

Lone Wolf Miscellaneous 1:

Mail Order Forms, Pricelists, & Adverts

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

This file contains various pieces of Lone Wolf-related material, including adverts for Lone Wolf books and merchandise that appeared in role-playing magazines. See contents for more details.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – scans of forms and pricelists originally bundled with the Lone Wolf Club Newsletters.

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Shane Garvey – scans of the *Games Master* magazine issues #7 and #17.

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Twin-cassette pack—price £7.99—Random Century Audiobooks.

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Publication date October 1st, 1992. Red Fox Books.

Editor: Steve Edgell

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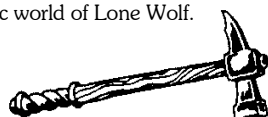
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To regular readers of White Dwarf, the author/illustrator team of Joe Dever and Gary Chalk needs little introduction. Both are contributing editors to the magazine with their popular 'Tabletop Heroes' miniatures review feature. In 1982, Joe Dever won the Advanced Dungeons and Dragons® Championships in Baltimore, USA, and he has appeared on TV, radio and in the national press in connection with fantasy role-playing games. Gary Chalk is the inventor of the acclaimed wargame, 'Cry Havoc', and illustrator of the current bestselling fantasy game, 'Talisman'.

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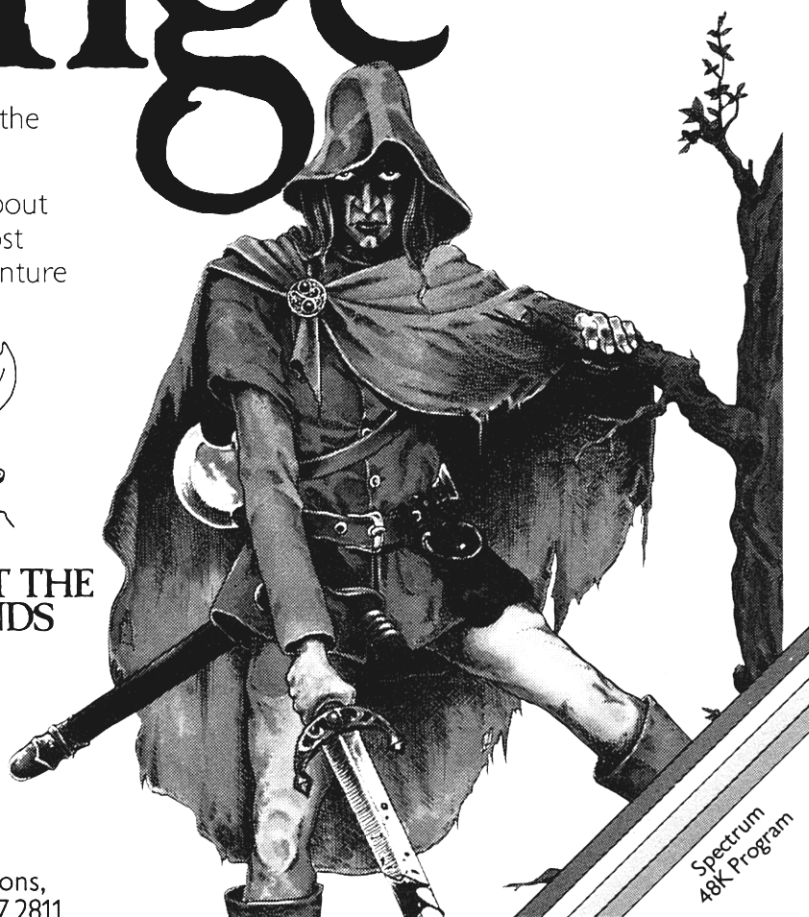


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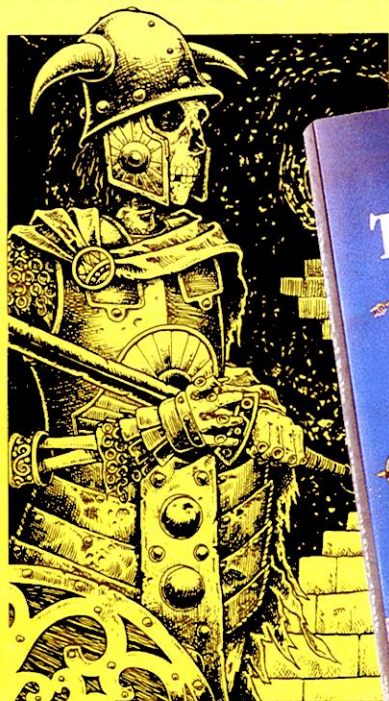
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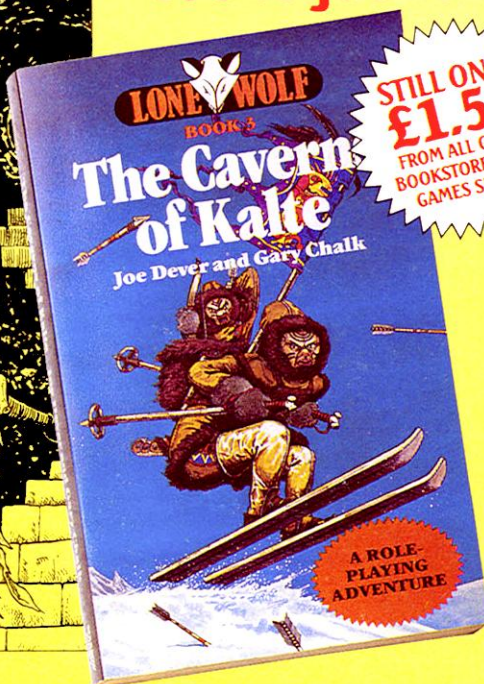
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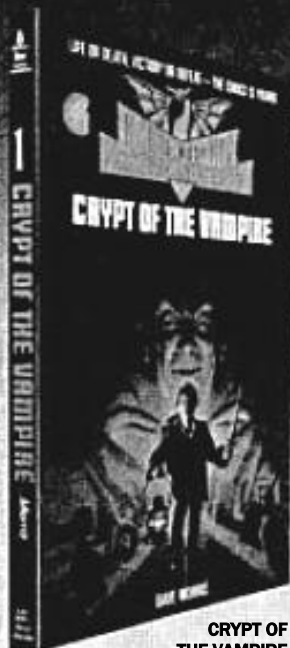
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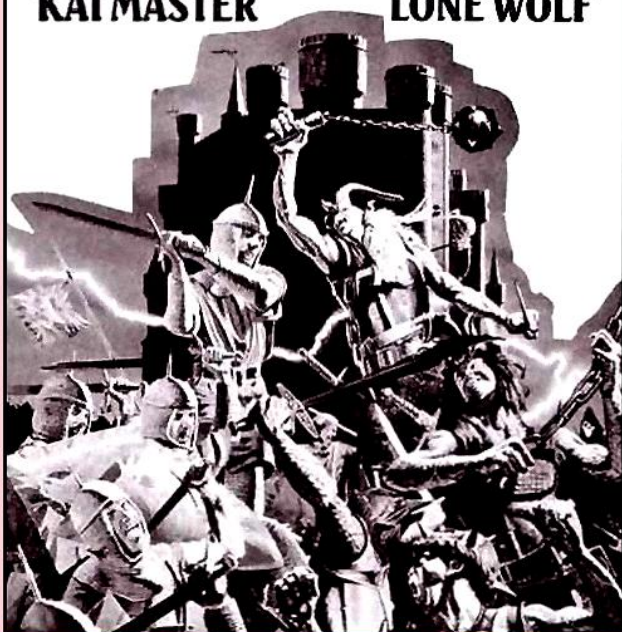
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You are Lone Wolf – the Last Kai Master of Sommerlund. Your search for the mystical Lorestones of your ancestors leads to the grim city-fortress of Torgar, a stronghold of the Darklords.

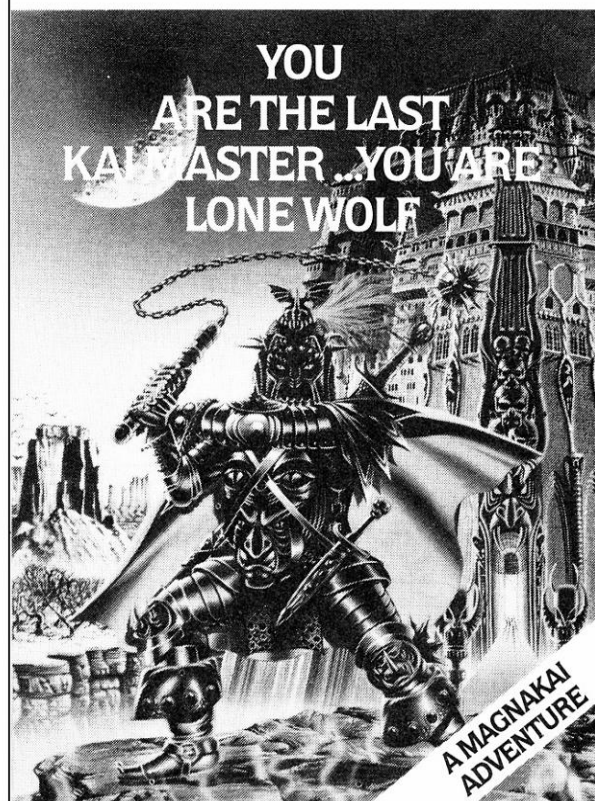
In **THE DUNGEONS OF TORGAR**, your mission is to recapture the last remaining Lorestones from the clutches of your enemy – the evil Darklord Gnaag. But be warned!

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Joe Dever

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You are Lone Wolf – the last Kai Master of Sommerlund. Tricked by your arch-enemy Darklord Gnaag, you have fallen into a portal of total darkness, a Shadow Gate, that leads to the twilight world of Daziarn.

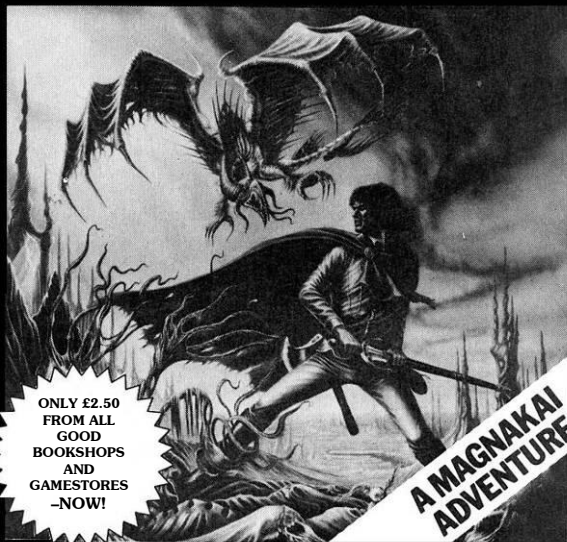
Somewhere in this supernatural void are the two remaining Lorestones you must find in order to restore the Kai to their former glory. Will you find them or will you remain forever a prisoner of the void? Your doom or your destiny await you in this exciting penultimate episode of the Magnakai quest.

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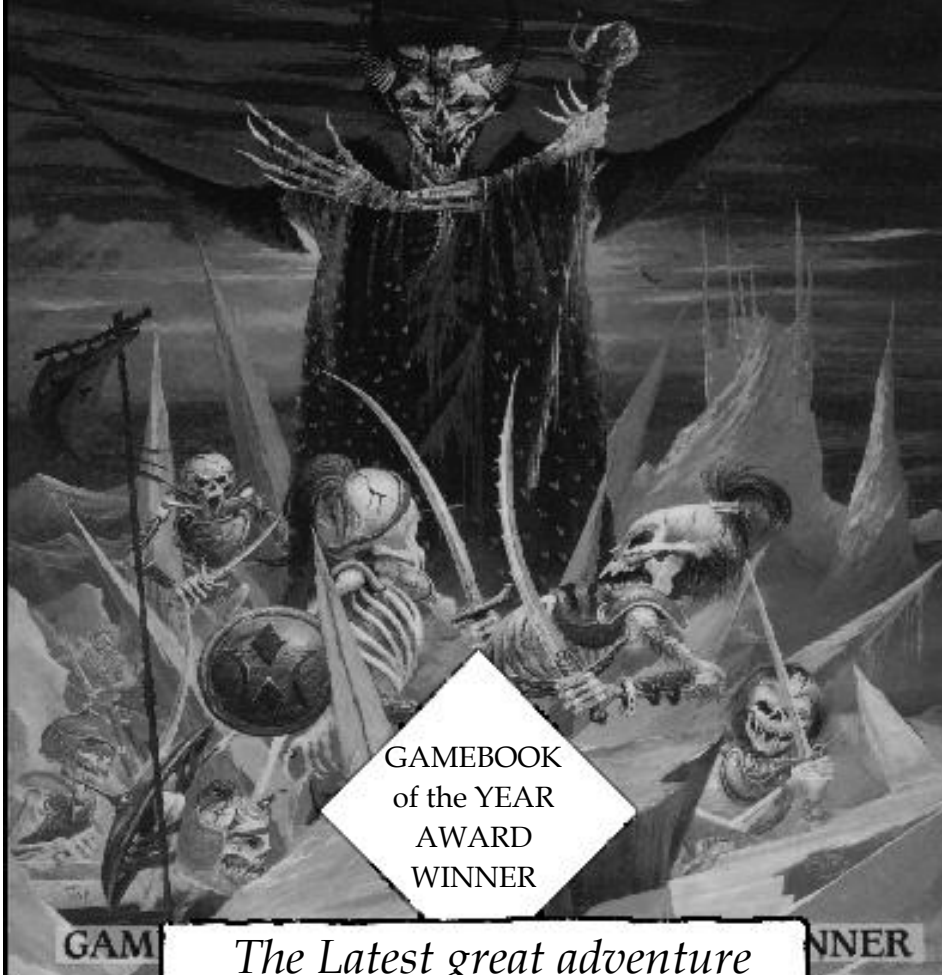


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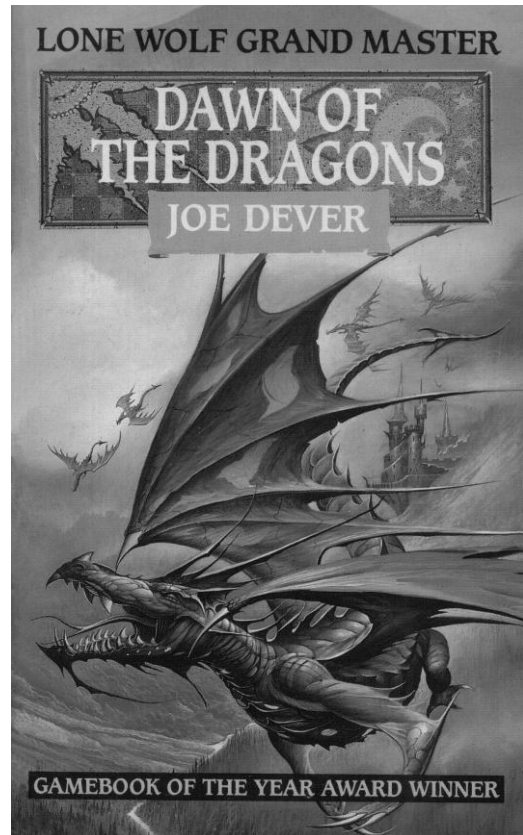
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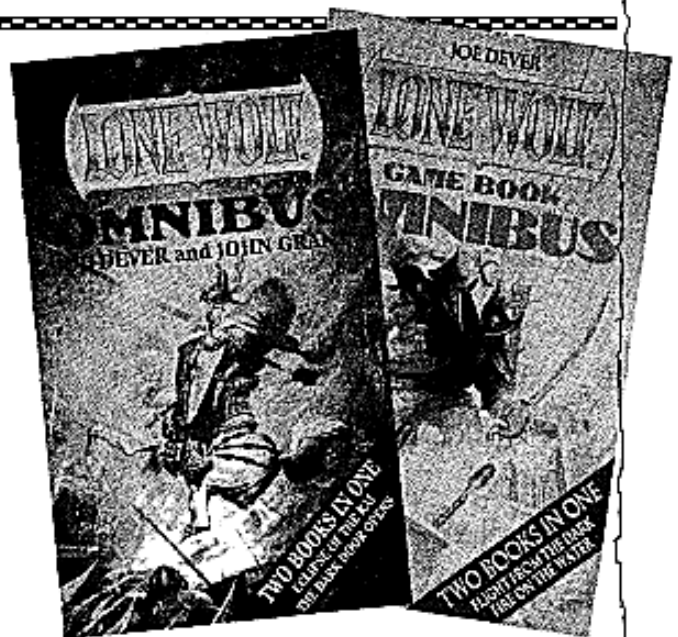
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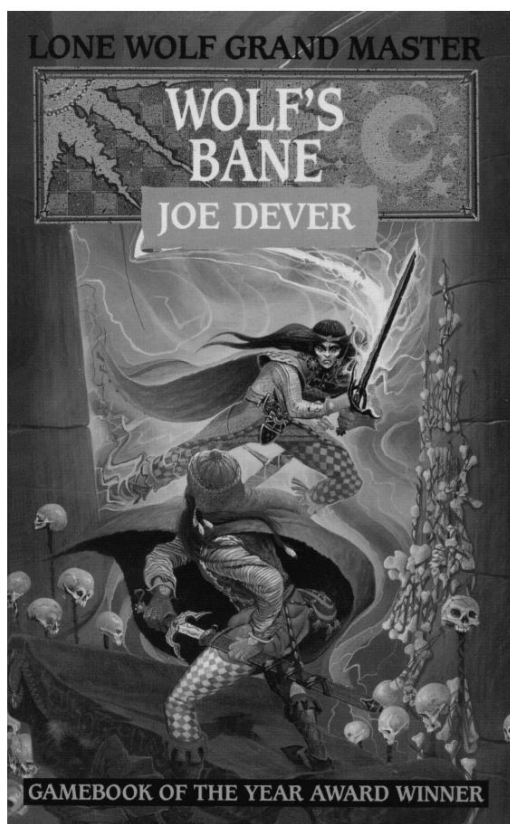
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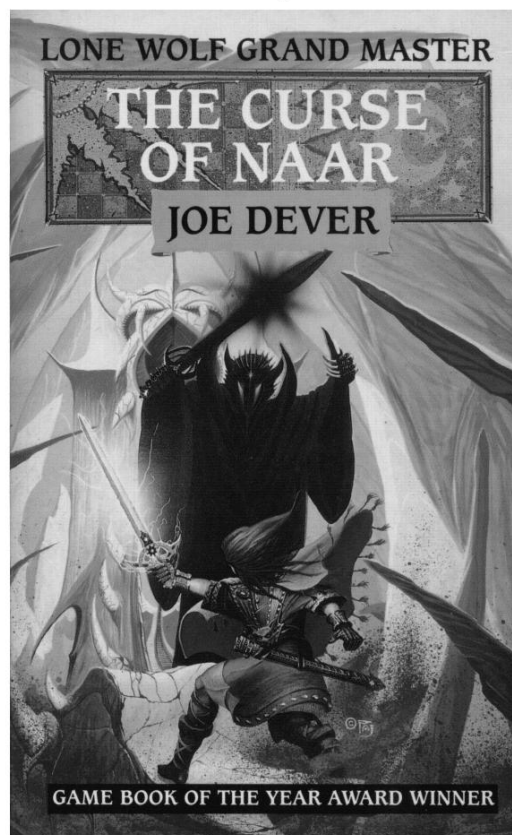
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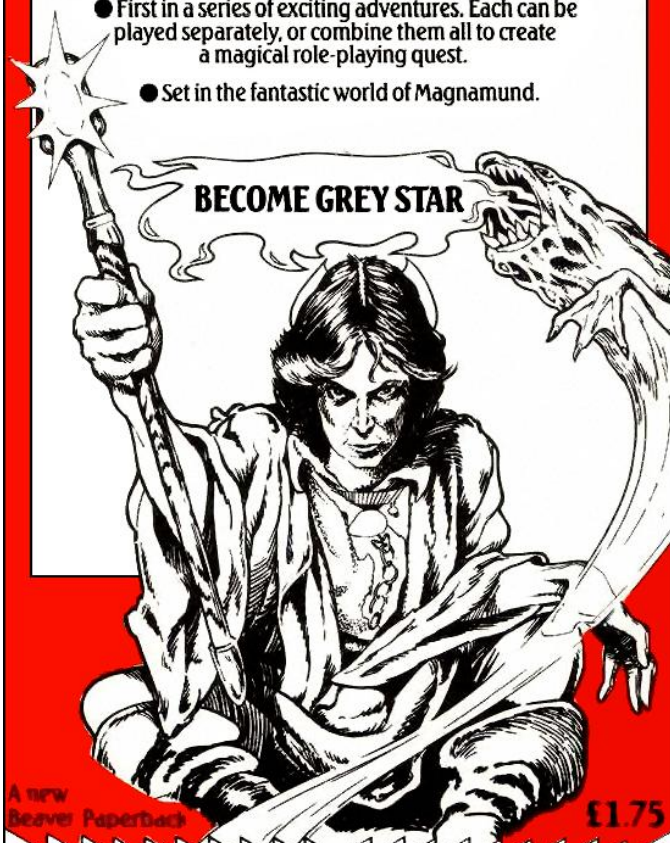
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You are Grey Star. From the core of a raging storm you appeared – a human child, ship-wrecked and orphaned, a gift of hope to the exiled Shianti sorcerers. Ever since that fateful night they have raised you as one of their own, teaching you the mysteries of their magic in preparation for an epic quest.

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You must find the legendary Moonstone and with its power crush the evil Wyitch-king of Shadakine. For only you can save the land of your birth from the cruel grip of his empire. But be warned! Ahead lies a terrifying journey into the unknown where survival or death confronts you with every turn of the page.

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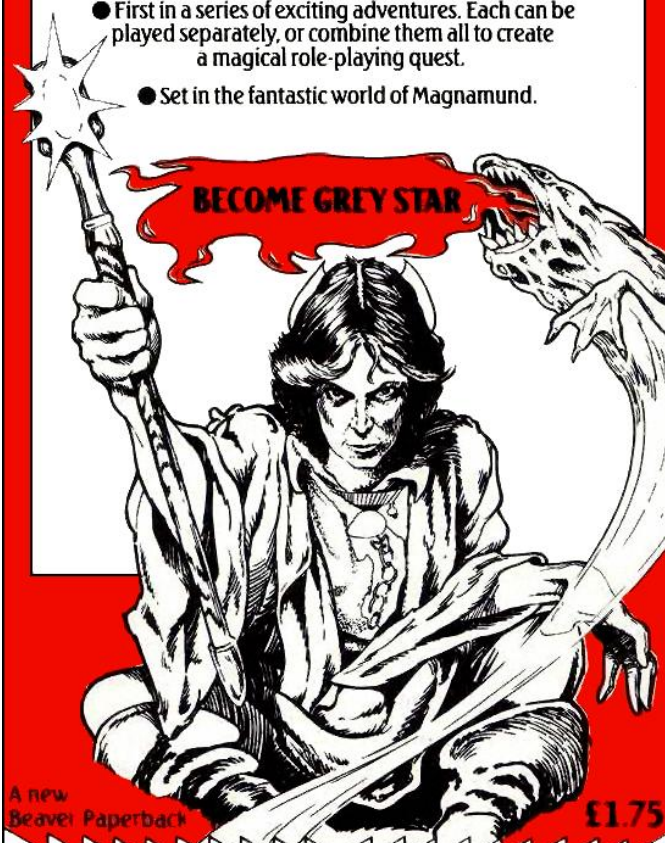
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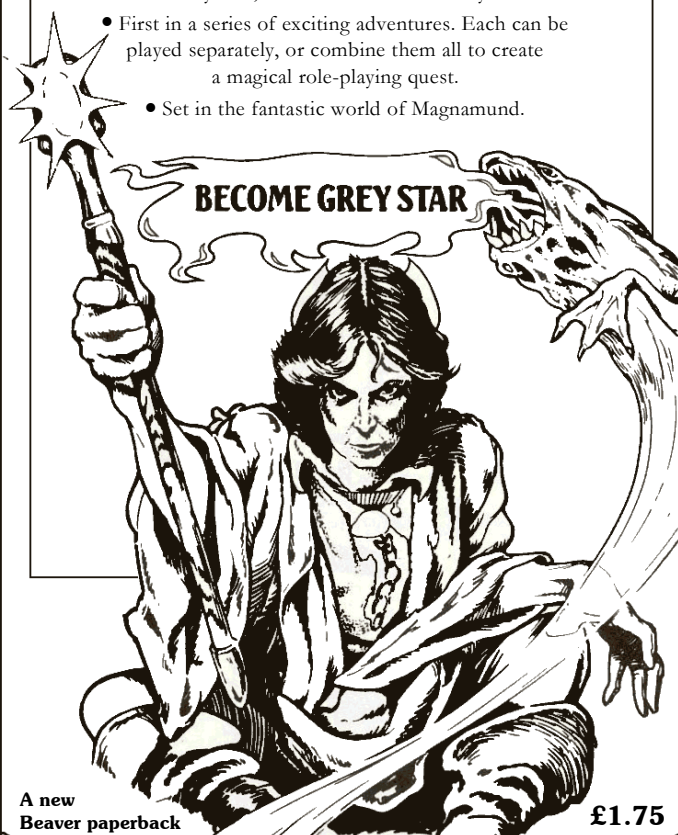
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The Wytch-king of Shadakine has unleashed his most powerful slaves to thwart your quest. The warriors of Shadaki, the phantom spirit of the Deathgaunt and the dark horror of the demon Kleasa will not rest until you are destroyed. Only your magical powers and the might of your Wizard's Staff can protect you in this terrifying adventure of madness, magic and menace!

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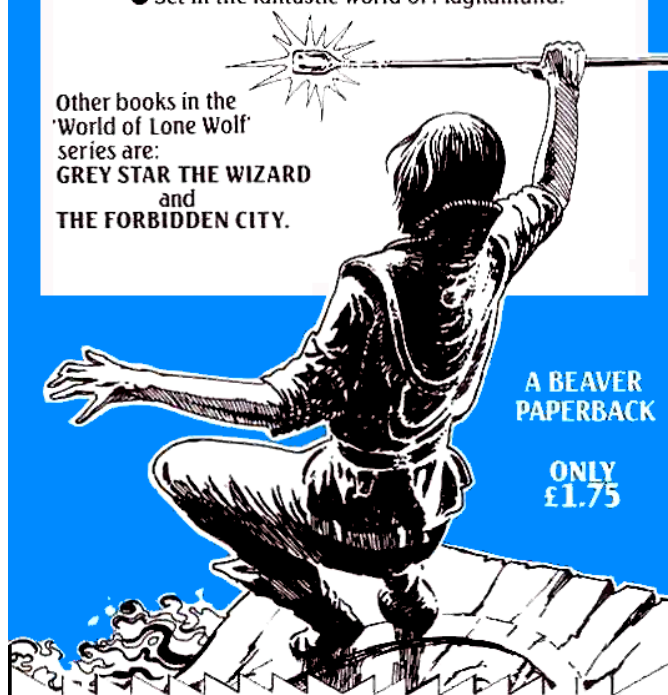
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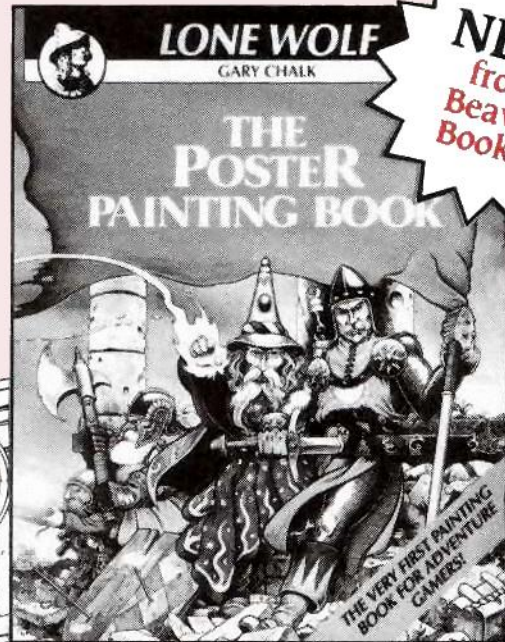
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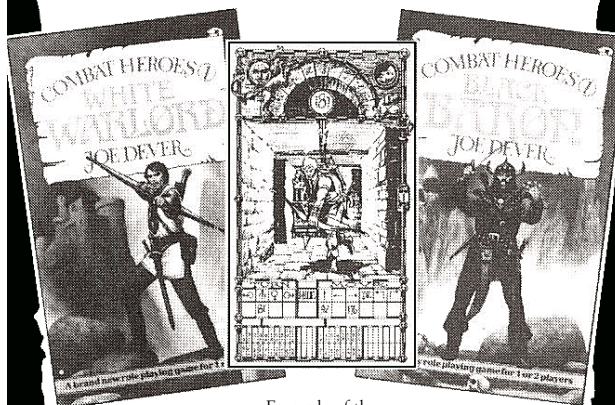


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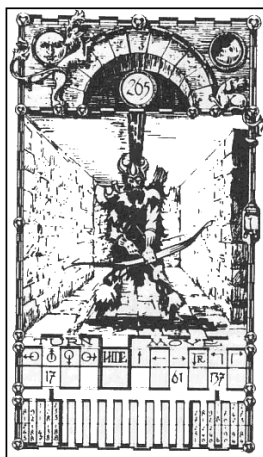
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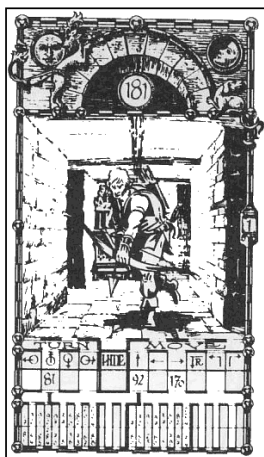


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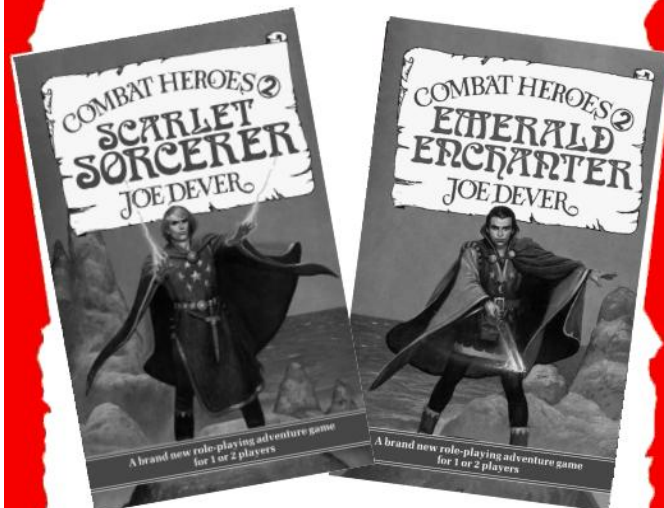
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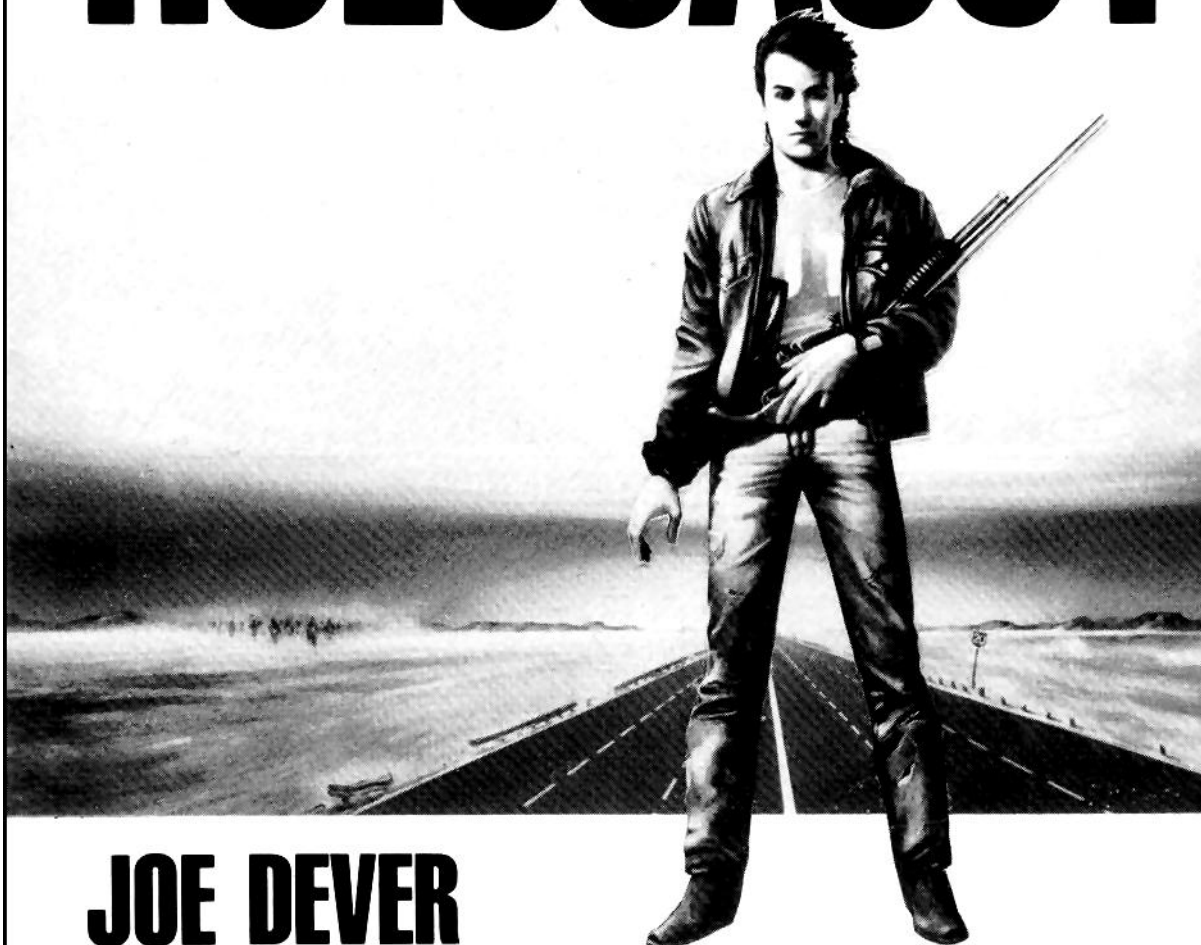
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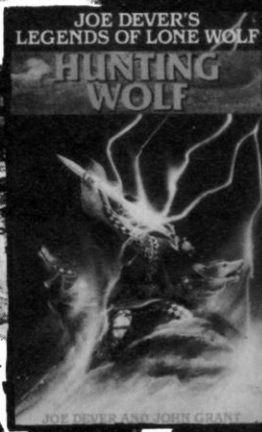
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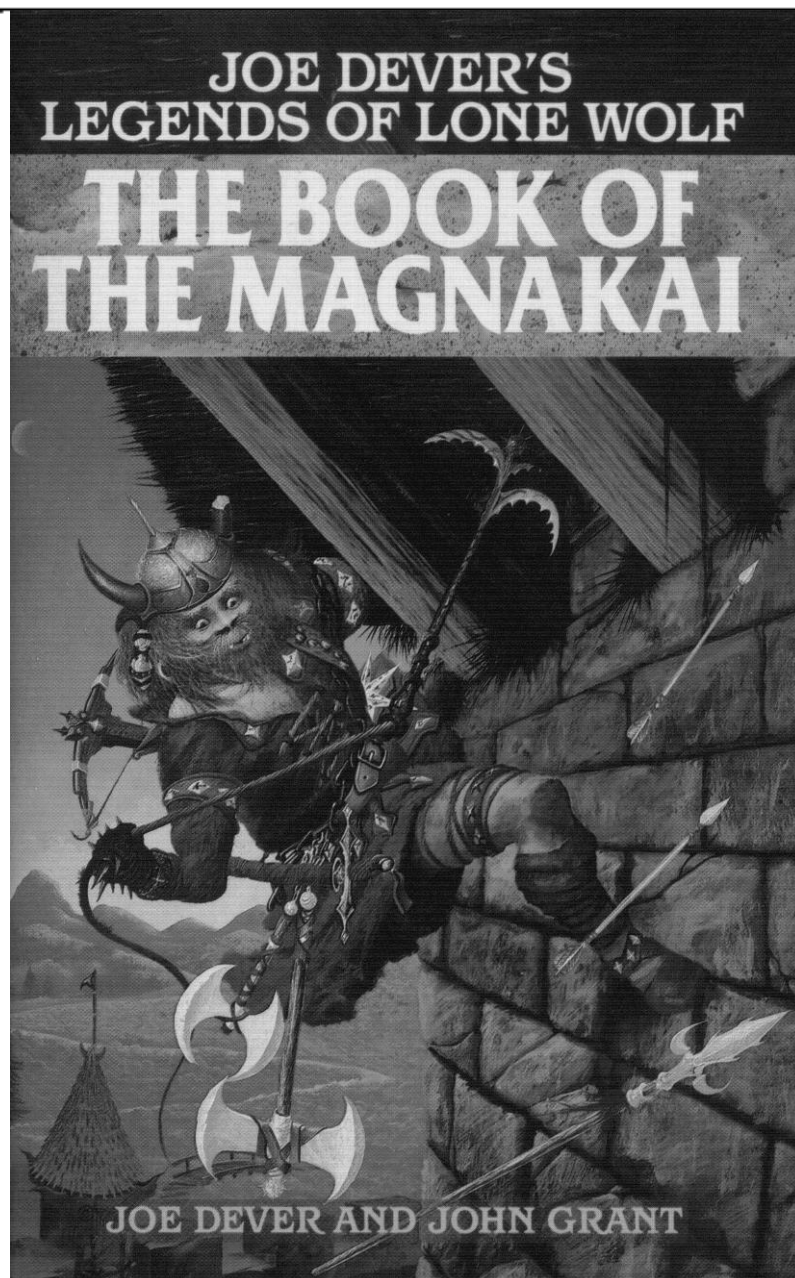
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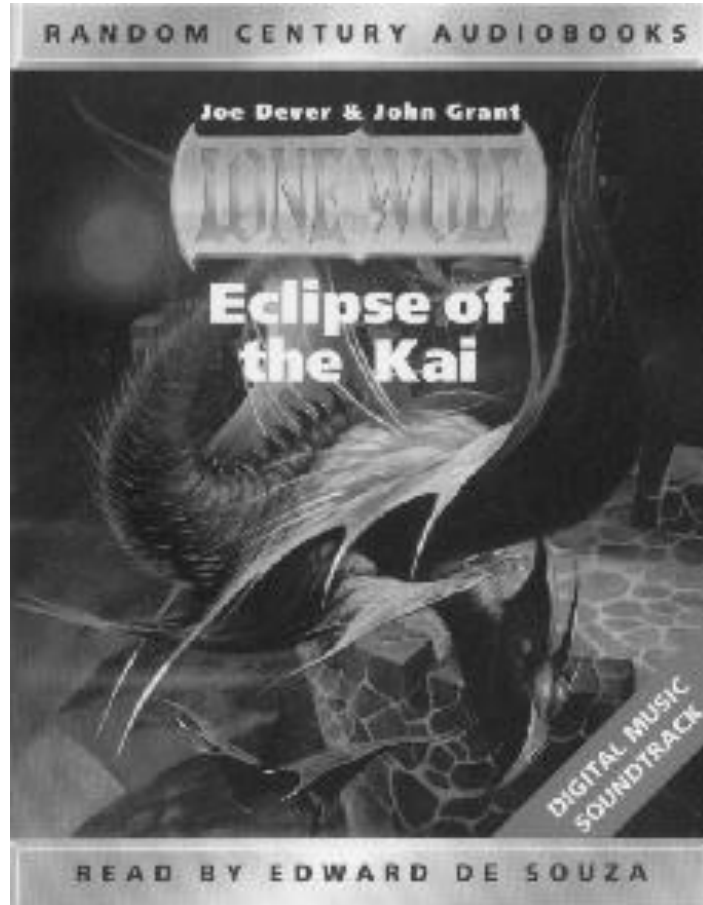
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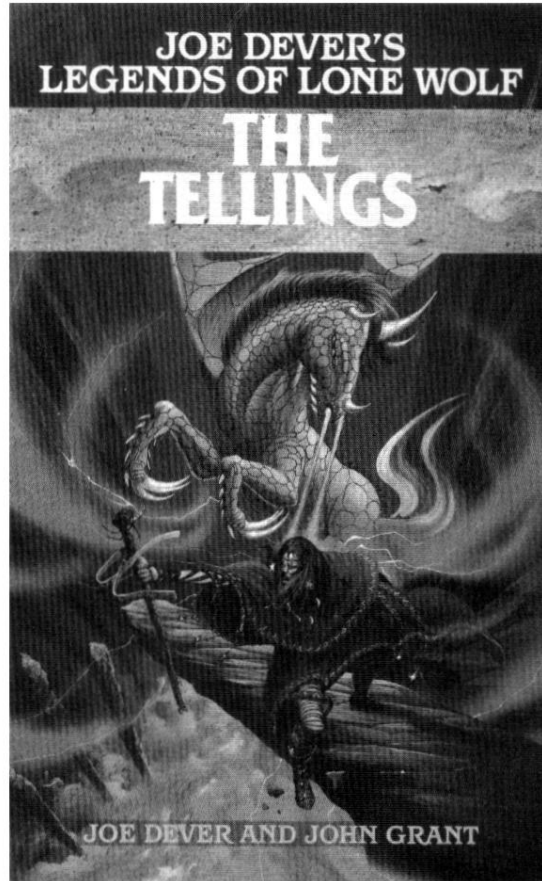
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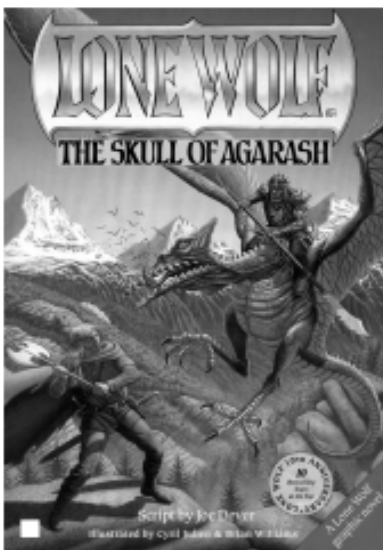
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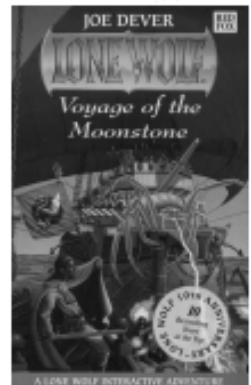
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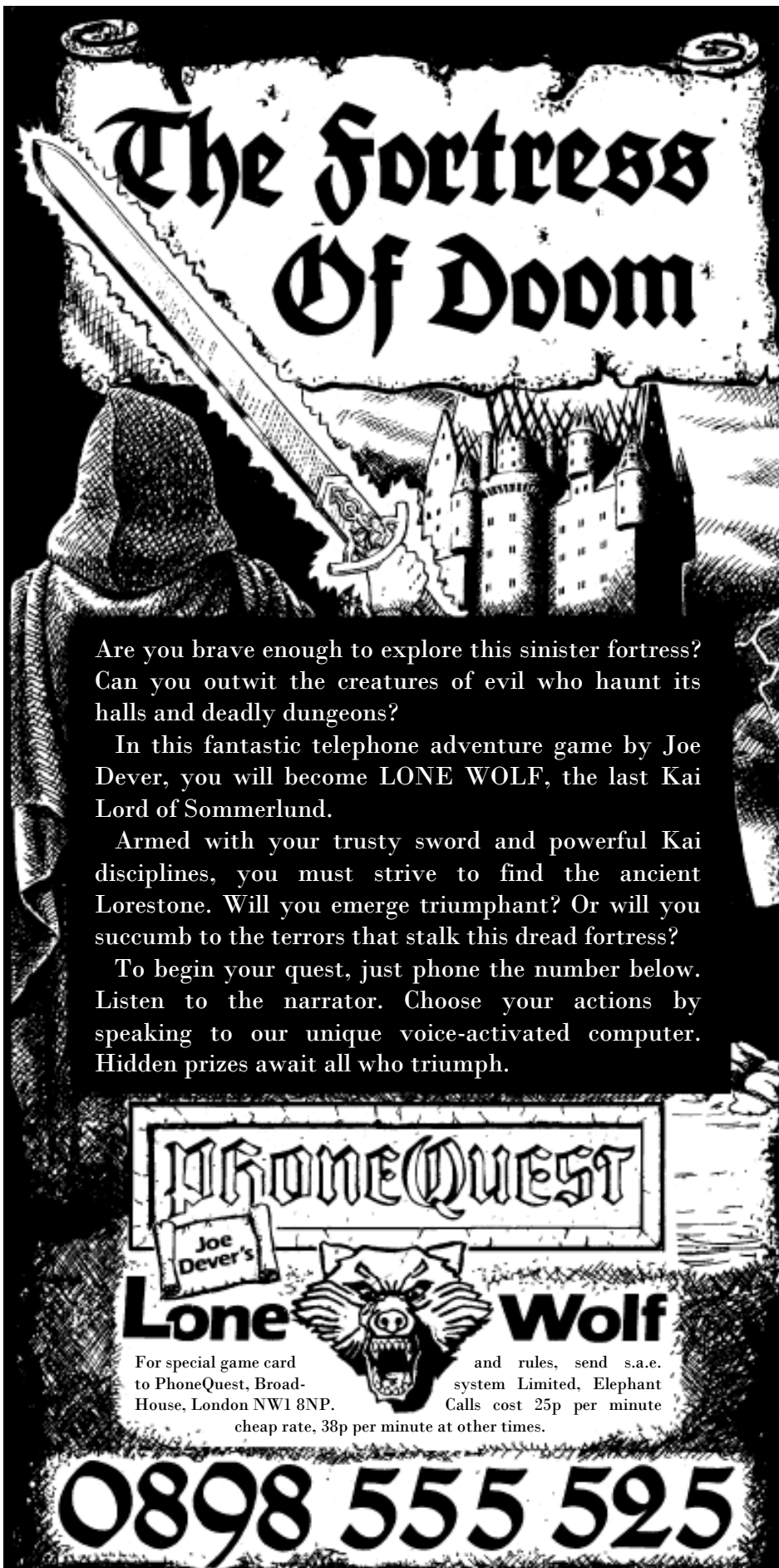
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He who commands the
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Mainwaring:
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Your quest:
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'Eye of Set'

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Your identity:
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Your quest:
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commands the Forbidden Tower



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SPHINX**

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Your identity:
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archaeologist

Your quest:
To find the legendary
'Eye of Set'

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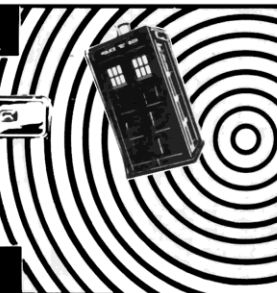


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Your identity:
Ninja warrior: Samurai Toda Clan
Your quest:
Recover your clan's most precious
relic - the
Toda
Katana



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Lone Wolf 1992 Publication Update

Replaced 'to west' with 'to the west'. Italicised 'The Deathlord of Ixia'.

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Warlock #12: Replaced 'riddles and' with 'riddles, and', 'out-shoot and' with 'out-shoot, and', and 'Critical Wounds and' with 'Critical Wounds, and'.

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- 1) Replaced 'events and' with 'events, and'.
- 2) Replaced 'events and' with 'events, and', and 'Eire' with 'Éire'.

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