sort of turned into the world of Magnamund."

It was because of Ian's involvement in the creation of this world that when the idea of writing a new series of books around another character was mooted, he was a logical choice.

"I had just finished a record deal and wasn't doing anything and he knew that I had read most fantasy books and asked me if I would do it," says Ian.

It was agreed that since Lone Wolf was a warrior, Grey Star, the new character, should be a wizard.

"I designed the magician and system of magic to fit into that game world. And we took it from there. I was thrown into the deep end and got on with it. As I went along I would refer to Joe. He was editing the books to make sure of continuity with the game world. It proved very easy because we believe the

same things about fantasy as fiction and what gamers deserve, what people like out of their games."

The series was designed as three



volumes but it was decided to do a fourth.

"I didn't want to go any further because I was really interested in fiction," says Ian. "I had been handed the ideal opportunity to find out whether I could do it and to learn the disciplines you need to write."

It was hard work. "There was one book every three months which is possible but limiting. There was no room to expand and I didn't want to be caught for book after book," says Ian. "Joe and I discussed that right from the beginning.

Rather than carry on for another gamebook I went for fiction."

He had other ideas for gamebooks but failed to get any positive responses from publishers, "I felt there was a market for an adult gamebook. But I hadn't found that may publishers to be open to new ideas that were at all chancy. I really didn't have the time or inclination to explain it to them."

fantasy fiction. "There is a growing but still very sad absence of women involved in the hobby and fantasy in general," he says.

Having had gamebooks published gave Ian a "voice" publishers would listen to. "Most people ask if you've been published before and when you say yes they look at the manuscript straight away. And you get fairly speedy replies.

WITH FANTASY

"I was tired of head-chopping, hacking, hamstringing heroes. Very rarely is that the best of fantasy, anyway."

Now he is hard at work on Sorrow's Edge, which he hopes will be something new in fantasy literature. Or at least a clever twist on the familiar.

Says Ian: "The idea is to take the standardised medieval/feudal world in which magic exists which, I suppose, is the basis of almost any fantasy book. My favourite people are those who have done something interesting with the character, especially Moorcock who juxtaposed the character against the environment. Elric, for instance, is my hero of heroes, and he is an anti-hero within a heroic world which I like.

"The central character of my book is a woman, which is not that original, but I haven't noticed many men trying to write from a woman's perspective. I took that on as a challenge. It's a world in which sorcery is forbidden to women because potentially they are more powerful. And so it's a male-repressed society if you like. The central character has come by too much power but she hasn't been taught how to use it. She's this uncontrollable sorceress time bomb roaming about her fantasy environment trying to make sense of all the lies and the plots of all the various power groups that try to pull her in different directions."

Ian continues: "I was interested in putting myself into the woman's position for a start and looking at all the opposites. I was so tired of head-chopping, hacking, hamstringing heroes and very rarely is that the best of fantasy, anyway."

"All the fantasy/adventure challenges become much more interesting when your character doesn't have the physical means to escape from it. And even when she has the power of sorcery but doesn't know how to use it, it becomes much more of a thinking book."

Another thing he hopes Sorrow's Edge will do is encourage more women to read

But after that it's down to the nitty-gritty of whether they can sell it or not," he says.

However, Ian remains "wary of big companies, of corporate interests."

He says: "I've struggled all my life to preserve what I consider to be my artistic freedom, live my life and don't work in an office, all that kind of stuff. And most of the unpleasant experiences I had in the music industry were from that corporate attitude to what you are doing. Of course it has to be sold. But the thing that the buyers love is the ideas. They don't like being sold to, they like the content.

"I'm very keen on finding someone who wants to publish it because they like it as a book, because they enjoyed reading it rather than they think it will fit in to the right hole or will look nice on the shelf, has the right marketing idea."

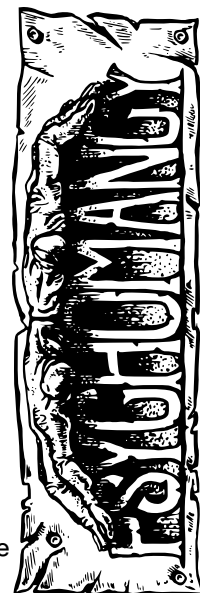
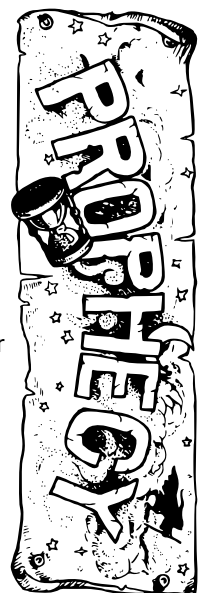
Between September 1979 and October 1981 Secret Affair released five singles which together stayed in the charts for 34 weeks. They were Time for Action, Let Your Heart Dance, My World, Sound of Confusion, and Do You Know.

But being so firmly linked to the then booming Mod revival eventual brought problems for the band.

Says Ian: "Our Press profile was not very favourable. We were also playing a very dangerous game in the music industry in that if part of your image or your front is part of a movement, like being a Mod band, you become tied and very dependent on the success of that movement, even though we were one of the originators. It (the movement) inevitably becomes bigger than you are and you lose control. And when a movement takes a direction that you didn't necessarily see in the first place, your name is still attached to it. That made the fabric of the band very flimsy."

He continues: "Only a couple of singles didn't go which happens to most bands. But it was sufficient to fragment the band, people sort of lost their bottle, members pulled out and drifted away."

The World of Lone Wolf Books by Ian Page and Joe Dever are published by Beaver Books. The titles are Grey Star the Wizard, The Forbidden City, Beyond the Nightmare Gate, and War of the Wizards.



ERRATA

Contents:

Replaced all occurrences of 'roleplay' with 'role-play', 'is whole' with 'in whole', 'Kviser' with 'Kvisr', 'month.' with 'month?', replaced 'Battle of Cetza' with 'The Battle of Cetza', 'Battle to Cetza. a' with 'The Battle of Cetza, a', italicised 'Dawn of a Legend', and replaced 'boardgame' with 'board game'.

Introduction:

Italicised 'The Dungeons of Torgar', replaced 'the *Battle*' with 'The *Battle*', 'The Story so far' with 'The Story So Far', and replaced 'masters' with 'Masters', and 'Grayor' with 'Graygor'.

Section 3:

Replaced 'comand' with 'command', 'Gurad' with 'Guard', both occurrences of 'pikeman' to 'pikemen', and 'halt and' with 'halt, and'.

Section 4:

Replaced 'grown' with 'grow'.

Section 5:

Replaced 'Drakkar sniper' with 'Drakkarim sniper' to reflect standard usage. Moved 'If you can answer neither of the question, go to 4.' to the end of the section, and replaced 'go to' with 'turn to'.

Section 9:

Fixed formatting of 'Turn to 52.'

Section 10:

Replaced 'leatherclaud' with 'leather-clad'.

Section 11:

Replaced 'coup de grace' with '*coup de grâce*'.

Section 12:

Replaced 'put to fight' with 'put to flight', and 'calvalry' with 'cavalry'.

Section 14:

Replaced 'procupine' with 'porcupine'.

Section 16:

Fixed unusual formatting in first paragraph, and replaced 'lfings' with 'flings', and 'its is' with 'it is'.

Section 18:

Replaced 'sences' with 'senses'.

Section 19:

Replaced 'krorn' with 'Kronr', and 'weilder' with 'wielder'.

Section 22:

Replaced 'burried' with 'buried'.

Section 23:

Replaced 'warior' with 'warrior'.

Section 24:

Replaced 'masters' with 'Masters'.

Section 25:

Replaced 'a mass . . . emerge' with 'a mass . . . emerges'.

Section 28:

Replaced 'reinforcments' with 'reinforcements', and indented 'Turn to 13.'

Section 29:

Replaced 'onto' with 'into', and 'The battle of what rages!' with 'The Battle of where rages?'

Section 30:

Replaced 'grounds' with 'ground'.

Section 31:

Replaced 'make you escape' with 'make your escape', 'barn-like building stand' with 'barn-like building stands', moved 'If you can answer neither of the question, go to 4.' to the end of the section, replaced 'go to' with 'turn to' and emboldened '4'. Replaced 'Drakkar sniper' with 'Drakkarim sniper' to reflect

standard usage. Replaced 'target, then' with 'target, and then'.

Section 32:

Replaced 'Kai master' with 'Kai Master', and 'head, He' with 'head. He'.

Section 34:

Replaced 'enemy have' with 'enemy has', 'busy, to' with 'busy to', 'defensive lines' with 'defensive line', and 'unnatural claim' to 'unnatural calm'.

Section 35:

Replaced 'hill Drakkarim' with 'hill, Drakkarim'.

Section 41:

Replaced 'Pathfinder' with 'Pathfinder,', 'silver metal' with 'silver medal', 'Shambler It' with 'Shambler. It', and '3)' with '3.)'.

Section 42:

Replaced 'nine-hundred' with 'nine hundred'.

Section 43:

Replaced 'corps-strewn' with 'corpse-strewn', 'upperfloor' with 'upper floor', moved 'If you can answer neither of the question, go to 4.' to the end of the section, and replaced 'go to' with 'turn to'. Replaced 'Drakkar sniper' with 'Drakkarim sniper' to reflect standard usage.

Section 46:

Replaced '12' with '12'.

Section 47:

Replaced 'krorn' with 'Kronr'.

Section 49:

Replaced 'prince give' with 'Prince gives'.

Section 52:

Replaced 'you wold-be' with 'your would-be', and 'turn to 53' with 'turn to 53'.

Section 53:

Replaced '4)' with '4.)'.

Section 54:

Replaced 'nad' with 'and', and 'enemy have' with 'enemy has'.

Section 55:

Replaced 'of the battle' with 'or the battle'.

Section 56:

Replaced 'Drakkkarim' with 'Drakkarim'.

Section 58:

Replaced 'bridge. a' with 'bridge. A', 'motely' with 'motley', 'company . . . are' with 'company . . . is', and 'macarbe' with 'macabre'.

Section 59:

Replaced 'go to' with 'turn to'.

Ian Page Interview:

Removed superfluous quotation mark after 'combat.'. Replaced 'charts his' with 'chart hits', 'bands' with 'band's', 'fans Ian' with 'fans, Ian', 'See' with 'see', 'roleplaying' with 'role-playing', 'college, "says ' to 'college," says', both occurrences of 'absence' with 'absence', 'postive' with 'positive', 'chancey' with 'chancy', 'sayis in Ian' with 'says Ian', both occurrences of 'headchopping' with 'head-chopping', 'fuedal' with 'feudal', 'uncontrolable' with 'uncontrollable', 'timebomb' with 'time bomb', 'dosen't' with 'doesn't', 'sufficent' with 'sufficient', '*Confusion and Do*' with '*Confusion and Do*', 'to then' with 'to the then', 'than – you' with 'than you', 'there bottle' with 'their bottle', '*City. Beyond*' with '*City, Beyond*', and '*and War*' with '*and War*'. Replaced each occurrence of "game book" or "game books" with "gamebook" or "gamebooks". Replaced each occurrence of "fantasy anyway" with "fantasy, anyway". Replaced "*Confusion and*" with "*Confusion, and*".

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17 June 2009

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