

# Lone Wolf Miscellaneous 2:

## Correspondence, Tie-Ins, & Articles

**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:

**Brian Bradford** – scans of Joe Dever’s correspondence regarding Lone Wolf battle-gaming.

**Michael Cross** – scans of the *Paperback Inferno* and *Vector* magazines. Michael maintains a **website** devoted to the archive of articles/reviews from all British Science Fiction Association magazines.

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

**Andy Harris** – scans of the stickers from Games Day 1985.

**Richard Hill** and **Alec Davis** – owners and publishers of *Books for Keeps*, a magazine devoted to children’s books. They generously allowed us permission to reproduce material from their July 1984 edition, including an interview with Joe Dever and a review of the first two *Lone Wolf* books. They were even kind enough to provide scans of this material for us to use. Visit the **Books for Keeps website** for more information about this periodical.

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

**Ed Jolley** – scans from *Warlock* magazine issues #7, #12, and #13, and *White Dwarf* issue #63.

**Kieran Kelly** – scans of the *Writing Solo Adventures* guide written by Joe Dever.

**Leigh Loveday** – scans of the *F.A.Q.* and signed photograph, and *The Planes of Existence* cardboard plate.

**Rob Mammone** – scan of the PhoneQuest article from *Games Master International* #4.

**Dominic Roberts** – scans of the PhoneQuest card and letter, as well as the form to join the Lone Wolf Club.

**Charlie Robinson** – images of the Lone Wolf T-shirt.

**Simon Osborne** – some scans, graphic editing, creator and maintainer of this document.

Additional research, assistance, and huge amounts of editing provided by **Laurence O’Toole**.

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

## Contents

|   |           |
|---|-----------|
| <b>Join the Lone Wolf Club</b> .....  | <b>5</b>  |
| This form was sent out to encourage Lone Wolf Fans to join the Lone Wolf Club c. 1985. Unfortunately, the version available for scanning was only partially complete.   |           |
| <b>Annual Subscription Reminder</b> .....   | <b>6</b>  |
| This was sent out to Lone Wolf Club members to indicate their subscription was due for renewal c. 1985. Unfortunately, the version available for scanning was only partially complete.  |           |
| <b>Writing Solo Adventures</b> .....  | <b>7</b>  |
| This three-page guide was written by Joe Dever and sent to some Lone Wolf Club members c. 1990.   |           |
| <b>Lone Wolf Battle-gaming Questions</b> .....  | <b>10</b> |
| This three-page correspondence was sent to a member of the Lone Wolf Club who had many questions about recreating the Battle of Cetza as a tabletop battle.   |           |
| <b>Lone Wolf/Joe Dever F.A.Q.</b> .....   | <b>13</b> |
| This three-page F.A.Q. sheet was sent to Lone Wolf Fan Club members who wrote in with questions for Joe Dever about himself or about his books c. 1993. It briefly answers many frequently asked questions. Included as part of the bundle was a signed photograph of Joe Dever in the cockpit of an aeroplane. |           |
| <b>PhoneQuest Letter</b> .....  | <b>17</b> |
| This letter was sent out to gamers who registered for <i>The Fortress of Doom</i> PhoneQuest game.  |           |
| <b>PhoneQuest Card</b> .....  | <b>18</b> |
| These scans are of the front and back of the PhoneQuest card (approximately the size of a credit card) which was sent out with the PhoneQuest letter for gamers to record their details on.   |           |
| <b>Lone Wolf Stickers</b> .....   | <b>19</b> |
| We think these stickers were originally distributed at Games Day 1985 by Joe Dever and Gary Chalk.  |           |
| <b>The Planes of Existence</b> .....  | <b>20</b> |
| This is a full-colour reproduction of an A5 card depicting the 'Known Planes of Existence'. This plate was sent out as a prize to anyone who had their work printed as part of the Lone Wolf Club Newsletter c. 1993.   |           |
| <b>Eclipse of the Kai Audiobook Cover</b> .....   | <b>21</b> |
| The front and rear cover of the rare <i>Eclipse of the Kai</i> Audiobook, published in 1992. The cover artwork is by Peter Andrew Jones.  |           |
| <b>Lone Wolf T-shirt</b> .....  | <b>22</b> |
| The Lone Wolf T-shirt, as photographed by Charlie Robinson.   |           |

## ----- ARTICLES -----

### **BOOKS FOR KEEPS**

|  |           |
|--|-----------|
| <b>Fighting Fantasy Special Cover</b> ( <i>Books for Keeps</i> #27, July 1984) ..... | <b>23</b> |
| <b>Round-up Reviews</b> ( <i>Books for Keeps</i> #27, July 1984) .....               | <b>24</b> |
| <b>Meet Joe Dever</b> ( <i>Books for Keeps</i> #27, July 1984) .....                 | <b>25</b> |

### **Computer & Video Games**

|  |           |
|--|-----------|
| <b>Lone Wolf Article</b> ( <i>Computer + Video Games</i> , February 1988)..... | <b>26</b> |
|--|-----------|

### **DRAGON**

|   |           |
|---|-----------|
| <b>Convention Calendar</b> ( <i>Dragon</i> #154/155, February/March 1990 and #168/169, April/May 1991) .. | <b>29</b> |
|---|-----------|

# **GAMESMASTER & GAMESMASTER INTERNATIONAL**

|  |           |
|--|-----------|
| <b>Slaughter Mountain Run Review</b> ( <i>GamesMaster</i> #7, March 1989) .....                                | <b>30</b> |
| <b>GM News</b> ( <i>GamesMaster</i> #7, March 1989) .....  | <b>31</b> |
| <b>Wolf Winners—Competition Results</b> ( <i>GamesMaster</i> #15, November 1989).....                          | <b>31</b> |
| <b>Lone Wolf Battleday Preview</b> ( <i>GamesMaster</i> #7, March 1989).....                                   | <b>32</b> |
| <b>The Sword of the Sun Review</b> ( <i>GamesMaster</i> #17, January 1990) .....                               | <b>33</b> |
| <b>Grand Master Preview</b> ( <i>GamesMaster International</i> #2, September 1990) .....                       | <b>33</b> |
| <b>PhoneQuest Article</b> ( <i>GamesMaster International</i> #4, November 1990) .....                          | <b>33</b> |
| <b>The Plague Lords of Ruel Preview</b> ( <i>GamesMaster International</i> #3, October 1990) .....             | <b>34</b> |
| <b>The Plague Lords of Ruel Competition</b> ( <i>GamesMaster International</i> #3, October 1990) ..            | <b>39</b> |
| <b>Competition Results</b> ( <i>GamesMaster International</i> #6, January 1991) .....                          | <b>40</b> |
| <b>Albion Review</b> ( <i>GamesMaster International</i> #15, October 1991) .....                               | <b>40</b> |
| <b>Sixth PBMA Convention Reminder</b> ( <i>GamesMaster International</i> #7, February 1991) .....              | <b>41</b> |
| <b>Dial for Action Article</b> ( <i>GamesMaster International</i> #7, February 1991) .....                     | <b>41</b> |
| <b>GamesMaster International Awards Form</b> ( <i>GamesMaster International</i> #8, March 1991) ..             | <b>42</b> |
| (Also repeated in #9, #10, and #11 with very minor date and colour modifications for each.)                    |           |
| <b>Phone Adventures Article</b> ( <i>GamesMaster International</i> #10, May 1991) .....                        | <b>43</b> |
| <b>GamesMaster International Awards Ceremony</b><br>( <i>GamesMaster International</i> #13, August 1991) ..... | <b>45</b> |
| <b>Readers' Charts</b> ( <i>GamesMaster International</i> #11, June 1991).....                                 | <b>46</b> |
| <b>The Darke Crusade—Preview and Review</b><br>( <i>GamesMaster International</i> #14, September 1991).....    | <b>46</b> |

## **MICROADVENTURER**

|  |           |
|--|-----------|
| <b>Flight from the Dark and Fire on the Water Reviews</b><br>( <i>MicroAdventurer</i> #12, October 1984) ..... | <b>47</b> |
|--|-----------|

## **PAPERBACK INFERNO/VECTOR**

|   |           |
|---|-----------|
| <b>The Magnamund Companion Review</b> ( <i>Paperback Inferno</i> #64, February 1987) .....                      | <b>49</b> |
| <b>Eclipse of the Kai and The Dark Door Opens Reviews</b><br>( <i>Paperback Inferno</i> #80, October 1989)..... | <b>49</b> |
| <b>The Skull of Agarash and The Secret of Kazan-Oud</b> ( <i>Vector</i> #180, August 1994) ..                   | <b>49</b> |

## **PROTEUS**

|  |           |
|--|-----------|
| <b>Letters to Proteus</b> ( <i>Proteus</i> #9, #11, #12, #13, #14) ..... | <b>50</b> |
|--|-----------|

## **ROLE-PLAYER INDEPENDENT**

|  |           |
|--|-----------|
| <b>Minor References/Mini Articles</b> ( <i>RPI</i> #1, December 1992/ <i>RPI</i> #2, January 1993) ..... | <b>51</b> |
| <b>Dawn of the Dragons Cover Artwork</b> ( <i>RPI</i> #1, December 1992) .....                           | <b>52</b> |
| <b>Dawn of the Dragons Cover Artwork</b> ( <i>RPI</i> #2, January 1993).....                             | <b>53</b> |

|  |           |
|--|-----------|
| <b>Master Wolf (Interview with Joe Dever)</b> ( <i>RPI #2, January 1993</i> ) .....              | <b>54</b> |
| <b>Dawn of the Dragons Competition</b> ( <i>RPI #2, January 1993</i> ) .....                     | <b>59</b> |
| <b>Minor References/Mini Articles</b> ( <i>RPI #3, February 1993/ RPI #4, March 1993</i> ) ..... | <b>60</b> |
| <b>Rampage at Ripecherry Battle-game Scenario</b> ( <i>RPI #4, March 1993</i> ) .....            | <b>61</b> |
| <b>The Birthplace Cover Artwork</b> ( <i>RPI #7, June 1993</i> ).....                            | <b>67</b> |
| <b>The Birthplace Cover Artwork (Small)</b> ( <i>RPI #7, June 1993</i> ) .....                   | <b>68</b> |
| <b>Contents, Copyrights, and Credits</b> ( <i>RPI #12, November 1993</i> ) .....                 | <b>68</b> |
| <b>The Curse of Naar Cover Artwork</b> ( <i>RPI #12, November 1993</i> ).....                    | <b>69</b> |
| <b>Ragadorn Ale-house Brawl</b> ( <i>RPI #12, November 1993</i> ) .....                          | <b>70</b> |
| <b>The Curse of Naar Competition</b> ( <i>RPI #12, November 1993</i> ) .....                     | <b>77</b> |

## **WARLOCK—The Fighting Fantasy Magazine**

|   |           |
|---|-----------|
| <b>Warlock Previews (Part 1)</b> ( <i>Warlock #6, #7, #8, #9</i> ) .....                        | <b>78</b> |
| <b>Warlock Previews (Part 2)</b> ( <i>Warlock #11, #12, #13</i> ).....                          | <b>79</b> |
| <b>Warlock Reviews</b> ( <i>Warlock #8, #11, #12</i> ) .....                                    | <b>80</b> |
| <b>Fantasy in Miniature</b> ( <i>Warlock #8</i> ) .....   | <b>81</b> |
| <b>The Warlock's Quill (Readers' Letters)</b> ( <i>Warlock #6, #7, #8, #9, #11, #12</i> ) ..... | <b>82</b> |
| <b>Warlock "Dear Adventurer"</b> ( <i>Warlock #7, December 1985/January 1986</i> ) .....        | <b>83</b> |
| <b>Dungeons &amp; Dragons Competition</b> ( <i>Warlock #8, February/March 1986</i> ) .....      | <b>84</b> |
| <b>Fighting Fantasy Stat Conversions</b> ( <i>Warlock #9, April/May 1986</i> ) .....            | <b>85</b> |
| <b>Joe Dever Interview: "Dicing with Death"</b> ( <i>Warlock #10, June/July 1986</i> ) .....    | <b>87</b> |

## **WHITE DWARF**

|   |            |
|---|------------|
| <b>Warhammer Review</b> ( <i>White Dwarf #43, July 1983</i> ) .....                       | <b>89</b>  |
| <b>Thistlewood Warhammer Scenario</b> ( <i>White Dwarf #45, September 1983</i> ) .....    | <b>90</b>  |
| <b>White Dwarf cover by Gary Chalk</b> ( <i>White Dwarf #47, November 1983</i> ).....     | <b>94</b>  |
| <b>White Dwarf Assorted Mini-articles</b> ( <i>White Dwarf #47, November 1983</i> ) ..... | <b>95</b>  |
| <b>Minas Tirith Warhammer Scenario</b> ( <i>White Dwarf #53, May 1984</i> ) .....         | <b>96</b>  |
| <b>Lone Wolf Books 1 and 2 Review</b> ( <i>White Dwarf #60, December 1984</i> ) .....     | <b>100</b> |
| <b>Blood Bath at Orcs Drift Review</b> ( <i>White Dwarf #68, August 1985</i> ).....       | <b>100</b> |
| <b>1985 Games Day Awards Voting Form</b> ( <i>White Dwarf #67, July 1985</i> ) .....      | <b>101</b> |
| <b>Blood Bath at Games Day</b> ( <i>White Dwarf #72, December 1985</i> ).....             | <b>102</b> |
| <b>1986 Games Day Awards Voting Form</b> ( <i>White Dwarf #81, September 1986</i> ) ..... | <b>103</b> |
| <b>All the Nice Dwarves Luv a Sailor</b> ( <i>White Dwarf #82, October 1986</i> ).....    | <b>104</b> |

## **MISCELLANEOUS**

|   |            |
|---|------------|
| <b>Errata</b> .....                       | <b>107</b> |
| <b>Project Aon End User License</b> ..... | <b>109</b> |



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## WRITING SOLO ADVENTURES by Joe Dever

*Practical guidelines for the creation and production of solo role-playing adventures.*

- 20 First of all, establish a setting or "game world" for your adventure (in the case of Lone Wolf, this setting is the world of Magnamund).

Next, if you are feeling really adventurous and plan on writing more than one adventure set in the same location, I advise that you think carefully about the saga, or 'bigger story', which will evolve and be told over the course of however many books you plan on writing. Each gamebook will then become an episode of this saga.

2. Determine the objective of each episode i.e. the adventure's quest.
3. Create a map of the area in which the adventure takes place. If the quest involves a journey, this map will help you generate events and encounters en route.
4. Determine how many entries you're going to have per book. In the Lone Wolf books, I usually stick to 350 entries. If you use a word processor, create a page template with a tab for a page number at top centre. Next, you'll need to create what I call a 'master file'. This is laborious at first, but it will save you time in the long run, especially if you plan to write more than one book..

Call up your page template. Type in a '1' at the top centre tab, and save the file as '1'. Now change the '1' for a '2' and save the file as '2'. If you plan on having 350 entries, you'll need to do this 350 times, titling the pages 1-350. When complete (probably about 2 hours later!), save these 350 files to disc, or discs, and label this as your gamebook master file. Don't forget to make a back-up!

Now, call up a directory of your disc(s) and print it out. You now have a listing of all your 350 file numbers.

If you do not use a word processor, draw a grid on a sheet of A4 lined paper so that you have ten boxes across by 35 boxes down. Now, insert the numbers 1-350 into this grid, working across so that 1-10 is on the top line, 11-20 second line, and so on. When complete, make a few photocopies.

Either way, you now have a hard copy master file which forms the basis of your solo adventure construction.

5. Next comes the plot outline.

Say, for example, you've decided that the reader must go from city 'A' to city 'B'. At city 'B' he/she must search for and find Item 'X'. Having found this item, he/she must take it to city 'C' by a certain time/date. This is the basic plot outline for your book.

Now, allocate a number of entries to each stage of this plot outline, e.g.:

|                   |             |
|-------------------|-------------|
| City A to B:      | 100 entries |
| Search City B:    | 50 entries  |
| Find Item X:      | 25 entries  |
| Leave City B:     | 25 entries  |
| City B to City C: | 150 entries |
|                   | <hr/>       |
|                   | 350 entries |

6. Next comes the detailed plot outlines (or what I call 'Day-schedules').

Take each part of the plot outline and work on it to produce a list of events and encounters that could happen during that particular phase of the story. Example:

City A to B: 100 entries  
-----

Leave City A - two routes to B are possible.

Route 1: Journey via river (allocate 25 entries)

Route 2: Journey via road (allocate 25 entries)

These two routes come together at a point halfway to City B. I call these points where the story comes together 'rallying points'.

At this rallying point you could have an encounter with a character who gives the player clues as to the whereabouts of Item X within City B. Alternatively, you could throw in a red herring, or an adversary who tries to thwart the player at this stage of the game.

After the rallying point, the journey could continue by, say, coach to City B (50 entries).

During this phase of construction, try to make a note of all the possible events and encounters the player could be having. This will have the effect of stocking your sub-conscious mind, preparing you so that when you come to write each of the individual sections, you'll find it easier to visualize what is happening to the reader and where the story is going.

7. Having completed your day-schedules for each part of the story, the next process is Flowcharting.

Flowcharting is the guts of a solo gamebook. It enables you to visualize and summarize exactly what will happen in each entry. It also helps you to balance the game-play (scoring, items found etc.) and make sure that technically the entries link together correctly.

The way I flowchart is as follows:

Take an A4 lined refill pad. Write '1' at the centre top of the page and draw a small box around it. Now list in note form, everything you need to say in Entry no. 1.

Going back to our hypothetical plot, the entry 1 flowchart could look something like this:

Preparation for quest  
 Guide takes player to city gate  
 At gatehouse, offers warning  
 about bandits on road to City B  
 Player says farewell to guide  
 Offer 2 choices:

|      |       |
|------|-------|
| Road | River |
| ---- | ----- |
| 235  | 147   |

Having completed the flowchart for entry 1, tick off '1' on either your disc directory listing (if you are using a word processor), or your 350 master file (if you're not). Above, you'll see I've allocated two new numbers (235/147) as the 'go to' numbers from entry '1'. As soon as you allocate a new number in this way, tick it off your list. This will prevent you from allocating the same number twice.

Now, choose which of the two routes you want to develop first, road or river, and repeat the process. Say you wanted to develop the road route first, which in the day-scheduling you've already set aside 25 entries for, you'd write '235' a little further down the pad, perhaps to the left so that later you've room to start the river route (147) off alongside it, draw a line around it, then link it to '1' to develop the flowchart in this direction.

Now, in note form, list everything that you envisage happening to the reader in entry 235, the start of the road journey.

The flowchart will automatically branch out as you offer the reader more and more choices of action, and you can control this branching by every now and then bringing the story back to a 'rallying point' through which the reader will always pass no matter how many times he/she reads the adventure.

I find it best to flowchart approximately 20 entries at one sitting, then actually write-up these 20 before progressing to the next part of the story. You may find it better to flowchart the entire book, then, once it's mapped out, start at '1' and methodically write the thing, say at a daily rate of 15 completed entries per day. This is a matter of personal preference.

Given the way the book is constructed, you'll note that only when it is finally completed do you shuffle all the pages into the correct order.

8. In order to generate choices at the end of each entry, you'll need to think about a game structure, ideally one that actively generates decision-making. In the Lone Wolf books, the inclusion of Kai Disciplines automatically generates the opportunity for choices. Do you have the Kai discipline of Tracking? If you do, turn to ---, if you don't, turn to ---. Think about this aspect of your game rules very carefully.
9. Remember to reward the player. Hopefully, your descriptions will keep them entertained, but they must also feel that they're achieving something. I award Kai Rank advancements and improved basic disciplines. Think about how you could adopt and adapt a similar reward-system. A good gamebook writer is one who always informs, rewards, and entertains the reader.



# LONE WOLF

## Joe Dever

C/o Lone wolf club  
39 Corfe way  
Broadstone  
Dorset  
BH18 9ND  
England

May 1, 1992

[-----]  
[-----]  
[-----]  
[-----]

USA

Dear \_\_\_\_\_,

Thanks for your letter dated February 21<sup>st</sup>, it was sent on to me by my publisher and arrived this morning. I was delighted to hear that you'd like to recreate the Battle of Cetza and, in response to your questions, I've prepared the following guidelines:

20 Suggested figures:

|               |   |  |
|---------------|---|--|
| Drakkarim     | = | Citadel Chaos warriors                         |
| Hammerlanders | = | Orcs (Citadel/Ral Patha)                       |
| Death Knights | = | Citadel Chaos champions                        |
| Giaks         | = | Armoured goblins, by most figure manufacturers |
| Vassagonians  | = | Historical Ottoman Turks, Arabs, Saracens      |

2. At present there is no definitive guide to the armies of Magnamund, although a deal has been done with Alternative Armies (address at end) who are currently producing the first of a Lone Wolf Grand Master range. They intend to produce a set of battle rules for use with the Lone wolf range, with army lists to follow. The Alternative Armies' range is distributed in the US by The Armory (Baltimore), and their miniatures can be found in most independent hobby games retailers stores. Meanwhile, here's a rough guide to the Lone wolf armies you listed:

|               |  |
|---------------|--|
| Lencian:      | Base army on 12 <sup>th</sup> century French feudals. Colours - Mid-blue & yellow. See Lone wolf #15 for additional detail.              |
| Eruan:        | Base army on 13 <sup>th</sup> century Italian feudals. Colours - Light blue, scarlet & yellow.   |
| Sommelending: | Base army on 12-13 <sup>th</sup> century English feudals. Colours - Scarlet & gold. See <i>The Magnamund Companion</i> for organization. |

Drakkarim: Mainly heavy infantry with 2-handed axes, and light infantry with longbows. Heavy & super-heavy cavalry; some zagganozod = medium cavalry. Uniforms black, with colours denoting individual regiments.

Giak: Fully documented in *The Magnamund Companion*.

Vassagonian: Based on Ottoman Turks; uniforms black (Sharnazim); dark blue (regular army); white (irregulars); mixed colours (peasant levy). See *The Magnamund Companion* for extra detail.

3. Alternative Armies are very interested in hearing from Lone Wolf fans such as yourself who would like to contribute to future Lone Wolf battle-gaming products, such as rules, campaign packs, army lists etc. If you are still interested in working on a Lone Wolf-related system I strongly recommend that you contact them with a proposal. I'd be happy to advise regarding details about Magnamund etc., and also to act as editor on such a project. However, due to a very heavy work schedule this year I am unable to commit myself further.

4. Brigandi = Light/Medium human mercenary infantry  
 Ogrons = Ogre-like humanoids  
 Rekenarim = Light cavalry / horse scouts

5. The UK editions [of the books] are slightly larger in size and have full colour maps.

6. On a 1:10 scale there are 360 giaks to a regiment (36 figures). The army group in the companion is just an example of one giak brigade; nine regiments per brigade, with 8-10 groups per army.

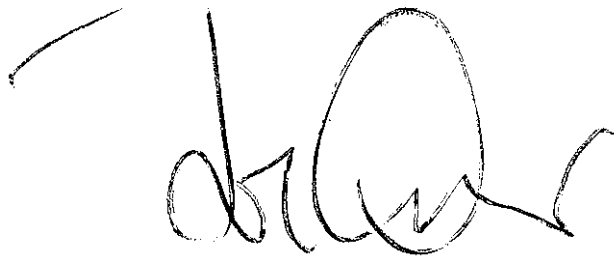
I've enclosed a video copy of a recent appearance I made on UK network TV which I think will be of interest to you and your friends. It showcases my 25mm fantasy armies which are based on Lone Wolf / Magnamund. You're welcome to keep the video - hope you enjoy it!

The Society of Fantasy & Science Fiction Wargamers (SFSFW) was recently formed in the UK, of which I am a member (see the enclosed sheet giving further details). The editor of the society magazine, Steve Blease, is very keen to establish a UK/US link and has asked me to pass on his invitation to you to contact him to discuss this possibility. His details are as follows:

Steve Blease  
SFSFW Editor  
Isengard  
[-----]  
Whitchurch  
Bristol  
[-----]  
England

Thanks again for writing to me, I hope that we can work something out regarding Lone Wolf battle-gaming products in conjunction with Alternative Armies.

Best regards

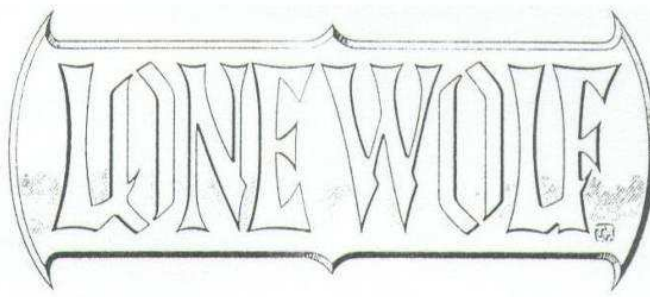
A handwritten signature in black ink, appearing to read 'Joe Dever'. The signature is stylized with a large, prominent 'D' and a long, sweeping horizontal stroke at the end.

Joe Dever

Mr Malcolm Coxhead (CEO)  
Alternative Armies  
Unit 6 Parkway Court  
Glaisdale Parkway  
Bilborough  
Nottingham  
NG8 4GN  
UK

Tel: UK 602-287809





C/o: Red Fox Books  
20 Vauxhall Bridge Rd  
London  
SW1V 2SA

August 28, 1993

Dear \_\_\_\_\_

Thank you for your recent letter, my publisher sent it on to me and it arrived this morning. I was delighted to hear that you are such a great fan of my Lone Wolf books and I hope you'll continue to enjoy them as the saga of the last Kai Lord unfolds.

I often receive letters from my readers asking for more details about myself, the Lone Wolf series, and my plans for the future. As you may be interested to read some of the most frequently asked questions, I've listed them below together with my replies:

**Q: How old are you, and do you have a family?**

A: I'm 37 years old. I have been married for 13 years to my wife, Melanie, and I have two children: Ben, aged 12, and Sophie, aged 6.

**Q: Do you have any hobbies?**

A: My hobbies / sports are:

Clay Target Shooting; Flying & Parachuting; Weight training; Swimming; Painting, sculpting, and collecting miniature fig-urines; Macro (close-up) photography.

**Q: How many books will there be in the Lone Wolf series, and have you written any other books apart from Lone Wolf?**

A: In 1988 I wrote 4 books which make up the complete mini-series—'Freeway Warrior', and in 1989 I began writing Lone Wolf novels and the Lone Wolf Grand Master series. I am now writing the first of the Lone Wolf New Order gamebooks (the NO series will be Lone Wolf books #21–32), and I'm also putting the finishing touches to the tenth 'Legends of Lone Wolf' novel. In the past I've written / co-written four

Combat Heroes books, four Grey Star books, and the Magnamund Companion.

**Q: How long do you intend to go on writing for?**

A: I plan to continue writing books until fans like you stop wanting to read them.

**Q: Where do you get all your ideas from?**

A: I get ideas for my books from lots of different sources. Travel books are good for conjuring up images of exotic places, books about mythology help give me ideas for monsters, and medieval history books are good inspiration for town, city, and battle scenes. But mostly the ideas just seem to pop into my head when I'm actually writing the stories. On average, each of the Lone Wolf gamebooks takes 9 weeks to write: 3 weeks preparing the map and making notes about the plots and sub-plots, then 6 weeks actual writing at an average output of approximately 12 entries per day.

**Q: Where do you live?**

A: I live at a place called Hook End, which is near a village called Blackmore in Essex. My family have lived here since Sir Aubrey De Ver, my distant ancestor, was granted land in this part of England by William the Conqueror in the year 1068 AD, for his services during the Norman invasion. I also have a home in San Diego (USA). I stay there with my family for around three months of the year, usually January to March.

**Q: What are you writing at the moment?**

A: At the moment I'm writing the first of the Lone Wolf New Order gamebooks—

‘Voyage of the Moonstone’      [#21]

The preceding eight Grand Master gamebooks are:

‘The Plague Lords of Ruel’      [#13]

‘The Captives of Kaag’      [#14]

‘The Dark Crusade’      [#15]

‘The Legacy of Vashna’      [#16]

‘The Deathlord of Ixia’      [#17]

|                       |       |
|-----------------------|-------|
| 'Dawn of the Dragons' | [#18] |
| 'Wolf's Bane'         | [#19] |
| 'The Curse of Naar'   | [#20] |

The first title in the New Order series will be published in June 1994 to mark the tenth anniversary of Lone Wolf in the UK. As well as the New Order series, I'm writing a Lone Wolf Graphic Novel called "The Skull of Agarash"—which will also be coming out next summer.

My co-writer on the Lone Wolf novels is John Grant, and between us we've already finished the first ten titles—'Eclipse of the Kai', 'The Dark Door Opens', 'The Sword of the Sun', 'Hunting Wolf', 'The Claws of Helgedad', 'The Sacrifice of Ruanon', 'The Birthplace', 'The Book of the Magnakai', 'The Tellings', 'The Lorestone of Varetta' and I'm polishing off the eleventh one at the moment, entitled 'The Secret of Kazan-Oud'. The first nine have been published in the UK. The tenth one will be published in October.

**Q: What has happened to your illustrator Gary Chalk?**

A: Gary left the Lone Wolf project in March 1986 to start work on his own series of role-playing picture books entitled 'Prince of Shadows'. He is now working on a young children's picture book called 'Yankee Doodle' for the publisher—Dorling Kindersley.

Lone Wolf books 9–12 have been illustrated by Brian Williams. Freeway Warrior, Lone Wolf Grand Master, and the Legends of Lone Wolf novels are/will all be illustrated by Brian as well. The Lone Wolf Graphic Novel is being illustrated by Brian in collaboration with artist—Cyril Julien.

Thanks again for writing to me. My regards to your friends and family, with best wishes,

A handwritten signature in blue ink, appearing to read "Joe Dever". The signature is stylized with a large, looped "J" and "D".

Joe Dever  
encl. Pic: LWC/MF: LWC/OF







Dear Adventurer,

The Fortress of Doom is just the first in a series of exciting PhoneQuest adventures that you'll be able to take part in over the coming months.

I enclose your PhoneQuest Game Card together with a rules leaflet which explains the object of your quest and how best to play the game. It also contains some useful tips for surviving the dungeons of Kazan-Oud!

Whenever you exit a game and store your character in Time-Freeze, note down your Personal Identification Code (PIC) number on the back of your Game Card in one of the three spaces provided. When you re-enter the game, use your PIC to retrieve your character and you'll be able to continue play where you left off.

Should you or any of your friends require extra Game Cards, simply send a stamped addressed envelope to the address shown above.

And remember - glory comes to he who dares! So take up your Game Card, brave adventurer, and venture forth in search of fame and fortune in the exciting world of Lone Wolf.

Best wishes,

A stylized, handwritten signature in black ink, which appears to be 'Joe Dever'.

Joe Dever

**Broadsystem Ltd, The Elephant House, Hawley Crescent, London NW1 8NP**  
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# PHONEQUEST GAME CARD

**OPTION NUMBERS:**

|                 |          |
|-----------------|----------|
| COMBAT          | Attack-1 |
|                 | Defend-2 |
|                 | Dodge-3  |
| TIMEFREEZE      | 7        |
| KAI DISCIPLINES | 8        |
| STATUS REPORT   | 9        |
| REPEAT OPTIONS  | 0        |

**YOUR TIMEFREEZE P.I.C. NUMBERS**

|  |
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'The Fortress of Doom' is a Lone Wolf PhoneQuest Adventure game written by Joe Dever and produced by Broadsystem Ltd, The Elephant House, Hawley Crescent, London NW1 8NP. All rights reserved. Calls cost 25p per minute cheap rate; 38p per minute at other times.



# PHONEQUEST GAME CARD

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| COMBAT          | Attack-1 |
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| TIMEFREEZE      | 7        |
| KAI DISCIPLINES | 8        |
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**YOUR TIMEFREEZE P.I.C. NUMBERS**

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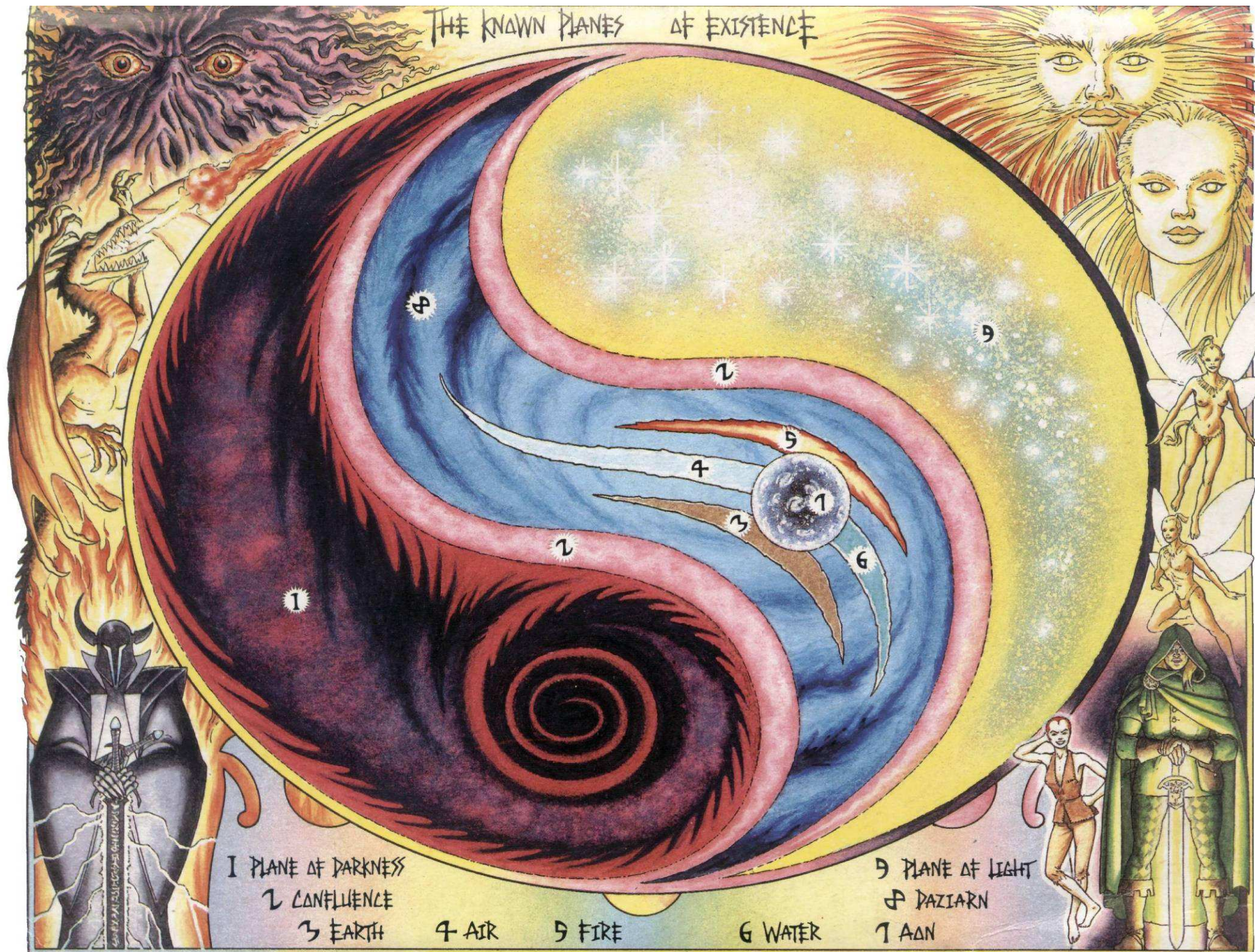


Lone Wolf Stickers (from Games Day 1985)





# THE KNOWN PLANES OF EXISTENCE



1 PLANE OF DARKNESS

2 CONFLUENCE

3 EARTH

4 AIR

5 FIRE

6 WATER

9 PLANE OF LIGHT

8 DAZIARN

7 AON



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## Lone Wolf Eclipse of the Kai

Read by Edward de Souza

Vonotar the magician is angry. Once again his powerful ambition has been thwarted by the Brotherhood. Disillusioned, he chooses to betray them and join forces with the evil Darklord Zagarna. Thus, the fate of the Kai, the warrior élite of Sommerlund, is sealed. Zagarna has vowed to destroy these fearless paladins and now, aided by Vonotar's treachery, it seems that nothing can stand in his way. For not even Alyss, that wayward godling, can change the shape of their destiny.

Edward de Souza's recent credits include a stint with the Royal National Theatre, co-starring in the West End with Richard Harris in Pirandello's *Henry IV*, playing John Wakeham in Granada TV's *Thatcher: The Final Days* and taking over as BBC Radio's velvet-voiced *Man In Black*.

Two cassettes • Playing time approx 3 hours

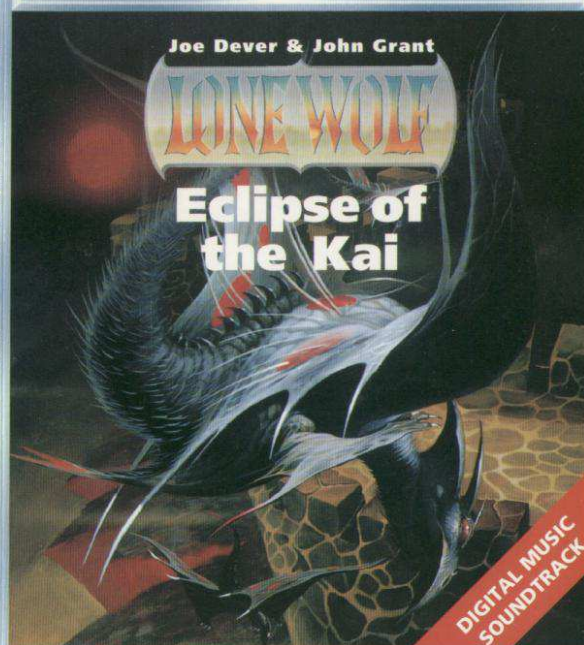
An abridgement of  
Eclipse of the Kai  
© Joe Dever and  
John Grant 1988  
Published by  
Red Fox Books  
Produced by  
Joe Dever  
Abridgement by  
Joe Dever  
Design © 1991  
Gary Day-Ellison  
Illustration by  
Peter Jones. Copyright  
Solar Wind Library  
Manufactured and  
printed in the UK  
© Random Century  
Audiobooks 1992



Lone Wolf  
Joe Dever & John Grant  
Eclipse of the Kai

A RANDOM  
CENTURY  
AUDIOBOOK  
RC 48

RANDOM CENTURY AUDIOBOOKS



READ BY EDWARD DE SOUZA

RANDOM CENTURY AUDIOBOOKS

## Joe Dever & John Grant

London-born Joe Dever worked as a professional musician in the recording industry in Europe and the United States before he began his successful writing career. His first book *Flight from the Dark* (Red Fox Books) was published in 1984 and immediately became an international bestseller. He is the author of more than thirty books which have sold over seven million copies around the world.

He first collaborated with writer and editor John Grant in 1988 with the publication of *Eclipse of the Kai*—the first of the *Legends of Lone Wolf* novels. Together they have written eight titles in this acclaimed series and have several more planned for the future.

Original music composed and performed by Joe Dever and Jerry Chapman. Selected Sound F-X and music sampling from Music House (MHA 12, MHA 13, Thriller Drama 2), Scream & screamagain (DWCD 0027), Carlin (108) Shocking CD (Richard Hewson).

All original music performed on Korg T3, Akai MX76, and Akai AX73 polyphonic synthesizers. Percussion sounds created using Akai MPC60 drum sampler. Digital sampling via Akai S7000, S900 & S1000 midi units. Master mixing by Allen & Heath 24-track Saber Dolby Stereo.

For further information, send SAE to: Lone Wolf Fan Club, 39 Corfe Way, Broadstone, Dorset, BH18 9ND.

If you would like information about new titles please write to:  
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**20 Vauxhall Bridge Road, London SW1V 2SA.**

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The Lone Wolf T-shirt





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# Round-up Reviews

New series, new settings, computer software: the publishing world is really buzzing with role-playing adventures.

Here's a round-up of what is happening to keep you in the picture.

## Yet More from Puffin

Puffin, the leaders in the field, has published two more Fighting Fantasy books and a do-it-yourself guide to scenario writing. They have also launched a quarterly magazine and are busy bringing out Steve Jackson's Sorcery epic (originally in Penguin) in Puffin. And then there's the software packages and . . . and . . .

## Deathtrap Dungeon

Ian Livingstone, 0 14 03.1743 0, £1.50

The sixth book in the series sees the young adventurer taking up the challenge thrown down by Baron Sukumvit. A reward of 10,000 gold pieces and the freedom of the town is offered to the successful warrior who survives the monsters, creatures, and traps in the labyrinth of Fang. Other would-be heroes may be encountered in the labyrinth and co-operation will often take place but only one adventurer will win through and be successful. Overall a difficult adventure with nasty traps and monsters which will be much enjoyed by young adventurers everywhere.



## Island of the Lizard King

Ian Livingstone, 0 14 03.1708 2, £1.50

The seventh adventure in the series is set on a volcanic island, and the inhabitants have had strange voodoo experiments carried out on them by the Lizard King and his followers. The young adventurer has to rescue the young men who are held as captives. Quicksand, swamps, mutant creatures, and giant crabs are just a few of the obstacles which tend to spoil the picnic.

Both titles will be enjoyed by children from the age of nine upwards.

Puffin has developed a very successful formula; but it would be good to see variations on the theme in the books which will follow over the next couple of years.

## Fighting Fantasy

Steve Jackson, 0 14 03.1709 0, £1.75

In this do-it-yourself guidebook to Fighting Fantasy, Steve Jackson explains how anyone can write and set up a gaming scenario. Anyone can become a competent Games Master by following the succinct instructions. Combat situations, map planning, and a host of other rules grace the pages. Strongly recommended for teachers who wish to write their own scenarios for either class lessons or club sessions.

Two role-play scenarios are included to show how it all works and both proved very popular with my 2nd year English class.

A must for all enthusiasts of the solo adventure series who have always wanted to write their own adventures for others to enjoy. Certainly a good way of stretching the creative imagination. Suitable for top junior children and above.



## Warlock

Steve Jackson and Ian Livingstone. Published by Puffin as a Quarterly Magazine. First Issue April, 95p

Devoted solely to Fighting Fantasy, this magazine contains articles, competitions, maps, and a gaming scenario. The artwork is of a high standard and it will prove a popular edition to the magazine shelf in the school library. A very good introduction for those who have never tried the books. The first two issues contain a revised version of The Warlock of Firetop Mountain. A new adventure scenario in each issue would provide better value for money!

## Puffin Adventure Gamebooks

**The Sorcery Epic,**  
Steve Jackson



## The Shamutanti Hills

0 14 03.1807 0

## Kharé — Cityport of Traps

0 14 03.1808 9

## The Seven Serpents

0 14 03.1809 7

(All published 30th August, £1.95 each)

## The Crown of Kings

(forthcoming)

The hero in this series can be either a wizard or a fighter. The story is ongoing and clues amassed in one volume prove valuable in the next. The spell book, originally published separately in Penguin is incorporated into Sorcery 3 (The Seven Serpents) in Puffin.

## Puffin Personal Computer Collection Software

### The Warlock of Firetop Mountain

Book and tape package,  
0 14 095 240 3, £6.95

Tape only, 0 14 088 098 4, £5.50

The computer game bears little resemblance to the solo adventure in the book. The player sends a little stick man through a maze to find 15 keys to unlock the Warlock's chest. The maze is different each time you play. Reviewers report that it is 'great'.

## The Korth Trilogy

T. K. McBride

## Escape from Arkaron

0 14 095 232 2

## Besieged

0 14 095 233 0

## Into the Empire

0 14 095 234 9 All £4.95 inc VAT

Book and cassette package which can be used with a Sinclair Spectrum 16K and 48K. Purists tell us it's not a 'true Adventure product' more a 'zap and strategy' game.

## Grail Quest from Armada

### The Castle of Darkness

J. H. Brennan, 0 00 692307 0, £1.50

### The Den of Dragons

J. H. Brennan, 0 00 692344 5, £1.50



The first two volumes of the Grail Quest Trilogy, set in the realm of Avalon. The would-be adventurer takes on the role of Pip, the adopted son of a Freeman farmer, and is guided by his mentor Merlin.

In The Castle of Darkness, he has the task of rescuing Queen Guinevere from the evil clutches of the Wizard Ansalom.

In The Den of Dragons, he has the task of tracking down and slaying a rampaging dragon which is threatening to destroy the

court of Camelot. Members of my gaming club thought that Merlin was talking down to them throughout the two books, and none of them was impressed with the name of Pip. All agreed that the introduction was far too long and that 156 sections in Book One and 173 in Book Two weren't enough.

Some of the sections take up to 2 pages before the options are presented; I am of the opinion that young adventurers will skip much of the reading to get to the options quickly.

Overall, although the spell book and the combat situations with fireballs and lightning bolts are enjoyable, the books are disappointing.

To a purist, the idea of an Avalonian meeting Medusa and the Minotaur is an anachronism hard to swallow. Suitable for top juniors and above, and perhaps best for beginners.

## Lone Wolf from Sparrow Flight from the Dark

Joe Dever, 0 09 935890 5, £1.50

## Fire on the Water

Joe Dever, 0 09 935900 6, £1.50

The best books in the solo adventure genre I've kept until last.



If there is going to be a new monarch on the adventure throne then Joe Dever will be the man to depose Kings Jackson and Livingstone. In the first two books, of a projected series of twelve, this young man brings a very refreshing breath into the world of gaming books. The books are further enhanced by the superb black and white illustrations and full colour map by artist Gary Chalk.

Set in the world of Magnamund, Lone Wolf, a student warrior at the monastery of the Kai Lords, is the sole survivor when the monastery is razed to the ground by the Darklords. In *Flight from the Dark*, his task is to reach the capital and warn the king of the impending doom. In *Fire on the Water*, he is sent on a quest by the king to retrieve the weapon *Sommerswerd*—the sword of the sun. Only by finding this weapon can Lone Wolf hope to save his people.

The books move along at a terrific pace and the reader actually feels involved in the fate of the land, its people, and its hero. The decisions taken in the first two volumes will have far-reaching consequences in the books which follow.

**Lone Wolf** is going to become Gregarious Lupus over the next few months. Certainly not another series pumped out to sate a public demand for adventure gaming books—Joe Dever has been working on the series for seven years.

In another original innovation, dice aren't used to decide the outcome of combat; but you'll have to buy the books to see how it works.

Book 3: *The Caverns of Kalte* will be published in October 1984.

## Computer Software

### Lone Wolf

Book and cassette packages will be available in September.

### Flight from the Dark

0 09 938720 4

### Fire on the Water

0 09 938730 1

Both £7.95.

These are not yet available for review. ●

Reviews by David Hill.

# Meet Joe Dever— creator of



Joe Dever

The **Lone Wolf** series is the culmination of seven years research by Essex-born twenty-eight year old Joe Dever. '1977 was when I discovered **Dungeons and Dragons** and I'm still actively involved in campaigning when time permits—organising and running sessions. I've documented every game and campaign that I've organised, and my books have developed from those scenarios.' Writing, though, is a fairly recent occupation. He was originally a musician—a double bass player. He worked with Mike Oldfield and was a studio engineer with Virgin Records. 'I got out of the music scene when Punk came in!'

Unlike any other gaming books for children, the Lone Wolf adventures take place in a unique fantasy world, in this case the land of Magnamund. 'Everything about the books, I hope, is totally original—myths, cults, heroes of the different ages, formation of creatures, migrations of races, and the languages—none are borrowed from any other mythos although there are bound to be similarities.' Like Alan Garner, he is the first to admit that all too often something which the writer thinks is an original creation can be found cropping up in a volume of ancient folklore at a later date.

'My favourite myths come from the Nordic, Mexican, and Aztec civilizations. Japanese stories have also provided ideas for the combat situations and techniques.' By creating a new land, Joe hopes 'to give the series as much depth as possible'. He even makes it more authentic by developing his own Magnamund language. 'The language gives an extra dimension to the characters. It actually works and plays an important part in the story. It has its own syntax and grammar and it can be broken down into its component parts of subject, verb, and object.'

What Joe has created is a world as vast and as complex as J. R. R. Tolkien's Middle Earth. 'Two writers who inspired me were Tolkien and Michael Moorcock. In fact, my English teacher switched me on to *The Hobbit* when I was thirteen and that's when it all started. After that, I moved on to *The Lord of the Rings* and the seeds of an ambition to produce something comparable were sown.'

Whilst preparing the ten remaining books, he is also working on a huge compendium based on the world of Magnamund. 'It's going to contain the mythos behind the series plus information on the land, the weapons, the language, the flora and fauna—a real background to the series with additional gaming scenarios.'

Playing an important part in the **Lone Wolf** books is the illustrator Gary Chalk. 'I first came across his work in a version of *Beowulf* that he'd illustrated. Now we work well as a team. The illustrations are based on my guidelines. We bounce ideas off each other. I write the books but we get ideas from one another.'



Gary Chalk

Both Gary and Joe share a love for wargaming and military history, and at school Joe was lucky to have an enlightened history teacher. 'He made the period he was telling us about come alive. That aspect of history teaching is very important.'

The Napoleonic era and the American civil war are two of his favourite historical eras and they contribute to another of his hobbies—model figures. 'I started my collection when I was twelve. It now numbers between sixteen and seventeen thousand. They're all stored in a room full of cabinets which are full of shelves, which are full of figures which are one inch tall.' Photos of his armies are often featured in the gaming magazine **White Dwarf**. As well as historical figures, the collection consists of ancient Red Indian armies, and Sci-Fi and Fantasy creatures.

Joe also realizes the enormous part that the computer is playing in the lives of young people and is very involved in rewriting the **Lone Wolf** adventures for the Spectrum 48K. 'A tape will be available to back up each book and one innovation is that we will be using both sides of the tape. The graphics are going to be very advanced—a text adventure, text mixed with animation, and real-time combat that is very sophisticated. It's linked with the keyboard and the faster and more dextrous you are at the keyboard the higher the chance you will have of defeating the creature.'

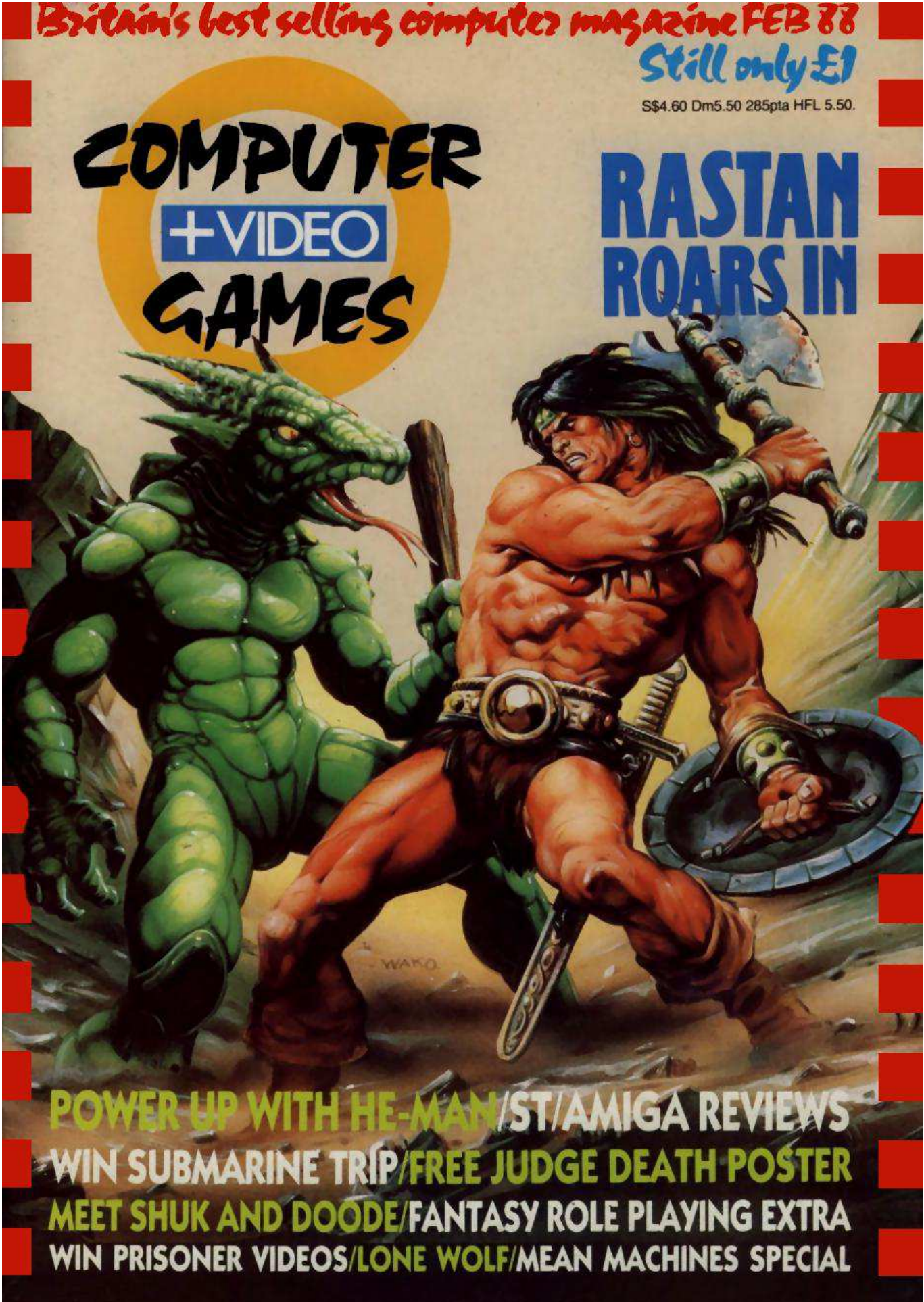
To write, he likes to be alone. 'I leave my wife and two-year-old son at home in Essex and go down to Cornwall for a month where I do nothing but eat, sleep, and write. I write in longhand, check and revise it, and then type the final version. I get a book written in about 21 days.' In the future, he hopes to move into the world of film animation where he sees tremendous scope for his creative ideas. ●



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# LONE

**T**he *Lone Wolf* series of role-playing gamebooks have so far notched up sales of 5.4 million worldwide. The eleventh book, *The Prisoners of Time*, was released in December and the final book, *The Masters of Darkness*, will be published next April. **C+VG** Deputy Editor Paul Broughton meets *Lone Wolf* creator Joe Dever.

If you wish to read this feature, go to 1.

If you do not wish to continue, go to 4.

1

Congratulations! Your decision to read on marks you down as a person with a questing mind, ready for new experiences, eager for action, with a burning desire to take charge of your own destiny. For you need quick wits and swift reactions to survive fantasy role-playing books and, in particular, the world of Magnamund, in which the highly-successful *Lone Wolf* books are set.

If you wish to read about *Lone Wolf*'s creator, then go to 5.

If you want to know what a gamebook is, then go to 13.

2

The first two *Lone Wolf* books, *Flight from the Dark* and *Fire on the Water*, are being turned into graphical adventures by Supersoft. The plot of the games will closely follow that of the books, but Joe Dever says fans of the books who buy the games "will get something new." The games should be released in April on Spectrum, Commodore, and Amstrad.

If you wish to read about the *Lone Wolf* board game, then go to 12.

If you wish to read about **C+VG's Lone Wolf** competition, then go to 15.

3

*Lone Wolf* is the last surviving Kai Lord. His peace-loving homeland, Sommerlund, was plunged into war when a vast army of the Darklands suddenly invaded. All the Kai Lords—save *Lone Wolf*—were killed. He vowed

vengeance on the killers. All Kai Lords are skilled in various Disciplines such as Camouflage, Hunting, Tracking, Healing, and weapons; they also have a Sixth Sense which alerts them to imminent danger.

If you wish to read about the world of Magnamund, then go to 8.

If you wish to read about the *Lone Wolf* Club, then go to 10.

4

Your decision to stop reading means you have no staying power and, even worse, you've probably missed out on another great **C+VG** competition.

If you have changed your mind and wish to continue, go to 1.

If you really have finished, then turn over the page.

5

Joe Dever, creator of the *Lone Wolf* books, was born in 1956 in Woodford, Essex. So far he has published eleven books about the character and the world of Magnamund. The twelfth and last in the series will be available next April.

Years of playing adventure games and a taste for the books of Tolkien and Michael Moorcock inspired Joe to create his own fantasy world.

After leaving college, Joe became a musician, playing what he calls "lift music", and then worked as a recording engineer with Virgin Records. In 1977 while working in Los Angeles Joe first encountered *Dungeons and Dragons*. "It was then in its infancy," says Joe, "but I saw the potential and got into playing the game." From then on he was hooked on concept, content, and its future.

And five years later, in 1982, Joe won the Advanced *Dungeons and Dragons* championships held before 16,000 people at Origins, the major US game convention held in Baltimore. He was the only

British competitor.

But before that triumph, back in England, Joe started to run *D&D* games for the bands who were recording at Virgin's Manor Studios in Oxfordshire.

"It was while playing games that I started to develop my own world for an adventure to take place in and documented it."

The world he created was vast and complex, with its own myths, legends, heroes, villains, races, animals, and languages. Originally, Joe intended this world to form the background to his own fantasy game. Eventually, it was to become the world of Magnamund and background to *Lone Wolf*.

If you want to know more about Magnamund, then go to 8.

If you want to know about Joe, then go to 7.

6

Joe Dever has also written four books in a series called *Combat Heroes*. Each book in the series can be played as a solo adventure, or when combined with its companion book, two people can play a combat "duel".

If you wish to read about the *Lone Wolf* computer games, then go to 2.

If you wish to finish reading this feature, go to 4.

7

The advent of punk rock saw Joe make the decision to quit the music business. The Sex Pistols and New Wave music wasn't for him. It was a momentous decision. He ended up running a games shop in London where he met game designer and illustrator Gary Chalk.

If you want to know more about Gary Chalk, then go to 16.

If you want to know more about Joe, then go to 9.

8

The *Lone Wolf* series of books are set in the vast and complex fantasy world of Magnamund. Joe Dever has invented more than 18,000 years of its history, geography, nations, creatures, myths, legends, and gods. Together with Gary Chalk, Joe Dever produced The

Magnamund Companion, a lavishly-illustrated guide to this fantasy land. It's a must for those captivated by the *Lone Wolf* books and is published by Beaver Books at £6.95.

If you wish to read about Joe Dever's new *Highway Warrior* books, then go to 14.

If you wish to read about the *Lone Wolf* computer games, turn to 2.

9

Role-playing games have always had a "cult" following. Joe wanted his adventure to have more appeal. The paperback gamebooks would be ideal. "Paperback distribution is mass market, but fantasy is a minority."

Drawing on the 18,000 years of history he created for his game, Joe set about writing the first *Lone Wolf* book. Gary Chalk illustrated it.

"I wrote the first book in two weeks of holiday. I went to a house in Cornwall on my own with lots of paper and a typewriter," says Joe.

The success of Ian Livingstone and Steve Jackson's *Fighting Fantasy* books alerted publishers to this new sort of idea. "I picked three of the top publishers and they all wanted it," says Joe. In the end, it was Sparrow Books, part of Hutchinsons, which signed him up.

The first book was an instant success and the other books soon followed. *Lone Wolf* books won Gamebook of the Year awards in 1985, 1986, and 1987.

If you want to know about how Joe writes the books, then go to 11.

If you want to know about Joe's future plans, then go to 14.

10

The *Lone Wolf* Club offers





# WOLF

readers the chance to become more involved with the fantasy world. Joe writes a regular newsletter to members and the club offers competitions, events, and the chance to collect Lone Wolf souvenirs and signed copies of the books.

Joe also hosts special adventure games for club members at his home. Those lucky enough to be invited get the chance to see Joe's 20ft by 20ft games room and his collection of 18,000 fantasy and historical gaming figures. Joe reckons it is one of the biggest collections in Britain.

If you are interested in joining the Lone Wolf Club, then write to The Lone Wolf Club, Beaver Books, Brookmount House, 62-65 Chandos Place, London WC2N 4NW. Do not forget to enclose a large stamped addressed envelope. Sorry, but club membership is open to people in the UK and British Forces Posted Overseas.

**If you wish to stop reading this feature, go to 4.**

**If you want to read about Joe's future plans, then go to 14.**

## 11

From the start, Joe saw the Lone Wolf series running for 12 books. "I plan the books as a series rather than just as one-offs. I know the whole story. I then break it down into the books, each with its own climax. I then simply write it."

Joe makes it sound incredibly easy. But it is tremendously hard work getting the books down on paper. He says: "On average, I'm doing five to six books a year. It's quite a demanding lifestyle, but it has its rewards. I get over 100 letters a week. It's nice to know millions are enjoying the series. But I work six days a week and sleep on the seventh."

**If you wish to read about the Lone Wolf Club, then go to 10.**

**If you wish to enter C+VG's Lone Wolf competition, then go to 15.**

## 12

A board game featuring Lone Wolf will be available in April. But, says Joe, it is not just targeted at fantasy fans, but he hopes it will have a broader appeal.

**If you want to read**

**about the Lone Wolf computer games, then go to 2.**

**If you wish to read about Lone Wolf, then go to 3.**

## 13

The wonderful thing about game-playing books is that the reader plays the hero and main character. Your decisions are his decisions. Whether you succeed in completing the book's quest or task is up to you.

Normally you can equip yourself with a selection of weapons and skills. Every so often you are confronted with decisions, battles, or puzzles and a series of options for you to choose from—just like this feature. Will you do this or that? The decision you take could send you off into another part of the adventure, end it immediately, or allow you to progress. During the adventure, decisions you make will earn you points in, say, COMBAT SKILL or ENDURANCE. When you have to battle with some person, monster, or creature, the outcome could depend on your current points status. The skills and points earned in one book can be carried over into the next book of the series. But at the same time, you do not have to play the first book in a series to enable you to enjoy subsequent books.

**If you wish to read about Lone Wolf, go to 3.**

**If you wish to read about Joe Dever's other role-playing gamebooks, then go to 6.**

## 14

The twelfth and final Lone Wolf book, The Masters of Darkness, will be published in April. But Joe Dever fans need not despair. He is already hard at work on his next gamebook series called Highway Warrior, set in Texas in the year 2020 following a nuclear holocaust. The disaster was caused not through war but by terrorism. The reader plays the part of Cal Phoenix, who must hunt down the bad guys. Joe says the series will be a cross between The Grapes of Wrath and Mad Max.

The first book in the series is called Freeway Firestorm and is due to be published in July. He is contracted to write four books and there is an option on four more.

After the first four Highway Warrior books have been published, Joe plans to return to Lone Wolf with what he describes as a "Grand Master" series which, he says, will take the character to a "higher level of confrontation—talking to the gods."

**If you wish to read about the planned Lone Wolf computer games, go to 2.**

**If you wish to read about the Lone Wolf board game, go to 12.**

## 15

Computer + Video Games has got 12 signed copies of Joe Dever's latest Lone Wolf book, The Prisoners of Time, to give away as competition prizes.

All you have to do to be in with a chance of winning is answer the following Lone Wolf questions in the special panel.

## 16

Gary Chalk was the first illustrator for the Lone Wolf books, although other artists now provide the illustrations. Gary was born in 1952 and began playing war games at the age of 15. His interest in gaming led him to be involved in the creation of several games, including Cry Havoc, Starship Captain, and Battlecars,



▲ Joe Dever

on which he worked with Fighting Fantasy man Ian Livingstone.

**If you want to know more about Magnamund, then go to 8.**

**If you want to read Lone Wolf books, then go to 17.**

## 17

The Lone Wolf series of books consists of 12 titles: Flight from the Dark, Fire on the Water, The Caverns of Kalte, The Chasm of Doom, Shadow on the Sand, The Kingdoms of Terror, Castle Death, The Jungle of Horrors, The Cauldron of Fear, The Dungeons of Torgar, The Prisoners of Time, and The Masters of Darkness. They are published by Beaver Books and are available from all good bookshops.

**If you wish to know about The Magnamund Companion, then go to 8.**

**If you wish to know about C+VG's Lone Wolf competition, then go to 15.**

### LONE WOLF COMPETITION

- 1 How many books are there in the Lone Wolf series?  
Answer .....
- 2 What is the name of Joe Dever's new series of books?  
Answer .....
- 3 Which company is producing the Lone Wolf computer game?  
Answer .....
- 4 Where was Joe Dever born?  
Answer .....

Send your answers together with the printed coupon to Lone Wolf Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16 and the editor's decision is final.

NAME .....

AGE .....

ADDRESS .....

**If you don't know the answers, go to 1.**  
**If you wish to know about the Lone Wolf computer games, then go to 2.**





The *Books for Keeps* magazine featured on the preceding pages also contained a very small piece of text regarding Gary Chalk's artwork, which was reproduced for the cover of the magazine. It read:

### Cover Story

The illustration on our cover for this issue is by Gary Chalk and is taken from the cover of *Flight from the Dark*, the first book in the new Lone Wolf fantasy role-playing adventure by Joe Dever (Sparrow 0 09 935890 5).

We are most grateful to Sparrow Books for help in using this illustration.

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While primarily a computer games magazine, *Computer + Video Games* also contained regular columns and features covering play-by-mail (PBM) and other aspects of role-playing. The article reproduced here from the February 1988 issue also appeared in an edited form in *Lone Wolf Club Newsletter* 10.

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## Dragon Magazine

*The following item appeared in the Convention Calendar section on page 86 of Dragon Magazine #154 (February 1990). It was reprinted in the following issue #155 (March 1990) on page 84.*

### THE FIFTH BRITISH PBM CON

March 17



This showcase for the postal game hobby has moved to a much larger venue, the old Horticultural in Vincent Square, London SW1. The expanded event list includes trade stands and demonstration, competition and participation RPGs, war games, computer games, modem and board games, and live-action role-playing. The guest of honour will be Joe Dever. Registration: advance tickets are £2 from the British PBM Assoc., 55 Eden Rd., London, UNITED KINGDOM E17 9JX; or call: 01-521-5814.

*The following item appeared in the Convention Calendar section on page 29 of Dragon Magazine #168 (April 1991). It was reprinted in the following issue #169 (May 1991) on page 34.*

### ONCE UPON A CON '91, May 24-26

This convention will be held at the Radisson Hotel South in Englewood, Colo. Guests include Larry Niven, Steven Barnes, Jennifer Roberson, Simon Hawke, and Joe Dever. Activities include live-action role-playing games, panels, seminars, a costume ball and contest, a dealers' room, author readings, an art show, and a con suite. Registration: \$19/weekend until April 15; \$24/weekend thereafter, or \$13/day. Write to: IFGS/ ONCE UPON A CON, P.O. Box 3577, Boulder CO 80307-3577; or call : (303) 494-4302, or out-of-state call: (303) 786-9727

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The only other mention of Joe Dever in *Dragon* magazine is in issue #208 (August 1994) page 75, where in an article about the European 94 Gen Con Game Fair entitled "Gaming Around the World", columnist David Wise states that he

"was a guest of this convention along with TSR Director of PR&D (fearless leader) Tim Brown, FORGOTTEN REALMS® setting guru Karen Boomgarden, TSR cover artists Dana Knutson and Robh Ruppel, author Joe Dever, and FASA representative Tom Dowd."

He then goes on to list ten great things about attending a role-playing convention in England.

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## Slaughter Mountain Run

Published by: Beaver Books

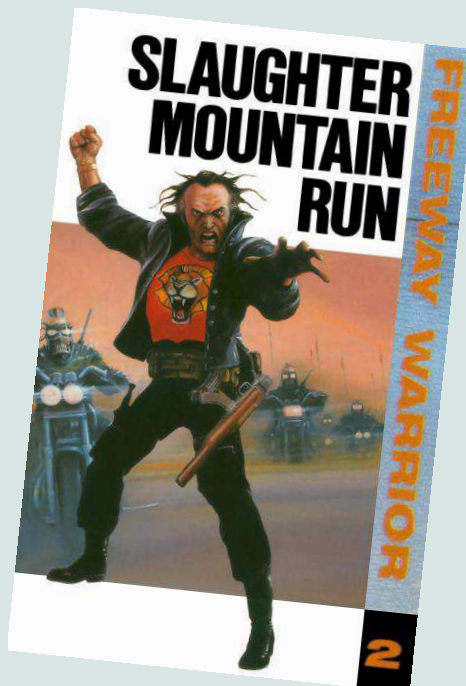
Written by: Joe Dever

Price: £2.50

Joe Dever goes into 1989 riding on a high. *Slaughter Mountain Run*, the second in his *Freeway Warrior* series of gamebooks, was released just before Christmas and vanished off the bookshelves at an impressive speed.

And with six books due for release over the coming months, the year could end on an even greater high.

It's also a time for experiment for the author who came to fame with his *Lone Wolf* books. This year sees him move



border town of El Paso. The hero you play is Cal Phoenix, champion and protector of Dallas Colony One, who is leading survivors to safety.

The first book ended with Cal's newfound girlfriend Kate Norton being kidnapped by the leader of H.A.V.O.C., Mad Dog Michigan. Cal has just seven days to free her and rendezvous with the colony survivors to continue the journey El Paso.

One of the secrets behind Dever's success has been his use of a running character in his books. The principle is that if you buy one book and like it, you'll probably buy the other books featuring the hero. It worked with *Lone Wolf* and it looks as if it's working with *Freeway Warrior*.

And with the combat systems being common to each series of books you can carry over skills, scores, and weapons etc. from book to book.

As with the first book, the writing is tense, taut, and pacey. If you're a fan you'll know roughly what to expect and you won't be disappointed. If you fancy trying a gamebook but have been put off in the past by the plethora of myth and magic books, the stark futuristic horror of the *Freeway Warrior* series might just appeal to you. You never know, one day you may have to live it for real!

The third book in the series, *The Omega Zone*, is due to be published in May, and the fourth in December.

### JOHNNY RAZOR

|                           |       |
|---------------------------|-------|
| ● Complexity              | 7/ 10 |
| ● Design                  | 8/ 10 |
| ● Playability/Readability | 9/ 10 |
| ● Value for Money         | 9/ 10 |



XIV. Kate gasps when she sees the spider that is perched on your arm.

towards 'straight' fiction with the release of four novelisations of the *Lone Wolf* gamebooks. Co-written with John Grant, these books will be published under the general title of *The Legends of Lone Wolf*.

Meanwhile, it's *Slaughter Mountain Run* that's creating all the interest. The first book in the series, *Highway Holocaust*, set the scene for the post-nuclear nightmare set in America 2020AD. Terrorist agents of H.A.V.O.C. triggered a nuclear blast which devastated the northern hemisphere. Isolated survivors are banding together for a life or death journey to the sanctuary of the fortified

## GM News (GamesMaster #7, January 1990)

### Wolf Winners—Competition Results (GamesMaster #15, November 1991)

GamesMaster #7:

# GM · N · E · W · S

## COMPETITION RESULTS

### Joe Dever Battle of Cetza / GM4

● Alan Gordon, London, SE15; James Voute, Purley, Surrey; Alan Balneaves, Gillingham, Kent; Ian Dodson, Rochester, Kent. A report of the GM Battleday prize will appear in a forthcoming GM.

(As part of a review for the Middle-Earth Quest gamebook called "The Mines of Moria":)

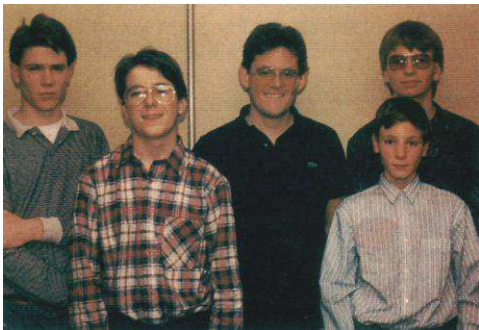
It would appear the role-playing gamebook world is going through something of an upheaval at the moment, what with Steve Jackson and Ian Livingstone deciding to concentrate mainly on full length fantasy novels, and Gary Chalk moving into the area of graphic books.

This leaves only Joe Dever—the market leader—to carry the flag. However, Joe is now experimenting with other avenues of FRP and his future in gamebooks is uncertain. So where does it leave the gamebook aficionados?

GamesMaster #15:

## WOLF WINNERS

● The six winners of the **Legends of Lone Wolf** competition held in GM Vol 1 No 12 August are **Michael Sheppard**, Waterlooville, Hants; **Carl Shooter**, Kirkby-in-Ashfield, Notts; **A.C. Ingram**, Ulverton, Cumbria; **Neil Couzens**, Chippenham, Wilts; **Ian Sharp**, Nocton, Lincoln; **D. Atkinson**, Trowbridge, Wilts. A copy of *Eclipse of the Kai* and *The Dark Door Opens*, signed by authors **Joe Dever** and **John Grant**, are being sent in the post.



● **Lone Wolf** author **Joe Dever** (centre) is pictured with GM Battleday warriors **Ian Dodson**, **Alan Gordon**, **James Voute** and **Alan Balneaves**. The four were winners of GM's recent **Battle of Cetza** competition. The prize was to take part in a special fantasy battle run by Joe at his Essex home. The battle's scenario was based in the world of *Magnamund*, the background to the *Lone Wolf* game books. GM's **Paul "The Good" Boughton** and **Wayne "Evil"** were the commanders. A full report of the Battleday plus pictures will appear in next month's GM. Who won this gigantic conflict? You'll have to wait until the next issue to find out.



**Overleaf:** A preview of the *Lone Wolf Battleday Report* (GamesMaster #7)



# NEXT MONTH

*In G.M. the independent fantasy role playing magazine*

Death or Glory

– a full report  
of GM's fantasy

Battleday

Vote For – A GM scenario

Reviews News Features

Nightfall – short story by Ian Page



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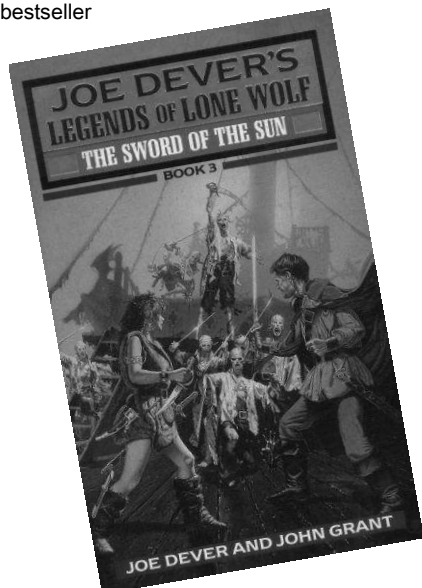
## THE SWORD OF THE SUN by Joe Dever and John Grant

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Last month saw the release of another volume in the "Legends of Lone Wolf" series. *The Sword of the Sun* (published in paperback by Beaver Books, price £2.99, 378pp.) is the third volume of Joe Dever's collaborative effort with John Grant and is a continuation of the story of Lone Wolf, the last Kai warrior.

Traditionally, a fantasy hero is incomplete until he/she obtains a magical sword. In Lone Wolf's case this omission is rectified by recourse to a quest for the Sommerswerd – the fabled Sword of the Sun, and Lone Wolf finds that, as usual, when it comes to obtaining magic swords the Sommerlund branch of "Weapons 'R' Us" never has one in stock. "Sorry, Guv, we'll have to put it on order. But it'll take six months to get from our Durenor branch." Needless to say, as Sommerlund's capital Holmgard is about to be attacked by Zagarna's forces of darkness it's time for Lone Wolf to get his adventurer's hat on again pretty quickly.

*The Sword of the Sun* is fairly standard fantasy fare aimed more at the 12- to 17-year old age group and, as with most fantasy, reality is often suspended for the sake of a good story with the villains "as thick as two short planks". While the book's treatment of relationships between characters sometimes verges on the simplistic, it's all fairly harmless fun which will undoubtedly become a bestseller



## MASTERWORLD News

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# CALLING ALL KAI MASTERS

Watch out for the first of **Joe Dever's** new *Lone Wolf Grand Master* gamebook series, *The Plague Lords of Ruel*— **Red Fox Books**, 336 pages, Price £3.99 — on sale October 4<sup>th</sup> 1990: next month GamesMaster International features an exclusive extract from *Plague Lords*, together with a great Lone Wolf competition.

Long overdue and much awaited, *Lone Wolf — The Mirror of Death* — the computer game based on the gamebook series, finally hits the stores around early September. The original, due out last year, was held back in order to incorporate new ideas and advanced game features into its basic design. After two years in production, *Mirror of Death* promises to be well worth the wait. For details send an SAE to: **Lone Wolf Software, Audiogenic, Winchester House, Canning Rd, Wealdstone, Harrow, Middx.**

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## THE DOCTOR CALLS . . .

Pictured here are **Joe Dever** (author of *Lone Wolf*) and **Tom Baker** (ex-*Dr Who*) snapped at a London recording studio during the production of five new telephone adventure games which are out now on the **PhoneQuest** service (0898 555 525). All of the PhoneQuest games are written by Joe Dever and the new game-line is introduced and hosted by Tom Baker. Tom also stars in *Alien Intruder* — PhoneQuest's exciting SF adventure.

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**Overleaf:** *GamesMaster International* #3: *The Plague Lords of Ruel* Preview.



# Games Master

INTERNATIONAL

The Independent Fantasy Gaming Monthly

EXCLUSIVE!

**MEET  
JOE DEVER'S  
PLAGUE LORDS**

**GURPS**

Roleplaying  
made easy?

**SNAKE  
EYES**

A Runequest  
mini-adventure

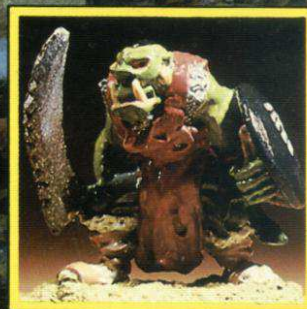
**WIN!**

The citadel  
of your  
dreams!

**LET'S DAUB  
A HORDE!**

Creating colourful  
fantasy armies  
the quick way

**LIVE ROLEPLAYING with  
the Adventurers' Guild!**



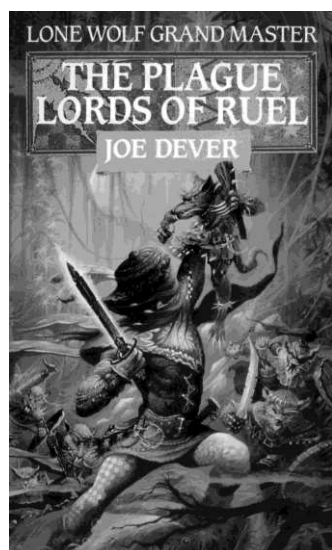
Grenadier Orc





# THE PLAGUE LORDS OF RUEL

BY  
JOE  
DEVER



“Your victory is total. At last you have fulfilled your destiny to avenge the Kai and rid your world of an evil which has threatened it for thousands of years. You return to Sommerlund a conquering hero and, as Kai Grand Master, you begin the task of restoring the Kai to their former glory. The chronicle of your struggle against the Darklords of Helgedad will pass into legend, inspiring future generations of Kai warriors to keep alive your ideals of bravery, skill and selfless courage. Yet the saga that is the story of your life does not end here. In future times the

chronicle will tell of the adventures you undertook during your Kai Grand Mastership. Until the time comes for their telling, may the Gods Ishir and Kai watch over you, Grand Master Lone Wolf, hero and saviour of Sommerlund.”

So ended *The Masters of Darkness*, the twelfth book in Joe Dever’s acclaimed Lone Wolf adventure game-book series in which you, intrepid reader, became Lone Wolf—the last Kai Master of Sommerlund.

In the course of the first twelve books, your ongoing quest was to restore the warrior Order of the Kai and avenge their massacre by destroying their murderers—the mega-bad Darklords of Helgedad. This quest was finally completed in Book 12. But ever since *Masters* was published, back in April 1988, Joe Dever has been inundated with literally thousands of letters from Lone Wolf fans all over the world, urging him to keep his promise to continue the saga of the Kai. Well, this is exactly what he’s done and GamesMaster International is proud to bring you this Lone Wolf exclusive.

*The Plague Lords of Ruel* is the first of the Lone Wolf Grand Master

Series, published this October by Red Fox Books. Here, for the first time, we publish an extract giving the background to the new series, and details of the perilous quest which awaits you.

## The Story So Far . . .

**Y**ou are Grand Master Lone Wolf, last of the Kai Lords of Sommerlund and sole survivor of a massacre that wiped out the First Order of your élite warrior caste.

It is the year MS 5075 and twenty-five years have passed since your brave kinsmen perished at the hands of the Darklords of Helgedad. These champions of evil, who were sent forth by Naar, the King of the Darkness, to destroy the fertile world of Magnamund, have themselves since been destroyed. You vowed to avenge the murder of the Kai and you kept your pledge, for it was you who brought about their downfall when alone you infiltrated their foul domain—the Darklands—and caused the



Illustration: Peter Andrew Jones Copyright: Solar Wind Library

destruction of their leader, Archlord Gnaag, and the core of their cancerous power that was the infernal city of Helgedad.

In the wake of their destruction, chaos befell the Darkland armies who, until then, had been poised to conquer all of Northern Magnamund. Some factions which comprised this huge army, most notably the barbaric Drakkarim, began to fight with the others for control. This disorder quickly escalated into an all-out civil war, which allowed the Freeland armies of Magnamund time in which to recover and launch a counter-offensive. Skilfully their commanders exploited the chaos and secured a swift and total victory over an enemy far superior in numbers.

**F**or five years now peace has reigned in Sommerlund. Under your direction, the once-ruined Monastery of the Kai has been thoroughly rebuilt and restored to its former glory, and you have begun the task of training a Second Order of Kai warriors so that the skills and proud traditions of your ancestors will be carried forward in the centuries to come. The new

generation of Kai recruits, all of whom were born during the era of war against the Darklords, possess latent Kai skills and show exceptional promise. These skills will be nurtured and honed to perfection during their time at the monastery so that they may teach and inspire future generations, thereby ensuring the continued security of your homeland in future.

Your attainment of the rank of Kai Grand Master brought with it great rewards. Some, such as the restoration of the Kai and the undying gratitude of your fellow Sommlending, could have been anticipated. Yet there have also been rewards which you could not possibly have foreseen. The discovery that within you lay the potential to develop Kai Disciplines beyond those of the Magnakai, which, until now, were thought to be the ultimate that a Kai Master could aspire to, was truly a revelation. Your discovery has inspired you to set out upon a new and previously unknown path in search of the wisdom and power that no Kai Lord before you has ever possessed.

In the name of your creator, the God Kai, and for the greater glory of Sommerlund and the Goddess Ishir, you have vowed to reach the very pinnacle of Kai perfection—to attain all of the Grand Master Disciplines and become the first Kai Supreme Master.

**W**ith diligence and determination you set about the restoration of the Kai Monastery and organized the training of the Second Order recruits. Your efforts were soon rewarded and, within the space of two short years, the first raw recruits had graduated to become a cadre of gifted Kai Masters who, in turn, were able to commence the teaching of their skills to subsequent intakes of Kai novices. Readily the Kai Masters rose to their newfound responsibilities, leaving you free to devote more of your time to the pursuit and perfection of the Grand Master Disciplines. During this period you also received expert tutelage in the ways of magic from two of your most trusted friends and advisors: Guildmaster Banedon, leader of the Brotherhood of the Crystal Star, and Lord Rimoah, speaker from the



High Council of the Elder Magi.

In the deepest subterranean level of the monastery, one hundred feet below the Tower of the Sun, you ordered the excavation and construction of a special vault. In this magnificent chamber wrought of granite and gold, you placed the seven Lorestones of Nyxator, the gems of Kai power that you had recovered during your quest for the Magnakai. It was here, bathed in the golden light of those radiant gems, that you spent countless hours in pursuit of perfection. Sometimes alone, sometimes in the company of your two able advisors—Banedon and Rimoah—you worked hard to develop your innate Grand Master Disciplines and grasp the fundamental secrets of Left-handed and Old Kingdom magic. During this time you noticed many remarkable changes taking place within your body: you became physically and mentally stronger, your five primary senses sharpened beyond all that you had experienced before, and, perhaps most remarkably, your body began to age at a much slower rate. Now, for every five years that elapse you age but one year.

At this time many changes were also occurring beyond the borders of Sommerlund. In the regions

to the northeast of Magador and the Maakengorge, the Elder Magi of Dessi and the Herbwardens of Bautar were working together in an effort to restore the dusty wasteland to its former fertile state. It was the first tentative step towards the reclamation of all the Darklands. However, although they had had notable successes in these regions, generally their progress was

**“The liquid was discovered to be a powerful vaccine against a new and complex plague virus.”**

painfully slow and both parties were resigned to the fact that their efforts to undo the damage caused by the Darklords would take not years but centuries to complete.

In the far west, the Drakkarim had retreated to their homelands and were engaged in a bloody war against the Lencians. Much of Nyras had been reclaimed by the armies of King Sarnac, the Lencian commander, and his flag now flew over a land which, two thousand years ago, had once been part of Lencia.

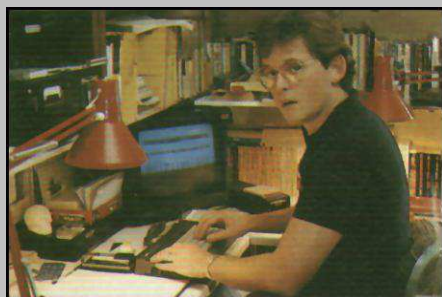
Following the destruction of the

Darklords of Helgedad, the Giaks, the most prolific in number of all of Gnaag's troops, fled into the Darklands and sought refuge in the gigantic city-fortresses of Nadgazad, Aarnak, Gournen and Kaag. Within each of these hellish strongholds there exists now a state of frenzied civil war as the remnants of the Xaghash (lesser Darklords) and the Nadziranim (evil practitioners of Right-handed magic who once aided individual Darklord masters) fight for control. By virtue of their geographic locations, and the struggles taking place within them, each of these city-fortresses is isolated from the next and poses no immediate threat to the peoples of the Free Kingdoms. It is widely believed that by the time the Elder Magi and the Herbalish reach the walls of these strongholds the occupants will have long since brought about their own extinction.

Elsewhere, throughout the Northern Magnamund, peace reigns victorious and the peoples of the Free Kingdoms rejoice in the knowledge that the age of the Darklords has finally come to an end. Readily men have exchanged their swords for hoes and their shields for ploughs, and now the marching they do is along the ruts

## LONE WOLF MASTERFILE

Publication of *The Plague Lords of Ruel* (336pgs, £3.99) spearheads a veritable invasion of **Lone Wolf** related material to hit the streets this winter.



Joe Dever

**Red Fox Books**, the teenage imprint of **Arrow Books**, is reprinting the entire Lone Wolf series (Books 1–12), all featuring new cover artwork by **Peter Jones**.

Prolific as ever, **Joe Dever** has already finished a further two

**Grand Master** gamebooks entitled *The Captives of Kaag* (No. 14) and *The Darke Crusade* (No. 15), which will be in the shops in December 1990 and March 1991 respectively.

The four novels which so far comprise the *Legends of Lone Wolf* set, by Joe Dever and **John Grant**, based on the gamebook saga, have proved something of a commercial success. Joe and John have now been signed up to write a further four titles in the series. The first of these, entitled *The Claws of Helgedad*, will be published in June 1991, alongside reprints of the first four titles, by Arrow Books.

Going online early this month are five new telephone adventure games on the **PhoneQuest** line (0898 555 525), all written by Joe Dever. Four of the games—*Ninja*, *Tomb of the Sphinx*, *Vampire Hunter* and *Alien Intruder*—encompass popular role-playing themes, while the fifth—*The Forbidden Tower*—is a completely new Lone Wolf adventure. The game features the voice of former

Doctor Who, **Tom Baker**, and has been produced using new telecommunications hardware designed specifically to eradicate the problems which plagued the first PhoneQuest release *The Fortress of Doom*. A completely new rules system, prizes, limited time duration to keep costs down, and a new game each month will make the PhoneQuest line very interesting.

There's even Lone Wolf knitwear now available from a company called **Fantasy Knitwear**. A colour brochure is available if you send a stamped, self-addressed envelope to **Fantasy Knitwear c/o C&EG, PO Box 120, Henley-on-Thames, Oxon RG9 1PB**.

And finally, there's a new range of Lone Wolf miniatures shortly to be available from **Alternative Armies**. The first release is planned for November with regular releases to follow. For a brochure, send an SSAE to **Alternative Armies, Unit 6, Parkway Court, Glaisdale Parkway, Bilborough, Notts, NG8 4GN**.

of their freshly furrowed fields. Few are the watchful eyes that scan the distant horizon in fear of what may appear, although there are still those who maintain their vigilance, for the agents of Naar come in many guises and there are those who wait quietly in the shadows for the chance to do his evil bidding.

Often, over the past two years, Lord Rimoah has warned you to be wary of one such group. They are known as the Cener Druids and they occupy a small, forested realm to the south of the Stornlands called Ruel, which they have made virtually impregnable to invasion through the use of evil herbcraft. Once, long ago, after the defeat of Naar's greatest champion—Agarash the Damned—they were used by Naar as agents of revenge. Then they formulated and released a plague that decimated the Elder Magi and left the way open for their conquest of Magnamund. Now the Elder Magi fear that, as before, Naar will use them again to enact revenge for the defeat of his champions. They fear that they will seek to destroy the Second Order of the Kai before it becomes too strong, for your quest for mastery of the Grand Master Disciplines has opened a door to such goodly power that even Naar himself may be unable to counter it. Unless he closes that door, others of your kind could soon be following in your footsteps.

Already the Elder Magi have petitioned the courts of all the Freeland rulers, beseeching them to act immediately and destroy the Cenerese before it is too late. Many of the kingdoms they have visited unwittingly harboured secret sects of Cener Druids who practised their vile herbcraft, often in remote areas. Sommerlund was one such land. Only a year ago, a sect of Cenerese was found in the foothills of the Durncraggs engaging in blood rituals at a site less than a day's ride from the Kai Monastery. News of this prompted action which brought about a scourge of the Lastlands and forced many Cenerese sects to flee to the safety of Ruel. The regular armies of three nations — Palmyrion, Lourden, and Slovia—are now encamped around its border in an attempt to contain the Cener threat. They remain watchful, but that is all they can hope to do. The Cenerese are too powerful within their own domain for the Freeland armies to

dare launch an invasion. One such attempt has already ended in disaster. Six months ago an allied force numbering seven thousand men entered the Forest of Ruel, intent on storming the Cenerese fortress of Mogaruith and razing it to the ground. Seven thousand men went into the forest: only seventy returned alive.

Despite the vigilance of these

### **“The Cenerese are getting ready to unleash an airborne plague virus that could kill all the living creatures of Magnamund.”**

three Freeland armies, the containment of the Cenerese threat within Ruel has not been entirely successful. To the south, the Cenerese can enter and leave their realm by means of tunnels which honeycomb the Skardos Mountains. These secret passages emerge in the free state of Caron, at the northern edge of the Rootstrangle Swamp which, in due course, drains into the Tentarias (the great waterway which divides the northern and southern continents of Magnamund). Once access to the Tentarias has been achieved, the Cenerese are virtually free to sail to any port or country of their choosing. Caron is helpless to prevent the Cenerese from using this route through their land. They are a poor nation with few resources, and Rootstrangle Swamp is one of the most difficult places to patrol. It comprises a constantly shifting morass of mud flats and rotting vegetation, inhabited by Tzargs—a carnivorous race of frog-like animals originally bred by the Cenerese for the sole purpose of guiding them through the swamp's ever-shifting channels.

On midsummer's day, Lord Rimoah arrived at the monastery without, as customary on such occasions, any forewarning of his visit. His unexpected appearance surprised the other Kai and caused them to speculate in whispers about the reasons for his journey. Yet his coming was of no surprise to you. For days you had experienced a feeling of unease, a presentiment that your orderly life at the monastery was about to undergo a dramatic change. Rimoah brought with him a glass

phial of pale green liquid, a liquid that was proof-positive that the Cenerese were indeed preparing to enact Naar's revenge upon the Free Kingdoms of Magnamund.

The phial had been found among the possessions of a Cener Druid who had been caught in the city of Ragadorn after having been followed there by a watchful Herbwarden from Bautar. Under interrogation, the Cener revealed that he had been sent to Ragadorn by Arch Druid Cadak, the ruler of Ruel, to distribute the phials of this liquid to agents sympathetic to the Cenerese cause. The Herbwarden had sent the phial to Dessi where the Elder Magi, upon analysing the liquid, discovered it to be a powerful vaccine against a new and complex plague virus. Judging by the composition of the vaccine, this plague virus would prove to be several times more lethal than the Great Plague which had so devastated their race thousands of years ago. The Cener succeeded in taking his own life before he revealed further details, but, judging from the evidence in their possession, the Elder Magi were convinced that the Cenerese are getting ready to unleash an airborne plague virus that could kill all the living creatures of Magnamund, save those that had ingested the vaccine.

Rimoah informs you that the Elder Magi are unable to replicate the vaccine in huge quantities, and even if they were so able, to distribute it to every living creature on Magnamund would be an impossible task.

“The Herbwardens are sure that the Cener they found in Ragadorn was one of the first of those sent out of Mogaruith to distribute this vaccine,” said Rimoah, his voice uncharacteristically sombre. “Therefore we must act quickly if we are to destroy the virus before Cadak is ready to release it into the atmosphere. Someone must enter Mogaruith. They must find and destroy the plague virus, and they must ensure that this evil work can never again be resumed.”

For a long moment you stood in silence staring into Rimoah's unblinking eyes. Then, with a nod of your head, you acknowledge what had to be done. Only a Kai Grand Master possesses the skills and experience that would be essential to the success of this vital mission . . . And there is only one Kai Grand Master.

# WIN A SIGNED LIMITED-EDITION PRINT OF THE ORIGINAL LONE WOLF



## **THE PLAGUE LORDS OF RUEL** **COVER ARTWORK!**

A strictly limited-edition of 10 full-colour prints of the Lone Wolf  
*The Plague Lords of Ruel* cover art are up for grabs.

Each of these superb prints will be signed by the author Joe Dever and artist Peter Jones,  
and will come with a number certificate of authenticity.

Ten runners-up will each receive copies of the Lone Wolf *The Plague Lords of Ruel* gamebook,  
personalized and signed by Joe Dever.

To enter, all you have to do is answer the following questions based on this month's  
exclusive Lone Wolf *GamesMaster International* book extract.

1. How many years have passed since the massacre of the Kai took place?  
Answer
2. Who is the leader of the Brotherhood of the Crystal Star?  
Answer
3. Who is your creator?  
Answer
4. What is the name given to the lesser Darklords?  
Answer
5. Who is the ruler of Ruel?  
Answer
6. Name the great waterway which divides northern and southern Magnamund?  
Answer
7. How many soldiers of the Freeland armies survived the ill-fated invasion of Ruel?  
Answer

Name .....

Age.....

Address.....

.....

..... Postcode .....

Send your answers to Newsfield, Lone Wolf Competition,  
GamesMaster International, Ludlow, Shropshire, SY8 1JW.  
The closing date is 18th October 1990.



## COMPETITION RESULTS

### Joe Dever Competition (GMI3)

The answers to this competition were:

1. 25
2. Guildmaster Banedon
3. The God Kai
4. Xaghash
5. Arch-druid Cadak
6. Tentarias
7. Seventy

The ten winners are:

**Richard Thompson**, Aberdeen; **Dave Allen**, Mandesley; **Gary Panniers**, Horsham; **Phoenix Kandor**, Birmingham; **HK Spenser**, Accrington; **Andrew Hill**, Ilford; **Paul Murphy**, Kennington; **Simon Lees**, Brockley; **M Webb**, Tonbridge Wells; and **Sacha Varma**, Sevenoaks.

Each receive a signed, limited-edition print of the *Lone Wolf Plague Lords of Ruel* cover art.

The ten runners-up are:

**Michael Hole**, Pentwyn; **Andrew Smith**, Barnsley; **Graeme Benyon**, Carlisle; **Brian Wong**, Harrow Weald; **Sarah York**, Gillingham; **Andrew Frost**, Sherborne; **John Farmer**, Ipswich; **Kirsten Ward**, Liverpool; **Nicholas Henstock**, Cardiff; and **Scott Thompson**, Dunbar.

Each receive a copy of *The Plague Lords of Ruel* signed and personalised by Joe Dever.

*Albion* by John Grant (Headline, hardback, 311 pp, £4.95) stands alone as a complete fantasy, and a very strange one. Albion is a different sort of magic island, whose geography rearranges itself capriciously and whose inhabitants suffer complete tyranny without even knowing that they suffer, because they have no memories. Dimly, instinctively, they till the land, unable to resent it more than briefly when the oppressors come to loot the harvest and enjoy a little rape...

This is a hideously effective metaphor, the background for a grim, bloody and powerful book. Every so many generations, someone from the World outside is shipwrecked on Albion; immune to the clogging amnesia, he gives people names and a past and a future; and in due course there's an insurrection which always, ultimately, fails. Until the last one.

(Er, since resistance to Albion's disease of amnesia seems to be hereditary and since the non-amnesiac oppressors go in for so much rape, I'd have expected a whole crowd of new revolutionaries each generation, without need for castaways...)

It's an adult story, featuring tortuous personal relationships and less-than-nice good guys while rejecting too-easy answers, like 'Hey, let's just slaughter all the baddies now.' It also offers some inventive magical twists, like the Dreamers whose sleeping nightmares take all too tangible shape for everyone awake around them.

Grant is perhaps best known to **GMI** readers for his co-authorship of the *Lone Wolf* novels (loosely based on **Joe Dever's** game books), and his eccentric goddess Alyss has strayed across from these to *Albion*. She's fun, though sometimes a shade too cheerful for this dark tale. Anyway: recommended.

# FINAL CALL FOR THE SIXTH BPBMA CONVENTION

If you are intending to visit the Sixth London *BPBMA* Convention this year, this is your last chance to obtain tickets at discount price. The convention takes place on **Saturday 2nd February**, at **The Old Horticultural Hall, Vincent Square, London SW1**. The doors will open at 10.30am and close at 6pm. The entrance fee is £3.50 on the day, but **GMI** readers can get advance tickets for the reduced price of £2.50 if they write to convention organiser **Peter Thornhill** before **January 29th**.

Peter has personally approached over 140 British PBM companies, 30 LRP companies, 20 FRP shops and 20 other concerns peripheral to the PBM hobby, with a view to booking them for the convention.

Peter also announced that some of the companies who have already booked a stall or verbally confirmed their attendance include **Sloth Enterprises, Games By Mail, Standard Games, Time Pattern Games, NAB Software, Chepro Ltd, Crasiworld, PBM Monthly, PBM Scroll, The Labyrinthe,**

and **Flagship**, to name but a few. There'll also be a GMI stall, manned by the team.

Peter is expecting to book around 40 PBM companies plus various other RPG companies, dealing with such aspects of the hobby as live role-playing, board games, table-top role-playing, computer games, and RPG accessories.

Some of the events already organised include The **Alan Crump** Show, an updated debate on the future of PBM hosted by Flagship's **Nicky Palmer**, the BPBMA awards, an open LRP competition, a bring and buy auction, and a figure painting competition.

The latest attraction is the possibility of a large demonstration being put on by **Mechforce UK**, Britain's official *BattleTech* fan club. Once again **Joe Dever** is the guest of honour.

Anyone interested in obtaining tickets for the convention or booking a stall should write to **Peter Thornhill, c/o the BPBMA 23 Aragon Place, Kimbolton, Huntingdon, Cambs PE18 0JD** as soon as possible.

# DIAL FOR ACTION

The past two years have seen a steady growth in the number of interactive telephone games, spearheaded by **Steve Jackson's** *FIST* games, the controversial *Dial Doctor Dark*, and **Joe Dever's** *Lone Wolf* epics.

Now a new company is set to raise the profile further by capturing a string of major film and television licences. The first was *RoboCop 2*, which went 'live' in December, and will be followed by a game based on the *Darkman* movie, which is now in production and should be released early this year.

The Sheffield-based **Phone Program Company** has been set up by **Gremlin Graphics**, a familiar name to computer game players. 'Whatever you make of it, interactive telephone games have arrived and look like they're here to stay,' a Phone Program Company spokesman said. 'As with any new entertainment media, it will have its knockers but if the experience of the US market is anything to go by, they will be far outweighed by its fans.'

'Just as with a good book or radio play, in the absence of a visual image the human imagination is capable of creating its own pictures that are often more powerful than any film or computer graphic can convey. It really is all in the mind.'

Based heavily on the movie, callers to the *RoboCop 2* game play the part of the part man, part machine, all cop hero and must track down and destroy evil drug barons in Old Detroit.

For those who've never played an interactive telephone game, the experience is rather like listening to a radio play – a narrator, actors, music, and sound effects build the atmosphere. The difference is that you can interact with the characters, influence and control the storyline to effect the ending.

At set points in the story, the action is frozen to allow you to take vital decisions. In *RoboCop 2*, for instance, this might involve shouting a warning to some crooks before approaching them, fire a warning shot, or approaching them in your patrol car. Once the choice has been made you must live with the consequences.

As play continues, players can check their score, energy level, inventory, or save the game. This is where you're given a Personal Identification Number so you can call back at some later stage and continue playing, if you wish.

The official *RoboCop 2* game from **The Phone Program Company** is on **0898 345678**. Remember, calls cost 33p per minute standard rate and 44p peak.

# GAMESMASTER INTERNATIONAL

## 1991 FANTASY AWARDS

**W**elcome to the first **GamesMaster International Fantasy Awards!** In four months' time we'll celebrate our first birthday and to coincide with our celebrations we'll announce the winners and runners-up of what we intend to become an annual event.

And it's you, the **GamesMaster International** reader, who has the power to hand out the accolades.

The awards are divided into two parts. Firstly, the 1991 awards, for products released in this country between the launch of **GMI** in July 1990 and the present day. Secondly, the **GMI All-Time Greats**, open to all products released since the launch of *Dungeons & Dragons*.

We've selected the categories we believe cover the entire fantasy hobby. All you have to do is fill in the printed coupon and send it to: **Newsfield, GAMESMASTER INTERNATIONAL'S 1991 FANTASY AWARDS, Ludlow, Shropshire, SY8 1JW.** Remember, you don't have to vote in every category, just the areas you're involved in.

Winners will be presented with a framed certificate. There'll also be a special **GMI** award made by the editorial team, to the company or individual we believe has done the most to establish the role-playing hobby in this country.

● **WARNING:** Multiple entries from individuals will not be allowed and, of course companies cannot vote for their own products, although they can vote for their rivals. If we spot any attempt to fiddle the vote, that company and/or product will be banned.

The closing date of entries is **May 1991** and the results will be announced in the August issue of **GamesMaster International**.

Remember, your votes count!

## READERS' CHARTS

**E**ach month **GamesMaster International** will compile a comprehensive study of the role-playing hobby, and we'll ensure it's the most accurate survey around — because the information will come from *you*.

Every issue we'll ask you to cast your votes for the games or accessories you've bought or played over the previous month. Using the latest computer technology, we'll analyse what's being played throughout the United Kingdom and present the information in the form of the **GamesMaster International Readers' Charts**.

Below you'll find a list of categories which cover the entire role-playing hobby. All you have to do is fill in the sections which apply to products you've bought or tested over the previous month. Send the form to: **Newsfield, GMI READERS' CHARTS, GamesMaster International, Ludlow, Shropshire, SY8 1JW.** Our first survey period ends on March 1<sup>st</sup>; all votes *must* be in by **March 13<sup>th</sup>**, and the results will appear in the May issue.

### GAMESMASTER INTERNATIONAL 1991 FANTASY AWARDS

Boardgame.....  
Table-top System.....  
Supplement.....  
Play-By-Mail.....  
Computer RPG.....  
Miniatures Range.....  
Fantasy Book.....  
Fantasy Short Story.....  
Science Fiction Book.....  
Science Fiction Short Story.....  
Solo Gamebook.....  
Fantasy/Science Fiction Film or Video.....  
Live Role-playing Group.....  
Role-playing Company of the Year.....

### GAMESMASTER INTERNATIONAL ALL-TIME GREATS FANTASY AWARDS

Boardgame.....  
Table-top System.....  
Supplement.....  
Play-By-Mail.....  
Computer RPG.....  
Miniatures Range.....  
Fantasy Book.....  
Fantasy Short Story.....  
Science Fiction Book.....  
Science Fiction Short Story.....  
Solo Gamebook.....  
Fantasy/Science Fiction Film or Video.....  
Live Role-playing Group.....  
Top Role-playing Company.....

Name..... Age.....  
Address.....  
.....  
.....

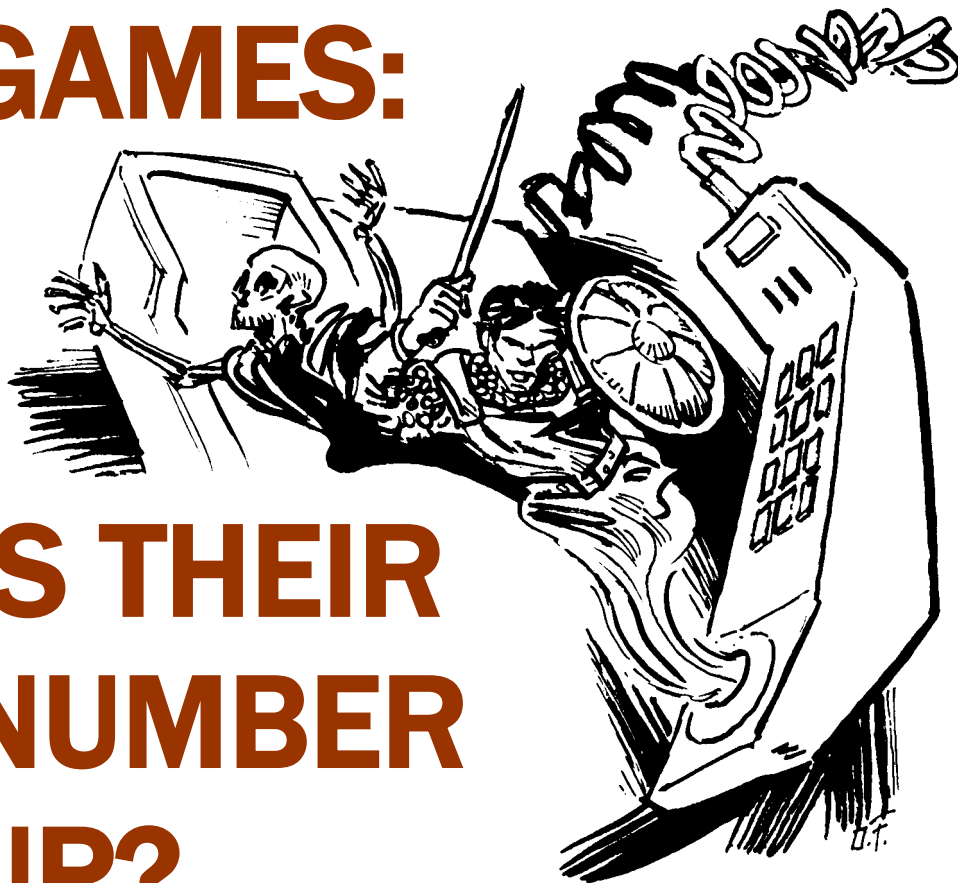
### GMI READERS' CHARTS

Boardgame.....  
Table-top RPG System.....  
RPG Supplement.....  
RPG Scenario.....  
PBM Game (hand moderated).....  
PBM Game (computer moderated).....  
Computer RPG.....  
Miniatures Range.....  
Fantasy Book.....  
Science Fiction Book.....  
Solo Gamebook.....  
Fantasy/Science Fiction Film.....  
Live Role-playing Group.....  
Telephone Game.....

Name..... Age.....  
Address.....  
.....  
.....

# TELEPHONE GAMES:

# IS THEIR NUMBER UP?



**'British  
Telecom... are  
killing the  
golden goose'  
Joe Dever**

**'...Sickening,  
immoral and  
dangerous'  
Terry Lewis,  
Labour MP**

## HOW A TELEPHONE GAME IS MADE

An interactive telephone game is like listening to a radio play with actors, music, and sound effects. The difference is that you can interact with story, making vital decisions that influence the outcome, rather like playing a computer adventure or role-playing game.

At set points, players are presented with a series of options, ranging from moving in a different direction, collecting objects, fighting, eating, etc. Choices are made by pressing numbers on the telephone keypad.

At any time in the game, the players can go into 'limbo'. They're given a Personal Identification Number and can call back later.

Playing the game is simplicity itself. Producing them is another matter, as **The Phone Program Company** explained:

'If you give the player the opportunity to choose how the action will proceed, you have to make a recording of every possible result of that decision process, a large part of which an individual player may never get to hear.'

In *RoboCop 2*, for example, a selection of choices may include: shouting a warning, then

approaching on foot; firing a warning shot, then approaching on foot; or approaching in your patrol car. Three different recordings had to be made to allow the player to choose any single course of action. That process was repeated through a whole series of locations and events.

The first step was to design the game and write the script. The design is similar to that of a computer adventure game and details locations, events, objects etc. The script gives not only the lines each character will speak but also specifies sound effects and music.

The recordings for *RoboCop 2* were made in a 16-track studio. Each scene was first acted out and recorded. Sound effects were added later and the whole recording then edited and a master tape produced.

Next the audio was transferred onto a computer's hard disk, as data rather than sounds, and stored as large series of audio files. The computer system also runs the game, allowing immediate access to the recording as well as allowing a large number of people to play the game independently yet simultaneously.

The past three years has seen a steady growth in the number of interactive telephone games, a new and exciting sphere of computer-controlled entertainment combining the ingredients of a role-playing game with the dramatic effects of a radio play. This type of entertainment has attracted some of the big names from the role-playing world, Steve Jackson, Ian Livingstone, and Joe Dever. But is it a passing phase or are these games here to stay?

**T**he key factor in their future success lies, perhaps, not with the companies who produced the games, but with **British Telecom**. To make an 0898 call now costs 33p per minute cheap rate and 44p at all other times. The pricing is set and controlled by **BT**. And for doing nothing other than allowing companies to use telephone lines, **BT** takes half the profits.

Companies have no choice but to use **BT**. The government has proposals to scrap the duopoly which **BT** and the much smaller **Mercury** have, and that could herald a more competitive pricing structure — but any changes will be years away.

A second threat to 0898 games has been bad publicity linking them with chat-lines and the multitude of porn lines, although the campaign by lobby groups and some MPs to have them banned has declined of late.

## DEVER AND JACKSON

**J**oe Dever, best-selling author of the *Lone Wolf* solo gamebook adventures and six 'PhoneQuest' telephone games, has campaigned against **British Telecom**'s pricing structure.



It's a prime example of how the British Telecom monopoly is bad for the UK market. They're killing the golden goose,' Dever says. 'I've been pushing BT for over a year to allow us to charge our own prices. They said they would review it then put the prices up.'

Dever entered the telephone game market back in 1988 with *The Fortress of Doom*, featuring his Lone Wolf character. Five other games have followed: *The Forbidden Tower*, *Alien Intruder*, *Ninja*, *Tomb of the Sphinx* and *Vampire Hunter*.

He favours the setting of a ceiling charge of £3.50 per telephone call. Once that charge has been reached the player can continue without paying more. The rights to his games have been sold to the United States and Australia where a ceiling price will be implemented.

The first telephone game to hit the UK market was *Castle Mammon*, written by **Steve Jackson**, co-founder (with **Ian Livingstone**) of the British company Games Workshop, and co-author — again with Ian Livingstone — of the multi-million selling *Fighting Fantasy* series of solo adventure gamebooks.

Back in 1988, Jackson recalled how his *FIST* games — that's *Fantasy Interactive Scenarios by Telephone* — started.

'Towards the latter half of 1987, we got a letter from Tony Pirquet at **Computerdial**. His company had a computer program which had a way of reading the numbers dialed on a telephone in the middle of a call. They were running a Russell Grant Hotline and a Trivia Line Quiz and Tony wondered whether our gamebooks couldn't be adapted to the system.

To me, the possibilities were mind-boggling. It was if someone had invented a pack of cards and said: "We've been using them for telling fortunes. Do you think they could be used for playing games?"

'Not only that, but the project encompassed all my interests. Fantasy adventure. Games. Computers. And it would have to be prepared like a radio drama script — video/sound recording is another hobby of mine. Originally, they envisaged translating the gamebooks into audio adventures. But it soon became clear that it was just as much work re-writing a gamebook as it was to write a new adventure. So that's what I did. The result was *Castle Mammon*.'

Jackson continued: 'The whole project was a memorable experience. A different style of writing, a new game system, many hours in a recording studio with actors, special effects and synthesizers. Making decisions like: just what

sort of a sound does a Brimstone Demon make when it's wounded? Many of the effects were improvised in the studio. The Brimstone Demon was my own scream taken down a few octaves, slowed down and phased.

'All the sounds of the horses hooves were done with two coconut shells tapped rhythmically on a table through a tangle mess of old recording tape. Some of the effects I'd envisaged didn't work out too well. They sounded fine in the studio, but when you listened to them on the phone, you couldn't hear them.'

## DIAL 0898 FOR SCANDAL

**P**robably the most controversial game to date is **TIC's** *Dial Doctor Dark*, which went live early in 1989. It had originally been commissioned as a promotion for an American horror movie, *976-Evil*, which marked the directional debut of actor **Robert Englund**, who plays mass murderer **Freddie Krueger** in the *A Nightmare On Elm Street* series of films.

The film was about a sad and lonely teenager who dials a 976 'horrorscope' line and becomes involved in a web of evil. (976 numbers are the American equivalent of 0898.)

The tabloid press were hysterical. 'Dial-A-Demon Storm on Kids' Phone Game,' screamed the *Daily Mirror*. 'Dial-A-Nightmare Fury,' frothed the *News of the World*. 'Fury Over Dial-A-Demon Kids' Game,' shrieked *The Sun*.

*The Sun's* story said: *In the film, a 15-year-old boy is possessed by evil after dialing a similar game. He IMPALES demons on pitchforks, BREAKS his mother's neck, then FEEDS her corpse to a pack of wild cats.*

Terry Lewis, Labour MP for Worsley, Manchester, called on the then Home Secretary **Douglas Hurd** to have the game shut down. 'It's sickening, immoral, and dangerous,' he said.

**The Reach-Out Trust**, a Christian Evangelical group, preached: 'We're absolutely appalled by this game,' and added, 'We'll mount a major campaign to stop this hideous game.'

The publicity resulted in the game's name being changed to *Dial Doctor Dark* but did nothing to affect its success, despite Mr Lewis complaining to the Independent Committee for the Supervision of the Standards of Telephone Information Services.

The committee rejected the MP's plea to ban the game. **Ms Presilly Baxendale**, a committee member, was quoted in *The Financial Times* as saying: 'I find it extremely boring. It makes no reference to chopping up one's mother or anything like that.'

## A NEW HOPE

**W**ithout doubt the coming months will be an interesting time for interactive telephone games. The arrival of **The Phone Program Company**, set up by **Gremlin Graphics**, is the first indication of how the market could develop.

*RoboCop 2*, launched just before Christmas, and *Darkman* (due for release soon) are the first of a promised string of major film and television licences which could raise the whole profile of telephone games to new levels.

**David Martin**, commercial director of **The Phone Program Company**, has no doubt telephone games are here to stay. 'As with any new entertainment media, it will have its knockers but if the experience of the US market is anything to go by, they will be far outweighed by its fans. Just as with a good book or radio play, in the absence of a visual image, the human imagination is capable of creating its own pictures that are often far more powerful than any film or computer graphic can convey. It really is all in the mind.'

## TELEPHONE GAMES

The following is a list of the most important telephone games. Most are still 'live'. The numbers are currently correct but companies have been known to change them.

1988: *FIST 1: Castle Mammon* **0898 800 876** (Computerdial)

1989: *FIST 2: The Rings of Albion* **0898 800 877** (Computerdial)

1989: *Dial Doctor Dark* **0898 345 090** (TIC)

1989: *The Fortress of Doom* **0898 555 525** (Broadsystem)

1989: *Steve Jackson's Gladiators of the Roman Empire* **0898 800 891** (Computerdial)

1989: *The Orb of Salem* **0898 330 440** (DJC)

1989: *Spud Turtle* **0898 345 006** (TIC)

1990: *Ian Livingstone's War of the Wizards*

1990: *The Forbidden Tower* (Lone Wolf), *Alien Intruder*, *Ninja*, *Tomb of the Sphinx*, *Vampire Hunter* **0898 555 525** (C and E Group)

1990: *Day of Darkness* **0898 555 522** (Broadsystem)

1990: *Dr Who* **0839 121 115** (Broadsystem)

1990: *RoboCop 2* **0898 345 678** (The Phone Program Company)

### Coming soon...

*Darkman* from **The Phone Program Company**. **Broadsystem** will probably produce two new *Doctor Who* games.

**WARNING:** 0898 telephone calls cost 33p per minute cheap rate and 44p per minute at all other times. If you are not the person who'll be paying the bill, check with them before dialing.

**'I find it [Dial Doctor Dark] extremely boring. It makes no reference to chopping up one's mother or anything like that'**



# *SPECIAL INVITATION TO ALL GMI READERS*

## *GAMESMASTER INTERNATIONAL AWARDS CEREMONY*

*The place: Virgin Games Centre, 100 Oxford Street,  
London W1*

*The date: Saturday, 24th August 1991*

*The time: High Noon*

*GamesMaster International requests the pleasure of your company at the GMI 1991 and All-Time Great Fantasy Awards. The event will take place at 12 noon, upstairs in the Virgin Games Centre, London W1, on Saturday, 24th August, 1991. No formal dress is required.*

*The GMI editorial team will be presenting unique scrolls to both the winners and runners-up of the Fantasy Awards. Come along and meet Tim, Paul and Wayne plus some of the biggest names in roleplaying.*

*They will include: best-selling authors Joe Dever and David Gemmell; Mac, the driving force behind Alternative Armies; Kevin Kropper and Nigel Mitchell of KJC Games; Ben Warrington of DNA Games; Steve and Pam from Spirit Of Adventure; and other big names.*

*Other guests invited are The Labyrinthe's Pete Garner, representatives from Games Workshop, Chaosium and TSR UK, Eurolog and MechForce UK.*

*It's also your chance to meet GMI's contributors, including Dave Langford, Alan Crump, Lucya Szachnowski, Gary O'Connell, Gary Moore, Dave Cooksey, Martin Webb and Dave Fletcher.*

*We look forward to seeing you there!*

# GAMESMASTER INTERNATIONAL READER'S CHARTS

he ballot boxes have been collected, the voting forms gathered, and the results collated: the first GMI Readers' Charts are here! The following rankings are what you, the GMI readers, have voted for, in all aspects of the RPG hobby.

But it's not over yet! Whether

you agree or object to these first results, we're ready and waiting for your votes, to update the charts for their second appearance, in three months' time. To find out more and vote for all your favourites, see the coupon on page 72 of this very issue.

## • BOARD GAME

- ① *Talisman* (Games Workshop)
- ② *HeroQuest* (Milton Bradley)
- ③ *Buck Rogers* (TSR)

## • TABLETOP RPG SYSTEM

- ① *AD&D* (TSR)
- ② *Cyberpunk 2020* (Talorian)
- ③ *Shadowrun* (FASA)

## • RPG SUPPLEMENT

*Street Samurai* (TSR)

## • RPG SCENARIO

*Temple of Elemental Evil* (TSR)

## • PBM GAME (hand moderated)

- ① = *Crasimoff's World* (Craisiworld)
- Cybernation* (DNA Games)

## • PBM GAME (computer moderated)

- ① *Quest* (KLC)
- ② *Legend* (Rhann)

## • COMPUTER RPG

- ① *Bloodwych* (Mirrorsoft)
- ② *Champions of Krynn* (US Gold/SSI)

## • MINIATURES RANGE

- ① *Citadel*
- ② *Alternative Armies*

## • FANTASY NOVEL

- ① *The Lion of Macedon* (David Gemmell)
- ② *Guards! Guards!* (Terry Pratchett)

## • SCIENCE FICTION BOOK

- ① *A Player of Games* (Iain M Banks)
- ② *Mona Lisa Overdrive* (William Gibson)

## • FAVOURITE AUTHOR

- ① David Gemmell
- ② Joe Dever
- ③ Terry Pratchett

## • SOLO GAMEBOOK

- ① *Plague Lords of Ruel* (Joe Dever)
- ② *Warlock of Firetop Mountain* (Steve Jackson and Ian Livingstone)

## • FANTASY/SCIENCE FICTION FILM

- ① *Total Recall*
- ② *Hardware*

## • LRP GROUP

- ① *The Labyrinth*
- ② *Fools and Heroes*
- ③ *Spirit of Adventure*

## • Telephone Game

- ① *PhoneQuest* (ComputerDial)
- ② *RoboCop 2* (The Phone Program Company)

# GMI NEWS

## DARKE DEVER

The Darke Crusade, the third release in the award-winning *Lone Wolf Grand Master Series* by Joe Dever, is published by Red Fox Books on August 22<sup>nd</sup>, price £3.99.

In this exciting solo adventure, your quest is to prevent an evil Drakkarim Warlord from recovering the Doomstone of Darke, a corrupt stone of power. Should he succeed, his army will become invincible.

Also coming soon is the sixth *Legends of Lone Wolf* novel, by Joe Dever and John Grant, entitled *The Sacrifice of Ruanon* (Arrow Books, price £3.99). Publication is set for October 24<sup>th</sup>.

For more information contact The Lone Wolf Fan Club, 39 Corfe Way, Broadstone, Dorset, BH18 9ND, England. (Overseas enquiries should enclose two international reply coupons.)

# THE READING ROOM

with Alan Crump

## THE DARKE CRUSADE

By Joe Dever

After a session in one of East London's drinking holes I was challenged by the spiky-haired one to have a go at Joe Dever's latest gamebook, *The Darke Crusade* (Red Fox, paperback, 350pp, £3.99).

In *The Darke Crusade*, you play the role of the warrior Lone Wolf, Kai Grand Master of Sommerlund, and your task is to overcome the rigours of the Hellswamp and defeat the Drakkarim legions of Warlord Magnaarn to prevent this minion of evil possessing the Doomstone of Darke. Nothing could be simpler – or could it?

Starting your quest is fairly simple thanks to the easily assimilated rules at the beginning of the book. Indeed, you don't even need dice to roll up your character's stats: close your eyes and hit the Random Number Table. Then, armed with five items of equipment and four Grand Master Disciplines, you're fit to take on anything Warlord Magnaarn sees fit to throw at you.

I draw a veil over my first five ignominious failures to complete the quest in favour of the sense of achievement when my killing blow vanquished Magnaarn and destroyed the Nyras Sceptre. Harmless hack and slash fun – I can't wait to try another one.



# LINEFEED

Computer books, gamebooks, science fiction, and fantasy books reviewed.

Peter Berlin reviews some of the game book series on the market.

## The original

**Books** *The Warlock of Firetop Mountain, The Citadel of Chaos, The Forest of Doom, Starship Traveller, City of Thieves, Deathtrap Dungeon, Island of the Lizard King.* **Authors** Steve Jackson and Ian Livingstone. **Publisher** Puffin. **Price** £1.50.

THE JACKSON and Livingstone series of gamebooks give every appearance of having been adapted wholesale from old dungeons the authors had lying around.

There is not necessarily anything wrong with this. *Solitaire Dungeons and Dragons*, although it strikes me as a contradiction in terms, has always been greatly in demand and these two British role-playing pioneers have taken note of the successful methods of computer gamers and produced nine highly playable solo adventures.

Indeed, three of the books are adventures set in dungeons and all the others are in very familiar FRP environments. *Starship Traveller* is clearly modelled on the popular *Traveller* games but all the others are heavily D & D based and contain creatures, combat, and encounters which will all be cosily familiar to any moderately experienced player.

This is my main objection to the books—there's nothing at all surprising about them. Even were they normal multi-player adventures I wouldn't very much want to play in them. A good dungeon is more than just a succession of rooms filled with various monsters and treasure and magic. I would

like to see a little flair, a little of the linking imagination which makes the best adventures hang together.



Ian Livingstone, Warlock co-editor

The games are solid and consistent and almost totally free of bugs. Seven different artists have produced decent illustrations. If you want to play a very ordinary FRP game by yourself then this is ideal. It would seem, judging from *Warlock's* outrageous sales figures, that a lot of people do.

## Ability

**Books** *The Grailquest series: 1 Castle of Darkness 2 The Den of Dragons.* **Author** J H Brennan. **Publisher** Armada. **Price** £1.50

THE MECHANICS of *Grailquest* are similar to those of other gamebooks. The 'plot' is a flowchart put in words. Brennan's plot is less sophisticated and has fewer 'turns' than most others and the combat system is rather crude, but the game does make some provision for experience which is unusual.

But *Grailquest's* strength, and weakness, is the harmony between Brennan's writing and his games-mastering style. There is no doubt that it is over the top and some players may find the long passages of text tedious—the first forty-five pages contain one piece of 'play' while Brennan expan-

sively sets the scene for the rest of the adventure.

Some of the incidents are a little peculiar too. Brennan prefers to have a few well developed scenes rather than a large number of ordinary ones. An example of his eccentric style is the poetry fiend who demands that players write him some verse. I thought this a little cute but it is clear that Brennan is aiming for a younger audience and his determination to make the players use their brains is a welcome change.

One room is impossible to escape from unless players solve a code—the clever touch being that Brennan lets you work out that you have to break the code.

*Grailquest's* skimpy adventure will disappoint hardened games players, but I have no doubt that his approach is the one gamebooks will have to take. As the readership becomes more discriminating the simple ability to write, which Brennan displays, will become an essential element.

## Sorcerer

**Books** *Steve Jackson's Sorcery: The Shamutanti Hills, Kharé, Cityport of Traps; The Seven Serpents.* **Author** Steve Jackson. **Publisher** Puffin. **Price** £1.95

THE SERIES of books builds in several ways on the previous Jackson / Livingstone series of gamebooks. In every respect it marks a significant advance. The games are more sophisticated, and the adventures are more involving and exciting. The series is more attractively packaged and the higher price and cunning way in which the sequels are tied into the first book shows that Jackson's already highly developed financial acumen has grown at least as quickly as his understanding of gamebooks.

The player is searching through the badlands for the Crown of Kings. The territory is so large that no adventurer could possibly cover it in one book: hence the four inter-linked ones. An 'epic', we are told.

The basic combat system and the flat writing style are identical to the *Warlock* series, but there are several significant developments. The most noteworthy is the magic ►



system. A series of spells are listed at the back of the books, each designated by a three-letter word. Each time the player has an encounter they are offered the option of fighting or throwing a spell. Five three-letter words are listed; some are not spells, and some are inappropriate spells. Players must rely on memory when they make their decision. Cheating is, of course, possible but it's more fun not to.

The other great improvement is the way each book hangs together as a campaign-type adventure. Every creature encountered is there for a purpose, and there is a pleasing consistency of feel to the whole book. The adventure is also more realistic because of the

need for rest and food every 'day'.

My only concern is that there are far too many bugs. For example, I found two relating to one encounter with a witch called Alianna. There is a beggar who may give the player a key, with a number written on it; but when I tried to unlock Alianna's cage with it, the section I was told to go to was inappropriate. Worse, Alianna rewards her rescuer with glue, but when I tried to throw a GUM spell at a Giant Bat I encountered that night, the book informed me I did not have the necessary glue.

Glitches apart, however, these are without doubt the best gamebooks on the market.

## WOLVESBANE

**Books** The 'Lone Wolf' series: *Flight from the Dark* and *Fire on the Water*. **Authors** Joe Dever and Gary Chalk. **Publisher** Sparrow Books. **Price** £1.50

THESE BOOKS are a qualified success. At its best it is one of the most exciting of the gamebook series; there is, for example, a marvellous stagecoach incident in *Fire on the Water* which makes good use of the illustrations and should test the wits of the best players.

On the other hand the sequence of actions is sometimes messy and difficult to follow. There are far too many unavoidable deaths with no advanced warning. No self-respecting Dungeon Master would offer the players an apparently harmless choice which results in them being ripped to shreds by Giaks and other nasties. This Chalk and Dever do quite frequently.

Another problem is that there is far too much padding. It is possible for a player to go through four or five 'turns' in a row which contain only choices of direction (and no, I did not fall for the old double crossroads trick which allows the player to spend hours doubling back).

The *Lone Wolf* series also suffers from 'playability' problems. Readers must keep one finger in the page they are on to keep their place. Then they use another finger to turn to the next page. They must have

another two fingers in the front of the book, one marking the map of Magnamund and another the Action Chart / combat record. They must also keep two fingers in the back of the book, one noting the combat rules and the other on the Random Number Table.

Players then seize their pencil with the six fingers of the other hand and, to decide combat, use it to select a random number. If you want to cheat and peek at two or three options at once life becomes very difficult.



Gary Chalk  
*Lone Wolf*  
co-author  
and  
artist

Another, rather more serious, problem appears in the second book. The player will have chosen a number of Kai Disciplines: if a particular one is not taken, then the grand climax to *Fire on the Water* becomes a damp squib, as the magical Sommerswerd cannot be properly used.

Good fun, is the verdict, but could do better. As with all the books if they had been put together with more care and thought they could have been much better. *Lone Wolf* isn't sloppy, just obvious and unimaginative.

## Young

**Books** The 'Zork' series: *Forces of the Krill*, *The Malifestro Quest* and *The Cavern of Doom*. **Author** S Eric Meretzky. **Publisher** Puffin. **Price** £1.25

MOST GAMEBOOKS claim to be aimed at a young audience but the Zork trilogy are the only ones to show any evidence of having been written with child readers specifically in mind.

For this reason they are more 'book' and less 'game' than any of the other gamebooks on the market. They are not particularly well written but contain several devices which clearly indicate Meretzky's awareness of who he is writing for.

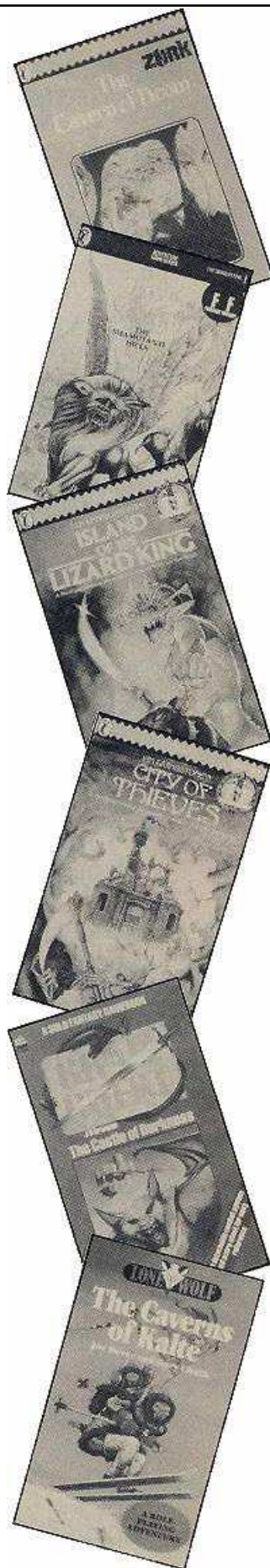
There are far fewer units of action than in any other book and these are arranged sequentially which means that anybody with a reasonably good memory could read the book straight through from cover to cover.

No dice are involved, which again makes the books easier to 'play'. This is not a great disadvantage because Meretzky is unusually fair and the book adheres reasonably consistently to a traditional fairy tale logic with certain virtues rewarded and 'bad' habits like inquisitiveness, laziness, and recklessness usually penalized.

The book has both boy and girl heroes and so avoids the usual sexual stereotyping. There is much less blood and guts than is usual. What violence there is is the province of baddies and adults, and the player is rewarded for niceness.

There are, however, some nice touches. On a couple of occasions Meretzky throws in a cute trap to teach cheats and the first book contains one of the few examples of illustrations which are more than purely decorative but which actually provide the player with important information. This obvious device seems to be quite beyond the scope of the majority of authors.

The Zork series are not great gamebooks, but they are the best gamebooks for young children. Which isn't saying very much. They hardly compare, though, with Infocom's Zork series which they are supposedly based on. □





## Paperback Inferno / Vector Magazines (1987–1994)

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### Paperback Inferno #64 (February 1987)

- Andrew Chapman &  
Martin Allen - - CLASH OF THE PRINCES (Puffin,  
1986, 2 vols., £3.50)
- Steve Jackson - - ROBOT COMMANDO (Puffin, 1986,  
£1.95)
- Robin Waterfield - - MASKS OF MAYHEM (Puffin,  
1986, £1.95)
- Steve Jackson &  
Ian Livingstone - - TITAN: THE FIGHTING FANTASY  
WORLD (Puffin, 1986, 128pp,  
£4.95)
- Joe Dever & Gary Chalk - - THE MAGNAMUND COM-  
PANION (Beaver,  
1986, 96pp, £6.95)

(Reviewed by Andy Sawyer)

Something new, but quite a lot that isn't. CLASH OF THE PRINCES is a two-handed adventure (although it's also possible to play it solo) featuring twin brothers whose roles you take. One is a warrior, another a warlock and the prize is the throne of Gundobad. Ingenious; it shows the remains of life in what's becoming a moribund genre. ROBOT COMMANDO has a science fiction scenario (robots herding dinosaurs) which reminds me of an early 2000AD story. MASKS OF MAYHEM is another fantasy adventure game set against the loose background of the world of Titan – explored and catalogued by Marc Gascoigne in Jackson/Livingstone's book of the same name. Like last year's OUT OF THE PIT, this is a glossy, large-format production. In style, it's Tolkien-and-water stiffened with a good shot of horror-comic ghoulishness; essential, I'd say, for FF fans and – although it's almost wholly derivative – worth a look at on its own account, being well-illustrated and comprehensive.

Aimed at a slightly lower age-group but filling a similar function is THE MAGNAMUND COMPANION which charts the world of the 'Lone Wolf' FRP games. Containing games and activities (such as a guide to constructing models of buildings or ships from this world), it's cruder than TITAN (I found the picture of a dissected Giak on pp. 66/7 quite revolting) but perhaps it may be a useful present for a younger sibling who's into gaming.

---

### Paperback Inferno #80 (October 1989)



- Joe Dever & John Grant - - ECLIPSE OF THE  
KAI (Beaver, 1989, 237pp) THE DARK DOOR  
OPENS (Beaver, 1989, 272pp, both £2.50)

Now we have novel versions of gamebooks, which seems to undercut the idea that such books enable you to be more creative than the usual formula novels. These are based on the Lone Wolf series and may be interesting to young players and those who note the name of Dever's co-author and remember his part in EARTHDoom and the legendary GUTS. (Andy Sawyer)

---

### Vector #180 (August 1994)

- Joe Dever  
The Skull of Agarash  
Red Fox, 1994, £4.99  
Steve Palmer

This is the first graphic treatment of the Lone Wolf saga and although it's standard hack-and-slay fare, it's not awful – it you can cope with this sort of stuff and a plot that can be summarised in one sentence. (Lone Wolf discovers trouble afoot in the form of pirate baddie Khadro, does some detective work in taverns, leads an expedition to an island and then through a jungle, does a bit of telepathy to get the lay of the land, then zaps the baddies and destroys the Skull of Agarash which was the source of the evil.)

The standard of the artwork is good, though perhaps a little too perfect – it could have done with some flair – and adds much to what little plot there is. All the baddies are non-human, and all the goodies are tall chaps with long swords and names without the letters 'g' or 'z' in them. You get to see a couple of serving wenches and a girl with a sprog. Aimed fair and square at the young adolescent male market, it's not entirely rubbish, but it's not going to win any awards. I think five pounds is a bit steep though for something which, even if you slow down to admire the pen and ink work, takes no more than a lunch break to read.

- Joe Dever & John Grant  
The Secret of Kazan-Oud  
Red Fox, 1994, 288pp. £3.99  
Julie Atkin

The sticker on the front proudly proclaims this to be "Lone Wolf 10th Anniversary. 10 Best-selling Years at the Top". At "the Top" of what, one wonders. This one is volume eleven of Joe Dever's *Legends of Lone Wolf*, based on a series of role-playing gamebooks. For this volume, Dever is joined by John Grant, author of *Albion* and *The World*. The result is an average quest fantasy. Lone Wolf, the hero, is travelling his realm, seeking lost sacred treasures. In this episode, his search is for the Lorestone of Herdos (not incidentally the Lorestone of Varetta as told in the blurb on the back cover). The town of Herdos is in the Magiocracy of Dessi, thus supplying plenty of scope for the sorcery side of the equation. Lone Wolf and his female companion Petra furnish the swordplay. There is not much characterisation provided, for either of these lead players, or of the many subsidiary characters who wander into the plot.

Not as safe and predictable as some of its kind, if it provides a bridge for young readers to their first fantasy novels, then I suppose it has a use.



# MESSAGES from BEYOND

## PROTEUS #9:

I managed to buy the books advertised in your mag entitled 'White Warlord' and 'Black Baron'. These books are excellent!

Martin Blackie,  
Rushden,  
Northants

## PROTEUS #11:

In No. 10, you asked us to tell you our favourite role-playing books. Mine are Way of the Tiger, of which I have all, and Lone Wolf, of which I have four: they are both Ace. The ones I don't like are the Choose Your own Adventure ones (they're too easy).

Daryl Tebbutt,  
Leicester.

## PROTEUS #12:

I'd just like to tell you what a godsend PROTEUS has been to me. From Issue 8 onwards, I've been a devoted follower, and I look forward to every other month. I love r.p.g.s, and my personal favourites are "Shadow on the Sand" and "Overlord!"

Anjan Anthony  
Mandal, Pen-y-lan,  
Cardiff.

## PROTEUS #13:

I collect Lone Wolf and Grailquest gamebooks: my favourite gamebook is Lonewolf Two: "Fire on the Water".

M. Shearn,  
Ilfracombe, North Devon.

## PROTEUS #14:

I live at the end of the misty Twilight Zone (South Africa) and yours is the only magazine we RPG addicts can get hold of. So PLEASE put in more information. I play D & D (having recently retired 17th level Lord) and gamebook series such as Fighting Fantasy, Way of the Tiger and Lone Wolf.

My favourite gamebooks are:

1. The Black Pyramid
2. Monsters of the Marsh
3. The Warlock of Firetop Mountain
4. Seas of Blood
5. Kharé—Cityport of Traps
6. The Crown of Kings
7. Avenger!
8. Usurper!
9. Scorpion Swamp
10. Fire on the Water

Michael Liermann,  
Bothas Hill,  
South Africa.

Here in Australia role-playing games and books are very popular and often the best selling books in a newsagent's store will be fantasy game books like Fighting Fantasy, Lone Wolf, and Duel Master.

Jason Renshaw,  
Waroona  
Western Australia

## PROTEUS #13:

### TOP GAMEBOOK

In Issue 11, Keith Hayes suggested in 'Messages from Beyond' that readers vote for their top gamebooks. However, although we get a large postbag every week, relatively few people mentioned their favourite role-playing gamebook. Of those who did, Fighting Fantasy in general was the most popular, with the Lone Wolf and Way of the Tiger series also well up.

One two-player book got a mention, and that was Challenge of the Magi, the first of the 'Duel Master' series.



## Role-Player Independent

Joe Dever's involvement with *Role-Player Independent* was quite extensive, certainly at the outset. He is listed as a contributor on page 3 of *RPI* #1 (December 1992), and Peter Andrew Jones'

Thanks this issue go to:  
Dave Boatright, Malcolm Cook (Gibbons), Joe Dever (Lone Wolf) Dean Edwards (Fantasy Forge), Darren Graham, Alistair Hemming, Paul Holden, Matt Jones (Planet X), Kelvin and Paul (Ford), Pete Knifton (for coffee), Mac, Nick and John (Alternative Armies), Andy Parton, Lynne Patterson, Denise Randall (TSR), Sylvia Speechley (COC), John and Yvonne Taylor (HHL), John Tuffley (GZG), Neil Wooler, Simon Woolfries (MMC), Wayne and XY. To all our advertisers - thanks for your support. Extra special thanks to Chris Baylis.

### The list of individuals specially thanked by the production staff of *Role-Player Independent* #1

artwork for *Dawn of the Dragons* (© Solar Wind) graced the cover of *RPI* #2 (January 1993). The front cover of issue #2 also appeared on the inside rear cover of issue #1. These are reproduced on the following two pages.

In a regular feature called **In Brief**, *RPI* #2 page 5 commented on the release of *Dawn of the Dragons*:

## Lone Wolf

**Lone Wolf** number eighteen is out now. **Dawn of the Dragons** by Joe Dever is available in **Red Fox** paperback. Set for release in 1993 is the graphic novel, **The Skull of Agarash**. Written by Joe and illustrated by new artist Cyril Julien, it promises to be something special!

In another regular feature called **Miniature Warriors** written by Steve Blease, *RPI* #2 comments on page 41 that miniatures company **Alternative Armies** had sent them several packs of miniatures for review, including one of interest to Lone Wolf fans:

Another new release from **Alternative Armies** is the first in a series of figures based on the Lone Wolf books by **Joe Dever**. The first release (LW1) is a pack of three figures of the hero of the books, Lone Wolf himself in three guises, Kai Initiate, Kai Master, and Grand Master. Retailing for £3.50. Somewhat pricey, the models themselves are nicely done, especially the Kai Master standing brandishing his sword, the wind tugging at his cloak.

Note that they erroneously refer to the 3-pack of Lone Wolf figures as LW1, while the **Alternative Armies** advertisement in *RPI* #6 calls this pack LW001. Following the two images of *Dawn of the Dragons* is **Master Wolf**, a five-page interview with Joe Dever from *RPI* #2 (pages 18–22).



# ROLE PLAYER INDEPENDENT



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Lone Wolf Joe speaks out in an RPI exclusive

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- ARS MAGICA 3RD EDITION
- WEREWOLF: THE APOCALYPSE

LONE WOLF  
JOE DEVER  
INTERVIEW

LIMITED EDITION  
POSTER  
OFFER

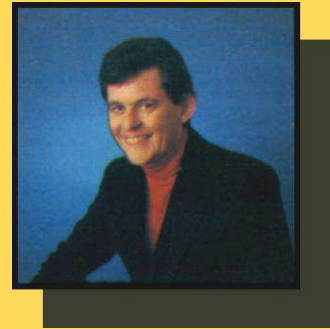
- \* CTHULHU PUNK! THE SANITY TESTING HYBRID
- \* THE TAINT OF DRACULA: EIGHT PAGE SCENARIO
- \* CHARITY: A NEW SCI-FI PLANET AND STARWARS SCENARIO



# MASTER WOLF

Joe Dever has been at the forefront of adventure gaming books since 1984. His latest book, *Dawn of the Dragons*, is the eighteenth in the highly successful Lone Wolf series.

With graphic novels, role-playing games, and film scripts planned for the future, Joe is a busy man. He took time out to have a chat with Chris Baylis about the future of Lone Wolf.



**W**hatever your connection with role-playing, you will have almost definitely come across the name Joe Dever at sometime or another. Joe was the first (only?) Brit to win the prestigious AD&D™ Championship in America, and has in recent years created one of the most intriguing and exciting literary heroes since Conan or Elric first fought their way into our souls. Lone Wolf, the Kai Grand Master of Sommerlund, has adventured into international fame and popularity through Joe's unique imagination and penmanship, via full length novels and fantasy game books.

Joe, a thirty-six year old vegetarian, is married to Melanie and is father to two children – Ben (11) and Sophie (5), has overcome adversity to reach the dizzy heights of best-seller stardom, yet he has managed to retain his health, sense of humour, and most of all his roots. Wealth and fame haven't altered his outlook on life or his approach to gaming, just his availability to it. He spends his free time shooting clay pigeons, painting, swimming, flying, parachuting, and fighting tabletop fantasy battles. Though, as he is constantly working on new Lone Wolf adventures, dutifully ensuring that each is sufficiently removed from the previous to be enjoyably different, he finds he has precious little time for these hobbies. His family are all important to him and share his enjoyment of action movies, music, and foreign travel.

Catching Joe away from his word processor for a few moments, RPI was able to put these questions to him. We found him to be not only a most prolific author, but also a pleasant, honest, and refreshingly forthright person to chat with.

**RPI:** Did winning the ORIGINS® AD&D championship affect your decision to become a fantasy author?

**JD:** Winning the AD&D Open in 1982 was a very satisfying experience as there were so many competitors and I was the only Brit taking part. At the time I had no plans to become a professional author: that decision came about in the autumn of the following year. Although the win didn't set my career on a new course, on reflection it did help me later when I was seeking a publisher for Lone Wolf.

**RPI:** Where did you find the inspiration to write fantasy novels and develop the world of Magnamund? For example, would you give any credit to Gary Gygax, AD&D, or role-playing in general for sending you along the road to fame and fortune as an author?

**JD:** I suppose the earliest inspiration for the world of Lone Wolf came from playing wargames with toy soldiers when I was eight or nine years old. I had two fantasy armies which I'd built up from Airfix Roman and Medieval plastic soldiers, and I can remember

running a campaign with four of my school friends. I created a fantasy world map and a set of campaign rules. These rules were a crude hybrid – a cross between Risk (the Waddington's game) and football league tables. Every Sunday afternoon we'd play out battles using a copy of the Donald Featherstone classic 'Wargames', and I'd award points to the winners that would alter their position in the league. My main inspiration for the games was a comic strip called "The Trigan Empire" which appeared weekly in Look & Learn magazine.

Until I was about sixteen, I used to run my school games club and organise regular historical-based wargames, mostly American Civil War and WWII battles. I was also an avid science-fiction reader, especially keen on the works of Moorcock, Peake, and Tolkien. When I left college and started work in the music industry my interest in sci-fi and games waned until, by chance, whilst working in Los Angeles in 1977, I discovered a 3-pamphlet set of rules called DUNGEONS & DRAGONS™ in a back-street games shop. They were crudely produced, but I can still remember the eureka-like excitement when I realised the creative potential that these rules offered. Without a doubt, discovering D&D™ rekindled my interest in gaming and got me back into creating worlds and running campaigns.

Lone Wolf and the world of Magnamund evolved from a series of role-playing campaigns that I ran between 1977–1981. During this period I kept careful record of all the games that I hosted for friends and associates. These were later to form the solid background and basis for the Lone Wolf books.

**RPI:** Did you base the Lone Wolf character on anyone in particular? By this we mean were you influenced in his appearance, dress, code of behaviour etc. by any past hero or heroes of book, game, or screen, or did he, perhaps, evolve from your own favourite role-playing character?

**JD:** Although the character of Lone Wolf was not based on any one

individual, the character class of Kai Lord (of which Lone Wolf is the last survivor) evolved during my AD&D™ campaigns. I suppose the Kai Lords are, in AD&D terms, psionic rangers with special powers bestowed on them by their gods. These powers (known as Kai Disciplines) are innate to them, but they are undeveloped at birth and can only emerge through training and/or campaign experience. Appearance-wise, the Kai are Nordic; their social setting, the land of Sommerlund, is pseudo-medieval European (a hybrid of 13th century England and 11th century Denmark); alignment-wise they are Lawful-Good.

**RPI:** Is Lone Wolf completely apart from you or is he in any way an extension of your dreams and fantasies, a sort of alter-ego?

**JD:** There are certain aspects of Lone Wolf's character that I admire, such as his moral strength and single-minded devotion to his worthy cause, and I suppose there are some parallels between the character and myself. But on the balance I would say they are few. I don't consider the character to be my alter-ego.

**RPI:** Yourself and Gary Chalk (your illustrator for the original books) became well known to fantasy games players in the UK as a gaming duo, and whenever one of your names was mentioned as attending a convention or function, it was naturally accepted that you would both be there together. What caused the parting of the ways between you?

**JD:** I first met Gary in 1982 when I was working as a manager of a Games centre shop in London. He was working for Standard Games Ltd. at the time and became a regular customer at the shop. In 1983, as fate would have it, we both ended up working for Games Workshop in London. He was illustrating game supplements and I was in charge of White Dwarf advertising. He knew I'd been working on Lone Wolf for years and when I asked him if he'd be the illustrator for the books he readily agreed. When we signed-up with Hutchinsons, the book publishers, they were keen to promote us as rivals to Livingstone & Jackson, which is why we often appeared together at publicity events, even though we always worked on the Lone Wolf books separately. I wrote the adventures and then Gary prepared his illustrations based on my manuscript, maps, and guidelines. At first everything went swimmingly, but the huge success that Lone Wolf enjoyed during 1984 and 1985 brought with it the pressures I couldn't have anticipated. Gary, in my considered opinion, became increasingly vainglorious and unreasonable. In the summer of 1985 I'd had enough and I decided to sever our collaboration as I was finding it virtually impossible to communicate with him. I have since worked successfully with several other illustrators (notably Brian Williams and Peter Jones) and writers (John Grant) who have made a great contribution to the evolution of the Lone Wolf saga.

**RPI:** Did you know that Gary (Chalk) has now turned his back on gaming after his disastrous partnership with Ian Bailey, and that he has now returned to illustrating children's books. How do you feel about the UK's gaming affinity losing someone of Gary's calibre, and do you agree with him that gaming is not a particularly good way to earn a living?

**JD:** Gary's decision to quit gaming came as no surprise. In my opinion, the two issues of Red Giant magazine that he published came nowhere near the standard that was promised. Then the bad reviews that Fantasy Warlord received in the independent gaming press can only have hastened its demise in a market that is already well served by several established fantasy battle systems. I think the whole venture was ill-conceived. As for earning a living out of gaming, no doubt there are plenty of professionals around (myself included) who would argue differently. Sadly, I honestly can't say that the loss of Gary Chalk is a great blow to the UK gaming scene. I feel greater sympathy for the companies and individuals who were left with thousands of pounds worth of unpaid bills when Folio Works Ltd. (Gary Chalk & Ian Bailey's publishing company) collapsed. I believe that Gary Chalk is now involved with a company called Shire Evocations who are producing unlicensed Tolkien products. Ho hum!

**RPI:** Gaming companies and fantasy publishers have a habit of collapsing though, and British games oriented magazines are renowned for not staying the course. Do you have any ideas on why these publications fail to reach their potential and grab the gamers' attention in the way an American magazine like, say, DRAGON® MAGAZINE has over the years?

**JD:** The reasons for the demise of recent British RPG independent magazines are wide and various. Some were brought down by the financial collapse of their parent companies, others failed to deliver what their readers really wanted, and some were simply not good enough. Today's RPG scene is in need of a good independent voice that only a non-house magazine can provide. For what it's worth, I think such a magazine must provide its readers with material relevant to their needs. Unbiased game reviews, clear photographs, high editorial standards and production values, idea packed scenarios for the most popular systems, new miniatures from independent companies, competitions with decent prizes etc. It must also take a bold stance with its editorial comment and not be afraid to criticize the industry big-boys whose virtual monopoly seems maniacally geared to churning and burning youngsters who are new to the hobby. It's got to tell those kids that there is an independent alternative out there. But it cannot expect to be respected and supported by the UK gaming public just because it is independent; it's got to earn that support and respect. In these harsh economic times, it'll have to consistently give its readers a very good reason for buying each and every edition.

**RPI:** Games Workshop have consistently sold thousands of copies of White Dwarf in the UK, Europe, and America. To what do you attribute this success and have they got a "magic" formula other magazines should be using?

**JD:** White Dwarf has gone through a radical metamorphosis during the last 15 years or so. The only thing that has remained the same is the title. In its early days, when Workshop were primarily importing and distributing US role-playing games to the UK and Europe, it had a very benevolent attitude to all role-playing products that was beneficial to the growth of the hobby. But by the mid-1980's everything had changed. Those small RPG companies had become big corporations, Workshop included. Personally I would no longer classify White Dwarf as a magazine. It's nothing more than a monthly Games Workshop rules supplement welded to a glossy mail order catalogue.

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## **Under advisement from my lawyers and without prejudice, I (being my corporeal self and not a hologram or an appointed agent acting on my behalf), in my personal opinion . . .**

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**RPI:** It seems that almost everyone in British gaming has a horror story or radical opinion about Games Workshop and their products or attitude, yet they are still one of the world's most successful games companies. Why do you think they generate such bad feelings and are the targets of numerous and regular rumours in the industry?

**JD:** Under advisement from my lawyers and without prejudice, I (being my corporeal self and not a hologram or an appointed agent acting on my behalf), in my personal opinion (which must not be construed as a challenge to the legal status of Games Workshop, its trademarks and registered designs, in any country of the world) hereby state that I (with all due consideration and following lengthy consultation with a Justice of the High Court, the UK trades mark registry, and the US patent office), have no comment to impart (either verbally or in writing, subject to Section 9 (2) of the Copyright



Act 1956 and Section 15 (b) of the Libel Act 1973) about Games Workshop Ltd, its employees, or agents. 'Nuff said?!

**RPI:** Fantasy game books were around for a few years before they became substantially accepted and the Livingstone-Jackson combination on Fighting Fantasy introduced the majority of game-book players to this style of solo role-playing. How much of an



influence on you, and the creation of the Lone Wolf saga, were the Fighting Fantasy books?

**JD:** Fighting Fantasy did not influence the creation of Lone Wolf per se, but it certainly influenced my decision to produce Lone Wolf in a solo role-playing format. Originally it had been my intention for Lone Wolf to be a role-playing campaign game, akin to RuneQuest. I was working at Games Workshop at the time that Fighting Fantasy was taking off for Steve Jackson and Ian Livingstone, and the incredible success of their first few books was obvious to everyone there.

Ian Livingstone knew that I had been working on Lone Wolf for years and he suggested that I let Games Workshop produce it. In return for handing over the copyright I would be paid the princely royalty of 1%! Frankly, I was so insulted by this offer that I decided that there was absolutely no way was going to let Workshop have Lone Wolf. Instead, I chose to resign and develop Lone Wolf as a solo gamebook series in direct competition with Fighting Fantasy. It was the best decision I've ever made. With hindsight, I suppose I owe Ian Livingstone a vote of thanks: had he offered me a half-decent royalty I might well have been tempted to accept. I shudder to think how things would have worked out given that scenario!

**RPI:** Not long after the game books became popular we saw a number of Graphic Adventure and Fantasy Quest hooks appear. These were A4 in size and highly colourful and of glossy high quality, yet they were never generally accepted by the UK gamers. Why do you think this was, and did you, or have you, contemplated producing a Lone Wolf equivalent?

**JD:** There is a Lone Wolf graphic novel currently in production. It's entitled 'The Skull of Agarash' and it is being illustrated by Cyril Julien, a young British artist. It's his first major project and we're

both very excited by the way it's developing. He has a great eye for detail. The book will be 64 pages of A4, in colour and black & white, with Brian Williams' cover art. We're hoping to keep the price down below £5.00 which represents exceptional value for money. It's a straight graphic novel (not a solo gamebook or questbook) and the story is a wholly original Lone Wolf adventure that I've written specifically for this format. Publication in the UK is set for Christmas 1993.

As for why the others failed: I think it was a deadly combination of hack text, average quality illustrations, and high cover prices, that put paid to the A4 Questbook format. Basically I don't think the standard was anywhere near good enough to warrant the price the public were being charged.

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## **The Lone Wolf adventures are progressive; you can carry forward your character from one book to the next, just like a regular role-playing campaign**

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**RPI:** You have written 18 Lone Wolf gamebooks and there have been fifty Fighting Fantasy issues to date. Don't you think that between you all possible ground has been covered and that you are now both regurgitating old adventures under different banners, and, in a way, conning gamers into buying the same product in a variety of wrappers? And in the same line of reasoning, do you feel that AD&D has reached its limitations and is now only dressing mutton as lamb by releasing umpteen different new world settings?

**JD:** I think this may be a valid criticism of the Fighting Fantasy series, but Lone Wolf is a completely different animal. For one thing, the Lone Wolf adventures are progressive; you can carry forward your character from one book to the next, just like a regular role-playing campaign. Each book can be played separately of course, yet when you play them in sequence you'll discover additional levels of subtlety and challenge. Many characters appear and reappear, just like old friends. Cryptic clues and special items found in earlier books become useful in later ones. Remember, the world of Lone Wolf was created long before I wrote the first adventure and consequently I have a wealth of detailed material to draw on. I have the luxury of being able to choose what to put in and what to leave out. I didn't have to suddenly create a world in response to the first book's success, or to satisfy a publisher hungry for more titles. The world was already there. Each of the Lone Wolf adventures has a different setting and I strive very hard not to duplicate any encounter or situation. Also I pay great attention to the quality of the prose and I always try to work in a few unexpected surprises that will keep my readers on their toes.

Another important difference between Lone Wolf and Fighting Fantasy is the fact that I am the sole author of the Lone Wolf series. Steve and Ian may have their names on the covers but they have not written all 50 books. By bringing in additional writers they have obviously been able to increase the number of books published, but I think the quality and continuity of their series has suffered.

However, I think the quality of the AD&D™ new world settings is generally pretty good, though it's inevitable that a company the size of TSR will be product-driven, that is, having to constantly generate new material in order to stimulate consumer interest and survive in a competitive market.

There's a lot of new talent coming through, especially in the USA, and TSR, to their credit, appear to be nurturing this new wave of young writers and designers. Most are in their late teens and early twenties, and have been raised on 1980's role-playing material. Now they're starting to produce their own stuff. The signs are encouraging but only time will tell if they have anything stunningly radical to

offer.

**RPI:** How far do you intend to take the Lone Wolf series? Is there a defined ending that you have already written and 'hidden' somewhere just waiting for the right moment to release it, rather similar in fashion to Agatha Christie and her famed detectives Miss Marple and Hercule Poirot, both of whom had their fates sealed a long time before their 'final' adventures were printed?

**JD:** I have indeed already outlined the progression of the Lone Wolf saga. I've designed it in such a way that it will evolve over the course of four series, totalling 32 books. These four series break down as follows:

- 1) The Kai Series (books 1 – 5) is introductory and is aimed at beginners. The five adventures cover Lone Wolf's rise to the rank of Kai Master.
- 2) The Magnakai Series (books 6 – 12) is an intermediate set of adventures culminating with Lone Wolf's defeat of his arch-enemies – the Darklords of Helgedad. They span his rise to the rank of Kai Grand Master.
- 3) The Grand Master Series (books 13 – 20) is an advanced level of adventures culminating with Lone Wolf attaining the rank of Supreme Master.
- 4) The New Order Series (books 21 – 32) will comprise of individual adventures by New Order Kai Lords. The readers will have the chance to create and play new Kai Lords, or they can take on the role of New Order Kai who first appear in the Grand Master Series. Lone Wolf selects quests for them in Southern Magnamund and beyond. Creation of new Kai weapons and a modified rule system will enhance these role-playing challenges.

**RPI:** What about after book 32?

**JD:** My major commitment is to the role-playing system and I'm actually contracted to continue with Lone Wolf until at least 1995/96. I have also licensed Roger Andrews, one of Britain's best sculptors, to produce a series of fine art sculptures based on Lone Wolf and the main characters from the adventures. [The first of these is a 9" statuette of Lone Wolf clad in Grand Master regalia cast in resin. It comes exquisitely painted and is priced at £79.00. These can be ordered direct from Roger Andrews Studios at 7 Cardigan Crescent, Llantwit Major, South Glamorgan. CF6 9GP Tel: 0446 6 795260 – RPI] There are also a range of Lone Wolf 25mm miniatures that Alternative Armies have just released. These are also based on the Grand Master series. Finally, to take up what little remains of my spare time, I am contracted to produce more in the series of Lone Wolf audiobooks, the first of which, 'Eclipse of the Kai', is already in its third reprint. This is particularly satisfying as it has allowed me the chance to combine my writing and my music. It's given me the opportunity to compose and produce full musical and sound effects scores to enhance the readings of the Legends of Lone Wolf novels.

**RPI:** At one time there were simply hundreds of amateur magazines, or fanzines as they are known, in the UK, and games stores would stock these on their shelves alongside the professional glossy mags. Now only a handful of these amateur publications have survived and games stores seem unwilling, almost frightened, to stock them. Do you think there is a place for the amateur press publication and do these often photocopied periodicals actually offer anything to the game?

**JD:** Most amateur magazines, or fanzines, are labours of love on the part of their editors. They're born from a gnawing desire to spread the word about their excellent hobby, a pursuit which gives them great personal satisfaction and enjoyment. Why else would anyone subject themselves to the anguish, frustration, and expense of producing such publications? Nobody can seriously expect to make any money out of it, can they? And yet, despite the odds, they still appear. God bless 'em!

The main reason the shops cut back or drop fanzines altogether is that: a) they have more profitable products to devote their shelf space to, or b) they simply can't be bothered to get involved with

## FACT BOX

|                         |                   |
|-------------------------|-------------------|
| Flight from the Dark    | Lone Wolf 1       |
| Fire on the Water       | Lone Wolf 2       |
| The Caverns of Kalte    | Lone Wolf 3       |
| The Chasm of Doom       | Lone Wolf 4       |
| Grey Star the Wizard    | Grey Star 1*      |
| Shadow on the Sand      | Lone Wolf 5       |
| The Kingdoms of Terror  | Lone Wolf 6       |
| The Forbidden City      | Grey Star 2*      |
| Castle Death            | Lone Wolf 7       |
| Beyond Nightmare Gate   | Grey Star 3*      |
| War of the Wizards      | Grey Star 4*      |
| The Jungle of Horrors   | Lone Wolf 8       |
| The Magnamund Companion | Lone Wolf Special |
| The White Warlord       | Combat Heroes 1   |
| The Black Baron         | Combat Heroes 2   |
| The Emerald Enchanter   | Combat Heroes 3   |
| The Scarlet Sorcerer    | Combat Heroes 4   |
| The Cauldron of Fear    | Lone Wolf 9       |
| The Dungeons of Torgar  | Lone Wolf 10      |
| The Prisoners of Time   | Lone Wolf 11      |
| The Masters of Darkness | Lone Wolf 12      |
| Highway Holocaust       | Freeway Warrior 1 |
| Slaughter Mountain Run  | Freeway Warrior 2 |
| The Omega Zone          | Freeway Warrior 3 |
| California Countdown    | Freeway Warrior 4 |
| Eclipse of the Kai      | Legends of LW 1** |
| The Dark Door Opens     | Legends of LW 2** |
| The Sword of the Sun    | Legends of LW 3** |
| Hunting Wolf            | Legends of LW 4** |
| Plague Lords of Ruel    | Lone Wolf 13      |
| The Captives of Kaag    | Lone Wolf 14      |
| The Claws of Fell       | Legends of LW 5** |
| The Darke Crusade       | Lone Wolf 15      |
| The Sacrifice of Ruanon | Legends of LW 6** |
| The Legacy of Vashna    | Lone Wolf 16      |
| The Birthplace          | Legends of LW 7** |
| The Deathlord of Ixia   | Lone Wolf 17      |
| Book of the Magnakai    | Legends of LW 8** |
| Dawn of the Dragons     | Lone Wolf 18      |

### 1993 Releases

|                      |                         |
|----------------------|-------------------------|
| The Tellings         | Legends of LW 9**       |
| Wolf's Bane          | Lone Wolf 19            |
| Lorestone of Varetta | Legends of LW10**       |
| The Curse of Naar    | Lone Wolf 20            |
| The Skull of Agarash | Lone Wolf Graphic Novel |

### Audio Books

Eclipse of the Kai  
The Dark Door Opens (June 1993)  
Written by Joe Dever and John Grant, read by Edward de Souza, musical score composed and performed by Joe Dever and Jerry Chapman.

\* Co-written with Ian Page

\*\* Co-written with John Grant

Lone Wolf Fan Club: 39 Corte way, Broadstone, Dorset BH18 9ND; enquiries should enclose a stamped addressed envelope

amateurs. Sad, but true!

**RPI:** There is a distinct lack of ‘personalities’ in gaming at present and so the re-emergence of Gary Gygax is quite a pleasant surprise, but do you see there being a market for his new product, even though it is in conjunction with the powerful GDW corporation?

**JD:** Mr Gygax is still a major talent in the industry and we’ve all a lot to be thankful to him for. I’ve got great respect for his creative ability and I think his collaboration with GDW (who have been around as long as he has) will be a success, but perhaps more so with older gamers who recognise the name and respect his reputation. However, I don’t think GDW can compete on equal terms with TSR, and for this reason alone I don’t believe that Dangerous Journeys will oust AD&D™ from the RPG top-slot.

**RPI:** Do you still role-play, and if so which systems do you prefer? Also do you consider yourself to be a better referee than player or vice-versa?

**JD:** Yes I still role-play fairly regularly, at least once every two weeks, and most often I play large-scale fantasy battlegames (2000+ figures) using a personal set of rules that have evolved over many years. [Joe has a collection of over 22,000 miniatures, 80% of which he has painted himself.] They were originally based on the 1st edition ‘Reaper’ rules, the forerunner to Warhammer, but now bear little resemblance to that system. I also still enjoy AD&D, MERP, and Call of Cthulhu. I consider myself a better GM than player, after all, it’s what I do for a living, when you think about it. I’m sure my fellow players would agree.

**RPI:** You have mentioned Lone Wolf as a role-playing system, can you expand a little on your ideas for this?

**JD:** It is still my intention to turn Lone Wolf into a role-play system and I already have a few friends and colleagues involved in preparatory work. Hopefully this will evolve into a game worthy of succeeding the solo-gamebook system.

**RPI:** Lone Wolf is a virtuous hero and is especially suitable for role-playing, but who were your own boyhood heroes and, if a film were to be made of Lone Wolf, who would you like to see in the starring role? And, whilst talking of heroes, if you hadn’t created Lone Wolf, which hero would you like to have brought into existence?

**JD:** I suppose, like most of my friends at the time, I most admired sportsmen and film stars when I was much younger. When I wasn’t playing wargames, I was either on the football field or in the cinema. I was ten years old when England won the World Cup (1966) and so there’s still a place in my heart for that England squad. Of all my boyhood heroes though, I think I most admired Steve McQueen, and the character he played in ‘The Great Escape’ was probably in the back of my mind when I created Lone Wolf.

Paramount Pictures did actually express an interest in the film rights last year and like any author, I would be flattered and delighted if a film was made based on my work. To play Lone Wolf? I think Michael Praed (he was Robin Hood on TV before Jason Connery took over the part) would be a good choice. At least he can fire a bow and handle a sword.

If I hadn’t created Lone Wolf I would have been proud to have been responsible for Elite of Melniboné, Michael Moorcock’s moody albino anti-hero.

**RPI:** We have Lone Wolf as a gamebook, Lone Wolf as a novel, Lone Wolf as audio-novels, there is a distant possibility of Lone Wolf – the movie, and a not-too-distant Lone Wolf, the role-playing game. Are there other Lone Wolf products available or in the pipeline?

**JD:** There have been a few Lone Wolf computer games in the past, the most recent of which was “The Mirror of Death” from Audiogenic Software, in 1990. Currently I’m working closely with an American software company who have bought the rights to Lone Wolf software. We’re developing software for PCs, MACS, and for use with CD-I. My personal view is that computer role-playing is fun,

but it’s no match for the real thing. I feel that computers will have to progress substantially in the field of artificial intelligence before they can compete with the human experience of interactive role-playing.

**RPI:** One of the industries growing from role-playing and gamebooks is weapon making and costume designing for live role-playing groups. How do you feel about this area of gaming and have you ever tried live action fantasy?

**JD:** I was dubious about LRP when it first appeared because it all looked so naff! Then, slowly, but surely, this weird role-playing aberration began to grow in popularity. Still the costumes and equipment looked naff; still I was dubious. Stalking wet and gloomy cellars clutching a rubber sword somehow just didn’t appeal, but finally I was persuaded to don a fibreglass breast-plate and exchange my trusty Levi 501’s for a pair of furry swimming trunks during an IFGS convention in Denver. I have never been the same man since: it was brilliant! It was like discovering role-playing again for the first time, and if it wasn’t for my work schedule and the changeable British weather I’d be inclined to LRP more often.

**RPI:** LRP and table-top role-playing have been the subject of several attacks from religious groups, often accusing the gamers of being Satanists or devil worshippers, corrupting young susceptible minds. Do you take these sects or suggestions seriously and do they affect you consciously when you are setting about writing a Lone Wolf book which you know will be read by impressionable youngsters?

**JD:** I think the anti-RPG views expounded by the Evangelical Alliance, the Baptists, and other fundamentalist religious groups over the past couple of years have been thoroughly discredited. Many of the so-called facts and statistics which their arguments relied upon turned out to be either false, or wildly exaggerated, and consequently the whole contentious issue seems to have fizzled out. It’s been a victory for common sense, albeit a temporary one. No doubt the next time some crazed loner shoots up a Midwest town we’ll see the tabloids pointing a grubby finger of blame at role-playing, but until then I no longer think it’s an issue we should be losing sleep over. When it comes to writing Lone Wolf, I find it very easy to maintain a sound moral basis for the stories. The character is unquestionably good: he fights evil wherever it raises its ugly head; he is committed to protecting the weak and the innocent; he rarely curses; he’s kind to animals; he always looks both ways before crossing a road, and he doesn’t smoke. I rest my case, m’lud.

**RPI:** If I was to tell you that I was contemplating writing a fantasy book, is there anyone in the UK that I could turn to for assistance, and what advice would you give to other young gamers who are thinking of writing their first novel?

**JD:** My advice would be to write to your favourite authors wherever practicable as most of us ‘pros’ are only too pleased to encourage our readers. For my part I regularly receive upward of 100 letters each week which I, and the secretary of my fan club, do our best to answer. If you are still at school then ask your English tutor for information about local writers’ groups. The Society of Authors can help with leaflets and advice, and the Writer’s Handbook (Editor: Barry Turner. Published by MacMillan) is a valuable source of names and addresses.

If you are serious about writing a fantasy novel or gamebook, by which I mean you must be prepared to put in at least 200 hours of work (Hey, nobody said writing was easy!) then the best advice I can give is to write to me, via the Lone Wolf Fan Club, [address given in fact box] and I’ll send you some practical guidelines which I hope will encourage you to develop your talent.

Joe Dever’s most recent Lone Wolf gamebook is number 18 – Dawn of the Dragons. It’s published by Red Fox Books and is available from WH Smiths, Menzies, Boots, or any good gamestore or bookshop. It is priced at only £3.99. For a full list of all Joe’s work and details of his fan club, send a SSAE to the Lone Wolf Club (address in fact box). – RPI



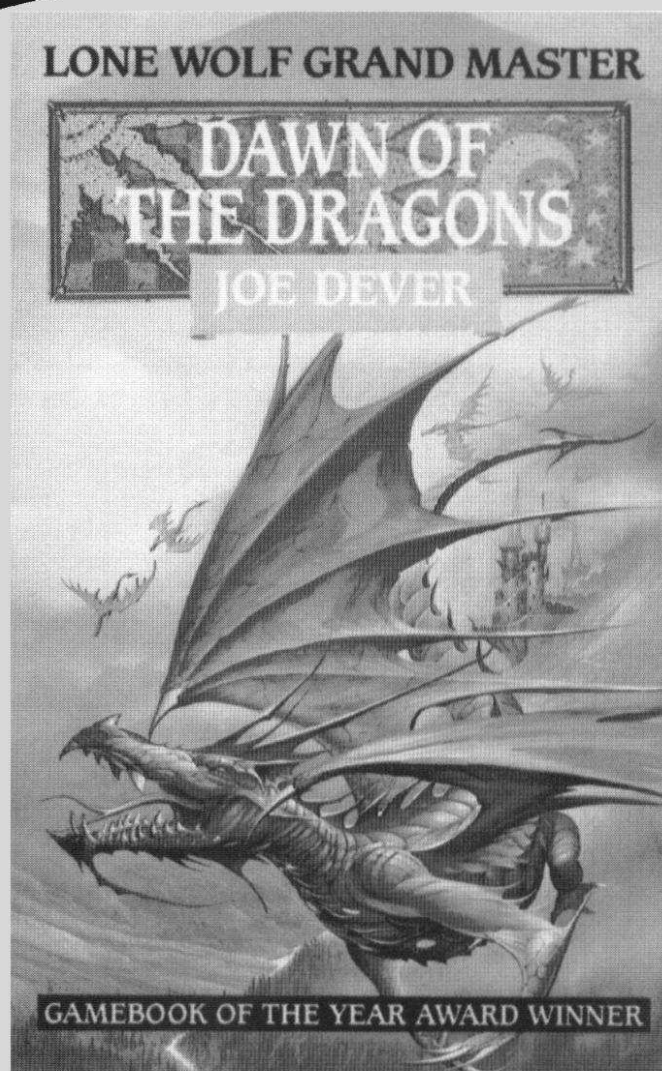


# COMPETITION

**T**his month, we have six copies of *Dawn of the Dragons*, Joe Dever's latest Lone Wolf book, to give away in our competition. Each one will be dedicated and signed by Joe himself.

To win a copy, answer the questions below and send your entry to the address given. All entries must be received by January 17th 1993.

**Lone Wolf Competition**  
**Role Player Independent**  
**Symbiosis Publishing Ltd.**  
**Symbiosis House**  
**204 Henwick Road**  
**Worcester WR2 5PF**



## QUESTIONS

1) In which year did Joe win the AD&D™ Open?

- A) 1979
- B) 1982
- C) 1987

2) At which convention did Joe win the title?

- A) GenCon®
- B) Origins®
- C) Convulsion

3) Including *Dawn of the Dragons*, how many books has Joe written to date?

- A) 39
- B) 44
- C) 46

4) What is the approx. number of miniatures possessed by Joe?

- A) Less than 20,000
- B) 20,000
- C) More than 20,000

5) When did England win the World Cup?

- A) 1962
- B) 1966
- C) 1970

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

Postcode \_\_\_\_\_

- |    |                            |                            |                            |
|----|----------------------------|----------------------------|----------------------------|
| 1) | A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> |
| 2) | A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> |
| 3) | A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> |
| 4) | A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> |
| 5) | A <input type="checkbox"/> | B <input type="checkbox"/> | C <input type="checkbox"/> |

The **Master Wolf** interview was well received, with a letter from reader **Steve Smart** published in the **Last Writes** section of *RPI* #3 (page 61):

**Dear RPI,**

I was so impressed with Issue no.2 of your magazine that I felt I must write to congratulate you. I've been role-playing for about four years now, and I got into the hobby through reading Joe Dever's excellent Lone Wolf gamebooks, which I still enjoy. In fact, the reason I bought RPI was for the Joe Dever interview, and I wasn't disappointed. Your interviewer did a great job, asking really good questions, and Joe Dever's answers were frank and fascinating. I also enjoyed Miniature Warriors, but how about some colour pictures? And if you really want to make my day, how about a colour feature on Joe Dever's collection of fantasy miniatures. I saw them on television about a year ago, and my eyes nearly popped out of my head!

Anyway, thanks for a great magazine. I look forward to Issue 3, and I shall recommend it to all my friends.

**Steve Smart**  
**Alveston, Bristol**

Page 4 of *RPI* #4 contained the results of the competition from *RPI*#2:

## Competition Results

Winners of the signed and dedicated copies of **Dawn of the Dragons** by **Joe Dever** offered in issue two's competition are: E.M. Dron of Sutton in Surrey; Raymond Gallagher of Letterkenney, Co. Donegal; D.A. Ogden, Macclesfield, Cheshire; Jan Perfect, Mickleham, Surrey; Graham Webb, Tunbridge Wells, Kent.

Joe Dever was listed (twice!) as a contributor on page 3 of *RPI* #4 for his somewhat tongue-in-cheek six-page fantasy battle scenario **Rampage at Ripecherry** (Pages 11–13 and 57–59), reproduced overleaf.

**Contributors:** Jim Johnston, Joe Dever, Peter Brown, Chris Baylis, Jeff Walsh, Steve Blease, Paul Baldowski, Andy Smith, Joe Dever, Jim Webster, Richard H.J. Cronan, The Jonathon Turner Monster, David Perry, Robin Dear, Dave Boatwright

# RAMPAGE AT RIPECHERRY



**A non-generic Fantasy Battle scenario designed for conversion and use with any major fantasy mass-battle system. For four players and one umpire.**

**By Joe Dever**

**(Playtested by Wayne (Legova), Nigel (Gustav) Gross, Jon (Luvaduc) Sutherland, Dave (Krueldude) Renton)**

## SIZE AND SCALE OF THE ARMIES

Although this is a large scale fantasy battle requiring over 850 figures, it is appreciated that very few fantasy wargamers will have personal collections large enough to field both sides in full compliment. If you cannot muster sufficient figures, try reducing the unit sizes proportionately. The scenario can still be played out to a successful conclusion with units reduced up to 66%.

## THE SCENARIO (FOR UMPIRE AND PLAYERS)

Sir Gustav has returned triumphant from the crusades. Having made his reputation and secured great wealth during a holy campaign in foreign parts, he now intends to marry his betrothed – Lady Lushus – and establish a stable dynasty within his troubled land.

Lord Luvaduc, nobleman and father to Lady Lushus, has arranged for the grand marriage of Gustav to his only daughter to take place in Ripecherry – the richest town in his baronial province. A festival is to accompany the ceremony, with troubadours and jousting, and the marriage service is to be conducted by Bishop Boosey – Primate of the Holy See. It promises to be the marriage of the decade and all of Lord Luvaduc's friends and allies have been invited to attend. Even the serfs and peasants have been given leave of half a day to watch the ceremony, albeit on the strict proviso that they remain at least 100 yards downwind of the guests at all times. The mood is one of joyous celebration, yet not all of the subjects of this realm are as delighted as the citizens of Ripecherry at the news of the royal wedding . . .

In a dank and dingy stronghold, a mere day's ride from the town, dark deeds are afoot. Baron Legova, the infamous robber-baron of Tytarse Castle, has long been infatuated with the young and nubile Lady Lushus. Determined

to have his inventively deviant way with her, he has obtained a magical charm that is guaranteed to inflame Lushus' reciprocal desire for him. He has gone to great lengths and expense to secure this charm and, just when he is ready to put it to its intended use, Sir Gustav returns unexpectedly from the crusades. Any attempt now by Legova to kidnap and seduce Lady Lushus would bring Gustav and his crusaders down on him like a proverbial ton of bricks. The Baron's men are good for a quick bout of pillaging and plundering, but they're no match for Gustav's battle-hardened boys in a stand-up fight. If Legova is to carry out his bastardly plan, he needs help and he needs it quickly. Cue Krueldude.

Krueldude is a thoroughly nasty piece of work. Part human/part demonic spawn, this wildlands warlord has championed the cause of evil for more than a century and a half. Twice he has crossed swords with Sir Gustav and twice he has been beaten in battle by the goodly knight. Defeat for Krueldude has been costly. He's lost more than half of his followers to the crusaders, and has himself sacrificed a few personal body parts during his hand-to-hand confrontations with Gustav (his left arm was cut off during his first fight: his genitalia in the second!). Understandably enough, Krueldude is itching to get even with Gustav. Whilst his enemy has been away crusading in foreign lands, he has gathered together a small yet formidable army. Mindful of his previous defeats, he has also mustered some additional personal protection in the form of a powerful Necromancer called Doomblight, and a bodyguard of demonic horse warriors (whom he has given the imaginative title of The Demonic Horse Warriors). Baron Legova and Krueldude meet at Castle Tytarse and strike-up an unholy alliance. The two pledge to join forces and attack the town on the day of the royal wedding. Krueldude craves the chance to humiliate and slaughter Sir Gustav while Legova dreams of having his wicked way with the lovely Lady Lushus.



# Rampage at Ripecherry



The Demonic Horse Warriors crush all opposition

## UMPIRE'S NOTES AND BRIEFING (FOR THE UMPIRE'S EYES ONLY)

This scenario has been designed for a table size of 8' x 4' using 25/30mm figures. Prior to play, dress the table with terrain and features as indicated on the accompanying map. The player commanding Lord Luvaduc's forces gets to place his figures first on the table. He can put his troops anywhere to the north of the village road in the North-east quarter of the table, and he may place up to 30 figures of his choosing in the grounds of Ripecherry Manor. The Umpire's NPCs can now be positioned wherever you choose, although their starting positions should be in keeping with the scenario and notes. NPCs in hiding or out of sight should not be placed on the table. Next comes the turn of the evil players who will be approaching Ripecherry from the south, with Baron Legova's troops arriving from the South-east and Krueldude's forces from the South-west. Both evil players may position their forces up to 12" from their respective baselines. Sir Gustav's forces do not appear until the start of the 4th game round. At this time they can be placed anywhere in a 16" sq. area at the north-western edge of the table.

Be sure to read the player's briefings and army stars to familiarise yourself with the nature of the leaders and troops on both sides, and treat the following information as confidential.

Doomblight (Krueldude's necromancer) is seeking the return of evil artifacts that were stolen from him by Ripecherry's aging wizard Arthrytis. Arthrytis lives the life of a hermit in a tower in the middle of a lake near the town. His acquisition of the artifacts is not known to Lord Luvaduc. Possession of such items is a capital offence in this province.

Lord Luvaduc is anxious to see his daughter married to Gustav to secure the future prosperity of his province. If Baron Legova kidnaps and seduces Lady Lushus before the royal marriage can take place then all hopes for the future wealth and security of his province will be ruined, along with his daughter's honour.

Gustav contracted a delicate and somewhat unpredictable illness whilst crusading. It only seems to affect him during combat and his personal entourage of retainers have so far covered-up their master's quirky behaviour and preserved his honour. But how long can they manage this? When Gustav is engaged in hand-to-hand combat, consult the following chart to determine the effect (if any) that his illness may have on his combat performance:

Throw 1D100 (2 x 1D10)+Dice

### Result

01-20 Collapses unconscious for 1 game round

21-30 Inflicts wound to self: 15% chance of fatality

31-55 Attacks in a frenzy: add relevant bonuses

56-70 Attacks nearest friend/ally

71-95 No effect

96-00 Routs from combat

Lady Lushus is encased in a magically secure chastity belt. She is secretly in love with Lankmane the Troubadour with whom she has vowed to elope. Lankmane and his band have been hired to play at the festival. He has hidden two saddled horses in the stables of Ripecherry Manor (see map) so that he Lushus can elope should the opportunity to do so present itself.

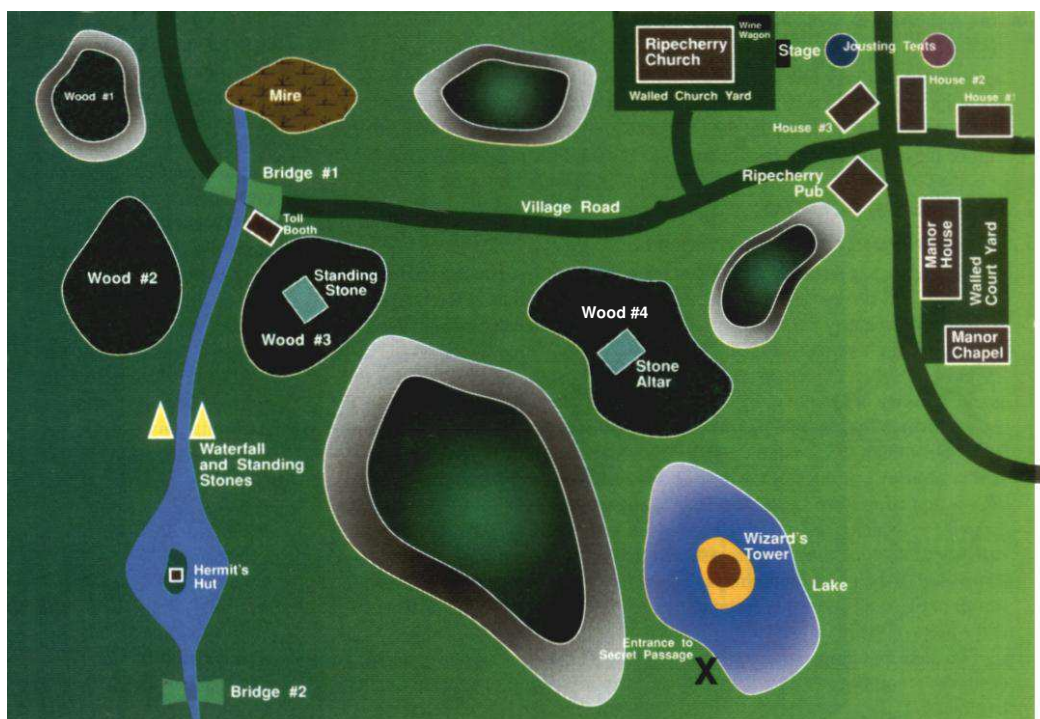
Arthrytis the Wizard is the only one who can open Lushus' chastity belt. Lushus has blackmailed him into handing over the key by threatening to tell her father about the evil artifacts he's acquired. Arthrytis has hidden the key to the chastity belt under the altar of the chapel in Ripecherry Manor (see map). Lushus will attempt to retrieve this key before eloping with Lankmane (unless to do so would place her and her lover in mortal danger).

There is something deeply unpleasant lurking in the area of the Toll Bridge. It's already

claimed the lives of four toll collectors in the past three weeks. Luvaduc has been trying to suppress news of it in case the Bishop refused to hold the wedding ceremony in his town. He's hired a party of rangers to hunt it down – but with little success. Four rangers have so far disappeared without trace and the remainder are demanding a steep rise in pay. Reluctantly Luvaduc has coughed up – the last thing he wants is some 'Baskerville-esque' horror running rampant through his wedding guests. The creature (Summonation) is the unfortunate by-product of Arthrytis's experiments with the evil artifacts. He has lost control of it and the creature is running wild. At the start of the game it is in hiding in Wood #2. It will not venture beyond the wood but it will attack and attempt to kill anyone entering.

Bishop Boosey is a hopeless alcoholic. He will attempt to reach the wine wagon and drink himself into a stupor unless restrained by Lord Luvaduc and/or the attendant priests. Luvaduc and the priests are unaware of the Bishop's weakness. If the Bishop is allowed into base-to-base contact with the wine wagon for longer than 1 round, he will become incapable of conducting the marriage ceremony.

There is a large cache of explosives and fuses hidden in the hermit's hut on River Island. A small group of anti-crusade activists have gathered inside the town with the intention of assassinating Gustav when he arrives. They have no allegiance with Legova and Krueldude and will avoid combat with either side if at all possible. They occupy the attic of the Ripecherry Pub (see map) and have planted explosives in the ground at the entrance to the churchyard. They plan to





detonate these explosives the moment Gustav passes through the churchyard gates. Area of effect = 4" radius.

Feuds between factions of Krueldude's and Legova's forces could hamper their battlefield progress. Co-operation between the two armies is unlikely, especially if there is loot to be had.

Gustav and his entourage of crusaders have been delayed on the way to Ripecherry. The noon wedding is now more likely to take place around 4 o'clock in the afternoon.

## PLAYER OBJECTIVES

### SIR GUSTAV

**Primary Objective:** To save Lady Lushus from the clutches of Baron Legova.

**Secondary Objective:** To kill Krueldude and/or defeat his army in battle.

### LORD LUVADUC

**Primary Objective:** To save Lady Lushus from the clutches of Baron Legova.

**Secondary Objective:** To kill Baron Legova and/or defeat his army in battle.

### BARON LEGOVA

**Primary Objective:** To capture Lady Lushus alive and take her to the table's southern base line.

**Secondary Objective:** To kill Lord Luvaduc and/or capture Ripecherry Church.

### KRUELDEUDE

**Primary Objective:** To kill Sir Gustav.

**Secondary Objective:** To retrieve the evil artifacts stolen from Doomblight and/or to defeat Sir Gustav's Crusaders in battle.

### UMPIRE

**Primary Objective:** To ensure that the players have a thoroughly enjoyable game.

**Secondary Objective:** To role-play the NPCs in line with their profiles and objectives.

## UMPIRE'S BATTLEFIELD GUIDE & KEY TO MAP

### (FOR THE UMPIRE'S EYES ONLY)

**Mire:** Impassable to cavalry and wagons; infantry move rate.

**Toll Booth:** Empty

**Wood #1:** 50% chance occupied by 3 x wild boars

**Wood #2:** Contains Summoning; see NPC stats and notes for details.

**Waterfall:** Magical standing stones on either bank. Will restore lost magical energy to any wizard who touches them. The wizard must be in base-to-base contact with the stones, must not be the target of missiles or magic, and must not be engaged in hand-to-hand combat. Works only once per wizard per game.

**Hermit Hut:** Contains enough explosives and fuses to completely destroy a large house. A secret passage from the cellar goes under the river and emerges beneath the standing stone in Wood #3.

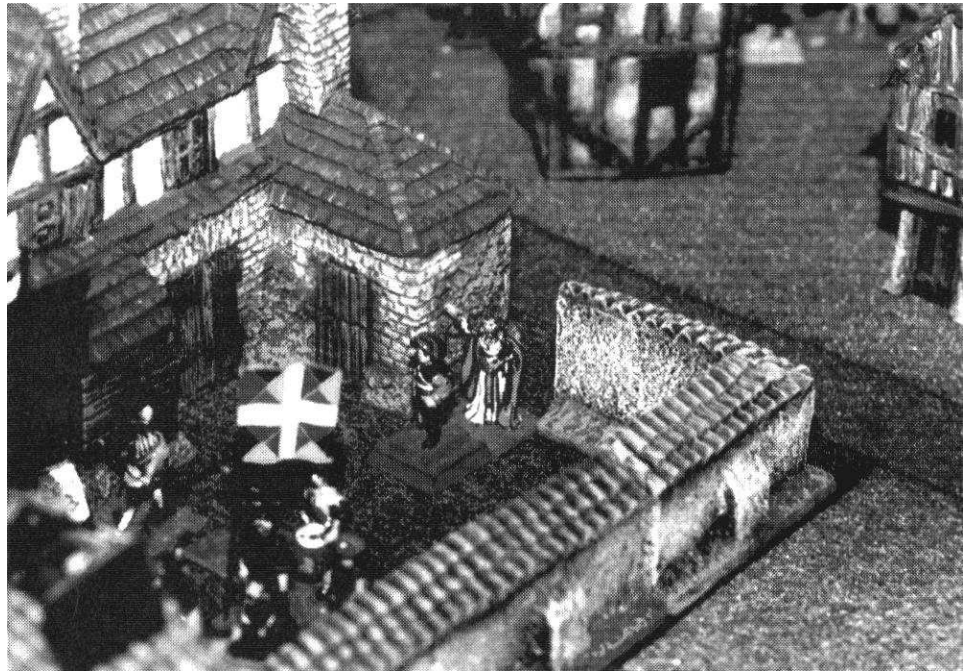
**Wood #3:** A huge standing stone is located at the centre of this dense wood. A concealed door on the south side of the stone will open automatically if the stone is touched. A stair descends to a passage which leads to the cellar of the Hermit hut.

**Bridge #2:** The Ripecherry Troll lurks beneath this bridge (see stats).

**Wood #4:** An ancient stone altar is located at the centre of this wood. When touched, the surface of the altar will open to reveal a flight of stone steps and a passage. The passage leads directly to the crypt of Ripecherry Church.

**Wizard's Tower:** Home to Arthrytis the Wizard. Has no exterior door at ground floor level and there is no bridge across the lake. Inside the tower there are 5 levels: **Cellar:** Contains foodstuffs, wine, and water. Secret door in south wall reveals passage which leads to hidden entrance on south bank of the lake.

**Ground:** Contains Arthrytis's guard dog. Will bark to alert his master if anyone enters the cellar via the secret passage. **1st level:** Contains store of potions and powders. Of interest and use to wizards only. Potions include invisibility, speed, gaseous form, sleep, and hold person. **2nd level:** Wizard's living quarters – contains furniture, books, and scrolls. 25% chance of discovery of scroll of teleportation (caster only, range 48", use only once). **Top Floor:** Wizard's workshop. Contains Arthrytis himself plus following items- Wand of Fireballs (range 9"), Orb of Darkness (range 6" radius), Ring of Protection (= plate armour), misc. evil artifacts (formerly the property of Doomblight). Access to



Lankmane and Lady Lushus – the lovers elope

this level can only be achieved via the internal stairs or through north and south facing windows. **Lake:** Contains giant water-serpent. Remains underwater during hours of daylight. 80% chance it will attack anyone swimming or wading in lake. A cave-like entrance to a secret passage is located on south bank of lake, at place nearest to wizard's tower (see cellar of wizard's tower for details).

## RIPECHERRY

**Church:** There are three main areas inside the church – the prayer hall, the vestibule, and the crypt. **Prayer Hall:** Contains 50 pews, an altar, an organ and a font. Interior lavishly decorated in preparation for the royal wedding. Valuable holy gold artifacts and tapestries abound. Very lootworthy!

**Vestibule:** contains priest robes and barrel of holy water. **Crypt:** Several stone sarcophagi (one containing a magical sword). Secret passage in south wall leads to stone altar in middle of wood #4.

**House #1:** Hardware & general store.

**House #2:** Blacksmithy & armoury – contains swords & axes.

**Ripecherry Pub:** Cellar contains ale casks, ropes, 2-handed hammers, lengths of chain. Lower & first floors empty; attic contains 4 members of the ACL (anti-crusade league) see Umpire notes for details.

**House #3:** Town hovels – empty.

**Ripecherry Manor & Chapel:** Two-storey manor house with stables at rear (containing 5 horses: 2 saddled). House contains valuable items inc. solid gold statue of former King. Secret passage from stables to chapel. Chapel contains altar (see umpire's notes for details), holy book (raises morale of 'good' troops when read aloud), and a cask of holy water. A slip of paper tucked inside the holy book reveals the location of the secret passage leading to the manor house. Wall surrounding the house and chapel is 10' high. Loopholes in the brick enable archers to fire from hard cover.

**Jousting tents:** Assorted arms and armour.

**Stage:** 20% chance vicious dog hiding underneath.

**Wine Wagon:** Contains 80 gallons of fine altar wine (non-flammable).

## PLAYER BRIEFINGS & ARMY STATISTICS

The troop strengths and statistics are shown in terms of a percentage where the average male human warrior = 100%. The relative value of each hero or unit can be assessed against this benchmark. To convert the following stats to your favourite fantasy battle system, use the percentage scores as your guide. Each individual and/or unit has also been given a troop type classification (e.g. L.INF = light infantry, H.CAV = heavy cavalry). Use this classification in conjunction with your chosen rule system to determine appropriate rates of movement.

## WIZARDS

The players and the umpire each control a wizard. In fantasy battle systems where wizards rely upon innate magical power to fuel their spells, use the 'Starting % of maximum power' stats to determine the initial strength of your wizard (100% = maximum score allowable).

Cont. on page 57

**UMPIRE'S STATS FOR NPCs ETC.**

| UNIT NAME                                | NO. IN UNIT | HUMAN EQUIV | ARMOUR    | WEAPON ABILITIES | MORALE | TROOP CLASS / MOVEMENT |
|--|-------------|-------------|-----------|------------------|--------|------------------------|
| Lankmane the Troubadour                  | 1           | 100%        | Leather   | Any 175%         | 200%   | L.Inf                  |
| Lady Lushus                              | 1           | 80%         | No Armour | Any 75%          | 150%   | L.Inf                  |
| Bishop Boosey                            | 1           | 100%        | No Armour | Any 75%          | 150%   | L.Inf                  |
| Wild Boars                               | 3           | 120%        | No Armour | N/A              | 75%    | L.Cav                  |
| Summonation*                             | 1           | 250%        | Leather   | Any 150%         | 100%   | L.Inf x2 human rate    |
| Ripecherry Troll <sup>§</sup>            | 1           | 200%        | Leather   | Any 50%          | 75%    | L.Inf x2 human rate    |
| ACL (Anti-Crusade League) <sup>¥</sup>   | 4           | 100%        | Leather   | Any 100%         | 100%   | L.Inf                  |
| Lankmane's Travelling Band <sup>¶</sup>  | 4           | 100%        | No Armour | Any 50%          | 100%   | L.Inf                  |
| Ripecherry Peasants & Serfs <sup>¶</sup> | 40          | 100%        | No Armour | Any 25%          | 50%    | L.Inf                  |

\* Frightened of fire; 90% chance will rout if naked flames sighted within 8".

§ Hates fire: -50% to morale if within 8" of flames. Hates wolf-riders, will attack in preference to other enemies. Cannot be mind-charmed. Immune to hold spells.

¥ See Umpire notes for detail.

¶ Will avoid combat if possible.

| WIZARD'S NAME   | NAME OF LEADER | STARTING % OF MAX. POWER | MORALE | MOVEMENT AS |
|---|----------------|--------------------------|--------|-------------|
| Arthrytis   | Umpire         | 70%                      | 100%   | M.Cav       |
| <b>MAGICAL POSSESSIONS:</b>   |                |                          |        |             |
| Cloak of Protection – Bestows upon the wearer the equivalent of plate amour protection & 70% effective defence vs. magical missiles.                                  |                |                          |        |             |
| Circlet of Fire Resistance – Gives wearer 75% protection vs. magical & non-magical fire.  |                |                          |        |             |
| <b>SPELLS:</b>  |                |                          |        |             |
| Passwall, Sleep   |                |                          |        |             |
| <b>NOTES:</b>   |                |                          |        |             |
| Will not kill or injure any good character or NPC. Will not co-operate with Legova or Krueledude. Will attempt to slay Doomblight if the opportunity presents itself. |                |                          |        |             |

**BARON LEGOVA**

| UNIT NAME                     | NO. IN UNIT | HUMAN EQUIV | ARMOUR    | WEAPON ABILITIES | MORALE | TROOP CLASS / MOVEMENT |
|-------------------------------|-------------|-------------|-----------|------------------|--------|------------------------|
| Baron Legova*                 | 1           | 100%        | Plate     | Any 250%         | 225%   | H.Cav                  |
| Ghoul**                       | 1           | 150%        | Leather   | Any 150%         | 150%   | L.Inf                  |
| Legova 1st Rgt. Stormtroopers | 30          | 150%        | Plate     | Any 175%         | 125%   | H.Inf                  |
| Legova 2nd Rgt. Stormtroopers | 30          | 125%        | Plate     | Any 125%         | 100%   | H.Inf                  |
| Legova 3rd Rgt. Stormtroopers | 30          | 125%        | Plate     | Any 125%         | 100%   | H.Inf                  |
| Legova 4th Rgt. Stormtroopers | 30          | 125%        | Plate     | Any 125%         | 100%   | H.Inf                  |
| Legova's Robber Knights***    | 50          | 100%        | Chainmail | Any 100%         | 100%   | M.Inf                  |
| Legova's Robber Squires****   | 30          | 100%        | Leather   | Any 75%          | 75%    | L.Inf                  |
| Pirates & Mercenaries*****    | 35          | 100%        | Leather   | Any 125%         | 100%   | L.Inf                  |
| Ogre Mercenaries*****         | 2           | 200%        | Leather   | Any 125%         | 100%   | L.Inf                  |

\* Possesses special charm (see scenario); ring of protection vs. fire = 85% effective vs. normal/magical fire; immune to hostile sleep/levitation spells.

\*\* Undead. Can climb vertical surfaces @ walking speed. Open doors = 80%. Vulnerable to holy water attacks (hits as fire/acid). Hates priests – will always attack in preference to enemies.

\*\*\* Will plunder town for loot in preference to orders (80%); hate Wolf-riders – 30% chance will attack them in preference to enemy. Hate priests – will torture any they capture (95%). 65% base rate of arson in any captured buildings.

\*\*\*\* Will plunder town for loot in preference to orders (90%). Hate priests will torture any captured (85%). 35% base rate of arson in any captured buildings.

\*\*\*\*\* Hate Free-staters – will always attack in preference to other troop types.

\*\*\*\*\* Hate cannons: -25% to morale if within 20" of a shell burst.

| WIZARD'S NAME  | NAME OF LEADER | STARTING % OF MAX. POWER | MORALE | MOVEMENT AS |
|--|----------------|--------------------------|--------|-------------|
| Septic   | Baron Legova   | 80%                      | 125%   | L.Cav       |
| <b>MAGICAL POSSESSIONS:</b>  |                |                          |        |             |
| Helm of Protection – Bestows upon the wearer the equivalent of plate amour protection.   |                |                          |        |             |
| Cloak of Invisibility – Will render wearer invisible. Drains magical power; umpire to determine rate of loss.  |                |                          |        |             |
| Circlet of Fire Resistance – Gives wearer 75% protection vs. non-magical fire.   |                |                          |        |             |
| <b>SPELLS:</b>   |                |                          |        |             |
| Passwall, Turn Rock to Mud, Illusory Fire, Flamebolt   |                |                          |        |             |
| <b>NOTES:</b>  |                |                          |        |             |
| Will not voluntarily co-operate with Krueledude unless Baron Legova specifically commands him to do so. Will attempt to flee the battle-field if Legova is killed. |                |                          |        |             |

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## LORD LUVADUC

| UNIT NAME                    | No. IN UNIT | HUMAN EQUIV | ARMOUR       | WEAPON ABILITIES        | MORALE | TROOP CLASS / MOVEMENT |
|------------------------------|-------------|-------------|--------------|-------------------------|--------|------------------------|
| Lord Luvaduc*                | 1           | 120%        | Special      | Any 250%                | 275%   | H.Inf                  |
| Ripecherry Longbows Rgt. 1** | 10          | 100%        | No Armour    | Longbow 150%/Any 100%   | 100%   | L.Inf                  |
| Ripecherry Longbows Rgt. 2   | 20          | 100%        | Chain/Helm   | Longbow 125%/Any 100%   | 100%   | M.Inf                  |
| Ripecherry Crossbows Rgt. 1  | 10          | 100%        | Chain/Helm   | Crossbow 125%/Any 100%  | 100%   | M.Inf                  |
| Ripecherry Crossbows Rgt. 2  | 10          | 100%        | No Armour    | Crossbow 125%/Any 100%  | 100%   | L.Inf                  |
| Ripecherry Crossbows Rgt. 3  | 10          | 100%        | No Armour    | Crossbow 125%/Any 100%  | 100%   | L.Inf                  |
| Ripecherry Peasant Levy      | 30          | 100%        | No Armour    | Any 75%                 | 75%    | L.Inf                  |
| Jousting Knights***          | 5           | 100%        | Plate        | Lance 150%/Any 125%     | 125%   | H.Cav                  |
| Free-staters‡                | 10          | 100%        | Chain/Helm   | Any 125%                | 100%   | M.Inf                  |
| Dwarven Cannon & crew #1     | 1 (3 crew)  | 100%        | No Armour    | Use as bombard/Any 100% | 100%   | L.Inf                  |
| Dwarven Cannon & crew #2     | 1 (3 crew)  | 100%        | No Armour    | Use as bombard/Any 100% | 100%   | L.Inf                  |
| Ripecherry Mounted Ranger    | 20          | 100%        | Chain/Shield | Lance 125%/Any 100%     | 100%   | M.Cav                  |
| Allied Guards Rgt. 1§        | 10          | 100%        | Plate        | Any 150%                | 150%   | H.Inf                  |
| Ripecherry Yeomen Bowmen¶    | 20          | 100%        | No Armour    | Longbow 100%/Any 75%    | 75%    | L.Inf                  |
| Ripecherry Mounted Crossbows | 10          | 100%        | Chain/Helm   | Crossbow 125%/Any 100%  | 100%   | M.Cav                  |
| Ripecherry Mounted Lancers   | 10          | 100%        | Chain/Helm   | Lance 125%/Any 100%     | 100%   | M.Cav                  |
| Ripecherry Marinesπ          | 30          | 100%        | Chain/Helm   | Spear 150%/Any 125%     | 125%   | M.Inf                  |
| Ripecherry Reevesμ           | 30          | 100%        | Chain/Helm   | Any 100%                | 100%   | M.Inf                  |
| Freelance Rangersζ           | 25          | 100%        | No Armour    | Longbow 150%/Any 125%   | 125%   | L.Inf                  |
| Ripecherry Priests○          | 4           | 100%        | No Armour    | Any 75%                 | 100%   | L.Inf                  |

\* Magical armour: –10% hit by normal/magic missiles. Immune to hold spells.

Especially frightened of undead: –20% when fighting undead.

\*\* Can discharge fire-arrows at same rate as normal missiles.

\*\*\* Double morale bonuses when within line of sight of Gustav (range 36").

‡ Unit rivalry with Ripecherry Longbows Rgt.1; –10% off morale if fighting within 20".

§ Special alloy armour – gives plate protection but troops move at L.Inf rates.

¶ Frightened of Wolf-riders: –20% on morale check when faced by this type.

π Hate Wolf-riders: + 20% to morale when facing this troop-type.

μ Hate Hammerlanders; +2 to morale when facing this enemy.

ζ No movement reduction in woods or mire.

○ Raise morale of good troops within 10" radius by 25% when checking morale.

Expert at using holy water vs. undead; Automatically detect evil & dispel darkness spells.

| WIZARD'S NAME | NAME OF LEADER | STARTING % OF MAX. POWER | MORALE | MOVEMENT AS |
|---------------|----------------|--------------------------|--------|-------------|
| Badedas       | Lord Luvaduc   | 80%                      | 175%   | M.Cav       |

### MAGICAL POSSESSIONS:

**Rod of Lightning** – Casts an intense burst of electrical energy in a 8"x 1" arc. 99% chance of successful hit.

**Medallion of Protection** – Gives the wearer 60% protection from normal missiles.

**Superseeds** – When thrown to the ground these seeds will sprout and grow at a fantastic rate. Growth = size of hedgerow after 1 round. Wizard possesses enough seeds for two throws. Range = 8". Area of effect = 2" radius. Duration = 1D8 rounds.

**Nightsight** – Possesses magical spectacles which enable infravision.

### SPELLS:

Vigour, Flight, Protection from Magic, Illusion. Hold Person, Invisibility

### NOTES:

Will do all in his power to protect Lord Luvaduc and Lady Lushus. Was once the favourite student of Arthrytis the Wizard.

## SIR GUSTAV

| UNIT NAME                  | No. IN UNIT | HUMAN EQUIV | ARMOUR       | WEAPON ABILITIES        | MORALE | TROOP CLASS / MOVEMENT |
|----------------------------|-------------|-------------|--------------|-------------------------|--------|------------------------|
| Sir Gustav*                | 1           | 325%        | Special      | Sword 300%/Any 180%     | 300%   | H.Cav                  |
| Royal Gustav Horse Guards  | 10          | 120%        | Plate        | Lance 225%/Sword 150%   | 250%   | H.Cav                  |
| Royal Gustav Court Cavalry | 10          | 100%        | Plate        | Lance 175%/Sword 120%   | 225%   | H.Cav                  |
| Royal Crusaders            | 20          | 100%        | Chain/Shield | Lance 120%/Sword 100%   | 150%   | M.Cav                  |
| Royal Gustav Foot Guards   | 10          | 100%        | Plate        | Halberd 175%/Sword 125% | 125%   | H.Inf                  |
| Royal Crusade Halberdiers  | 40          | 100%        | Chain/Helm   | Halberd 125%/Sword 100% | 125%   | H.Inf                  |
| Royal Wagons (crew)        | 3           | 100%        | No Armour    | Any 100%                | 100%   | L.Inf                  |

\* Magical armour: –30% hit by normal/magic missiles. Immune to sleep spells.

Armour invulnerable to crushing. Subject to bouts of mental illness: save vs. a % throw when in combat. Effects vary; umpire has chart and will advise.

| WIZARD'S NAME | NAME OF LEADER | STARTING % OF MAX. POWER | MORALE | MOVEMENT AS |
|---------------|----------------|--------------------------|--------|-------------|
| Phizz Bang    | Sir Gustav     | 85%                      | 200%   | M.Cav       |

### MAGICAL POSSESSIONS:

**Rod of Lightning** – Casts an intense burst of electrical energy in a 8"x 1" arc. 99% chance of successful hit.

**Light bombs** (x2) – These grenade-like devices explode and give off a blinding white light which will incapacitate any non-heroes within a 4" radius. Duration 1D6. Can be thrown up to 9" or left to detonate 1 round after priming.

### SPELLS:

Silence, Teleportation, Hold Person, Invisibility, Smoke, Protection from Magic, Hold Person

### NOTES:

Will do all in his power to protect Sir Gustav. Is aware of Gustav's illness and will attempt to subdue and/or protect him should he become afflicted during combat. Can climb all vertical surfaces with ease.



# SPILLS

## KRUELDEUDE

| UNIT NAME              | NO. IN UNIT | HUMAN EQUIV | ARMOUR    | WEAPON ABILITIES | MORALE | TROOP CLASS / MOVEMENT |
|------------------------|-------------|-------------|-----------|------------------|--------|------------------------|
| Krueldude*             | 1           | 250%        | Plate     | Any 250%         | 300%   | H.Cav                  |
| Hammerlanders**        | 120         | 125%        | Leather   | Any 100%         | 75%    | M.Inf                  |
| Krueldude Trolls***    | 4           | 200%        | No Armour | Any 75%          | 75%    | L.Inf                  |
| Demonic Horse Warriors | 10          | 200%        | Plate     | Any 200%         | 200%   | Super H.Cav            |
| Doomblight Priests**** | 4           | 100%        | No Armour | Any 125%         | 125%   | L.Inf                  |
| Evil Druidic Sect***** | 12          | 100%        | Chainmail | Any 150%         | 175%   | M.Inf                  |
| Wolf-riders            | 40          | 100%        | Leather   | Any 100%         | 100%   | L.Inf                  |

\* Immune to sleep spells. Hates Gustav – will always attack in preference to other enemies.

\*\* Hate cannons –25% to morale if within 20" of shell burst.

\*\*\* Hate fire: –25% to morale if within 8" of flames. Hate horses – will attack (and stop to eat) in preference to other troop types. 40% natural instinct to get under a bridge if within 6" of one!

\*\*\*\* Unholy robes = 50% protection vs. holy water. Can climb vertically at normal walking speed. Possess unholy water, effective vs. good priests.

\*\*\*\*\* Unholy robes = 75% protection vs. holy water. Can climb vertically at normal walking speed. Possess unholy water, effective vs. good priests.

Leader possesses magic sword & unholy book = –25% to enemy morale when read aloud (range 5" radius).

| WIZARD'S NAME | NAME OF LEADER | STARTING % OF MAX. POWER | MORALE | MOVEMENT AS |
|---------------|----------------|--------------------------|--------|-------------|
| Doomblight    | Krueldude      | 90%                      | 225%   | L.Cav       |

### MAGICAL POSSESSIONS:

**Power Glove** – Worn on left hand. Will crush metal, stone, wood, and flesh.

**Cloak of Protection** – Gives the wearer 75% protection from normal missiles.

**Medallion of Telepathy** – Enables wearer to maintain permanent telepathic communication with his leader.

### SPELLS:

Mindblast, Sleep, Protection from Magical Weapons, Passwall, Levitate, Smoke, Wall of Stone

### NOTES:

Will attempt to find and destroy Arthrytis the Wizard and retrieve the evil artifacts that he stole. Hates Baron Legova – will refuse to assist him in the event that Krueldude is killed during the battle.

## SPILLS

**Silence** – Can cast a 4" circle of silence. All victims must check morale at –20%. 5% chance of spell failure. Duration = 1D6 rounds.

**Teleportation** – Enables caster to teleport himself to any place within 60". Destination must be in direct line of sight. 15% chance of spell failure.

**Invisibility** – Caster can use spell on self or others. Causes invisibility to normal sight. Duration = 1D6 rounds. 3% chance of spell failure (self) / 06% others.

**Smoke** – Range = up to 30" from caster. Enables wizard to create a smoke screen. Area of effect = 12" x 2". Duration = 1D6 rounds. 2% chance of spell failure.

**Hold Person** – Range = 24". Causes one creature (size up to 250%) to cease all physical movement and remain rigid for 1D6 rounds.

**Passwall** – Effective on self only. Enables caster to walk through walls. Effect duration = 3 rounds. 10% chance of spell failure.

**Flamebolt** – Range = 9". Area of effect = 9" x 1" cone. 5% chance of spell failure.

**Mindblast** – Range = 20". Effective on one target which must be in direct line of sight. Effective on non-heroes only. 80% chance of causing complete mental breakdown in victim. 10% chance of spell failure.

**Sleep** – Range = 12". Effects any human target for 1D6 rounds' duration. 1% chance of spell failure.

**Protection from Magical Weapons** – Creates a force-field around the caster to repel magical attacks. Duration = 1D6 rounds. 30% chance of spell failure.

**Levitate** – Self or other within 6". Enables caster to levitate up to 16" above tabletop at will. Duration = 1D6 rounds. 2% chance of spell failure.

**Wall of Stone** – Range = up to 30" from caster. Enables wizard to create a solid wall of stone 9" long by 1" wide. Duration = 1D6 rounds. 20% chance of spell failure.

**Vigour** – Restores 50% of lost magical energy if successfully cast. 35% chance of spell failure.

**Flight** – Enables caster to fly like an eagle. Can fly up to 30" per game round. Duration of effect = 1D8 rounds. 15% chance of spell failure.

**Protection from Magic** – Creates a force-field around the caster to repel all magical attacks. Duration = 1D6 rounds. 20% chance of spell failure.

**Illusion** – Caster can create the illusion of a fire-breathing red dragon. Range = 40". Effect duration = until physically challenged. Chance of spell failure = 2%.

**Turn Rock to Mud** – Range = 20". Creates a trench of sticky mud that will entrap enemies. Area of effect = 6" x 2". Duration = 1D6 rounds.

**Illusory Fire** – Range = 36". Creates the illusion of a wall of fire. Area of effect = 12" x 1". Remains visible until physically challenged.

This illusion does not generate heat or sound.





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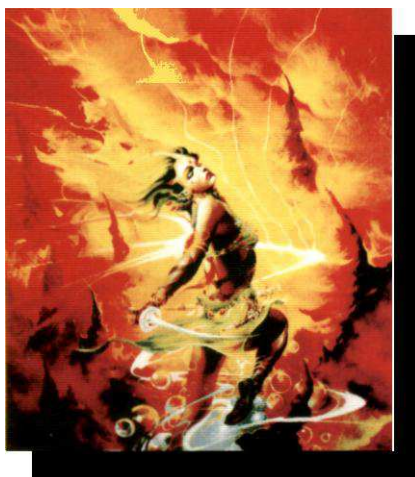


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As shown on the preceding page, Peter Andrew Jones' artwork for *The Birthplace* was used for the cover of *RPI #7*. It was reproduced cleanly with no captions or labels on page 3 of the same issue, though it was incorrectly labelled as 'The Birth Place':



**The Birth Place – Peter Jones, Solar Wind**

As shown on the following page, the cover of *RPI #12* was Peter Andrew Jones' artwork for *The Curse of Naar*. Also included inside was a reprint of "Ragadorn Ale-house Brawl" from *The Magnamund Companion* (including some new artwork), as well as a competition to win signed copies of the twentieth *Lone Wolf* book. As this issue marked the first year of publication for the magazine, everyone who gave support was credited on the Contents page, as reproduced below (with all extraneous matter removed!):

# Role Player Independent

**Volume 1, Issue 12**  
**November 1993**

**Cover Artist:** Peter Jones (Solar Wind)

**Internal Artists:** Rob Adams (Line Art & Colour work on Ragadorn Ale-house Brawl)

## Many Thanks Must Go To:

With the first year of *Role Player Independent* drawing to a close, we must take this opportunity to thank the following people. If we have missed anybody, then you know who you are and we do apologise.  
...Joe Dever...

# Contents

## **Ragadorn Ale-house Brawl – Joe Dever 19**

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# The Ragadorn Ale-House Brawl

An Evening's Entertainment from Award-Winning Author, Joe Dever

## Introduction

This multi-player RPG takes place in the sleazy city-port of **Ragadorn**, part of the mythical setting for **Joe Dever's** award-winning **Lone Wolf** adventures. Whether your character is a native of the city or just a visitor, a night to remember awaits you in this fun-packed ale-house brawl.

## Preparation

Before play can begin, you will need to cut out the playing counters. The **Character Profiles** should be copied out onto separate cards or, alternatively, they can be photocopied, cut out and stuck onto individual cards. You may also find it more convenient to photocopy these rules so that you can refer to them quickly during the game.

## Game Equipment

|                            |                         |
|----------------------------|-------------------------|
| 1 Gameboard                | 3 Torch counters        |
| 10 Character Profile Cards | 10 Player counters      |
| 3 Non-Player Counters      | 3 Bucket counters       |
| 9 Loot counters            | 3 Food counters         |
| 9 Chair counters           | 1 Broom counter         |
| 6 Bottle counters          | 1 Helghast marker       |
| 1 Axe Counter              | 9 Special Item counters |
| 10 Gambling Counters       | 1 D10 (See Issue 10)    |
| 1 Character Grid           | 1 Random Number Table   |

## Setting Up

1. The game is designed for 2–10 players, each controlling one or more of the characters.
2. Characters are allocated to players according to the number of players taking part. Consult the Character Grid for details.
3. Players take their Character Profile Cards.
4. The Landlord player mixes the Special Items counters and places one face downwards on each of the Character

Profile Cards (see Helghast rules for special conditions).

5. Players may now look at their Special Item counters and adjust their Character Profile Cards depending on the nature of the Special Item received.

6. Each player draws the Player Counter for their respective character (or characters).

**The Landlord player now prepares the game board as follows:**

1. Place Chair and Tavern Item counters face upwards on the game board. Care should be taken to place them in realistic positions on the board, i.e. chairs should be set around tables, torches next to walls, etc.
2. Place the Landlord Player counter and the 3 Non-Player counters on the game board. At least one of the Serving Girls should be placed behind the bar, and the Croupier should be adjacent to the Gaming Table.
3. Place the 9 Loot counters face downwards anywhere on the board. If a Loot counter occupies the same square as a Non-Player Character counter, the loot is considered to be in the possession of that Non-Player character. If a Loot counter is placed on the same square as the Bar, the Gaming Table, a Tavern Item, or a piece of furniture (chair or table), then the Loot counter is considered to be hidden from view (see 'Hidden Counters').

## Player Objectives

Each Player must attempt to complete the objective given on each **Character Profile** card (see also 'Helghast' and 'Winning the Game').

## Starting Positions

The game begins with the player seated to the left of the Landlord.

1. Throw a D10.
2. If the result is 0–6, the Player can place his Character counter on any square inside the ale-house, with the exception of any table or behind the Bar.



3. If a 7–9 is chosen, the Player must position his Character counter on any one of the four doors.

## Game Rounds

The game is conducted in rounds, each consisting of four quarters – **Movement Quarter, Missile Quarter, Combat Quarter, Gaming Quarter.**

Play proceeds clockwise around the table. Actions are completed by each Player in turn before moving on to the next Quarter.

### Movement Quarter

1. The Landlord moves any or all of the Non-Player counters.
2. Each player takes it in turn to move his Character counter(s), any number of squares up to the maximum allowed on the Character Profile Card.
3. If one Player moves his character onto a square adjacent to another Character, he can choose to Fight or Talk to that character. If so, the character he intends to fight or talk to cannot move his Character Counter during that move.
4. Characters cannot move diagonally or pass through a square occupied by another character.

### Missile Quarter

1. Any character who possesses, or is adjacent to, an item that can be thrown, may now choose to throw that item at another character.
2. Consult the chart that is printed on the game board to determine if a thrown missile hits its target, and if it does, how many **Endurance Points** are lost by the target.



# Ragadorn Ale-House Brawl

3. Weapons may be thrown if so desired, and are considered lost until retrieved by the throwing character.

4. Thrown magical weapons do extra damage to their target if a successful hit is scored. Consult the **Combat Results Table** in the normal way (see rules for Combat) ignoring any loss of **ENDURANCE Points** sustained by the attacker.

5. Missiles that miss will land one square in front of the target if the random number picked is an even number, and one square behind if the number is odd.

## Combat Quarter

1. Only character counters that are adjacent to each other at the end of the **Missile Quarter** can engage in combat. If either character is unarmed, his **COMBAT SKILL** is reduced by 4.

2. Players can only co-operate with other players once their tabletop characters have elected to 'talk' to each other. This can only occur when two Player Character counters are in adjacent squares on the game board.

3. If players elect to talk to each other during the **Movement Quarter**, they cannot enter into combat in that same round.

The sequence for combat is as follows:

1. The Player launching the attack ('the attacker') compares his **COMBAT SKILL** against that of the Player he is attacking ('the defender').

2. The defender's **COMBAT SKILL** is subtracted from the attacker's **COMBAT SKILL**. The result is the **Combat Ratio**.

3. The attacker throws the die.

4. The attacker consults the **Combat Results Table**. He looks along the top of the chart for the number which is the same as the **Combat Ratio**. He now cross-references it with the die roll. The result determines the number of

**ENDURANCE Points** lost by the attacking and defending players.

5. On the **Combat Results Table** – 'A' indicates the number of **ENDURANCE Points** lost by the defender; 'B' indicates the number of points lost by the Attacker.

6. Each Player records lost **ENDURANCE Points** on their **Character Profile card**.

7. The loser of the **Combat Quarter** can now elect to continue the combat next round, or he can attempt to evade his opponent.

8. If he chooses to continue combat, both Player Character counters stay exactly where they are. Neither player can move during the following **Movement Quarter** or throw a missile during the **Missile Quarter**.

9. In the next **Combat Quarter** the Players continue their combat. The defender now becomes the attacker, and vice versa.

10. If the loser of a **Combat Quarter** chooses to evade combat, he may add 2 to his movement rate in the following **Movement Quarter**. He must move away from his attacker in that quarter. The attacker can attempt to give chase. The evading Player always moves first.

11. Any Player Character whose **ENDURANCE Points** score falls to zero or below is declared dead. The counter remains on the game board where it becomes an obstruction to movement.

12. Any weapons, gold or items can be taken from the body by the victor at the end of the **Combat Quarter**. The defeated Player must hand over the dead character's profile card to the winning Player.

13. Characters fighting from a higher vantage point (on a table, chair, or the Bar) may add 1 point to their **COMBAT SKILL** when fighting an opponent positioned on a floor square.

## Gaming Quarter

1. In the **Gaming Quarter** of each round, and Player Character counter that is occupying a square adjacent to the Gaming Table, and who is not involved in combat, may elect to gamble.

2. No gaming can take place if any player's character counter is standing on the Gaming Table.

3. No gaming can take place if the Croupier's counter is not adjacent to the Gaming Table.

The procedure for gambling is as follows:

1. The Landlord player mixes the gaming counters face down.

2. Each player in turn calls out how much they wish to stake on their bet, followed by a number between 0 and 9, for example:

"I'll bet 5 Gold Crowns on 9!" or "I'll gamble 2 Gold Crowns on 1!"

3. The minimum bet is 2 Gold Crowns; the maximum bet is 10 Gold Crowns.

4. When all stakes and numbers have been declared, the Landlord player turns over one of the gaming counters at random.

5. Any player who has declared the same number as that which has been revealed wins 4 x his stake. An adjacent number wins 2 x the money staked. All other players lose their stake.

6. Players may enter or leave the Gaming Table during the **Movement Quarter**.

## Helghast!

**Helghast** are undead shape-changers who serve **Lone Wolf's** enemies – the **Darklords of Helgedad**. One of the characters (excluding **Lone Wolf**) is really one of these fell creatures in disguise! To determine which Player Character is really the Helghast, follow this procedure:

## No. of Players

2 – The non-Lone Wolf player chooses one of his four characters to be the Helghast.

3–6 – Special Item counters are dealt to the **Lone Wolf** player first. One of the remaining counters is substituted with the **Helghast** counter. The counters are dealt to the other Players. The Player Character dealt the **Helghast** counter becomes that creature.

7–10 – **Lone Wolf** and Landlord receive Special Item counters first, then follow same procedure as 3–6 player game.

The objective for the **Helghast** player is to kill **Lone Wolf**; this objective takes priority over that shown on the character profile card. The **Helghast** player can enter combat without revealing his true identity.

## COMBAT RESULTS TABLE

Combat Ratio

| Random Number | -11 or Greater |      | -10/-9 |      | -8/-7 |      | -6/-5 |      | -4/-3 |       | -2/-1 |       | 0/0   |       | +1/+2 |       | +3/+4 |       | +5/+6 |       | +7/+8 |       | +9/+10 |       | +11 or Greater |       |
|---------------|----------------|------|--------|------|-------|------|-------|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--------|-------|----------------|-------|
|               | A              | B    | A      | B    | A     | B    | A     | B    | A     | B     | A     | B     | A     | B     | A     | B     | A     | B     | A     | B     | A     | B     | A      | B     | A              | B     |
| 1             | A -0           | B -0 | A -0   | B -0 | A -0  | B -0 | A -0  | B -0 | A -1  | B -1  | A -2  | B -2  | A -3  | B -3  | A -4  | B -4  | A -5  | B -5  | A -6  | B -6  | A -7  | B -7  | A -8   | B -8  | A -9           | B -9  |
| 2             | A -0           | B -0 | A -0   | B -0 | A -0  | B -0 | A -1  | B -1 | A -2  | B -2  | A -3  | B -3  | A -4  | B -4  | A -5  | B -5  | A -6  | B -6  | A -7  | B -7  | A -8  | B -8  | A -9   | B -9  | A -10          | B -10 |
| 3             | A -0           | B -0 | A -0   | B -0 | A -1  | B -1 | A -2  | B -2 | A -3  | B -3  | A -4  | B -4  | A -5  | B -5  | A -6  | B -6  | A -7  | B -7  | A -8  | B -8  | A -9  | B -9  | A -10  | B -10 | A -11          | B -11 |
| 4             | A -0           | B -0 | A -1   | B -1 | A -2  | B -2 | A -3  | B -3 | A -4  | B -4  | A -5  | B -5  | A -6  | B -6  | A -7  | B -7  | A -8  | B -8  | A -9  | B -9  | A -10 | B -10 | A -11  | B -11 | A -12          | B -12 |
| 5             | A -1           | B -1 | A -2   | B -2 | A -3  | B -3 | A -4  | B -4 | A -5  | B -5  | A -6  | B -6  | A -7  | B -7  | A -8  | B -8  | A -9  | B -9  | A -10 | B -10 | A -11 | B -11 | A -12  | B -12 | A -13          | B -13 |
| 6             | A -2           | B -2 | A -3   | B -3 | A -4  | B -4 | A -5  | B -5 | A -6  | B -6  | A -7  | B -7  | A -8  | B -8  | A -9  | B -9  | A -10 | B -10 | A -11 | B -11 | A -12 | B -12 | A -13  | B -13 | A -14          | B -14 |
| 7             | A -3           | B -3 | A -4   | B -4 | A -5  | B -5 | A -6  | B -6 | A -7  | B -7  | A -8  | B -8  | A -9  | B -9  | A -10 | B -10 | A -11 | B -11 | A -12 | B -12 | A -13 | B -13 | A -14  | B -14 | A -15          | B -15 |
| 8             | A -4           | B -4 | A -5   | B -5 | A -6  | B -6 | A -7  | B -7 | A -8  | B -8  | A -9  | B -9  | A -10 | B -10 | A -11 | B -11 | A -12 | B -12 | A -13 | B -13 | A -14 | B -14 | A -15  | B -15 | A -16          | B -16 |
| 9             | A -5           | B -5 | A -6   | B -6 | A -7  | B -7 | A -8  | B -8 | A -9  | B -9  | A -10 | B -10 | A -11 | B -11 | A -12 | B -12 | A -13 | B -13 | A -14 | B -14 | A -15 | B -15 | A -16  | B -16 | A -17          | B -17 |
| 0             | A -6           | B -6 | A -7   | B -7 | A -8  | B -8 | A -9  | B -9 | A -10 | B -10 | A -11 | B -11 | A -12 | B -12 | A -13 | B -13 | A -14 | B -14 | A -15 | B -15 | A -16 | B -16 | A -17  | B -17 | A -18          | B -18 |





If he chooses to do so then all **ENDURANCE Points** lost in combat are deducted in the normal way. Should the **ENDURANCE Points** total of the 'disguise' fall to zero, the Player must then reveal his true identity by placing the **Helghast** counter onto the game board (on top of his Player Character counter). He may then continue to play using the **Helghast COMBAT SKILL** and **ENDURANCE Point** totals as shown on the game board.

The **Helghast** player can choose to reveal his identity at any stage of the game but, in order to keep everyone guessing, it is recommended that he keep his identity a secret for as long as possible.

The **Helghast** can only be killed by a Magical Weapon (**Lone Wolf's** Magic Spear, the Magic Sword [Special Item], or the Magic Mace [Special Item] are the only weapons that can reduce the **Helghast's ENDURANCE Point** score during combat). All normal weapons are ineffective against it, and all **ENDURANCE Points** lost by a **Helghast** in combat with a Player Character armed with a normal weapon should be ignored.



## Obstructions to Movement

To climb over a table, reduce **MOVEMENT** by 2 squares.

To climb on to or off of a table, reduce **MOVEMENT** by 1 square.

To pick up an item, reduce **MOVEMENT** by 1 square.

To climb over a dead character, reduce **MOVEMENT** by 1 square.

To leave the ale-house by a window, reduce **MOVEMENT** by 2 squares.

## Leaving the Ale-House

Players may leave the ale-house by any one of the doors or windows shown on the game board. They may re-enter by any one of the doors 2 game rounds later.

## Special Items

The **Laumspur** and **Alether** (Special Items) can only be used once during the game. When a Player chooses to do so, the counter must be shown and then removed from play. The **Magic Wand** and the **Spell Book** can only be used twice during the game.

## Hidden Loot Counters

Players must remain in a square adjacent to a hidden loot counter for 1 game round before they can lay claim to it in the **Movement Quarter** of the following round. Players cannot search for hidden loot counters if they are involved in combat.

## Winning the Game

### 2-6 Players

A complete game lasts for 16 game rounds. At the end of the **Gaming Quarter** of the 16th round, calculate each player's score as follows:

For every character's objective achieved = +6 points

For every character that survives the game = +3 points

For every Special Item you possess = +1 point

For every character lost = -2 points

The Player with the highest score is declared the winner.

### 7-10 Players

The first Player to achieve his objective and leave the ale-house by the double doors is declared the winner.

|                        |                        |                        |                            |                            |                                   |                                       |                                       |
|------------------------|------------------------|------------------------|----------------------------|----------------------------|-----------------------------------|---------------------------------------|---------------------------------------|
| HERB-<br>WARDEN        | MERCENARY              | MAGICIAN               | RANGER                     | FEMALE<br>FIGHTER          | MERCHANT                          | KNIGHT                                | LAUMSPUR<br>+4<br>ENDURANCE<br>Points |
| DRUID                  | LONE<br>WOLF           | LANDLORD               | (NPC)<br>SERVING<br>GIRL 1 | (NPC)<br>SERVING<br>GIRL 2 | (NPC)<br>CROUPIER                 | LAUMSPUR<br>+4<br>ENDURANCE<br>Points | POUCH OF<br>GOLD<br>10 Gold<br>Crowns |
| GAMING<br>0<br>COUNTER | GAMING<br>1<br>COUNTER | GAMING<br>2<br>COUNTER | GAMING<br>3<br>COUNTER     | GAMING<br>4<br>COUNTER     | ALEATHER<br>+2<br>COMBAT<br>SKILL | POUCH OF<br>GOLD<br>20 Gold<br>Crowns | LARGE<br>DIAMOND<br>30 Gold<br>Crowns |
| GAMING<br>5<br>COUNTER | GAMING<br>6<br>COUNTER | GAMING<br>7<br>COUNTER | GAMING<br>8<br>COUNTER     | GAMING<br>9<br>COUNTER     | ALEATHER<br>+2<br>COMBAT<br>SKILL | ** NO **<br>LOOT                      | ** NO **<br>LOOT                      |

|       |       |       |        |        |       |      |        |          |                   |                   |                   |
|-------|-------|-------|--------|--------|-------|------|--------|----------|-------------------|-------------------|-------------------|
| CHAIR | CHAIR | CHAIR | BOTTLE | BOTTLE | TORCH | FOOD | BUCKET | HELGHAST | SPECIAL<br>ITEM 1 | SPECIAL<br>ITEM 2 | SPECIAL<br>ITEM 3 |
| CHAIR | CHAIR | CHAIR | BOTTLE | BOTTLE | TORCH | FOOD | BUCKET | BROOM    | SPECIAL<br>ITEM 4 | SPECIAL<br>ITEM 5 | SPECIAL<br>ITEM 6 |
| CHAIR | CHAIR | CHAIR | BOTTLE | BOTTLE | TORCH | FOOD | BUCKET | AXE      | SPECIAL<br>ITEM 7 | SPECIAL<br>ITEM 8 | SPECIAL<br>ITEM 9 |

# Ragadorn Tavern Game Characters

## LONE WOLF

**COMBAT SKILL:** 18  
**ENDURANCE:** 34  
**MOVEMENT:** 5  
**Weapon:** Magic Spear  
**Gold Crowns:** 10



You are Lone Wolf. A scroll found on the body of a dead Giak messenger in the Durncrag Mountains points to a Darklord plot to take control of Ragadorn. You arrived in the city last night and were attacked by a Helghast. Fortunately you fought it off with your Magic Spear. You have now tracked the Helghast to this ale-house and you are sure that it has taken on the guise of one of the customers.

**YOUR OBJECTIVE:** to uncover the Helghast and kill it before it kills you.

## KNIGHT

**COMBAT SKILL:** 16  
**ENDURANCE:** 26  
**MOVEMENT:** 4  
**Weapon:** Broadsword  
**Gold Crowns:** 12



You are a Knight of the White Mountain, a warrior lord of Durenor. Two days ago your brother was assassinated at his castle. You witnessed the crime and have followed the assassin, a Female Adventuress, here to Ragadorn. You hope to capture the assassin alive and take her back to Durenor to face trial, but you suspect that she will not surrender without a fight.

**YOUR OBJECTIVE:** to arrest the Adventuress. You may only attack her if she offers resistance.

## MAGICIAN

**COMBAT SKILL:** 13  
**ENDURANCE:** 22  
**MOVEMENT:** 3  
**Weapon:** Dagger  
**Gold Crowns:** 0



You are a journeyman from the Magicians Guild of Toran. You reached Ragadorn this morning, but as soon as you stepped inside the city gate you were attacked by a street thief. In the fight the thief fell on his own dagger and died. You kept the dagger and the Special Item that was in the thief's pocket. Since then you have heard that the Thieves Guild are now on the lookout for you.

**YOUR OBJECTIVE:** to acquire 20 Gold Crowns for the coach fare to the safety of neighbouring Durenor.

## HERBWARDEN

**COMBAT SKILL:** 12  
**ENDURANCE:** 20  
**MOVEMENT:** 3  
**Weapon:** Dagger  
**Gold Crowns:** 8



You are a young Herbwarden from Bautar, sent to Ragadorn to investigate the disappearance of a fellow herbwarden called Dalimor. You have discovered that your arch-enemies – the Cener Druids – have established a secret temple in Ragadorn, and that Dalimor was murdered there. You must return to Bautar to report your chilling discover, but you do not have sufficient money for the fare.

**YOUR OBJECTIVE:** to acquire 40 Gold Crowns for your return trip to Bautar (by whatever means possible).

## MERCENARY

**COMBAT SKILL:** 15  
**ENDURANCE:** 28  
**MOVEMENT:** 4  
**Weapon:** Sword  
**Gold Crowns:** 16



You are a soldier of fortune from Varetta. Two months ago your regiment was lured into an ambush and massacred. You were the only survivor and you have sworn to take your revenge upon the traitor who betrayed your comrades. He, like yourself, is a mercenary from Varetta, and you have learned that he is in hiding in Ragadorn. You have never seen this man, but you know that he often disguises himself as a magician or a ranger.

**YOUR OBJECTIVE:** to kill the Magician and the Ranger.

## DRUID

**COMBAT SKILL:** 12  
**ENDURANCE:** 20  
**MOVEMENT:** 3  
**Weapon:** Quarterstaff  
**Gold Crowns:** 6



You are a member of the evil sect of druids called the Ceners. Your brotherhood has set up a secret temple deep in the heart of Ragadorn, but its location has been discovered by your arch-enemies – the Herbwardens of Bautar. You have already killed one of their spies, but now another has been sent to investigate his disappearance. You have tracked him down to this ale-house.

**YOUR OBJECTIVE:** to kill the Herbwarden as quickly as possible.





## ADVENTURESS

**COMBAT SKILL:** 15  
**ENDURANCE:** 24  
**MOVEMENT:** 4  
**Weapon:** Short Sword  
**Gold Crowns:** 12



You are a skilled fighter and assassin who has just returned from a successful mission in Durenor. Your employer has just been murdered but before his death he hid the payment for your mission – a large diamond (LOOT counter) – somewhere in this ale-house. You fear someone witnessed the assassination you carried out, and that you have been followed all the way from Durenor.

**YOUR OBJECTIVE:** to find the large diamond that is hidden somewhere in the ale-house.

## RANGER

**COMBAT SKILL:** 15  
**ENDURANCE:** 24  
**MOVEMENT:** 4  
**Weapon:** Axe  
**Gold Crowns:** 10



You have just returned from a long and successful hunting trip to Durenor. On your arrival you sold some furs to the Merchant for 25 Gold Crowns. You later discovered that he cheated you and that 15 of the crowns were counterfeit. You have come to the ale-house determined to make him give you the money he owes you.

**YOUR OBJECTIVE:** either to persuade the Merchant to hand over the 15 Gold Crowns, or to take the money by force.

## MERCHANT

**COMBAT SKILL:** 10  
**ENDURANCE:** 24  
**MOVEMENT:** 3  
**Weapon:** Dagger  
**Gold Crowns:** 20



You are a wealthy merchant who owns a trading post down by Ragadorn quay. You love gambling and often frequent this ale-house to play the Gaming Table. You have made many enemies due to your shady business dealings and you should remain on your guard at all times.

**YOUR OBJECTIVE:** to win 50 Gold Crowns at the Gaming Table, or acquire the money by some other means before the night is out.

## LANDLORD CROUPIER

**SERVING GIRL 1**  
**SERVING GIRL 2**



|                      |      |        |    |    |
|----------------------|------|--------|----|----|
| <b>COMBAT SKILL:</b> | 16   | 10     | 8  | 7  |
| <b>ENDURANCE:</b>    | 26   | 21     | 18 | 18 |
| <b>MOVEMENT:</b>     | 5    | 4      | 4  | 4  |
| <b>Weapon:</b>       | Club | Dagger | –  | –  |
| <b>Gold Crowns:</b>  | 20   | 3      | 1  | 1  |

As Landlord of the tavern your objective is to collect 40 Gold Crowns from players using the Gaming Table, and to ensure that none of your staff (the NPCs) get killed.

## CHARACTER GRID

### 2 PLAYERS:

**Player 1**  
 Lone Wolf  
 Mercenary  
 Druid  
 Merchant  
 Adventuress  
**Player 2**  
 Landlord  
 Magician  
 Knight  
 Herbwarden  
 Ranger

### 3 PLAYERS:

(Take out Knight)  
**Player 1**  
 Druid  
 Magician  
 Merchant  
**Player 2**  
 Lone Wolf  
 Herbwarden  
 Ranger  
 Player 3  
 Landlord  
 Mercenary  
 Adventuress

### 4 PLAYERS:

Take out Herbwarden & Druid)  
**Player 1**  
 Magician  
 Ranger  
**Player 2**  
 Merchant  
 Knight  
**Player 3**  
 Lone Wolf  
 Adventuress  
**Player 4**  
 Mercenary  
 Landlord

### 5 PLAYERS:

**Player 1**  
 Adventuress  
 Ranger  
**Player 2**  
 Druid  
 Knight  
**Player 3**  
 Merchant  
 Mercenary  
**Player 4**  
 Herbwarden  
 Lone Wolf  
**Player 5**  
 Magician  
 Landlord

### 6 PLAYERS:

**Player 1**  
 Lone Wolf  
**Player 2**  
 Landlord  
**Player 3**  
 Magician  
 Ranger  
**Player 4**  
 Merchant  
 Knight  
**Player 5**  
 Adventuress  
 Herbwarden  
**Player 6**  
 Mercenary  
 Druid

### 7 PLAYERS:

(Take out Knight, Herbwarden & Druid)  
 Players take one character each

**8 PLAYERS:**  
 (Take out Herbwarden & Druid)  
 Players take one character each

**9 PLAYERS:**  
 (Take out Knight)  
 Players take one character each

**10 PLAYERS:**  
 Players take one character each

## GAME ROUND SUMMARY

### Movement Quarter:

1. Landlord moves NPC's.
2. Players move (first round clockwise, then alternating anticlockwise/clockwise).
3. Characters adjacent can elect to fight or talk.

### Missile Quarter:

1. Items that can be thrown by characters are identified.
2. Hits/damage are calculated on Missile Chart.

### Combat Quarter:

1. Attacker's COMBAT SKILL compared to Defender's COMBAT SKILL to find Combat Ratio.
2. Attacker picks Random Number.
3. ENDURANCE points lost by attacker and defender found on the Combat Results Table.
4. After Player Character profile cards.
5. Loser of combat chooses to continue combat next round, or evade.

### Gaming Quarter:

See 'Gaming Table for details.

### MISSILE CHART

| Missile                  | Target Distance |     |     |    | ENDURANCE<br>loss |
|--------------------------|-----------------|-----|-----|----|-------------------|
|                          | 1               | 2/4 | 5/7 | 8+ |                   |
| DAGGER                   | 2               | 4   | 5   | 8  | 3                 |
| AXE/OTHER THROWN WEAPONS |                 |     |     |    |                   |
|                          | 2               | 4   | 5   | 6  | 4                 |
| CHAIR                    | 3               | 7   | M   | M  | 2                 |
| BOTTLE                   | 2               | 4   | 5   | 6  | 2                 |
| TORCH                    | 2               | 4   | 5   | 6  | 3                 |
| FOOD                     | 2               | 6   | 9   | M  | 1                 |
| BUCKET                   | 3               | 5   | 9   | M  | 2                 |
| BROOM                    | 2               | 6   | M   | M  | 1                 |

1. Determine how far target is from thrower.
2. Cross-reference missile with target distance on the above chart.
3. Pick a number from the Random Number Table.
4. If random number is the same or higher than the chart number, the missile hits the target.
5. Target loses the number of ENDURANCE points shown in the ENDURANCE loss column

### OBSTRUCTIONS

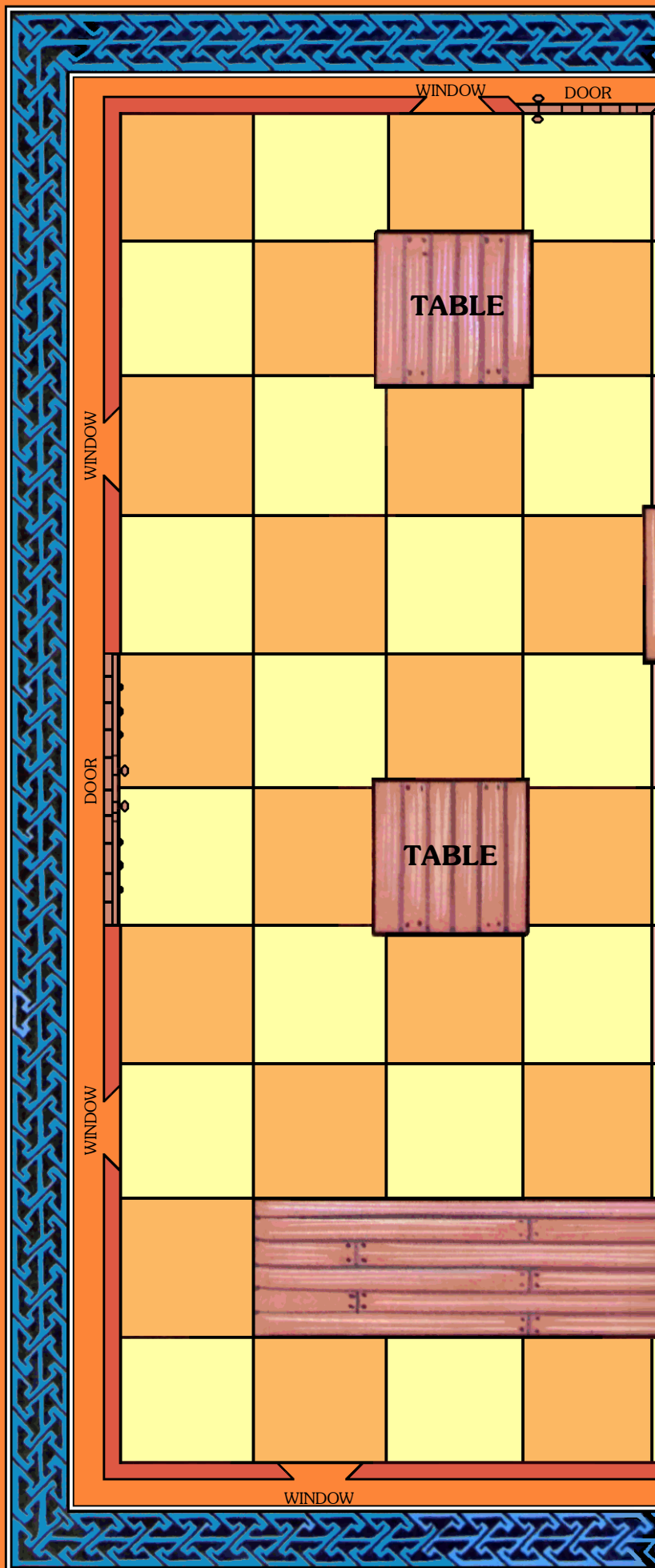
|                      |           |
|----------------------|-----------|
| Climb onto/off table | -1 square |
| Climb over body      | -1 square |
| Pick up item         | -1 square |
| Leave via window     | -2 square |

### SPECIAL ITEMS

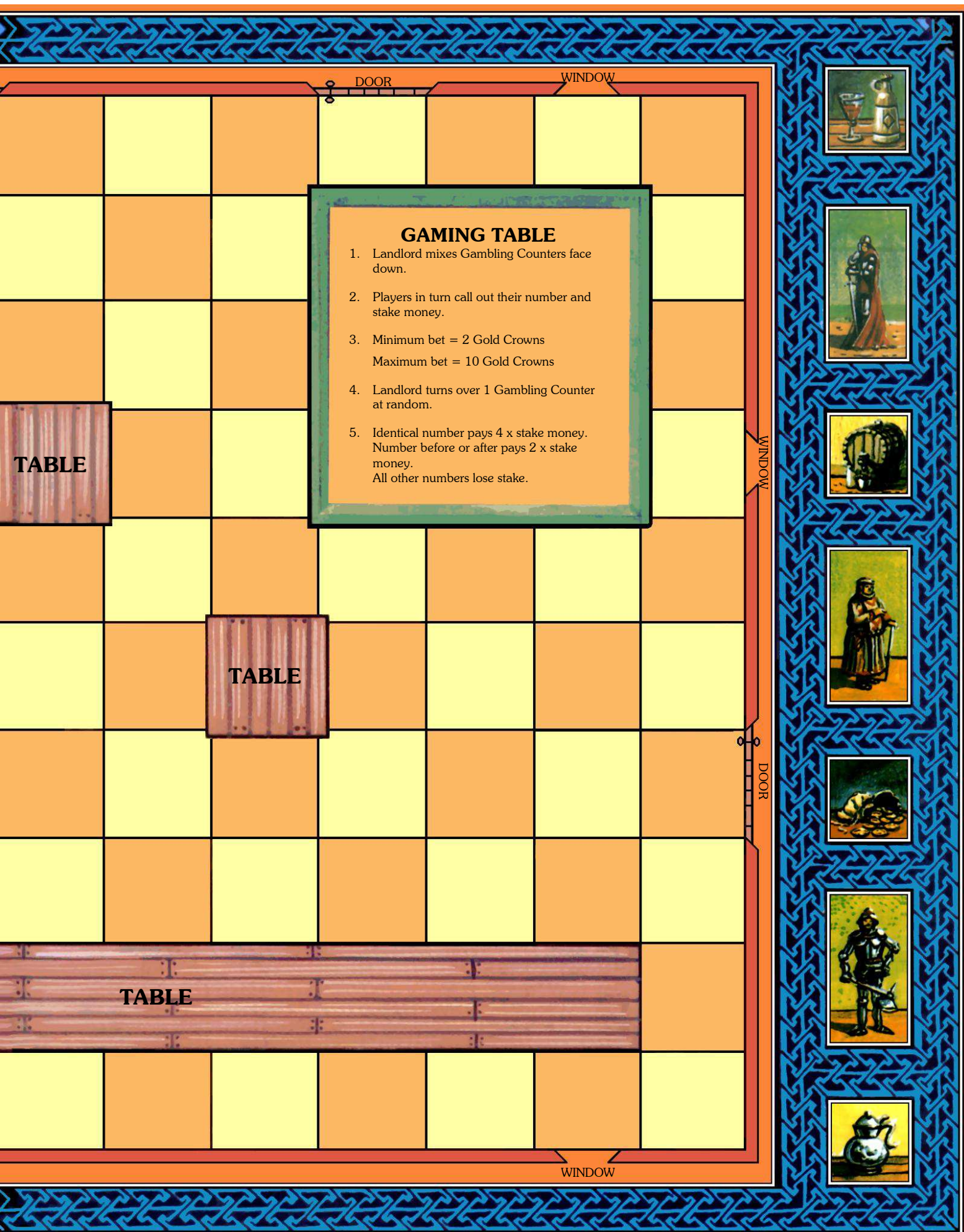
1. MAGIC SWORD +4 to COMBAT SKILL
2. RING OF SPEED +2 to MOVEMENT
3. ELIXIR OF LIFE +8 to ENDURANCE (once only)
4. MAGIC MACE +2 to COMBAT SKILL
5. SPELL BOOK Put any player to sleep for two game turns (twice only)
6. MAGIC WAND Stop any player moving for two game turns (twice only)
7. MAGIC TALISMAN +4 to COMBAT SKILL when attacked by another player
8. GOLDEN SHIELD +2 to COMBAT SKILL when attacked by another player
9. MEDALLION OF STEALTH +2 to MOVEMENT

### HELGHAST PROFILE

|          | COMBAT<br>SKILL | END<br>PTS | GC | Weapon | Move | Objective         |
|----------|-----------------|------------|----|--------|------|-------------------|
| HELGHAST | 20              | 30         | —  | Sword  | 5    | Kill<br>Lone Wolf |







# LONE WOLF COMPETITION

**T**he *Curse of Naar* is the eagerly-awaited climax to the *Lone Wolf* Grand Master series of interactive solo adventures in which you play the role of Lone Wolf, the Kai Grand Master of Sommerlund. Fresh from your victory over your alter-ego (*Lone Wolf 19: Wolf's Bane*), reluctantly you are forced to return to the Plain of Darkness, where, during your duel with Wolf's Bane, you discovered that the legendary Moonstone of the Shianti has fallen into the hands (or should that be the slimy talons?) of Naar—the King of Ultimate Darkness.



In this exciting conclusion to the Grand Master series, you must venture once more through the Shadow Gate and confront the Dark God himself. Naar is using the powers of the Moonstone to open new Shadow Gates between his ethereal realm and the material universe in which Magnamund exists, and only by finding and retrieving the Moonstone can you hope to save your world from invasion by Naar's champions of evil.

This ultimate quest involves a journey through the many layers of the Plain of Darkness which is reminiscent of the fifteenth century Italian classic adventure tale *Orlando Furioso*, which recounts a lost soul's journey through the plains of Hell. It is by far the most difficult and challenging adventure of the Grand Master series and, as with all the other *Lone Wolf* books, it's not essential to have played any of the other titles in the series (but if you have then boy you're really going to enjoy the revelations that unfold in this one!) Fans of Joe Dever's books have come to expect high quality action and intensive plot twists, but this time Joe has excelled himself. If you're a GM who is looking for new ideas and settings to challenge a party of jaded high-level characters then check out *The Curse of Naar*. Not only is it one of the most intensive gamebooks ever, it's also a brilliant and inexpensive source book for high-level fantasy role-playing.

## Competition

This month we have twelve copies of *Lone Wolf 20, The Curse of Naar*, to award to the first dozen correct postcards to be pulled out of the RPI hat (actually it's a Tea Cosy with the holes sewn up). Each of these books will be signed by the author, Joe Dever, and will be dedicated to each of the twelve winners.

To enter the competition all you have to do is check out the following questions and jot the answers down on the back of a postcard and send it to:

Lone Wolf Competition, Role Player Independent, Symbiosis Publishing Ltd., Symbiosis House, 204 Henwick Road, Worcester, WR2 5PF.

Closing date for the competition is the 28th of November.

## The Questions

- 1 What is the name of Lone Wolf's evil alter-ego?
- 2 *The Curse of Naar* is the climax to which series of *Lone Wolf* books?
- 3 What is the name of Lone Wolf's world?
- 4 *The Curse of Naar* is reminiscent of which medieval Italian classic adventure tale?
- 5 In *The Curse of Naar*, what object must Lone Wolf find and retrieve from the Plain of Darkness?

# omens and auguries

## Warlock #6:

Enough of this *Puffin* stuff – on to *Lone Wolf*. Discussion with Joe ‘Judge Death’ Dever and Gary ‘Tentacles’ Chalk (I wore a radiation suit at the time of course) has revealed much. Next in the *Lone Wolf* series is *Shadow on the Sand*, in shops now, whilst the *Kingdom of Terror*, out in November, will feature the legendary and long awaited Magnakai, but more of that next issue.

However, the big news is a new series of three gamebooks from *Sparrow* set in Southern Magnamund, the land of *Lone Wolf*. Joe ‘Judge Death’ Dever gave me some info whilst casually torturing a member of the *Lone Wolf* club. Written by Ian Page and Judge Death, the series is entitled *Grey Star* and is due out in October. In it you play Grey Star, a Shianti Wizard, on a quest to find the fabled Moonstone of the Shianti, which you need to defeat Shasarak, the thoroughly horrible tyrant of the Shadaki Empire. The rule system is *Lone Wolfish*, but instead of combat skills there are various magical powers to choose from such as Sorcery, Elementalism, Enchantment, and the like. Having seen a proof copy I can tell you that the adventure reads well and is enjoyable, requiring more intelligent thought in decision making. Overall it has lots of atmosphere and the Introduction leaves one itching to start. I felt the interior illustrations, not Gary Chalk’s, left a little to be desired.

## Warlock #7:

Donning my radiation suit once again, I approached that deadly duo, Chalk and Dever, for news on *Lone Wolf*. No. 6, *The Kingdoms of Terror*, is out now – ghastly cover, but the Magnakai (new rule system) is fun. I’ve also seen some cover proofs of Joe ‘Judge Death’ Dever and Ian Page’s new *Grey Star* series (see last issue). The covers are beautiful! Classic Ian McCaig artwork (*Forest of Doom*, *Deathtrap Dungeon* covers).

## Warlock #8:

Luckily, I was able to avoid meeting Joe ‘Judge Death’ Dever face-to-face (all who gaze upon that terrible visage are consumed with fear and horror and suffer a slow painful death). Instead we communicated through various ghostly intermediaries, those living dead that surround his home and person. Joe’s sibilant whispers came to me in a nightmare, in which he told me his latest developments. *Lone Wolf* 7 will be out late May, early June. It’s titled *Castle Death*, and involves *Lone Wolf* trying to break into Joe’s home. No, seriously, he wouldn’t reveal too much of the plot – suffice it to say it’s a ‘gothic horror special’ and ‘things are not what they seem,’ says ol’ Judge Death. At the end of *Castle Death*, *Lone Wolf* will also learn of his ancestry and his final destiny. Death himself said it was by far the most difficult he has written so far.

The Judge also told me about his *Grey Star* series, (co-written with Ian Page). The first has been very successful, you all seem to like it (most of you anyway!). The second, *The Forbidden City*, will be out in April. In this one you gain an extra spell category before searching for the Forbidden City in the Desolation of Taklakot where information as to where the Shadow Gate lies can be found. Naturally, the city is infested with various mad muties and crazed beasts (*Grail Quest* readers). In May, possibly, or soon after, comes *Beyond the Nightmare Gate*, *Grey Star* 3, in which *Grey Star* travels to the Astral Plane, where you can reach the optimum level as a Sorcerer. This is where the Moonstone lies, if you remember your *Grey Star* plot. Number 4 is yet to be written. *Grey Star the Wizard* – £1.75, *Beaver Books*.

## Warlock #9:

Joe ‘Judge Death’ Dever has also been very busy at his own 2-player series. I had the misfortune to bump into him when he was on one of his plague spreading tours. Dressed in his rotting black raiments and goat’s-head mask, ol’ Death was dealing death and destruction to all and sundry as is his wont. Luckily, I managed to tell him who

I was in time, so he laid off indiscriminate killing to tell me what he’s up to.

It seems he’s started a 4-book series with *Hutchinsons* (*Lone Wolf* and *Grey Star*) called *Combat Heroes*. They can be played solo or with a friend and come as single books at £2.50, or as a two book package at £4.95. The first two are called *White Warlord* and *Black Baron* and are due out in June. In *Black Baron*, you (the aforementioned noble) are imprisoned in Whitefire Castle. You have to escape for the final battle with the White Warlord, and vice versa. The two player game takes place in a neutral combat maze where you settle your differences in front of an audience of rich and decadent noble types. Where it differs from our own series is that the whole combat is entirely visual. There are no dice, pencils etc., and instead you look at illustrations to see what’s going on. It’s a bit like an ordinary gamebook, except the paragraphs are illustrations. But it’s much more involved than that, and I can’t really explain it here (not that that means it’s complicated to play). The illustrations are supposed to be excellent, done by Peter Parr-more of a cartoon animator than a regular illustrator. It’s not dissimilar in its workings to that old game *Ace of Aces*, if any of you know it. You can engage in missile combat, hand-to-hand, hiding in and behind things, ambushes, etc. Should go down well. [Very promising – *The Warlock*]. Huh. Well, I mean, is that entirely fair, Great One? It may be promising, but you could at least say the same about my series... [Quiet, ugliness! You just don’t learn. I was referring to your last comment, about how I should throw you down the castle well.]

No, I didn’t mean . . . Umm, my corpse would only serve to poison the castle’s water supply, oh Great One.

Phew, that was close. Anyway, the Judge is currently working on the second *Combat Heroes* and also *Grey Star* 4, *War of the Wizards*, probably out in October, but more of that another time. The *Lone Wolf* fold is also producing *The Magnamund Companion*, a softback large format book, out in October. From what I’ve heard it’s going to be really good, but (again) more of that next issue.





## Warlock #11:

### Death Incarnate!!

Last night I slept badly. My dreams were disturbed with horrifying nightmares and scenes of death and destruction. Joe 'Judge Death' Dever visited upon me dreadful visions of what he is currently working on. Harbingers of Doom and Winged Messengers of Death have been scurrying to and fro from Castle Death as the dread Dever works on. Apparently some American cable TV company has approached the deathless one to discuss a one-off TV version of *Lone Wolf*!

Other things winging their way like vampire bats from Death Castle include **The Magnamund Companion**, 18 months in the making and looking to be rather tasty. It will appear in October as a large format softback, but unfortunately priced at nearly seven pounds, with ten packed chapters and lots of colour artwork throughout. Designed along the lines of *Titan—The Fighting Fantasy World*, it basically tells you everything you need to know about the world of Lone Wolf and Grey Star, with history, armies, a multi-player and a solo adventure, and more. Sounds like it's going to be dead impressive, with the emphasis on the dead!

Joe Death is currently working on **Combat Heroes II**, **The Scarlet Sorcerer** & **The Emerald Enchanter**. The two-player part of this involves aerial combat in fantasy skyships – sounds fun! (*That's it! I'll drop you from a skyship!* – *The Warlock*.) Ermm, time I was going soon!

## Warlock #12:

### A Message From Death!

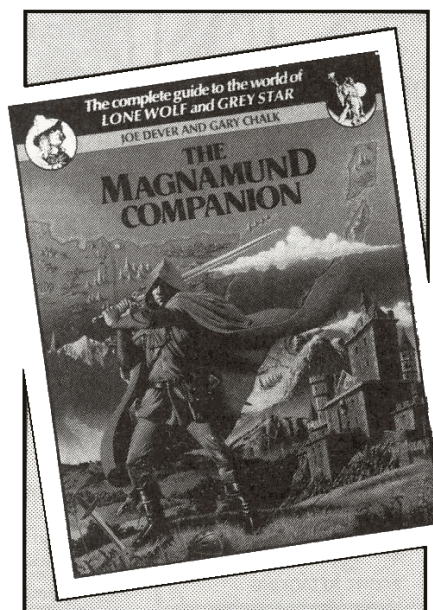
Hurriedly leaving Ian's presence, I scurried home to find a Messenger of Dread waiting for me, bearing news from Castle Death. Joe 'Judge Death' Dever, in between punishing the living for their crimes against his undead realm, has

been as busy as ever, despite wearing many of his brain cells out on **The Magnamund Companion** (out now, buy! buy! buy!). **Lone Wolf 8, Jungle of Horrors**, comes out in January. In this book you have to find the Lorestone of Ohrido in the Lost Temple of Older Magi in the swamps of The Danarg, whilst avoiding the Assassins of Gnaag, the armies of the Warlord Zegron, and the Chaos-creatures of Agarash the Damned. Can Lone Wolf prevail against all these terrible opponents? Could he even spell their names? While casually rending my housekeeper Igor in twain, the Messenger of Dread told me more as I cowered trembling under the kitchen table. In November, **Grey Star 4**, the climax of the series, comes out. Old Judge Death is also working on **Combat Heroes 2**, out in November. The rumour about pages missing from *Combat Heroes 1* is, by the way, completely untrue as it doesn't run sequentially in any case.

## Warlock #13:

### The Cave of Death!

Movin' rite along here – crumbs! Look at those fingas moove on that triperiter! Hees



churnin' out books by the minit! It must be Joe Dever, cos' no one woks that kwickly, not even that new creep, Goscoin, wotever 'is name is. Wotsthisone? Oh, **Combat Heroes 2 – The Scarlet Sorcerer** and **The Emerald Enchanter**, releesed on 3rd December, no, those got menshuned last time. How abowt these? Cor, the new Lone Wolf – I fink hes reelly grate! **Lone Wolf 8 – The Jungle of Horrors** – looks reelly brill! Apparentlie you have to trekk across all these lands to get to this dank and dismul swomp. But on the way there's all this politiks an' intreege, so you mite not even get there at all! Wot a pity all the reeders will 'ave to wate for Janoory for it!

Oh goodie! Not just Lone Wolf 8, but this too! Yippee! **Lone Wolf 9 – The Cauldron of Fear**, not out until arownd April next yere, but defin-whotsisname the best yet! Its the start of the Grate War, and those narsty DarkLords are back and chasin' you (I kno just how Lone Wolf feels – peeples are alwase chasin' me too). But in this one yoo are chaste all the way to the citie of Tahou, underneef wich is a lode of caves where a speshul tresur is hidden. All you gotta do is get to the citie, get down into the cavens, get the tresur, and then save the citie. It all sownds a bit eesy to me. Why car'nt anyone invent a gamebook ware you have to playa trolle for a daye. Then everywon wood see how difikult it is to be me. . . Wy does nowon ever tayke me serioslie? Sye . . .

Wot else has Joe got on his pile. Crumbs, hairplane tikkets! Ees goin' to the Yoonited Staits of Americle to start workin' on that Lone Wolf telly serees. It sownds dead brill, it reelly dos. Wot theyer doin' is theyer filmin it wiv actors, but doin' lots of diffрут ver-shuns. Wen they show it, theyul stop at intervuls, and everywon has to press a buttun on there telly, and choose wich opshun to go to nekst – just like in the books! Unforchunatie Joe sez that it problie they wont be shone over here, so evriewon will have to go to Floreeder in Americle to see Lone Wolf on the telly. wurse luck.



## Warlock #8:

**Lone Wolf 6:**  
**The Kingdoms of Terror**  
 Joe Dever & Gary Chalk  
 Beaver  
 £1.75  
 Adventure Gamebook

**Grey Star the Wizard**  
 Ian Page & Joe Dever  
 Beaver  
 £1.75  
 Adventure Gamebook



Another 'old' series takes a step forward with *The Kingdoms of Terror*, in which Lone Wolf, the last Kai Master of Sommerlund, pits his wits against the vile Dark Lords. Since book two, these evil types have been having a small civil war, and things have been very quiet. Perhaps now you can follow in the footsteps of the first Kai Master, and seek the Lorestone of Varetta. If you can find it, then Sommerlund might be able to defend itself when next the Darklords attack!

You will have to use all of your psycho-magical powers to win through this adventure, though you may find it even tougher than some of the ones that have gone before. These are complicated books, but the stories have a strong flavour. This series has some of the best black and white art inside, too.

To follow up the success of the first series, Joe Dever has a new partner for

the new *Grey Star* series. This is a series in which the magic is the kind of wizardry we are more used to, and the hero is an orphan actually raised by sorcerers. These Shianti wizards are not just Good Samaritans though; in order to pay the rent they would be obliged if you would just save the world (sigh) by finding the legendary Moonstone and crushing the evil Wyth-King. What power will you choose, Grey Star?

Enchantment, sorcery, evocation, alchemy? Me, I think you should choose prophecy and tell the old wizards that they should allow young lads to stay at home and watch the TV if the world is in that much danger. Why do us adventurers have to save the world all the time? Let someone else do it, that's what I say.

One last snippet of information. Both *Lone Wolf* and *Way of the Tiger* are available as computer software. I think these more complicated kinds of gamebooks are suited to the micro than the book, because then you can concentrate on the things your character can do, and leave all the monsters and such to the machine. Of course Derek can't work a micro, so that would throw him out of a job. What do you think of that, hairy-features?



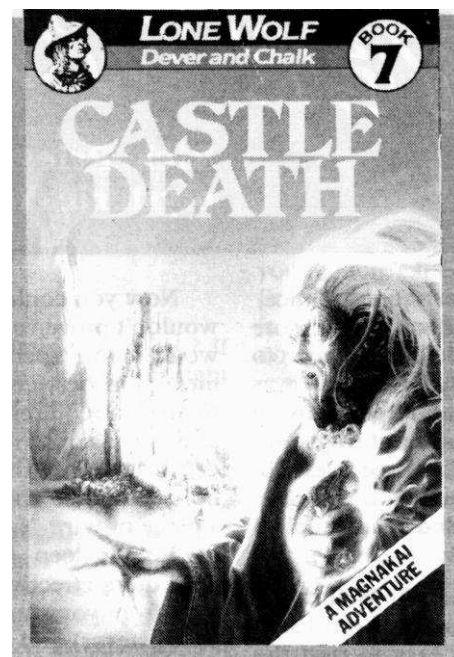
## Warlock #11:

**Castle Death**  
 Joe Dever &  
 Gary Chalk  
 Beaver  
 £1.95 each



Gosh – Book 7, already! And still you are the last Kai Master of Sommerlund, trying to restore the Kai to their former glory. You must be potty. Nobody cares, everyone's trying to kill you or eat you or remove bits of you from the other bits. If only you hadn't made that silly vow.

The real fun of the Lone Wolf books is that all of them tie together into this epic quest to make the Kai Masters strong again. After the first few, this has revolved around Lone Wolf attempting to master the various Disciplines of the Kai through finding the Lorestones of Nyxator. You've found one already, and now you know where the second is, a place called Herdos, dominated by Kazan-Oud – Castle Death. There are people who will help you get there, but no-one else is prepared to venture inside. And who can blame them?



There are many horrors awaiting you in the castle, and you will find that your choice of Kai Disciplines will be stretched to the limit. One or two allies can be found within the adventure, but most of the rest of the place is crawling with the sort of people even Derek finds it hard to get on with.

## Warlock #12:

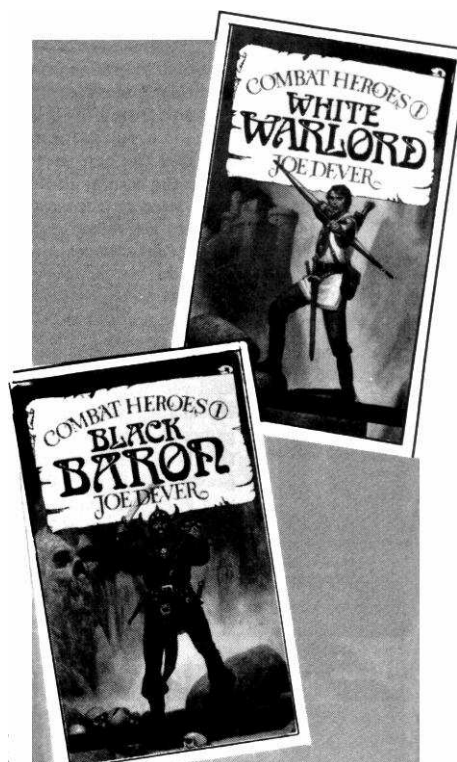
**Combat Heroes 1**  
 (Black Baron &  
 White Warlord)  
 Joe Dever  
 Beaver  
 £2.25 each



Now this is much more like it! Just when it look-

ed like 2-player adventures were going to be as boring a craze as real-life gamebooks along comes Joe 'Judge Death' Dever to kick the whole of the gamebook world into gear. Because in *Combat Heroes*, instead of the usual paragraphs, you have pictures. Every time you do something, you go to a new picture which shows you exactly what is happening. It's brilliant! Derek couldn't believe his eyes – he thought it was like television for trolls!

The solo game which you get with each volume is rather brief and basic, but it does give you a good feel for exploring the caverns by moving from picture to another, which is quite a novel experience the first few times you try it. Grab a friend (or a smelly troll, for that matter), however, and the real fun starts.



Derek was the Black Baron since he always plays the baddie, and I was the White Warlord, and we were fighting a duel in the combat tunnels of the legendary Maze-Master of Xenda. We crept about in the dark a bit, finding strange pagan altars and mysterious carvings, and then... Yes, it was a funny little green troll dressed up as a big brave warrior, creeping along just ahead of me. I crept closer, but he turned round,

and we closed for battle. He swung his axe but missed, and went haring off around the corner. I chased after him, but lost him in a maze of passages. Then all of a sudden I heard a trollish snigger and the stinking little sneak was behind me, and an arrow went chunk in my back...

I know it's only a game, but for a few hours there Derek and I really believed we were down in the dungeons, fighting for our lives (well, fighting for my life, if you must know the truth). These books have rules which are simple to pick up, but you have to be really devious to be able to ambush your opponent and win the game. These books are a great idea, and although the idea for the pictures isn't new (it's been used in games like the *Ace of Aces* WWI air combat game) Joe's turned out a veritable masterpiece with these two. Now we can't wait to play *Combat Heroes 2* where you get to fly about in aerial skyships – a flying Derek will certainly be something to see! Now where was I? Haha! Slap slap! Back in those dungeons, troll, for I challenge thee to a duel to the death...



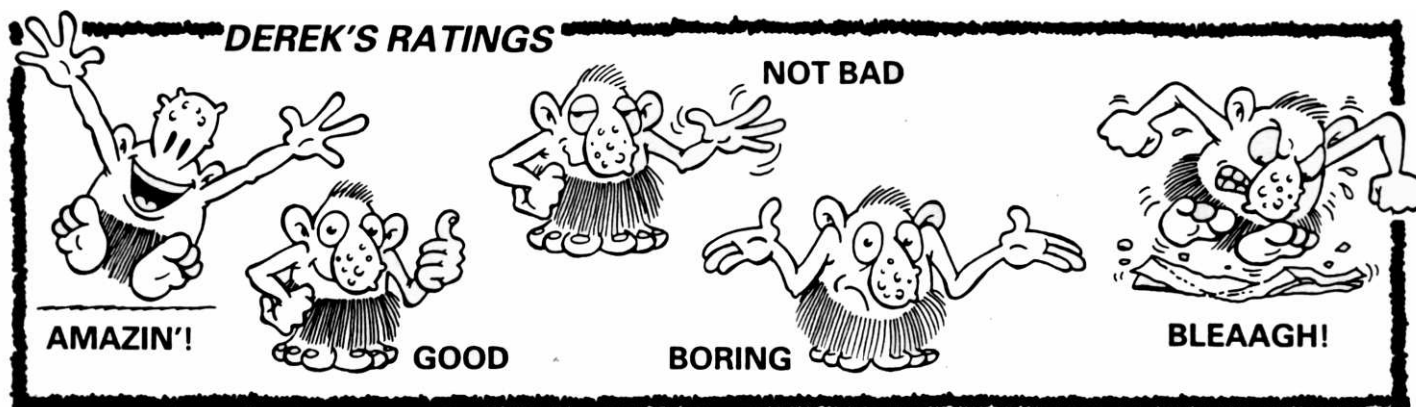
## Warlock #8:

### FANTASY IN MINIATURE

So what's on offer? To date, *Citadel* have released three boxed sets. The first, *Blood Bath at Orc's Drift* is described as a *Warhammer* Scenario Pack, whilst the other two – *Blood on the Streets* and *Terror of the Lichmaster* – go under the collective title of *Village Packs*. In addition, it appears that two more scenario packs are currently awaiting production, one with the provisional title of *Treacher Island* by Ian Page, and another which rejoices under the name of *McDeath* by Richard Halliwell. The first of the three currently available sets to appear was *Orc's Drift*, a *Warhammer* scenario by Ian Page, Joe Dever, and Gary Chalk. It comes in a box featuring full-colour artwork by Gary Chalk executed in his

well known 'blood and guts' style, as typified by the decapitated orc in this case! Inside you'll find a campaign book, command sheets for the players, a map of the campaign area, and 8 sheets of counters and cardboard buildings.

Oh . . . almost forgot . . . you also become the proud owner of a badge declaring 'I bathed in blood at Orc's Drift!' The game itself revolves around the invasion of the land of Ramalia by the orc armies of King F'yar. There are four battles to be fought, and the results of each are interrelated, so that the final battle can work out in several ways. Each battle is a tabletop battle in itself, so there are many hours of gaming to be had from this box, and the set-up for each game is described in some detail. There are handouts for the players in the form of command sheets which define objectives, peculiarities and any special rules that apply. The whole thing is a superb example of how a *Warhammer* campaign should be fought, and all this is helped along by the game's components. Players don't even need models since cardboard counters are provided for all the protagonists. The sheets of cardboard buildings in *Orc's Drift* provide the players with instant scenery, are easy to assemble, and, if treated reasonably well, stand to last you for many future games and campaigns. You get houses, shacks, a wooden watchtower, and a bridge, all useful components for your games and campaigns. Each model is printed in full colour on a reasonable thickness card. Once assembled the buildings are quite sturdy, and hints on construction and further modelling are included in the campaign book for more ambitious types. Detail is very good, but essentially two dimensional, being printed straight onto the flat card. All in all, *Orc's Drift* represents what must be regarded as exceptional value at £5.95, as a complete *Warhammer* campaign package right down to counter and buildings.





## Letters to Warlock



### Warlock #6:

Dear Warlock,

Why not talk about other gamebooks? I like *Lone Wolf* books by Joe Dever and Gary Chalk. They started a *Lone Wolf* club straight after their first two books...

Yours fantastically  
David S J Hodgson,  
Stockport, Cheshire.

### Warlock #7:

Dear Warlock,

I have read all of the *Fighting Fantasy* books, and also the *Lone Wolf* books, and I'm now reading *Avenger* by Mark Smith and Jamie Thomson. The thing I like best is fighting all the different monsters, and my favourite monsters are the Wheelies in Steve Jackson's *Citadel of Chaos* [Paragraph 316 - *The Warlock*]. I can do wheelies on my BMX bike, too.

Yours gyratingly,  
Kevin Donger  
Turrieff, Scotland.

Dear Warlock,

I am writing to complain about your magazine. I am an ardent reader of the *Lone Wolf* books, because you can follow the story through the books, and so I was pleased to see you say that *Warlock* would now be dealing with all the gamebooks, rather than just *Fighting Fantasy*. But when I read issue 6, I found that most of it was still for *Fighting Fantasy*, except the Arcane Archive, and Omens and Auguries. When are you going to give us more on the other excellent gamebooks? I want a *Lone Wolf* adventure in *Warlock*!

Yours demandingly,  
Justin Davies  
Tonbridge Wells, Kent.

Dear Warlock,

I started adventuring through your *Fighting Fantasy* gamebooks and I think they are very good. But now I like to game using some of the other books written by people like Joe Dever, Jamie Thompson, Herbie Brennan, and Morris Simon. I think you should have more features on other gamebooks as many of them are as good as Steve and Ian's.

Yours sincerely,  
Richard Sloane,  
Amersham, Bucks.

### Warlock #8:

Dear Warlock,

I have a couple of questions about *Lone Wolf* books. First of all: if you complete book 1 and then fail in the middle of book 2, do you go back to the beginning of book 1 or book 2.

Also, do you have to generate new COMBAT SKILL and ENDURANCE POINTS or do you keep the scores you had when you started at the beginning of book 1.

Yours questioningly,  
Neil Parkin,  
Sheffield, Yorkshire.

**★ Simple - you choose which you prefer. Once you reach number 6, *The Kingdoms of Terror*, you may well feel that you don't want to have to go all the way back to the beginning of the series and start again. It wouldn't be cheating if you decided to go back to the beginning of the book not the series when you fail-but then again you may enjoy going through the whole story again with the benefit of your later knowledge.**

**Whether you start at the beginning of the book or the series, you should generate new COMBAT SKILL and ENDURANCE POINTS, and you should also cross off any Special Items you might have acquired.**

### Warlock #9:

Dear Warlock,

I would like to congratulate Jamie Thomson and Mark Smith on their very exciting *Ninja* and *Falcon* series - keep it up. However, Joe Dever and Gary Chalk should try and spice up their *Lone Wolf* series which is going downhill after a brilliant start.

Yours criticisingly,  
Tim Valentino,  
Beckenham, Kent.

Greetings Warlock,

I have read many *FF* books and the *Lone Wolf* series, and enjoyed them enormously. But with not being able to go on any quests lately the funds have diminished. So I took to finding another way of sustaining my lust for *FF*. So I acquired some watercolour paint and began to paint

the pictures in my *FF* books. They have taken a new lease of life. Now the adventurers are more exciting. The pictures practically come to life.

So I must leave now because I have a room full of monsters to deal with.

Yours obediently,  
Alan Newbould,  
Beeston, Leeds.

### Warlock #11:

Dear Warlock,

What do you get if you cross the Lone Wolf with an Orc? *An Uruk Kai!*

Andrew Beadnell,  
Cheltenham.

### Warlock #12:

Dear Warlock,

Did you know that Joe 'Judge Death' Dever's new book *White Warlord* has a few missing locations - seven to be precise! I don't think this made any difference to the flow and enjoyment of the book, but still.

Yours backwards,  
Nerrad Snehpets,  
Cosham, Portsmouth

**•Well that sounded so serious to me I got on the old crystal ball to Castle Death, and spoke with its foul master. This is what the ghastly, maggot-ridden, pus-filled carbuncle-spawn had to say.**

With regards to the 'missing pages' in *White Warlord* and *Black Baron*, there are none, although some confusion has arisen because the pages do not run sequentially. This came about, not by design, but due to the necessities of production. I had originally intended for there to be 285 picture views and designed the solo and two-player games accordingly. However, to keep the final price of the books below £2.50, and in order to achieve an even number of what are called signatures (blocks of pages) in both books the publishers 'asked' me to trim down the solo games by seven picture views.

I obliged, but soon discovered that to close up the gaps numerically would have had a horrendous 'knock-on' effect. *Combat Heroes* is a number-based game system; to change just one of the numbers would have necessitated a re-write of the entire game-system and delayed the release of the books by several weeks. A notice was to appear in the books to explain this modification, but unfortunately it was omitted.

To clarify, the following picture views do not appear in the *Combat Heroes 1* books:

White Warlord: Picture-views 95, 143, 151, 162, 169, 189, 222

Black Baron: Picture-views 29, 115, 127, 147, 189, 232, 249

With best wishes,  
Joe Dever,  
Castle Death,  
the Seven Planes of Hell,  
Essex

# WARLOCK



Dear Adventurer

Saturday November 2nd was a cold day in Manchester, but over a thousand of you braved the elements to make the first *Fighting Fantasy Day* a tremendous success. The Day was organised by *Puffin Books* and *Games Workshop*, and other companies exhibiting included *Oxford University Press* and *Adventure International*, whose latest *Fighting Fantasy* computer game is *Seas of Blood* for the Spectrum. *Games Workshop's* new *Judge Dredd* role-playing game was popular, as was the sixth and latest *Lone Wolf* gamebook, *Kingdoms of Terror*. Artists Dave Andrews and Iain McCaig were surrounded by admirers all day. And while some enthusiasts were getting stuck into games of *Talisman* and *Middle-Earth*, others were happy to inspect the displays of fantasy art (both professional and amateur), foreign-language editions of books, and our original flow-charts for the earliest *Fighting Fantasy* books.

We spent nearly all day autographing things – books, magazines, and in one case a forehead!

Congratulations to Anthony Foster, who won our impromptu *Fighting Fantasy* Dress competition as a Killer Dice. He played his *roll* to perfection!

This issue includes our first multi-player *Fighting Fantasy* scenario, designed to follow on from *Deathtrap Dungeon*. Other new developments are on their way, including a board game and possibly even a two player *Fighting Fantasy* adventure. As always, feel free to write to the Warlock and tell him what you want to see in the magazine – although there's always the risk of being transformed into a warty, web-footed lily-hopper!

Ian Livingstone

Lore Johnson

## FREE D&D? YIPPEE!!

Alright, you say, so now we know what all this role-playing stuff is about. Now give us a free *Dungeons & Dragons* set and we'll play it 'til the cows come home. Well believe it or not, the Warlock has done it again. He got on the old crystal ball and called up those extremely nice people at TSR UK Ltd., who make D&D, and they very kindly donated us a dozen Basic Sets to give away to our deserving readers.

So what do we have to do, you say. Well, it's all rather simple. Below you will find ten heroes from legend and literature, and ten swords. Match the sword to the hero and send us your answers by **Monday, 1st December**.

1. Elric
2. Grey Mouser
3. Gandalf
4. Roland
5. Bilbo
6. Yrkoon
7. Aragorn
8. Lone Wolf
9. Fafhrd
10. Arthur



- a. Sommerswerd
- b. Durandana
- c. Scalpel
- d. Greywand
- e. Mourblade
- f. Sting
- g. Stormbringer
- h. Excalibur
- i. Glamdring
- j. Anduril

The first twelve correct entries pulled out of the Warlock's battered pointy hat will win an extremely valuable *Dungeons & Dragons* Basic Set. All entries on a postcard or sealed-down envelope, and please remember to include your name, age, and address on your entries. Send 'em to this address:

**D&D Competition, Warlock Magazine,  
Games Workshop Design Studio, Enfield Chambers,  
16-18 Low Pavement, Nottingham, NG1 7DL**



# MONSTER CONVERSIONS



by Graeme Davis

The purpose of this short article is to show you how to adapt monsters from other gamebook systems for use with Fighting Fantasy.

There are several solo gamebook series available in most bookshops, and you may come across solo adventures for the Dungeons & Dragons and Tunnels & Trolls role-playing games. Obviously, it is best to play a gamebook using the system for which it was designed, but you might want to take a character or monster from one of these other systems and adapt it for use with Fighting Fantasy adventures.

Nearly all Fighting Fantasy monsters consist of two statistics – SKILL and STAMINA – and these are what this article sets out to provide you with. You will find that some monsters have special abilities of one kind or another, but these are so varied that it is impossible to lay down any kind of guidelines for converting special abilities. Some abilities might be fairly straightforward, like being immune to non-magical weapons, while others might best be treated as spells, in which case you can pick a spell from The Citadel of Chaos or Sorcery! which is reasonably close, or design a completely new spell. It may sound complicated, but once you've done a few conversions you'll soon get the hang of it.

One last thing before I get down to details: you should only use monsters converted from other gamebooks for your own games. If you make monsters in the hope of seeing them printed in Warlock's Out of the Pit for example, they probably won't get published because they aren't original, and worse still, you will be violating the copyright of the people who wrote the original book – and that's against the law.

## Way of the Tiger

These books have a radically different system to Fighting Fantasy, so it is difficult to convert things precisely. Each opponent has scores for Endurance, Defence, and Damage. You should be able to get something usable by following this procedure:

Endurance is equivalent to STAMINA. To find a STAMINA score, multiply Endurance by 4 and divide by 7, rounding fractions off to the nearest whole number.

Defence can be used to generate a SKILL score. Multiply Defence by 2, then subtract 7. Most opponents have diffe-

rent Defence scores against different attack forms; you can take the average of them to work out SKILL, or just take one.

Damage – in Fighting Fantasy, every blow does the same damage, and when damage is listed as less than 2 dice in the Way of the Tiger books, the opponent does the standard 2 STAMINA points of damage on a successful hit. Where Damage is 2 dice or more, the opponent will inflict 3 STAMINA points of damage.

## Lone Wolf

Like Fighting Fantasy, Lone Wolf monsters have two attributes: COMBAT SKILL and ENDURANCE. These are the same thing as SKILL and STAMINA, and you can convert from one to the other using the following tables:

SKILL: use the following table:

| FF<br>SKILL | Lone Wolf<br>COMBAT SKILL | FF<br>SKILL | Lone Wolf<br>COMBAT SKILL |
|-------------|---------------------------|-------------|---------------------------|
| 1           | 1                         | 10          | 15–16                     |
| 2           | 2–3                       | 11          | 17–18                     |
| 3           | 4                         | 12          | 19                        |
| 4           | 5–6                       | 13          | 20–21                     |
| 5           | 7–8                       | 14          | 22–23                     |
| 6           | 9                         | 15          | 24–25                     |
| 7           | 10–11                     | 16          | 26–27                     |
| 8           | 12–13                     | 17          | 28–29                     |
| 9           | 14                        | 18          | 30                        |

STAMINA: to find FF STAMINA, subtract 5 from Lone Wolf ENDURANCE.

Some monsters in the Lone Wolf series have a Mindblast power. Every time this is used, the victim loses 2 ENDURANCE points. For Fighting Fantasy, you may decide that this power robs the victim of 2 STAMINA points and allow the victim a LUCK check to reduce the damage to 1 point or avoid it altogether.

## Grey Star

This series uses the same game system as the Lone Wolf series, and can be converted to Fighting Fantasy in exactly

the same way.

**Golden Dragon**

This series uses three attributes: VIGOUR, AGILITY, and PSI, but most monsters are listed as follows:

|                |                                      |
|----------------|--------------------------------------|
| OGRE           | VIGOUR 10                            |
| Roll two dice: |                                      |
| score 2 to 5   | You are hit and lose 3 VIGOUR points |
| score 6 to 12  | The ogre loses 3 VIGOUR points       |

To find the monster's SKILL score, take the lowest score you need to hit it (in this case 6) and add 2. Optionally, flip a coin – if it's heads, add 2, if it's tails, add 3.

VIGOUR is the equivalent of STAMINA; STAMINA is 2/3 of VIGOUR.

PSI has no equivalent in Fighting Fantasy, and neither has AGILITY; optionally, you might use SKILL in their place, making a SKILL check instead of checking AGILITY to perform feats of agility, and instead of checking PSI in situations where magic is involved. If you use the Fighting Fantasy MAGIC attribute from The Citadel of Chaos, add 3 to PSI to find the MAGIC score.

**Grail Quest**

This system only uses one attribute – LIFE POINTS – which equates to STAMINA. To find a STAMINA score, divide LIFE POINTS by 4, rounding off to the nearest whole number, and add 12.

SKILL is a little more difficult to find, because Grail Quest has no skill attribute to govern combat. Instead, it requires a basic score of 6+ on two dice to hit, with modifiers for weaker or stronger monsters. Perhaps the best way to generate a SKILL score is to divide LIFE POINTS by 4, and modify this score according to the following table:

| Monster's Minimum<br>score to hit | Modifier | Monster's Min<br>score to hit | Modifier |
|-----------------------------------|----------|-------------------------------|----------|
| 2                                 | +4       | 8                             | -2       |
| 3                                 | +3       | 9                             | -3       |
| 4                                 | +2       | 10                            | -4       |
| 5                                 | +1       | 11                            | -5       |
| 6                                 | 0        | 12                            | -6       |
| 7                                 | -1       |                               |          |

**Falcon**

This system doesn't use statistics for monsters and other opponents, and it is almost impossible to convert to Fighting Fantasy.

**Demonspawn**

This series is a lot more complex than Fighting Fantasy, with no less than eight attributes. Most of them, of course, have no equivalent to Fighting Fantasy, and for purposes of conversion you only need to worry about three of them.

Skill: To find a Fighting Fantasy SKILL score, divide Demonspawn Skill by 10 and add 3.5. Round all fractions down.

Life Points: These are equivalent to STAMINA. To find a STAMINA score, divide Life Points by 16.

Luck: Fighting Fantasy monsters don't generally have a LUCK score, but you can find one by dividing the Demonspawn Luck score by 8.

**Forbidden Gateway**

This series uses a variety of attributes to describe monsters, depending on their nature.

To find a SKILL score, take the average of the monster's Strength and Dexterity scores (if only one is listed, use it on its own), and add 3.

To find a STAMINA score, add 6 to the monster's Stamina score. If Endurance is listed instead of Stamina, use Endurance in the same way, but bear in mind that this might indi-

cate that the monster is a spiritual rather than a material being. In such cases, you might need magical weapons or spells to fight it.

**Tunnels & Trolls**

In most Tunnels & Trolls material, monsters are given a MONSTER RATING (MR) as an index of their unpleasantness. Again, this is a very different system to Fighting Fantasy, but you should be able to get a usable SKILL score from the following table:

| MR       | SKILL | MR      | SKILL |
|----------|-------|---------|-------|
| up to 16 | 4     | 65-80   | 8     |
| 17-32    | 5     | 81-96   | 9     |
| 33-48    | 6     | 97-112  | 10    |
| 49-64    | 7     | 129-144 | 12    |

MRs over 144 may be treated as 12 SKILL, or you could add one extra SKILL point for every 20 MR points over 144 (i.e. MR 145-164 = 13 SKILL, and so on).

STAMINA is more of a problem, owing to the differences between the Fighting Fantasy and Tunnels & Trolls game systems. As a rule of thumb, the STAMINA score will usually be about twice the SKILL score. Alternatively, you could roll two dice and add the result to the SKILL score to find the monster's STAMINA.

**Dungeons & Dragons**

In this system, the number of Hit Dice (HD) a monster has governs its chance of hitting like a SKILL score. To find a SKILL score, divide HD by 2 and add 4. Where HD are shown as X+Y (e.g. 1+1, 6+2, etc.), ignore the second number unless it is over 4, in which case add 1 to the first number (i.e. HD 6+2 = 6 for conversion purposes, giving a SKILL score of 6/2+4 = 7, but 6+6 = 7, giving 7/2+4 = 7.5, rounded up to 8).

To find a STAMINA score, divide the monster's Hit Points (HP) by 2. If the HP score is not given, multiply the HD score by 4.5 for an average HP figure, rounding fractions up.

This conversion may make some monsters turn out a little on the weak side, so don't be afraid to add a couple of points here and there to beef them up a little.

A lot of monsters in D&D have special abilities, some can even cast spells. To help you with conversions, I have listed a few of the more common spells and abilities with rough equivalents from the magic systems in The Citadel of Chaos and Sorcery!

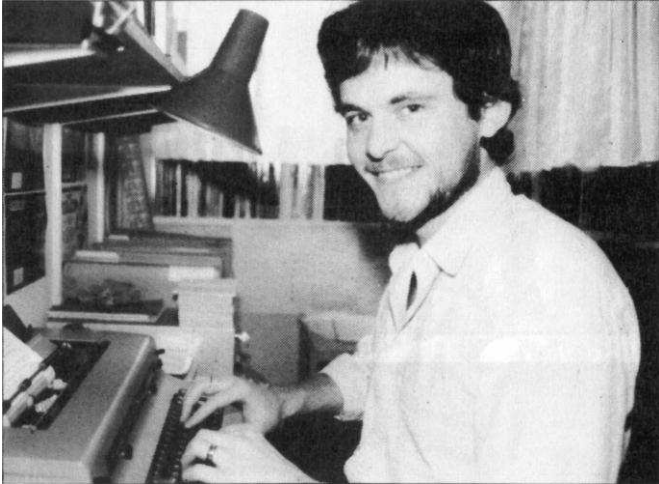
| Dungeons & Dragons             | Citadel of Chaos | Sorcery!    |
|--------------------------------|------------------|-------------|
| ESP                            | ESP              | TEL         |
| wall of fire                   | Fire             | HOT         |
| burning hands                  |                  |             |
| produce flame                  | Fool's Gold      | DUD         |
| fool's gold                    |                  |             |
| phantasmal force <sup>1</sup>  | Illusion         | KID         |
| spectral force                 |                  |             |
| levitate                       | Levitation       | ZEN         |
| shield <sup>2</sup>            | Shielding        | FOF,WAL,WOK |
| cure light wounds <sup>3</sup> | Stamina          | DOC         |
| lightning bolt                 |                  | ZAP         |
| fireball                       |                  |             |
| charm                          |                  | LAW, GOD    |

- 1. The phantasmal force spell does not include sound – the illusions which it produces are silent.
- 2. Does not work in exactly the same way – alternatively, reduces an attacker's Attack Strength by 3, for frontal attacks only.
- 3. Alternatively, restores 1-6 STAMINA (roll one die).

There are many more spells in the Dungeons & Dragons game system; I have only listed a few examples. Most of the titles of spells and other abilities are self-explanatory, and you should be able to work out what they do fairly easily.

The Warlock takes his life in his hands, and goes and gibbers with Joe Dever about his early years, the Lone Wolf saga, and his ghastly, revulsion-inspiring alter ego Judge Death.

# DICING WITH DEATH



Well, sitting around in an opulent throne-room at the top of a gravity-defying tower doing nothing all day can be pretty boring sometimes, can't it? Occasionally even I feel the need for a bit of inhuman company and a chin-wag. One day recently I was moping around the dungeons, in a bit of a sulk because I hadn't turned anyone into anything recently (not even that execrable gout of sputum Thomson – I must be losing my touch), when I suddenly thought of a way of entertaining myself for a few hours. Without a second thought I flapped over to old Judge Death's hovel on the back of my personal carrier-vulture for a chat. What a mistake!

**How did you first become interested in fantasy gaming, and how did this interest develop, oh deathless one?**

I think my interest began when I was about seven years old....

**You mean, you actually had a childhood? You weren't pulled fully-formed from the spawning vats?**

Er.... yes. Anyway, I was a fan of a comic strip called 'The Rise and Fall of the Trigan Empire' which appeared in a magazine called *Look & Learn*. I remember building armies of Airfix Roman soldiers, and converting their spears into laser rifles, and my friends and I used to fight battles with them and pretend to be characters from the comic strip. This was long before the advent of fantasy games as we know them today.

One Christmas I was given a book called 'War Games' by Donald Featherstone, and our games began to get a bit more sophisticated. We started to use dice in our battles, instead of marbles and tennis balls which we used to throw at the figures.

**So to you wargaming was really just an excuse to commit mindless violence upon an army of innocent soldiers? Perhaps I ought to take it up....**

In my early teens I used to play wargames most weekends, and I was also a keen fan of Michael Moorcock's Hawkmoon novels which were then being published for the first time, and of course Tolkien's *The Lord of the Rings* and *The Hobbit*, which I was reading at school.

**Which writer, do you think, best captures the spirit of the fantasy you create, and who would you recommend to new players just discovering the hobby?**

My work has mostly been influenced by J.R.R. Tolkien, Michael Moorcock, and Robert E. Howard. The detail and history of Middle Earth inspired me to create my own world of Magnamund, and the excitement and pace of the Moorcock and Howard novels have certainly influenced my approach to writing. I'd strongly recommend their books to anyone who has just discovered role-playing or solo fantasy adventuring.

**You always seem to be spouting off about the quality of solo adventures these days. What do you consider to be the most important aspect of a good solo adventure?**

It's got to be *EXCITING!* To my mind, any adventure that lacks excitement isn't really an adventure at all. Also, I think a good way of judging the merit of any solo gamebook is to see how long the author can maintain the excitement and pace of the adventure. Many are tempted into the trap of pitting the reader against an endless stream of monsters whenever inspiration starts to flag, and slip into what I call the "Open the door, kill the monster, close the door" syndrome. A couple of years ago this might have been acceptable, but personally I feel that gamebook fans now want and deserve better than that.

**My post-bag is always crammed with letters from readers complaining about the subject matter of their favourite gamebooks. Of all the major themes – fantasy, science fiction, horror, etc – which do you most enjoy?**

Fantasy is by far and away my favourite.... *\*crunch!\* squeal!\*....* Having spent the better part of eight years developing.... *\*gnash!\*slurp!\*....* the world of Magnamund, I suppose it's only natural.... *\*mmm!\*slobber!\*....* that I should find writing fantasy the most comfortable of all the gamebook themes.... *\*aah!\*grunt!\**

*(I feel it necessary to point out here that Joe was a little occupied sucking the innards out of a small furry animal via its ears at this point, so his attention wasn't really concentrated on his answers. However, I persevered....)*

**Do you consider solo adventuring a riskier and more skillful business than group role-gaming? What advantages do the two methods of play have over each other?**

I feel that in many ways the two are comparable. Both rely heavily on the creative skill of the author or Dungeon Master for the basic challenge of the adventure, yet in both cases the enjoyment derived from the adventure is dependent on how well the player interprets information he or she receives. The big advantages of group role-playing are the fun that can be had when players interact during a game, and the greater choice of options available in any given situation. Group games score over solos when players interact during a game, and in the greater choice of options available in any given situation. Solos score over group games when it comes to practicality as few of us have the time or opportunity to organise group games at a moment's notice.

**Crikey! There were a few long words in that lot Joe; that snack must have really woken you up! Let's get**



**down to some really in-depth stuff now.... Many of our more experienced players complain that combat and magic are treated too simply. Do you agree?**

I think it boils down to a question of realism versus playability.

**What?**

Realism versus playability. For example, in a hand-to-hand combat with weapons there are many factors that will determine the final outcome – the strength and dexterity of the combatants, their weapons, their armour, morale, wounds, positions, intelligence, wisdom, training, encumbrance; even the size and time of their last meal could affect their performance....

**Your last meal has obviously affected your performance.**

The question is where do you draw the line, which factors do you consider and which do you ignore in order to determine a result, bearing in mind that the more factors you decide to keep as essential will slow down the game and reduce its playability? Yet a system that is too simple can be just as dull. Say, for example, you have a system where the strengths and weaknesses of the fighters are ignored and a result is merely obtained on the toss of a coin or the roll of a dice, you'll find that all sense of realism is soon lost and combat, which should be an exciting part of the game, becomes boring. A good system is one that achieves a balance between realism and playability.

**Ahh! The old 'realism versus playability' ploy again, eh? You know, Joe – or may I call you Revolting? – the thing I admire most about gamebook writers is their ability to create all kinds of weird and wonderful monsters. Do you have any advice for our contributors to 'Out of the Pit'?**

One method I use to create new creatures is to start with the premise that they are shaped by their environment, that their physical appearance has evolved and changed to enable them to survive in their natural habitat. As much as polar bears would be out of place in the Sahara Desert, so too would a warm-blooded, thick skinned, giant worm in a fantasy ice-land. Then I consider food chains – what does it prey upon, and who or what preys upon it? Then come special abilities and special weaknesses. By asking yourself questions of this sort you'll find that you can start to build up a composite picture of a creature that hopefully is not only an original creation, but one that is also believable.

**Gazing into your crystal ball for a moment do you foresee any new developments in the world of gamebooks, or has the hobby reached the limit of its possibilities?**

Not only in the UK, but all over the world, gamebooks have now reached a phenomenal level of popularity, and consequently I feel sure that two things will start to happen. Firstly, all the book publishers who have in the past dismissed gamebooks as a fad, akin to skateboards and deely-bobbers, will now be scrambling to climb aboard the gamebook bandwagon. Secondly, those publishers and writers who have established themselves at the top of the gamebook hobby will be the first to develop new types of gamebooks and book-format rolegames. This will benefit gamebook fans in two ways: increased competition will raise the standard of traditional format gamebooks giving readers more variety and better value for money, and the gamebook for-

mat itself will expand to encompass new developments such as multi-player adventures, books with a board game element, historically-based solos, and more sophisticated puzzle books.

**As a highly moral, responsible citizen, what do you think of the worries voiced by some parents about the effects of a number of gamebooks on younger readers?**

I am a parent myself, and I feel it's only natural that parents should be concerned that the moral and emotional well-being of their children is not placed at risk by what they watch on TV, see at the cinema, or read in books. Fortunately, though, it seems that common sense still rules for the vast majority of parents have recognized the positive aspects of fantasy games and books. They encourage literacy, decision-making, deduction, and intelligent reasoning, but above all they are a harmless and very enjoyable creative pastime. I think it's rather sad that some adults have chosen to attack a hobby which, in most cases, they know very little about.

**Now, oh slimy one, be very careful how you answer this question! What do you think of Warlock magazine?**

I think it has steadily improved since Games Workshop took over publication and began covering all aspects of the hobby. One thing I would really like to see is Warlock establishing a yearly award, similar to the White Dwarf/Games Day Awards, where readers can vote for their favourite books, writers, artists, etc, as I think it will help to foster higher standards within the gamebook fraternity. There is always room for improvement and if Warlock strives to be impartial, informative, and most of all a fun magazine, I feel that it will continue to grow in popularity and achieve its aim as the forum for gamebook fans.

**Last question, thank goodness. The highly sophisticated young people who read Warlock have come to know you as 'Judge Death'. Is this a gross exaggeration on the part of that insipid morass of quivering slime known as Jamie Thomson, or are the rumours about 'Castle Death' true?**

It all began when Jamie learned from my publisher that I prefer to write at night, that I usually begin at around midnight and work through to dawn. I think it must have given him the wrong impression, for early one morning he arrived unexpectedly at 'Chez Mort' (my ancestral home), his porcine body festooned with cloves of garlic. I distinctly remember the wild look in his eyes as through foam-flecked lips he began to rant, "Go back to Transylvania, vile Prince of Darkness!"

I tried to reason with him, but my pleas fell on deaf ears (three of them to be precise, which hadn't been swept after dinner the night before) and in desperation I was forced to call down a flood of Crypt Spawn to chase him away from the estate. Occasionally he sends wraith-like minions to spy on me while I'm working in my laboratory, but ever since that fateful morning I have been spared further visits from 'The Vile-thang' himself.

**For which you must be truly grateful, I would imagine, as are we for being given the opportunity to see just what goes on in that brain of yours. Thanks Joe, it was.... interesting.**

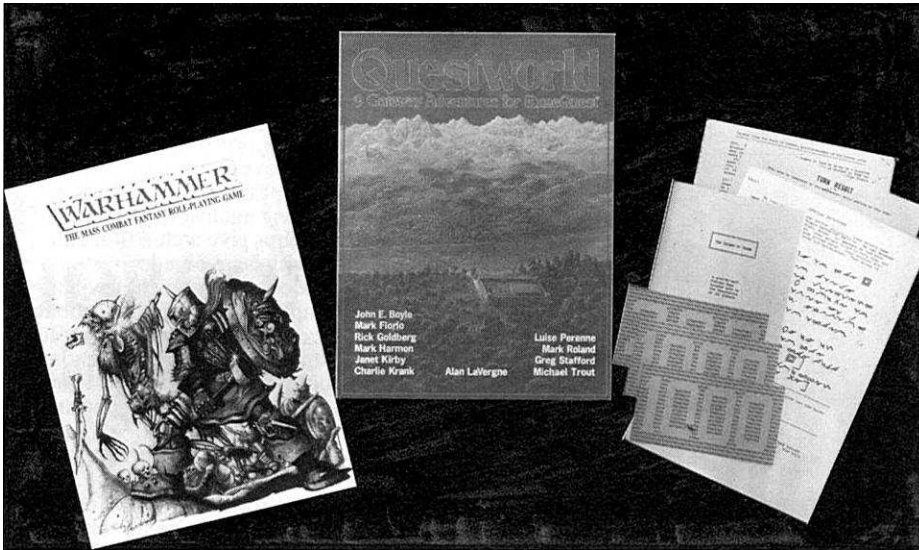
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**Next issue: Your roving reporter, The Warlock, sets a pack of hellhounds on Andrew Chapman and interviews the result. Watch this space for details!**

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# OPEN BOX...

Independent reviewers take the lid off some current games.



## WARHAMMER Citadel Miniatures

£5.95

Warhammer comprises an attractive boxed package of three rule books that make up the basis of a system for mass combat fantasy role-playing.

Authors Bryan Ansell, Rick Priestly, and Richard Halliwell have combined their individual talent for producing excellent rule systems and have attempted to satisfy the need for a realistic yet playable set of fantasy wargame rules. For, despite its self-proclamation of being a fantasy role-playing game, when the lid is off it's a set of rules with a role-playing supplement that awaits you.

Volume One entitled *Tabletop Battles* contains rules which can be used to simulate small dungeon skirmishes to huge pitched battles. Ansell has used his *Laserburn* initiative system in determining which troops strike first. Once this has been done then a 'Throw to Hit' and a 'Throw to Kill' are made, similar to Messrs Halliwell and Priestly's *Reaper* fantasy rule system, which I've used for the past five years for all my own fantasy wargaming.

Indeed, it seems that the best aspects of the *Reaper* system have been recognised and incorporated into *Warhammer*. The rule section, Psychology, covers the feuds and vendettas that are legendary between the different racial types of classical fantasy literature. Aspects such as Hate, Fear, Terror, and Frenzy give the rule system its unique 'fantasy' flavour and make for some superb situations during a game where troops may attack or flee from a racial enemy in spite of what the player had intended for them to do. Volume Two deals with magic. In Warhammer, magic is a combination of skill and knowledge of the wizard determined by his mastery level (his ability to control magical forces) and his constitution (best described as his magical stamina). A third characteristic, that of Life Energy, is also considered but becomes important only in long term role playing campaigns. The bulk of vol-

ume two is taken up with the spells that can be used by magicians at each level of mastery. The selection listed is very comprehensive and deals with arcane, illusory and necromantic spells that are best suited to battle usage. I particularly like the 'Fumble Factor' whereby a spell can go drastically wrong should the magician attempt a spell of higher level than he has reached or if he has been wounded. During the playtest, my evil magician attempted to become *invisible* amongst his Orcish troops. The spell went wrong causing him to glow bright orange. The Orcs reacted badly to this fluorescent apparition which, in a frenzy, they turned on and beat to a pulp!

The final section of volume two deals with enchanted objects and lists sixteen items that can be incorporated into your campaign. All of the items are well conceived and good enough to inspire individual scenarios in their own right.

Volume Three covers characters and character advancement in the role playing sense, within the framework of the combat and magic rules. Character generation, like most FRP games, is dependent on initial dice throws which then determine the suitability of the character to pursue a fighting or magical career. Fighters amass experience points by slaying monsters and killing people. As their accumulated totals reach certain pre-determined levels, so they gain advances in initiative, combat skills, wound *tolerance* and attack ability. The system is similar for magicians who, by achieving experience point accumulation advance their constitution, new spell capabilities and mastery.

The volumes also contain two scenarios designed to initiate players new to the concept of fantasy wargaming into the Warhammer system and inspire them to create their own adventures. My only reservations about the system are the lack of playsheets for a quick reference to combat charts, rather than having to thumb back and forth through the rules. No doubt Citadel will rectify this soon and produce reference sheets as

one of the promised supplements to the game.

If you regularly wargame with miniatures or have been wondering what additional fun you could have from your rapidly growing collection of fantasy figures, then I recommend you check out Warhammer and let battle commence!

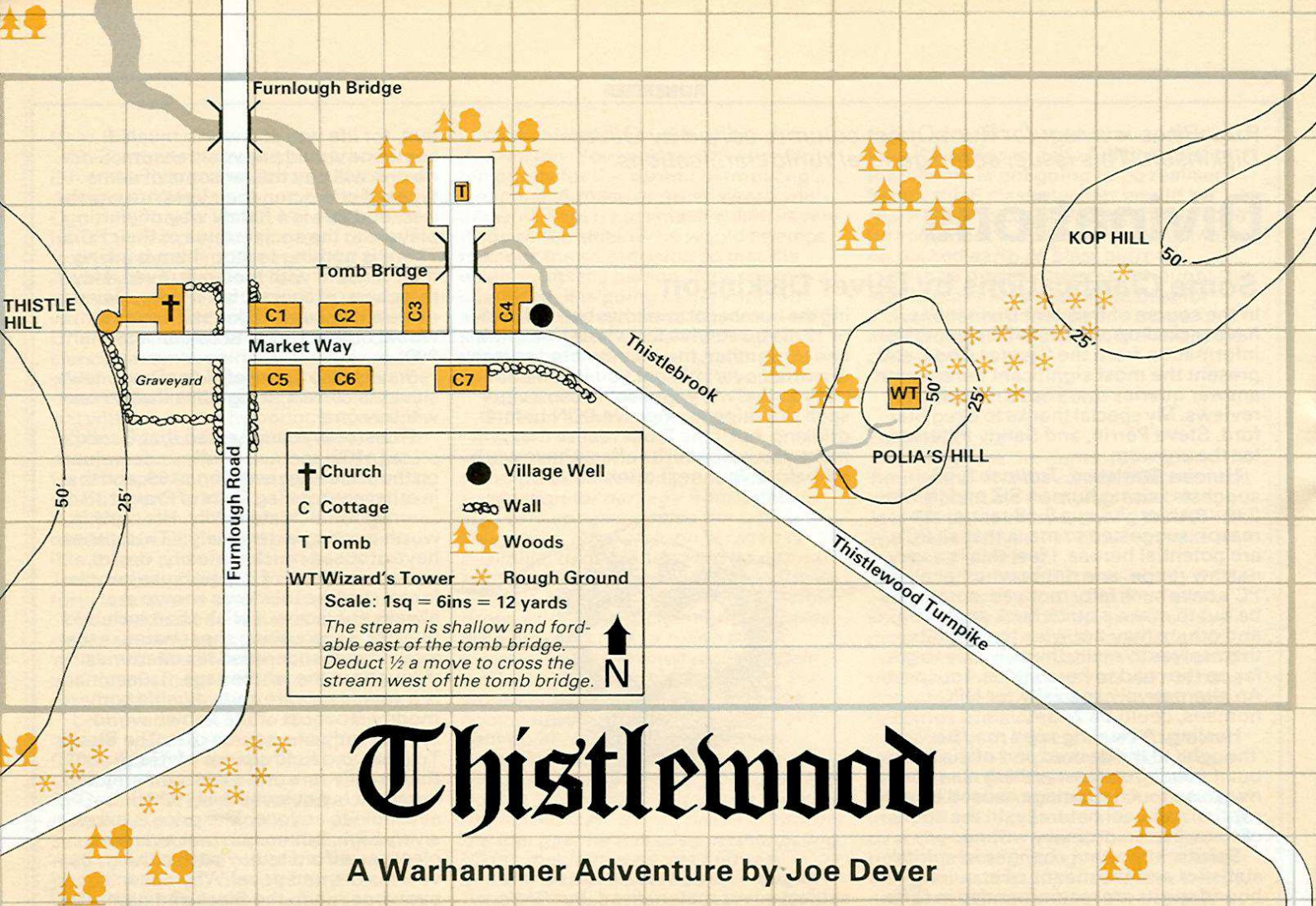
|                     |          |                    |          |
|---------------------|----------|--------------------|----------|
| <b>Rules:</b>       | <b>8</b> | <b>Enjoyment:</b>  | <b>9</b> |
| <b>Playability:</b> | <b>8</b> | <b>Complexity:</b> | <b>8</b> |
| <b>Skill:</b>       | <b>7</b> | <b>Overall:</b>    | <b>8</b> |

Joe Dever

## Overleaf:

*Thistlewood*—A Warhammer Scenario by Joe Dever.





# Thistlewood

A Warhammer Adventure by Joe Dever

## Introduction

This scenario is designed as a Warhammer mass battle adventure for 2, 4 or 6 players plus one umpire. The ideal playing area is eight by four feet in size (an average table-tennis table) but this can be reduced so long as the relative positions of troops and scenery remains the same. *Dungeon Floorplans* should be used when fighting occurs within buildings. It is recommended that an area away from the main table is used to resolve this sort of action. When figures enter buildings on the table, transfer them to the floorplans and resolve searches and encounters there. Each player can position any or all of his army up to 12 inches away

from his baseline at the start of the game, anywhere along its entire length. If reserves are being held back for use later, the player must inform the umpire at the start of the game exactly which game move and area of the table he wants them to enter. They may only enter on the player's baseline.

**Scenario.** Foro Malas, an accomplished thief of a foreign guild, has successfully stolen the legendary golden chalice of Landemar, reputedly the most securely guarded treasure of King Amias' rich kingdom. The King has mobilised his army to hunt and capture the thief and to restore the holy relic to the cathedral altar before the news of its disappear

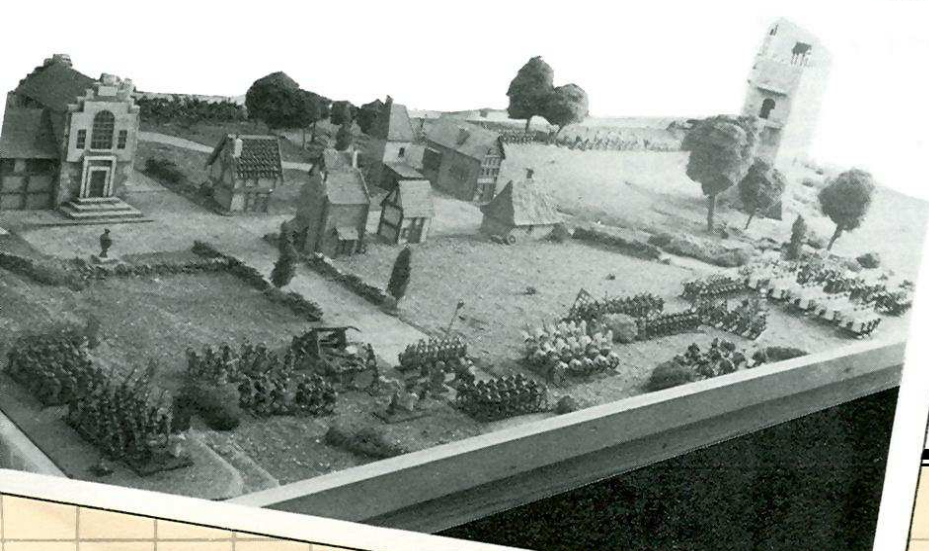
ance becomes widespread. From snatches of information the King has deduced that the thief is in, hiding in the small northern village of Thistlewood.

Lord Vassago, evil necromancer and ruler of the King's neighbouring Northlands, has learnt of the theft and is anxious to intercept the thief on his flight from the King. He has also discovered that Foro Malas is in hiding in Thistlewood and that the King is less than one day away, but Vassago is determined to capture the chalice despite the risk of a costly battle. The relic is reputed to have great magical properties; should it fall into the hands of Vassago the security of the entire kingdom would be jeopardised as he would be able to command great power and influence over its populace.

**Victory objective.** The objective of the game for both players is to locate the chalice and return, it to their baseline. The first player to do so is the winner.

**Army Lists.** The figures shown in brackets after the character or unit denote the recommended number of figures used in the game. Dependent on how many figures are available to you, choose one of the recommended game sizes (Skirmish Level, Engagement Level, Mass Battle Level) and field the troop totals shown by the respective number eg: if you decide to play Thistlewood as an Engagement Level action, then the number of figures needed for play are those shown as the middle total in parenthesis. Obviously, for the purpose of game balance it's essential that both players decide on the same level of action.

King Amias' Army  
prepares for  
battle.





# King's Army

## Background.

The lawful good feudality of Amias' kingdom is characterised by its rigid class structure and strong code of chivalry. Honour is more important than



Left: King Amias.  
Below: Loyal Dwarves.  
Below Right: Galen's heavy cavalry charge through and scatter a line of vile Rune orcs, as a wyvern swoops in for the kill in the distance.

All figures in the photographs are from the collections of Gary Chalk, Joe Dever, and Gary Keep.



any other value and the conduct of noble and common soldier alike is judged by the church and its holy order of fighting clerics—The Knights of the White Lord. Although relatively stable and civilised in comparison to neighbouring states, the kingdom is large and fragmented, with many areas dominated by Barons aligned against each other, all resisting the King's attempts to bring about strong central government. Through the unifying influence of the church, the King had hoped to subdue the Barons and achieve his ambition of 'One King, One Land'. The chalice symbolises the power and dominance of the church. Its theft and possible acquisition by the enemy will undermine the King's efforts to unite his

land. Chaos will prevail as the Barons fight for power, and in the midst of this Civil War, Vassago and his dark minions will await their opportunity to invade and conquer. Because of the need for secrecy and swift action, only a small but elite fraction of the army have been mobilised in time to march north to Thistlewood. All are loyal and sworn to silence about the nature of their mission.

**Thistlewood.** This sleepy little northern border town owes its allegiance to Baron Galen, a loyal and courageous noble. The mayor of Thistlewood is a wizard by the name of Polias, who resides in a tower to the east of the town. Although magic is treated with suspicion and contempt in the kingdom, old Polias is respected and loved by the townsfolk as his arcane skills have on many occasions defended them from bandit raids and plague. The population number roughly sixty of which 65% are women and children.

**Special Notes.** King Amias, Baron Galen and Bishop Milendon are all immune to the effects of Fear and Terror. The King possesses an enchanted blade that gives +2 to strength and counts full effect against Undead, Gods and Demon types. Baron Galen suffered a serious head wound several years ago that sometimes affects him in combat. When involved in base-to-base combat throw dice and consult the following chart prior to making a throw to hit:

|       |                  |                       |
|-------|------------------|-----------------------|
| 1-10  | Double Vision    | -6 to weaponskill     |
| 11-17 | Nausea           | -4 to weaponskill     |
| 18-25 | Dizziness        | -2 to weaponskill     |
| 26-76 | No Effect        |                       |
| 77-84 | Weakness of Arms | -1 to strength        |
| 85-90 | Weakness of Legs | ½ Move for 1d6 rounds |
| 91-95 | Enraged          | +1 to strength        |
| 96-00 | Berserk!!!       | +2 to strength        |

If Galen goes berserk, he will attack friend and foe alike for 1 d6 rounds, during which time he is controlled by the umpire. When the effect wears off he will collapse unconscious for 1d6 rounds.



## King's Army List

| Character/Unit   | No of Figures | Move | WS | BS | Strength | Toughness | Wounds | Initiative | Attacks |
|------------------|---------------|------|----|----|----------|-----------|--------|------------|---------|
| King Amias       | (1-1-1)       | 3    | 10 | 6  | 3        | C         | 4      | 10         | 2       |
| Baron Galen      | (1-1-1)       | 3    | 8  | 4  | 2        | B         | 2      | 8          | 2       |
| Imperial Guard   | (3-5-10)      | 3    | 6  | 4  | 2        | B         | 2      | 6          | 1       |
| Royal Centaurs   | (3-5-10)      | 8    | 3  | 4  | 3        | C         | 2      | 3          | 2       |
| Kings Pikes Regt | (10-15-20)    | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Kings Sword Regt | (10-15-20)    | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Kings Mace Regt  | (10-15-20)    | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Loyal Half-Elves | (10-15-20)    | 4½   | 4  | 5  | 2        | B         | 1      | 6          | 1       |
| Loyal Dwarves    | (10-15-20)    | 3½   | 4  | 3  | 2        | C         | 1      | 2          | 1       |
| Galen's Cavalry  | (10-20-30)    | 8    | 4  | 4  | 2        | B         | 1      | 3          | 1       |

|                 |         |   |   |   |   |   |   |    |   |
|-----------------|---------|---|---|---|---|---|---|----|---|
| Bishop Milendon | (1-1-1) | 4 | 6 | 4 | 3 | C | 4 | 14 | 3 |
| Mastery Level:  | 4       |   |   |   |   |   |   |    |   |
| Constitution:   | 23      |   |   |   |   |   |   |    |   |

Spells: Level 1: *Cure light injury, blessing x2, flight, gift of tongues, aura of mighty resistance.*  
Level 2: *Telepathy, aura of steadfastness x2, hold door, mystic mist.*  
Level 3: *Aura of invisibility, banish undead, invisibility, inspiration.*  
Level 4: *Wall shaker.*

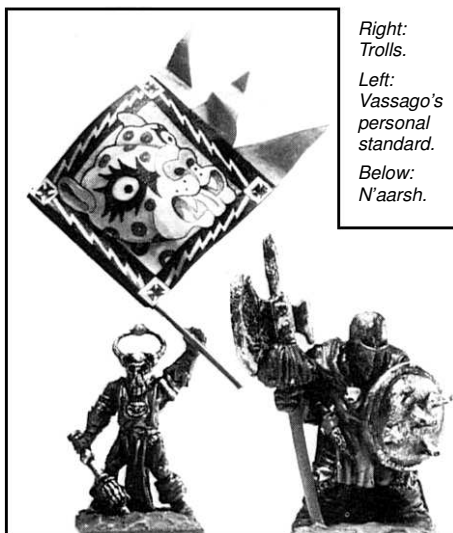
Talismans: *Silver Crucifix, Golden Horn of Power, Mace of the White Lord (= +2 to hit, +2 to kill.)*

NB: No more than 20% of total army should be armed with missile weapons.

# Lord Vassago's Army

## Background.

The area over which Lord Vassago claims sovereignty is a bleak, inhospitable wasteland sparsely populated by feuding tribes of orcs and goblins. To the dwellers of the rich southlands, the inhabitants of the north are but legend with which to frighten wayward children.



Right:  
Trolls.

Left:  
Vassago's  
personal  
standard.

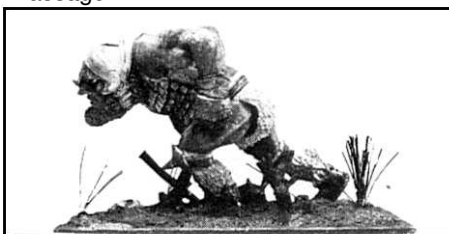
Below:  
N'aarsh.

The tribes of the goblin races are the scattered remnants of a destroyed army that once threatened the Kingdom thirty years ago, when an evil wizard called Vassago attempted to invade and contaminate the rich farmlands of the south. His defeat was ignominious and total, his army was destroyed and his arcane powers faded. Bitter and humiliated by defeat, he swore revenge on the King.

Through the practice of vile and unspeakable ritual his skills slowly returned until exactly one year ago, the Ceremony of Utter Degradation deep within his Temple of Death brought an end to his life and a beginning to his existence as a lich undead. Since that fateful night, Lord Vassago has amassed a powerful bodyguard of undead and begun his reclamation of the Northlands. Several Orc tribes, fearful of his terrible



power, have been enslaved to his dark cause. A patrol of Vile Rune orcs, the largest tribe under Vassago's control, captured two humans in hiding near the border of the Kingdom. Before their deaths under torture they revealed their part in the plot to steal the chalice, the whereabouts of their accomplice Foro Malas, and the close proximity of the King's Army. To kill the King and capture the famed chalice of Landemar would indeed be a most fitting revenge for Vassago.



**Special Notes.** N'aarsh is an armed undead champion Spectre. He controls the skeletons and must be within 12" to operate them. He uses a poisoned two-handed weapon which causes *paralysis*, as does his touch. Ugrash-Ka is the hill giant leader of the Vile Rune tribe of orcs and is subject to *Frenzy*. A bitter feud exists between Ugrash-Ka and the trolls. Unless they remain at least 24" apart they will attack each other, even if it means breaking off combat with the enemy to do so! The Vile Rune Orcs will not attack a unit unless they outnumber it by at least 1½: 1. They will attack elves in preference to other troop types. The Black Sun Goblins are subject to *Terror* if within 24" of wyverns, who inhabit the same mountain region as the goblins where they are their main source of food and recreation. The Black Uruk orcs are an elite fighting arc tribe who will attack dwarves in preference to other troop types. The Pack Wolves are semi-intelligent—an independent unit under Vassago's control. They will attack horses in preference to other troop types.

Lord Vassago controls his personal bodyguard, the ghouls. They can operate up to 48" away from him. Vassago has the ability to *raise dead* (2nd Level Necromancy Spell) within the boundary of the Church graveyard.

Left: Ugrash-Ka. Below left: Wizard Polias. Below:  
Black Uruks.

## Vassago's Army List

| Character/Unit    | No of Figures | Move | WS | BS | Strength | Toughness | Wounds | Initiative | Attacks |
|-------------------|---------------|------|----|----|----------|-----------|--------|------------|---------|
| N'aarsh           | (1-1-1)       | 3½   | 8  | 5  | 2        | E         | 3      | 9          | 2       |
| Ugrash-Ka         | (1-1-1)       | 6    | 3  | 3  | 4        | D         | 4      | 3          | 2       |
| Wyvern            | (1-1-2)       | 4    | 5  | —  | 5        | E         | 5      | 2          | 2       |
| Trolls            | (2-3-5)       | 6    | 3  | —  | 4        | B         | 3      | 1          | 3       |
| Black Uruks       | (5-10-20)     | 4    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Vile Rune Orcs    | (30-40-50)    | 3    | 3  | 3  | 2        | B         | 1      | 2          | 1       |
| Black Sun Goblins | (30-40-50)    | 3    | 3  | 2  | 2        | B         | 1      | 2          | 1       |
| Skeletons         | (10-20-25)    | 4½   | 2  | 2  | 1        | B         | 1      | 2          | 1       |
| Ghouls            | (5-10-15)     | 4    | 2  | —  | 2        | C         | 1      | 1          | 2       |
| Pack Wolves       | (10-20-30)    | 9    | 3  | —  | 2        | B         | 1      | 2          | 1       |

Lord Vassago (1-1-1) 4½ 8 1 3 E 4 10 2

Mastery Level: 4

Constitution: 19

Spells: Level 1: *Raise recent dead, curse, detect hidden doors, flight, wind blast.*

Level 2: *Blood lust, cause severe wound, cursed repugnance, banish undead x 2.*

Level 3: *Create zombie, inspiration, invisibility, summon undead.*

Level 4: *Restore life, blast.*

Talismans: *Hell Knife, Darkstone, Sceptre of Power* (over orcs/goblins/trolls) Range – 12".

NB: No more than 25% of total army should be armed with missile weapons.

# Umpire's Guide to Thistlewood

**Thistlewood Church.** The town priest is in the tower. He will throw holy water at anything entering the trapdoor, which is the only entrance. Holy water causes two wounds to undead. He will leave with the King's men but will fight to the death any of Vassago's army:

| Priest Varlie | Move | WS | BS | STR | Toughness | Wnds | Initiative | Atks |
|---------------|------|----|----|-----|-----------|------|------------|------|
|               | 4    | 2  | 2  | 2   | B         | 1    | 3          | 1    |

A concealed trapdoor under the altar leads to the church crypt. Gold plates, silk robes and a gold chalice (not the chalice of Landemar, all worth C250) have been hidden inside an altar cloth amongst a pile of books in the SW corner. The northern wall of the crypt has an ornate arched portal. This will *teleport* anyone passing through it to the tomb of Lord Pellion.

**Tomb.** Strength value 4 (two men) will move the tomb cover. Underneath is a drop of 4ft to a sarcophagus with Lord Pellion inside, former Baron of the area. The lid of the sarcophagus is 3ft above the floor, total height of the tomb being 7ft. In the western wall of the square tomb is an ornate arched portal which will teleport anyone passing through it to the crypt of the church. The sarcophagus can be easily opened to reveal the remains encased in armour. Beside the corpse is a valuable ornate sword. This is a cursed sword (-2 to hit and to kill) that was responsible for the Lord's death. It glows bright green when held and will attract all undead to itself when glowing (up to a range of 60"). All undead will ignore their controller's commands and head for the sword, attacking all who come in the way. The sword cannot be dropped until it draws blood, which will deactivate the curse for one day, and its abnormal weight halves the wielder's movement and makes use of a shield impossible. Attracted undead will try to impale the sword-holder upon the cursed blade to order to break the effects of the curse upon them. Undead cannot activate the curse. All peasants in the town are aware of the legend and curse of Lord Pellion's Sword.

**Cottage No 1.** Contains 6 peasants who will try to repel any of Vassago's troops, with improvised weapons. Average rating:

| Peasants | Move | WS | BS | STR | Toughness | Wnds | Initiative | Atks |
|----------|------|----|----|-----|-----------|------|------------|------|
|          | 5    | 2  | 1  | 2   | B         | 1    | 1          | 1    |

**Cottage No 2.** Holds 8 peasants preparing to leave; each has an average of C5 in cash. They will accompany any King's men evacuating them, and will rout from any of Vassago's troops.

**Cottage No 3.** Thistlewood General Store. Ground floor contains hardware, clothing, food and provisions. All doors are barred and need strength 8 to break. A trapdoor behind the counter leads to a cellar where 1d4 x 4 women and children are hiding. The storekeeper will defend them to the death against Vassago's troops.

| Mallin | Move | WS | BS | STR | Toughness | Wnds | Initiative | Atks |
|--------|------|----|----|-----|-----------|------|------------|------|
|        | 5    | 3  | 3  | 2   | B         | 1    | 4          | 1    |

**Cottage No 4.** Behind this dwelling is a small blacksmithy. Inside, above the fireplace, a large painting depicts the death of Lord Pellion. It shows a plate armoured knight being slain by skeleton warriors, whilst the ghostly outline of a demonic hand holds the blade of his sword preventing him from striking back at his attackers. The shield motif is identical to an embossed crest on the lid of the tomb. The two occupants of the cottage will surrender to either side without a fight. They will only explain the picture if asked directly about it. In a wardrobe upstairs hides their small son.

**Cottage No 5.** 12 peasants, armed with improvised weapons. The doors are barricaded—strength value 8 to break down. They will aid the King's men and will fight any of Vassago's troops that attempt entry.

**Cottage No 6.** In disarray, shows signs of a hasty evacuation. Trapdoor leads to a wine cellar containing a vicious dog that will attack anyone attempting to enter:

| Mad Dog | Move | WS | BS | STR | Toughness | Wnds | Initiative | Atks |
|---------|------|----|----|-----|-----------|------|------------|------|
|         | 9    | 2  | -  | 2   | B         | 1    | 3          | 2    |

**Cottage No 7.** Just inside the front door lies the cold and stiff body of a male villager, stabbed to death. Lying face down on the stairs is the body of a female villager, killed by a crossbow bolt. The furniture has not been disturbed and there are no signs that a search has been made. Upstairs behind a bed covers a frightened teenage girl. She saw the murder of her parents by a human stranger who entered their cottage at dawn demanding food and shelter. He had a foreign accent, darkly tanned skin, a small red velvet sack, a curved dagger and a light crossbow. The village alarm bell was sounded shortly after he entered the house, which panicked the stranger and a struggle ensued between him and the girl's father. She saw the stranger opening the trapdoor to the cellar, and close it after him. He did not take the small red velvet sack with him. Foro Malas is hiding in the cellar. He will fire his crossbow at anyone that enters:

| Foro Malas | Move | WS | BS | STR | Toughness | Wnds | Initiative | Atks |
|------------|------|----|----|-----|-----------|------|------------|------|
|            | 5    | 8  | 8  | 2   | B         | 8    | 8          | 1    |

He has hidden the chalice in the fireplace of the ground floor. He will not reveal its location unless tortured or *charmed*.

**Wizard's Tower.** A ladder to a door on the west wall of the 1st floor is the entrance. There are four levels to the tower:

**Ground Level.** Large storage area with barrels, packing cases, sacks of food and provisions. Access is via a double trapdoor with a winch device on a beam above it.

**1st Floor/Access Level.** Large open entrance hall with ornate tapestries on all walls. An old man in blue robes lies dead at the foot of the stairs to the next level. In his right hand is some chalk with which he has scrawled the letters *MALAS* on the stone floor.

**2nd Floor.** Kitchen and dining area. The remains of two meals still lie on the large oak table. Stairs lead up to the next level.

**3rd Floor.** The living quarters of Wizard Polias, the owner. An ornate throne stands in the NE corner surrounded by the paraphernalia of one who practices the arcane arts. A large double bed occupies the SW corner next to a large bookcase of ancient tomes. A writing desk next to the fireplace on the north wall contains several documents. A thorough search of these papers will reveal a letter from Foro Malas confirming his intended visit to the tower. He claims to be an accomplished mage of a foreign land, on his way home after a successful tour of the Kingdom. Polias had discovered the thief after dinner the previous evening, when he had sneaked a glimpse into the red velvet sack. Foro Malas, murdered him and fled the tower at dawn.

**Tower Roof.** Open stone watchtower roof with a trapdoor leading to the 3rd Floor.

**Village Well.** Contains a +1 to hit broadsword wrapped in chamois leather in the well bucket. This has been hidden there by a villager before he fled.

## Advice to Umpire

Read all sections of the scenario and familiarise yourself with the backgrounds of both sides. Each player must remain unaware of the village details and the search progress of their opponent. It is best that all information regarding spell use, questions relating to search and encounters inside buildings with non-player characters be given to the players as a written note or discussed in private. Maintaining suspense guarantees a very enjoyable game for everyone.

Buildings can be bought or scratch built from card or plastic, trees and hedges from lichen and twigs, and inexpensive stream sections, bridges, and walls are available from the *Bellona* range of wargame accessories.

If the figures recommended in the army lists are unavailable to you, total what troops you do have and make up two roughly equal sides based on the relative strengths of the troop types involved.

## Figure Recommendations The King's Army

|                 |   |
|-----------------|---|
| King Amias      | Any two of the Citadel boxed set, Goodly Knights of Law |
| Baron Galen     | Citadel C38/3b  |
| Imperial Guard  | Asgard FM21   |
| Royal Centaurs  | Citadel C37/1e  |
| King's Pikes    | Citadel C37/1a, or Chronicle CF5                        |
| King's Swords   | Citadel C37/2a  |
| King's Mace     | Ral Partha P02/3d                                       |
| Half-Elves      | Citadel C06/1a-d  |
| Dwarves         | Citadel C39/1d  |
| Galen's Cavalry | Citadel C03/1b  |
| Bishop Milendon |   |

## Vassago's Army

|                   |                                   |
|-------------------|-----------------------------------|
| N'aarsh           | Citadel C01/4a-d                  |
| Ugrash-Ka         | Ral Partha P11/1d                 |
| Wyvern            | Citadel C30/1d                    |
| Trolls            | Citadel C20/1a-d                  |
| Black Uruks       | Chronicle CM9                     |
| Vile Rune Orcs    | Citadel C15/C16                   |
|                   | ranges                            |
| Black Sun Goblins | Citadel C13/1a-f                  |
| Skeletons         | Citadel C17                       |
|                   | Complete range                    |
| Ghouls            | Citadel C18/1d                    |
| Pack Wolves       | Ral Partha P15/4g                 |
| Lord Vassago      | Citadel C18/1a, or Chronicle CM12 |



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## White Dwarf Assorted Mini-articles

### White Dwarf #49, January 1984:

Steve [Jackson] and Ian [Livingstone] will soon have competition in the gamebook field. Apparently Gary Chalk and Joe Dever have been lured away from *Games Workshop* by a lucre-laden offer from the *Hutchinson Publishing Group* to do a similar series of books [to *Fighting Fantasy*].

### White Dwarf #60, December 1984:

#### BOOK TALK

Penguin have released *Caverns of the Snow Witch* and *House of Hell*. Hutchinsons' Sparrow Books have the third in the *Lone Wolf* series, *The Caverns of Kalte*. Software adaptations of popular gamebooks continue apace with the first two *Lone Wolf* books. *Flight from the Dark* and *Fire on the Water* (£6.95 each) and Penguin's *The Forest of Doom* and *The Citadel of Chaos* (£6.95).

J H Brennan's second attempt to write a classic series of gamebooks has brought us *Demon-spawn* with two initial titles, *Fire\* Wolf* and *The Crypts of Terror* (£1.50 each); they are certainly better than *Grail Quest*.

### White Dwarf #81, September 1986:

## FRACAS!

After all the excitement of shooting people down in WWI dogfights with *Ace of Aces* and hacking up your best friends (in the nicest possible way) with *Lost Worlds* books, you can now use much the same sort of system to wander around a fantasy dungeon. *Combat Heroes*, by Joe Dever, takes elements of the *Ace of Aces* 'here's-what-you-see-now-pick-a-manoeuvre' system, and two-player gamebooks to give quite an interesting looking little game. If your taste runs to gamebooks they are worth checking out and, unlike lots of the view-option system games, this one can be played solo.

### White Dwarf #53, May 1984

#### LONE WOLF v GRAIL QUEST

Game personality Joe Dever (*Who dat—Ed*) and game designer/artist Gary Chalk, currently completing their first two books for Hutchinsons to be released soon under the *Arrow* imprint, have been pipped at the post by Armada's *Grail Quest* by J H Brennan (designer of *Man, Myth & Magic*) and his two book release *The Castle of Darkness* and *The Den of Dragons*. Rumours of Messrs Dever and Chalk's *Flight from the Dark*, the first of their *Lone Wolf* series, promise a new dimension in solo play with many new innovations. They should be available by June.

### White Dwarf #54, June 1984

The summer looks like a really busy time for us this year! We're working on *Citadel Compendium 2*, *Realm of Chaos* for *Warhammer* and our new RPG *Rogue Trader*; with luck they should all be available in early July.

To coincide with the release of *Golden Heroes* by GW we're preparing two boxed sets of *Superhero* figures – one of goodies and one of baddies. The *Lone Wolf* books are coming out in June and *Citadel* will be launching a range of figures based on the stories.

In our spare time we're moving to our 'plush' new HQ in Eastwood, Notts. I've enclosed a photo so that you'll be suitably jealous!

Yours sincerely,



*Citadel Miniatures.*

PS I bet GW aren't bringing out as much as we are during June/July?!

**Preceding Page:** Gary Chalk's cover artwork  
(White Dwarf #47, November 1983)

**Overleaf:** Minas Tirith Warhammer scenario  
(White Dwarf #53, May 1984)

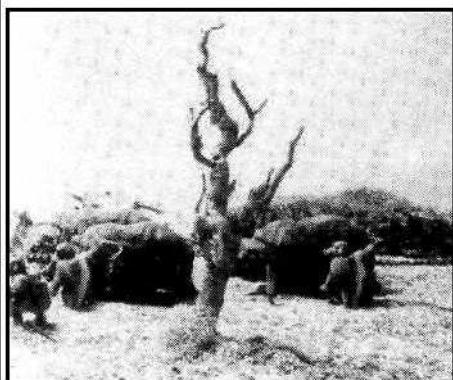
# Minas Tirith

## The Battle of the Pelennor Fields A Warhammer Mega-Scenario from J R R Tolkien's Lord of the Rings by Joe Dever

### BACKGROUND

The greatest battle of the *War of the Ring* was fought upon the Pelennor fields before the indomitable walls of the citadel of Gondor. No doubt most readers are familiar with the *Lord of the Rings*, therefore this introduction will

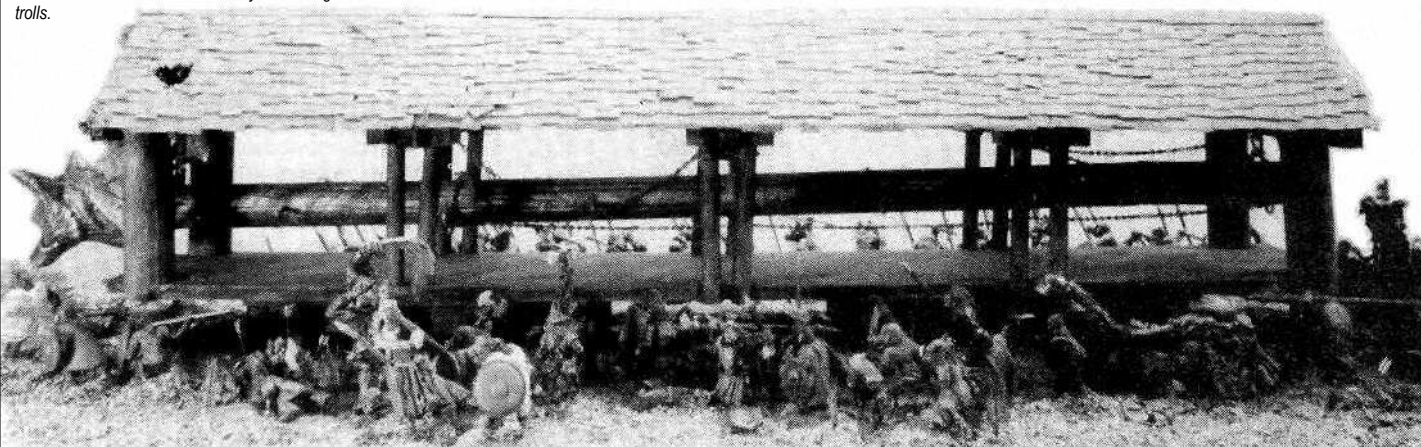
The beast train of Grond.



serve as a synopsis of the two days prior to the battle.

The Witch King of Angmar and the

Grond surrounded by Orcs of the Eye and Olog-hai trolls.



Armies of Morgul had overrun Faramir's small garrison at Osgiliath, captured the causeway between the defensive wall known as Rammas Echor and the River Anduin, and pursued the tattered remnants of Faramir's rangers back to the great city itself. Faramir was severely wounded during the rout and was only saved from a brutal death by the valiant charge of Prince Imrahil and his Knights of Dol Amroth.

For two days and nights, the orcs of the Morgul host dug lines of trenches. They surrounded the city in a huge ring just out of bowshot from the walls. Siege catapults were positioned and incendiaries together with the heads of those men slain at Osgiliath, were hurled high over the first wall to rain down upon the city streets. During the second night, the Witch-King launched his major assault against the walls to test the strength of the defenders and to keep them stretched and distracted. Mumakil from Harad dragged forward siege towers and catapults to the wall; but these were not designed to afford access to the city. Under cover of the assault, a huge battering ram, over one hundred feet in

length, was brought to bear on the gate. The head of the ram (which the orcs had named *Grond*) bore runes of destructive power. These were activated by the Witch-King as the third stroke of the ram fell upon the gates, and the doors 'tumbled in riven fragments to the ground'.

*Come not between the Nazgûl and his prey! Or he will not slay thee in thy turn. He will bear thee away to the houses of lamentation, beyond all darkness, where thy flesh shall be devoured, and thy shrivelled mind be left naked to the Lidless Eye.*

*Witch-King of Angmar to Eowyn*

In rode the Witch-King to be confronted by Gandalf. A desperate fight would have undoubtedly ensued had it not have been for the timely arrival of both the dawn and the Rohirrim. It is at this point—dawn of the third day of siege—that this scenario is designed to represent. The optimum number of players is six; three per side, plus one umpire.



## MINAS TIRITH



### UMPIRE'S BRIEFING

This scenario has been designed to fit on a standard table-tennis table of 4' x 8'. The suggested figure scale is 100:1 with heroes represented on a 1:1 basis. This gives a total figure requirement of 369 (110 Allies: 259 Sauron troops).

Only the first two of the seven walls of Minas Tirith need to be placed on the table. The three harbours of Harlond have been stretched out to cover most of the southern edge of the table. The reason for this is that this battle is perhaps the best known of all fantasy clashes, and as such it is virtually impossible to simulate the surprise of Aragorn's corsair ships when most players will be expecting his arrival. To prevent a reception committee being organised by the Witch-King and friends, choose one of the three harbours at random prior to the start of the game. Having noted the harbour at which he will dock, throw 2d4 to determine on which game move this will take place and pass this information on to the Aragorn player. The Rammas Echor counts as an obstacle with a standard '12-move reduction to cross. The firepits and trenches can only be passed via the narrow paths that separate them. The city walls can only be passed through the gates.

Familiarise yourself with the Army Lists of all players before the game and ensure that they adhere to their starting positions!

### Denethor, Faramir, and Pippin

At the start, all three are in the citadel, which takes one move to reach from anywhere within the city walls. Denethor orders that Faramir be prepared for his funeral pyre and also makes similar arrangements for himself (throw 1d4 to determine how many moves this preparation will take). Pippin is under your control. He must remain with Denethor until the lyre is ready and then he will attempt to locate Gandalf in order to persuade him to prevent

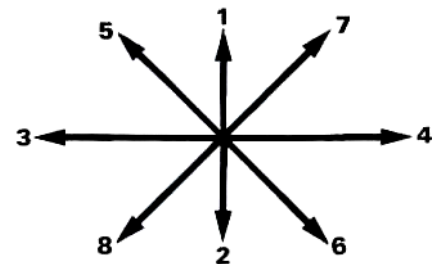
Faramir's death. If Pippin then moves into base-to-base contact with Gandalf within 6 moves, the wizard must retreat to the citadel and prevent the cremation.

Each round throw 1d6. If a 1 is thrown, the Citadel Guard have been recalled by Denethor and will leave the table for two rounds, after which they will return to the 1st wall. On their return, they will reduce the morale of all troops within a 5" radius by -1 for 1d4 rounds.

### Mumakil

These gigantic elephants are invulnerable to missiles, except for their eyes. Only missile attacks and magic launched at them from the front stands any chance of penetrating. All 'kills' will be eligible for a saving throw at +2 due to the heavy armour and size of the target area. Should a Mumakil receive an eye wound, it will run amok for 1d8 rounds trampling friend and foe alike. Consult

the following chart to determine its movement whilst berserk:

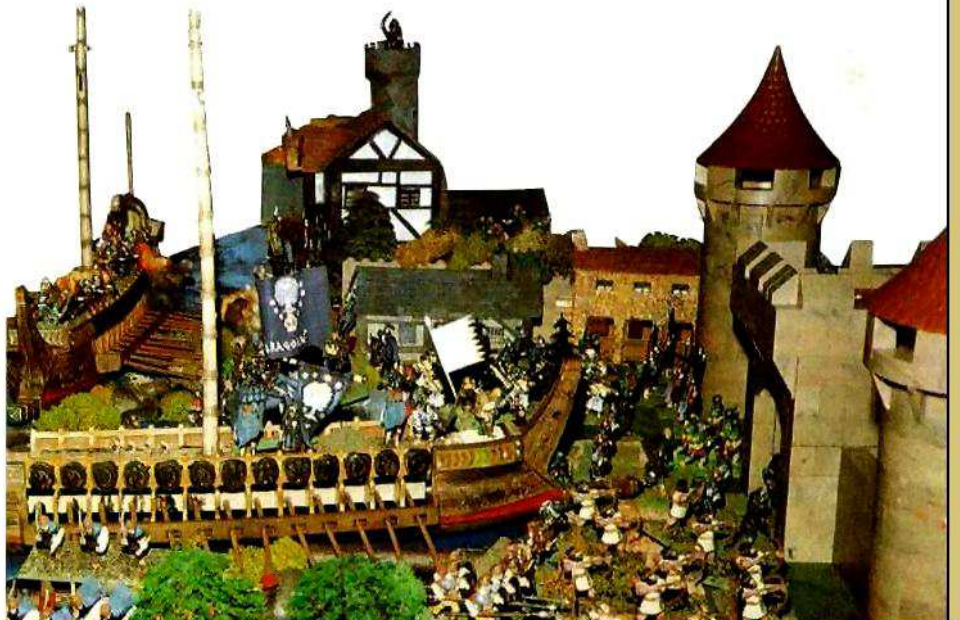


No horses will approach within a 5" radius of any Mumakil.

### The Witch-King of Angmar

The only characters that can kill the Lord of the Nazgûl with normal weapons are Eowyn, Merry or Pippin. Aragorn may slay him using the sword Narsil, and Gandalf may kill him using *Glamdring* or with the use of magic. ▷

*Aragorn's arrival at Harlond.*





## MINAS TIRITH

### NOTES AND OBJECTIVES FOR THE ALLIES

The Command of the Allies should be divided as follows:

#### The Army of Gondor

All forces as detailed below, plus Gandalf. Due to Denethor's state of despair and Faramir's incapacitation, Gandalf is the effective commander-in-chief of this

*The Darkness has begun. There will be no dawn.*

*Gandalf*

Army group. Neither Denethor nor Faramir should be placed on the table, as they are in the Citadel located within



Gandalf

the seventh level of the city. All troops that come into contact with either Denethor or Faramir suffer -1 to their morale status. You may place your troops within the first and second walls of Minas Tirith, but remember that the great gate is now broken and the first wall is open to attack. Your battle objective is to prevent the Morgul host from taking the second level of the city.

#### Gondor Army List

| Character/Unit        | No of<br>Figures | Move | WS | BS | Strength | Toughness | Wounds | Initiative | Attacks |
|-----------------------|------------------|------|----|----|----------|-----------|--------|------------|---------|
| Steward Denethor      | 1                | 2    | 6  | 3  | 2        | B         | 2      | 8(1)       | 1       |
| Faramir               | 1                | —    | 8  | 4  | 1        | A         | 1      | 7(1)       | 1       |
| Guard of the Citadel  | 2                | 3    | 6  | 5  | 2        | B         | 2      | 5          | 1       |
| Rangers of Ithilien   | 3                | 4    | 5  | 6  | 2        | B         | 2      | 4          | 1       |
| Men of Lossarnach     | 2                | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Men of Ringlo Vale    | 3                | 4    | 3  | 3  | 2        | B         | 1      | 3          | 1       |
| Men of Morthond       | 5                | 4    | 4  | 5  | 2        | B         | 1      | 3          | 1       |
| Militia of Anfalas    | 6                | 4    | 3  | 3  | 2        | B         | 1      | 2          | 1       |
| Hillmen of Lamedon    | 1                | 4    | 2  | 2  | 2        | B         | 1      | 2          | 1       |
| Fisherfolk of Ethir   | 1                | 4    | 2  | 2  | 2        | B         | 1      | 1          | 1       |
| Men of Pinneth Gelin  | 3                | 4    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Imrahil,              |                  |      |    |    |          |           |        |            |         |
| Prince of Dol Amroth  | 1                | 8    | 8  | 4  | 3        | C         | 3      | 6          | 2       |
| Knights of Dol Amroth | 1                | 8    | 6  | 4  | 2        | B         | 2      | 5          | 1       |
| Men at Arms           |                  |      |    |    |          |           |        |            |         |
| of Dol Amroth         | 7                | 3    | 6  | 4  | 2        | B         | 2      | 4          | 1       |

NB: The scores in brackets refer to Denethor and Faramir's initiative, due to their states of mind and body.

Gandalf the White 1 6\* 6 4 4 C 4 14 3  
\*(12 on Shadowfax)

Gandalf is immune to *Fear* and *Terror*. He has the ability to negate *Fear* and *Terror* within a radius of 6". As long as he wears *Narya*, he cannot be killed outright but only banished from the table for 2d6 rounds. He is a level 4 magician with 20 Constitution.

#### Fellowship and Aragorn's Forces List

| Character/Unit       | No of<br>Figures | Move | WS | BS | Strength | Toughness | Wounds | Initiative | Attacks |
|----------------------|------------------|------|----|----|----------|-----------|--------|------------|---------|
| Aragorn              | 1                | 4    | 10 | 8  | 4        | C         | 4      | 10         | 2       |
| Merry                | 1                | 3    | 3  | 2  | 2        | B         | 2      | 6          | 1       |
| Pippin               | 1                | 2    | 3  | 2  | 2        | B         | 2      | 6          | 1       |
| Legolas              | 1                | 4½   | 7  | 10 | 3        | C         | 3      | 8          | 2       |
| Gimli                | 1                | 3½   | 8  | 3  | 3        | C         | 3      | 7          | 2       |
| Rangers of the North | 5                | 4    | 5  | 6  | 2        | B         | 2      | 4          | 1       |
| Men of Lebennin      | 5                | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Men of Lamedon       | 6                | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Fiefs of the South   | 4                | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |

#### Rohirrim Army List

| Character/Unit   | No of<br>Figures | Move | WS | BS | Strength | Toughness | Wounds | Initiative | Attacks |
|------------------|------------------|------|----|----|----------|-----------|--------|------------|---------|
| Theoden          | 1                | 8    | 8  | 3  | 3        | C         | 2      | 7          | 1       |
| Eomer            | 1                | 8    | 7  | 4  | 2        | B         | 1      | 6          | 1       |
| Eowyn            | 1                | 8    | 8  | 4  | 3        | C         | 2      | 8          | 2       |
| Rohirrim Cavalry | 55               | 8    | 5  | 3  | 2        | B         | 1      | 4          | 1       |

#### The Rohirrim

At the start of the game, your troops may enter the table anywhere between points A and B (see reap) but no more than 6 inches in from your baseline. In addition, you also command Merry of the Fellowship. Your objective is to kill the Witch-King and the Chief of the Southrons, and to hold the causeway road between Osgiliath and Minas Tirith.

*Even in the heart of our stronghold the Enemy has power to strike us: for his will it is that is at work.*

*Gandalf to Pippin*

#### The Fellowship and Aragorn's Forces

The umpire will tell you exactly when and where you are to arrive on the table in order to preserve an element of surprise. Aragorn possesses Narsil, the re-forged sword of Elendil. This weapon is +2 to hit and does full damage vs. undead. Your objective is to link up with the Rohirrim and push the army of the Witch-King back towards Osgiliath.

#### Gandalf's Spells: Level

1: Alarm, blessing, bless blade, cure light injury, detect hidden doors, detect life, far sight, fireball, flight, gift of tongues, lock, magic light, hammerhand, aura of mighty resistance, wind blast.

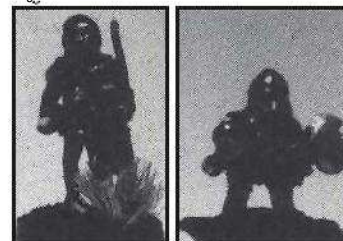
Level 2: Aura of fearsome aspect, aura of protection, aura of steadfastness, droop, hold door, lightning, bolt, mystic mist, skirrik's pentagram, smash door, telepathy, thunderhand, turn to fog.

Level 3: Aura of command, aura of invulnerability, banish undead, inspiration, invisibility, magic bridge, mask shape, pentacle pillar of light, slam doors, turn someone to frog, walk on water.

Level 4: Blast, hurricane, mind control, wall shaker. Talismans: Glamdring (elven-sword): Negates all magic attacks. Hit at +2. Full effect vs. undead. *Narya* (the great): Elven ring of power. Negates all magic attacks. Maintains immortality of wearer as long as the *One Ring* exists. Binds wearer to the power of the *One Ring*. *Staff of Light*: Gandalf must retain this staff in order to use any of the spells listed above.

Legolas

Gimli



# NOTES AND OBJECTIVES FOR THE ARMY OF THE WITCH-KING

The Morgul host should be divided up between three players.

**Player One** as the Witch-King and Winged Beast, plus the Variags and Easterlings. Your force begins the game anywhere between C and D (see map), up to 24" in from the eastern edge of the table.

**Player Two** as Gothmog in command of the Army of Mordor the Olog-hai, Orcs of the Eye, Trolls of Mordor and the Uruk-hai. Your force begins the game anywhere in the centre of the table bounded by the trenches in the west, the causeway road to the north, the village of Ramtalath to the east and the Pelennor woods to the south.



**Player Three** as Chief of the Southrons commanding the Haradrim Cavalry and Infantry, the Mumakil and the Far Harad. Your start-position is anywhere between points E and F (see map), south of the Pelargir gate.

*I fear that Minas Tirith shall fall.  
Night comes. The very warmth of  
my blood seems stolen away.*  
**Beregond**

The primary objective for the Army of the Witch King is to take and hold the second wall of Minas Tirith and to prevent Aragorn linking up with the Rohirrim. Secondary objectives are to kill Theoden and Gandalf. □

## The Witch-King of Angmar Army List

| Character Unit         | No of Figures | Move | WS | BS | Strength | Toughness | Wounds | Initiative | Attacks |
|------------------------|---------------|------|----|----|----------|-----------|--------|------------|---------|
| Nazgûl's Winged Beast  | 1             | 12   | 3  | —  | 5        | D         | 6      | 3          | 3       |
| Gothmog,               |               |      |    |    |          |           |        |            |         |
| Lieutenant of Morgul   | 1             | 8    | 8  | 4  | 3        | C         | 3      | 6          | 2       |
| Chief of the Southrons | 1             | 8    | 5  | 3  | 2        | B         | 2      | 5          | 1       |
| Haradrim Cavalry       | 60            | 8    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Haradrim Infantry      | 35            | 3    | 4  | 4  | 2        | B         | 1      | 3          | 1       |
| Mumakil                | 3             | 2½   | 3  | —  | 5        | E         | 4      | 1          | 3       |
| Variags of Khand       | 20            | 3    | 4  | 3  | 2        | B         | 1      | 3          | 1       |
| Easterlings of Rhun    | 25            | 3    | 4  | 3  | 2        | B         | 1      | 4          | 1       |
| Olog-hai Trolls        | 8             | 6    | 5  | 3  | 4        | D         | 4      | 4          | 2       |
| Uruk-hai               | 12            | 4    | 5  | 3  | 2        | C         | 1      | 3          | 1       |
| Orcs of the Eye        | 60            | 3    | 3  | 3  | 2        | B         | 1      | 2          | 1       |
| Trolls of Mordor       | 8             | 6    | 2  | —  | 4        | B         | 3      | 1          | 3       |
| The Far Harad          | 25            | 3    | 4  | 4  | 2        | B         | 1      | 3          | 1       |

**NB:** A Nazgûl's winged beast causes Fear within 12" and Terror within 4" of an enemy, due to its nauseous body odour. No horses, including those of the Haradrim, will approach within a 5" radius of the Mumakil. The hide of the Mumakil is impervious to arrows; they can only be wounded in the eyes. Any Mumakil thus wounded will run amok under the control of the umpire. The Easterlings of Rhûn will give and expect no quarter during battle.

The Witch-King of Angmar,  
Lord of the Nazgûl  
\* (12 on Winged Beast)

The Witch-King can cause *Fear* within 48" and *Terror* within 20". He is immune to all attacks from men and non-enchanted weaponry. He is a Level 4 magician with 20 Constitution.

### Saving Throw vs. Black Breath

| Toughness    | A | B   | C and D | E and F |
|--------------|---|-----|---------|---------|
| Saving Throw | 6 | 5,6 | 4,5,6   | 3,4,5,6 |

**Witch-King's Spells:** Level 1: *Alarm, curse, cause light wound, detect life, detect object, farsight, fireball, flight, hammerhand, aura of mighty resistance, wind blast.* Level 2: *Aura of fearsome aspect, aura of protection, aura of steadfastness, blood-lust, cause severe wound, lightning bolt, mystic mist, rooted to the spot, telepathy, thunderhand.* Level 3: *Aura of command, aura of invulnerability, banish undead, inspiration, mask shape, summon demons.* Level 4: *Blast, mind control, wall shaker (Only for Grend).* **Necromantic Spells:** *Raise recent dead, hold undead, command undead, raise zombie, steal life energy.* **Black Breath:** Range 8". Those affected must save vs. Toughness or lose 1 point of strength every 2 rounds until dead. Failure to save on first throw, each subsequent attempt is at -1. **Black Mace of Morgul:** +2 all attacks; *poisoned* hits.

## PAINTING SUMMARY

The following guide s to help you in the painting and preparation of the forces involved. Further detail regards uniforms and organisation can be found in Chapter 6. Part Three, of the Ring trilogy.

### The Allies

**Gandalf**—White robes and staff with white horse 'Shadowfax'; **Guards of the Citadel**—Silver helmets, black robes and shields with white tree emblem; **Men of Lossarnach**—Black helmets, chainmail and battleaxes; **Men of Pinneth Gelin**—Green leather jerkins and breeches; **Prince Imrahil** and **Knights of Dol Amroth**—Blue surcoats and banners bearing a ship and silver swan motif. All horses were grey; **The Rohirrim**—Silver helmets and chainmail, green shields with a sun device, green banners with a white horse emblem. Their horses were either white or grey; **Aragorn**—banner depicting a crown set above a white tree with seven stars about it (see illustration).

### The Mordor Host

**Witch-King**—Black robes, black iron crown and mace; **Gothmog**—black plate armour bearing the red eye device on the helm; **Haradrim**—Brown skinned, black-eyed men. Scarlet tunics and cloaks with gold collars. Yellow and black shields studded with steel spikes. Crimson spear-heads. Their banner is a black serpent on a scarlet field; **Mumakil**—Lamelar armour with harness of gold and brass. Large towers mounted upon their backs bearing archers and banners of scarlet; **Olog-hai** and **Trolls of Mordor**—Green skins branded with the 'eye' device;

**Orcs of Mordor** and **Uruk-hai**—Grey skinned, black-bloodied Dull red and black clothing bearing the 'eye' emblem; **Far Harad**—Black skinned with white eyes and red tongues Also known as 'Black Númenoreans'; **Easterlings**—bearded and armed with black axes

## FIGURE RECOMMENDATIONS

### Army of Gondor

|                               |   |
|-------------------------------|---|
| Gandalf                       | Citadel C02/1d (foot) or C33/2a (mounted) |
| Guard of the Citadel          | Ral Partha PO1/1d                         |
| Rangers of Ithilien           | Ral Partha PO9/2g and h                   |
| Men of Lossarnach             | Essex ASX2                                |
| Men of Ringlo Vale            | Citadel C37/2a                            |
| Men of Morthond               | Citadel C38/2d (DA52)                     |
| Militia of Anfalas            | Citadel C37/3e                            |
| Hillmen of Lamedon            | Ral Partha PO9/1c                         |
| Fisherfolk of Ethir           | Citadel C32/1e                            |
| Men of Pinneth Gelin          | Citadel C05/3a                            |
| Imrahil: Prince of Dol Amroth | Essex M1, swan helm and shield            |
| Knights of Dol Amroth         | Essex RP015                               |
| Men at Arms of Dol Amroth     | Essex F11                                 |

### The Rohirrim

|                  |  |
|------------------|--|
| Theoden          | Essex F40  |
| Eomer            | Essex AN1  |
| Eowyn            | Citadel C33/3a (mounted), Ral Partha PO9/3a (foot) |
| Rohirrim Cavalry | Essex AN2  |

### Fellowship/Aragorn's Troops

|         |             |
|---------|-------------|
| Aragorn | Essex ASX10 |
|---------|-------------|

|                      |                               |
|----------------------|-------------------------------|
| Merry                | Ral Partha PO3/1g             |
| Pippin               | Ral Partha PO3/1e             |
| Legolas              | Citadel C09/1a                |
| Gimli                | Citadel C08/1a                |
| Rangers of the North | Citadel C05/3c                |
| Men of Lebennin      | Denizen FA28                  |
| Men at Lamedon       | Any new Citadel Viking heroes |
| Fiefs of the South   | Citadel C37/2a                |

### Army of the Witch-King

|                        |  |
|------------------------|--|
| TheWitch-King          | Rider from Ral Partha P12/1a           |
| Winged Beast           | Asgard Winged Reptile                  |
| Gothmog                | Citadel C33/3f                         |
| Chief of the Southrons | Essex AAS7                             |
| Haradrim Cavalry       | Essex AK3                              |
| Haradrim Infantry      | Any of QT Models Ch'n Chinese Infantry |
| Mumakil                | Britain's African Elephants (Plastic)  |
| Variags of Khand       | Citadel C38/5b                         |
| Easterlings of Rhûn    | Citadel C01/4c with axes               |
| Olog-hai Trolls        | Any Citadel C20 range                  |
| Uruk-hai               | Any Citadel C15 armoured orcs          |
| OrcsoftheEye           | Chronicle Orc Army                     |
| Trolls of Mordor       | Ral Partha P10/2g and h                |
| The Far Harad          | Essex C02 and 3                        |
| Figure Collection:     | Gary Chalk, Joe Dever and Gary Keep.   |

Photographs: Joe Dever.  
Scale Model: Joe Dever.



## White Dwarf #60 (December 1984) and #68 (August 1985)

In Open Box, science fiction and fantasy games and rulebooks in the shops are reviewed by independent authorities.

# OPEN BOX...



### LONE WOLF

**Flight from the Dark**

£1.50

**Fire on the Water**

£1.50

**Sparrow books**

These books introduce a new solo 'role-playing' series, featuring a novel combat system and the use of specialised skills, rather than the generalised combat and magical abilities found in other adventures. In this system the hero's characteristics, equipment and skills yield a number (combat skill). The difference between this number and the enemy's combat skill is used to determine the result, in conjunction with a random number table. This sounds complex, but actually works well; if the hero has Combat Skill of 14 and the enemy has skill 18, the modifier is -4. If the player then selects a 6 on the random number table, and reads this number on the 4 column of the combat results table, a result of three points injury to Lone Wolf and six points to the enemy is found. Possible results include the immediate death of either party, though the tables are biased to favour the hero. One weak point of this system is the fact that the tables are printed at the back of the books, and the random number tables are printed on thin paper, not the card of the covers. Since numbers are selected by blind stabbing with a pencil, the books may soon become badly worn. A ten-sided dice or a few photocopies of the tables may be a useful investment.

Both books consist of 32 pages of

rules and tables, and 350 numbered sections, with maps and illustrations by Gary Chalk.

The actual adventures are entertaining, though not particularly novel. *Book 1* establishes background history, and the character and skills of Lone Wolf, who is a sort of combat-orientated monk called a Kai. The scenario starts with the hero out gathering wood, when he sees a cloud of 'black leathery creatures' descend on his monastery. By the time he returns the monastery has been destroyed. Lone Wolf is thus the last of the Kai, and must set off to tell the King that the evil hordes of the Darklords are coming. On the way he encounters an enjoyable assortment of monsters, NPC's, and traps, which make good use of the skills and abilities acquired during character generation. Episodes allow the use of Camouflage (to hide from a party of monsters in a cave), Telekinesis (to defuse a booby trap), Sixth Sense, Tracking, and most of the other skills available. Since the hero only has five skills at the start, including combat skills, the easy option isn't always available. This is primarily a wilderness adventure, with some exploration of ruins and an end section set in the Kings town. Actually getting into the palace is nearly as dangerous as crossing the wilderness!

*Book 2* begins with the king warned, and Lone Wolf setting out on a quest to recapture the 'Sommerswerd', a magical blade which can defeat the evil Darklords. It's primarily set on board a ship, with episodes in port and on various islands. These include a stagecoach journey, a bar-room brawl, encounters with fortune tellers and thugs, and clashes with agents of the Darklords. The final scene shows the power of the Sommerswerd, setting the scene for further adventures.

Both books are fair, emphasising combat rather than traps and tricks. Those traps which are used can be anticipated, and usually bypassed or defused by use of Lone Wolf's skills.

The series is accompanied by a range of figures from Citadel, a fan club, and computer software. While solo books can never replace true role-playing, these are reasonable value for money and may help to prepare readers for the wonderful world of RPG's.

**Flight from the Dark** **Fire on the Water**  
Overall: 7 7

Marcus L Rowland

### BLOOD BATH AT ORCS DRIFT

**Wargame Scenario**

**Citadel Miniatures**

£5.95

When you couple a company with the courage of their own convictions to produce a fantasy mass battle system with three die-hard wargamers, the result of this collaboration is something like *Orcs Drift*, in a word—perfect.

The set consists of a GM's book—including maps and illustrations by Gary Chalk, Command Sheets giving stats and details of each command, a full colour map of the land of Ramalia, two sheets of full colour cardboard armies, six sheets of full colour cardboard buildings for construction (like the ones in the Citadel Journal) and a badge bearing the legend 'I bathed in blood at Orcs Drift'. In short, everything you need to play the whole campaign, except the *Warhammer Battle Rules*.

The pack contains four separate scenarios—Karchas Pass, Ashak Rise, Linden Way, and the major scenario, Orcs Drift. Each scenario is a game in its own right, forming a series of preliminary actions which lead up to the major battle. They may be played in any order, leaving some out or even just playing Orcs Drift itself.

The pack is very 'user friendly' with everything being provided, from tables to show you how to split the commands between the 2-7 players to printing all the information in the right place.

Anyone who has seen the film *Zulu* will know of Rourke's Drift: *Blood Bath at Orcs Drift* contains events and characters liberally lifted from this battle. As is the nature of all *Warhammer* productions, things are amplified and made larger than life.

The referee's job is really made quite simple. All the relevant information is included within each scenario, with loose command sheets for the players, and the buildings in each scenario can be used to represent the different structures on the maps.

I will not spoil the scenario by telling you anything about the plot. Suffice it to say, a certain orc king F'yar, is at the centre of the action and is determined to revenge himself on those who defeated and humiliated him—all events that follow are his doing.

If you like *Warhammer*, you'll love *Blood Bath at Orcs Drift*—it's not often that something like this is attempted and never has it been done so well. The years of wargaming experience behind it really show through. Unreservedly recommended, it's a must for all *Warhammer* addicts.

**Production:** 8 **Usefulness:** 10  
**Ease of Use:** 10 **Value:** 8  
**Overall:** 9 **Jon Sutherland**

## White Dwarf #67 (July 1985)



Are you coming to **Games Day**? If not, you'll miss a great opportunity to experience all that's best in indoor games. Now celebrating its 10th year, Games Day regularly attracts many thousands of enthusiastic games players to witness and take part in two days of frantic gaming. Strongly featured are popular games such as *Dungeons & Dragons*, *Traveller* and *Call of Cthulhu*. For those of you preferring games of strategy and tactics to high adventure, they'll be a chance to join in science fiction and fantasy boardgames like *Talisman*, *Car Wars* and *Star Fleet Battles* and historical board games such as *Diplomacy*, *Civilisation* and *Squad Leader*. You can buy games or just browse at the many trade stands, including those of major manufacturers, with the chance to look at their latest releases and to participate in a number of demonstration games. Even if you can't find a game to suit your tastes, you can bring your own along—there will be plenty of willing players and opponents! There'll also be demonstrations of 'real life' role-playing and you can find out about it first hand in the 'arena'! Indoor games playing is a fun and expanding activity and **Games Day '85** will be the largest event of its kind in the world. If you want to find out what is new in the world of games, come to:

**Royal Horticultural Society's New Hall,  
Greycoat Street, London SW 1.  
Saturday 28th & Sunday 29th September 1985**

**The 1985 Games Day Awards** will be presented at Games Day '85. It has been decided by the awarding body that the Awards will be decided prior to the event by postal ballot. All you have to do is vote for one item in each category below, writing your choice in the space provided and send in the completed Voting Form, duly signed, to: **Games Day Awards, 27–29 Sunbeam Road, London NW10 6JP**, to arrive no later than 1st September 1985. All Voting Forms after the count has been made, will then be entered for a draw, for which the first five forms drawn at random will entitle their senders to 2 complimentary tickets to Games Day '85.

*Notes:* Please vote for proprietary games only, not classical games such as *Chess*, *Go*, etc.

*Definitions:* *New Games* are any released on or after Games Day '84. *Family Games* include any game with general appeal. *Contemporary Games* are any with their background based in the Twentieth Century. A *Fan Magazine* is any magazine produced by amateurs.

### ROLEPLAYING GAMES

- A. Best Fantasy Role-playing Game .....
- B. Best Science Fiction Role-playing Game .....
- C. Best Contemporary Role-playing Game .....
- D. Best Role-playing Adventure .....
- E. Best Role-playing Play-Aid .....
- F. Best Solo Gamebook .....

### BOARDGAMES

- G. Best Fantasy Boardgame .....
- H. Best Science Fiction Boardgame .....
- I. Best Historical Boardgame .....
- J. Best Family Boardgame .....

### COMPUTER GAMES

- K. Best Computer Adventure Game .....
- L. Best Computer Arcade Game .....

### MINIATURES FIGURES

- M. Best Fantasy Figures Manufacturer .....
- N. Best SF Figures Manufacturer .....
- O. Best Historical Figures Manufacturer .....
- P. Best Miniatures Rules .....

### PUBLICATIONS

- Q. Best Games Magazine .....
- R. Best Fan Magazine .....

### NEW GAMES

- S. Best New Role-playing Game .....
- T. Best New Boardgame .....
- U. Worst New Game .....

### OTHERS

- V. Best Games Manufacturer .....
- W. Best Software Manufacturer .....
- X. Best Games Inventor .....
- Y. Best Games Personality .....

Sender's Name: .....

Address: .....

I hereby declare that I have voted only once in the **1985 GAMES DAY AWARDS** ballot.

Signed: .....

**Games Day** is an annual event organised and sponsored by **Games Workshop Ltd.**

**GAMES DAY AWARDS FORM**

## GAMES DAY AWARDS 1985 RESULTS

### BEST FANTASY ROLE-PLAYING GAME

1<sup>st</sup>—*Advanced Dungeons & Dragons*  
2<sup>nd</sup>—*RuneQuest* 3<sup>rd</sup>—*Middle-earth*

### BEST SF ROLE-PLAYING GAME

1<sup>st</sup>—*Traveller*  
2<sup>nd</sup>—*Space Opera* 3<sup>rd</sup>—*Star Trek*

### BEST CONTEMPORARY ROLE-PLAYING GAME

1<sup>st</sup>—*Call Of Cthulhu*  
2<sup>nd</sup>—*Golden Heroes* 3<sup>rd</sup>—*James Bond 007*

### BEST ROLE-PLAYING PLAY-AID

1<sup>st</sup>—*Dungeon Floor Plans*  
2<sup>nd</sup>—*AD&D DM's Screen* 3<sup>rd</sup>—*World of Greyhawk*

### BEST SOLO GAMEBOOK

1<sup>st</sup>—*Fire on the Water*  
2<sup>nd</sup>—*Sorcery!* 3<sup>rd</sup>—*Deathtrap Dungeon*

### BEST FANTASY BOARDGAME

1<sup>st</sup>—*Talisman*  
2<sup>nd</sup>—*Dragon Pass* 3<sup>rd</sup>—*Fellowship of the Ring*

### BEST SF BOARDGAME

1<sup>st</sup>—*Judge Dredd*  
2<sup>nd</sup>—*Car Wars* 3<sup>rd</sup>—*Dune*

### BEST HISTORICAL BOARDGAME

1<sup>st</sup>—*Diplomacy*  
2<sup>nd</sup>—*Kingmaker* 3<sup>rd</sup>—*Squad Leader*

### BEST FAMILY BOARDGAME

1<sup>st</sup>—*Monopoly*  
2<sup>nd</sup>—*Trivial Pursuit* 3<sup>rd</sup>—*Risk*

### BEST COMPUTER ADVENTURE GAME

1<sup>st</sup>—*The Hobbit*  
2<sup>nd</sup>—*Lords of Midnight* 3<sup>rd</sup>—*Doomdark's Revenge*

### BEST COMPUTER ARCADE GAME

1<sup>st</sup>—*Elite*  
2<sup>nd</sup>—*Spy Hunter* 3<sup>rd</sup>—*Knightlore*

### BEST FANTASY FIGURES MANUFACTURERS

1<sup>st</sup>—*Citadel*  
2<sup>nd</sup>—*Grenadier* 3<sup>rd</sup>—*Asgard*

### BEST SF FIGURES MANUFACTURER

1<sup>st</sup>—*Citadel*  
2<sup>nd</sup>—*Tabletop Games* 3<sup>rd</sup>—*Grenadier*

### BEST HISTORICAL FIGURES MANUFACTURERS

1<sup>st</sup>—*Essex*  
2<sup>nd</sup>—*Grenadier* 3<sup>rd</sup>—*Citadel*

### BEST MINIATURES RULES

1<sup>st</sup>—*Warhammer*  
2<sup>nd</sup>—*Laserburn* 3<sup>rd</sup>—*Striker*

### BEST GAMES MAGAZINE

1<sup>st</sup>—*White Dwarf*  
2<sup>nd</sup>—*Imagine* 3<sup>rd</sup>—*Dragon*

### BEST FAN MAGAZINE

1<sup>st</sup>—*Dagon*  
2<sup>nd</sup>—*SEWARS* 3<sup>rd</sup>—*Tempestuous Orifice*

### BEST NEW ROLE-PLAYING GAME

1<sup>st</sup>—*Golden Heroes*  
2<sup>nd</sup>—*Toon* 3<sup>rd</sup>—*RuneQuest 3*

### BEST NEW BOARDGAME

1<sup>st</sup>—*Star Trek III Ship Combat*  
2<sup>nd</sup>—*Chill: Black Morn Manor*  
3<sup>rd</sup>—*Battle of the Five Armies*

### WORST NEW GAME

1<sup>st</sup>—*Indiana Jones Role-Playing Game*  
2<sup>nd</sup>—*Marvel Super Heroes* 3<sup>rd</sup>—*RuneQuest 3*

### BEST GAMES MANUFACTURER

1<sup>st</sup>—*Chaosium*  
2<sup>nd</sup>—*Games Workshop* 3<sup>rd</sup>—*TSR*

### BEST SOFTWARE MANUFACTURER

1<sup>st</sup>—*Ultimate*  
2<sup>nd</sup>—*Beyond* 3<sup>rd</sup>—*Acornsoft*

### BEST GAMES INVENTOR

1<sup>st</sup>—*Gary Gygax*  
2<sup>nd</sup>—*Sandy Petersen* 3<sup>rd</sup>—*Steve Jackson (US)*

### BEST GAMES PERSONALITY

1<sup>st</sup>—*Ian Livingstone*  
2<sup>nd</sup>—*Steve Jackson (UK)* 3<sup>rd</sup>—*Joe Dever*





## White Dwarf #81 (September 1986)

Are you coming to Games Day '86? If not, you'll miss all that's best in the games hobby. Now in its 11th year, Games Day always attracts many thousands of enthusiastic games players to take part in two days of hectic gaming. The popular games, such as *Dungeons & Dragons*, *Judge Dredd* and *Call of Cthulhu* are always a strong feature, but you could join in SF/fantasy boardgames such as *Talisman*, *Kings & Things*\* and *Arabian Knights* or historical boardgames such as *Railway Rivals*, *Warrior Knights* or *Civilisation*. You can buy games or just browse at the many trade stands, including those of major manufacturers, look at the latest releases and participate in demonstration games. Even if you can't find a game to suit your tastes, you can bring your own along—finding players will be no problem! There'll also be demonstrations of 'real life' role-playing and you can find out about it at first-hand in the 'arena'! Games Day '86 will be the largest event of its kind in the world. If you want to find out what's new in games, come to:

Royal Horticultural Society's New Hall,  
Greycoat Street, London SW 11 Saturday  
27th & Sunday 28th September 1986

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### ROLEPLAYING GAMES ▼

- A. Best Fantasy Role-playing Game .....
- B. Best Science Fiction Role-playing Game .....
- C. Best Contemporary Role-playing Game .....
- D. Best Superhero Role-playing Game .....
- E. Best Role-playing Adventure .....
- F. Best Role-playing Play-Aid .....
- G. Best Solo Gamebook .....

### BOARDGAMES ▼

- H. Best Fantasy Boardgame .....
- I. Best Science Fiction Boardgame .....
- J. Best Historical Boardgame .....
- K. Best Family Boardgame .....

**Notes:** Please vote for proprietary games, not classic games such as *Chess*, *Go*, etc.

**Definitions:** *New Games* are any released at or after **Games Day '85**. *Family Games* include any game with general appeal. *Contemporary Games* are any with their background based in the Twentieth Century. A *Fan Magazine* is any magazine produced by amateurs.

### MINIATURES FIGURES ▼

- L. Best Fantasy Figures Manufacturer .....
- M. Best SF Figures Manufacturer .....
- N. Best Historical Figures Manufacturer .....
- O. Best Miniatures Rules .....

### PUBLICATIONS ▼

- P. Best Professional Games Magazine .....
- Q. Best Fan Magazine .....

### NEW GAMES ▼

- R. Best New Role-playing Game .....
- S. Best New Boardgame .....
- T. Worst New Board or Role-playing Game .....

### OTHERS ▼

- U. Best Games Manufacturer .....
- V. Best Games Inventor .....
- W. Best Games Personality .....

Sender's Name: .....

Address: .....

I hereby declare that I have voted only once in the  
**1986 Games Day Awards** ballot.

Signed: .....



Games Day is an annual event organised and sponsored by **Games Workshop Limited**.

# All the nice dwarves.

By Gary Chalk

## The Ships

Before we embark (little naval pun, there) on the rules proper, let's have a look at the availability of suitable model ships. After all, the rules won't be of use until you have assembled your miniature navy.

There are some large scale plastic kits of suitable Medieval or Elizabethan ships around, but these can be very expensive. There are also some Roman or Greek galleys produced by Atlantic of Italy, but these are not widely available and, as they are moulded in soft polystyrene, they tend to be a bit bendy. All commercially available ships share one other problem, they are not designed to accept figures with bases of the sizes specified by the Warhammer rules. This means that you can never stand your figures where you want to and actually playing a game becomes very difficult. Bearing all these considerations in mind, it's probably easier to build your own from scratch.

The ships in the photograph were all constructed from mounting card with dowel for masts and spars. Mounting board is available from art shops or can be obtained cheaply as off-cuts from picture framers. The constructional diagrams should give you a pretty clear idea of how to proceed in putting a basic ship together or you could have a look in the next Citadel Compendium, which will include card boat kit by David

Andrews. Once you have your hull and super-structure completed, you can dress it up using strip balsa wood for rails and ladders, Citadel thrones and bolt-throwers, flags and sails from paper, while small washers make excellent porthole surrounds. The largest of my ships, the Death-Hulk with the yellow sail, features a cage, built of card and balsa, which can swing out on a gantry over and enemy's deck. The cage can then be released to crash down and free its hideous occupants on the unsuspecting mariners below!

However individual you make your ships, you should always bear in mind the following:

1. Make sure that decks, galleries, crow's nests, etc. are large enough to accept the bases on your figures.
2. Make sure that the ships are strong enough to take repeated handling while loaded with heavy contingents of troops. Brace the model internally with card strips and reinforce the comers with square section balsa strip.
3. Keep of

the detailing simple, if you clutter up the decks your ship with belaying pins, fire buckets, spittoons etc they will get in the way as you rush your troops from poop to foc'sle.

Rigging can also prevent you



## Yav-a-Sailor



- getting your hands down to deck level when you need to, and for this reason I have left my ships unrigged. The yards simply hook on to the mast with wire loops.
4. Keep your ships small enough to use where you usually game. Don't build the Titanic if you only have room for half a dozen pygmy canoes. Of course, if you do have delusions of grandeur and wish to fight a fantasy Trafalgar you could always use a suitable floor or, if the weather is fine, a flat lawn or an area of concrete with piles of sand for mudbanks and islands.

## The Rules

These rules are designed for simplicity and ease of use. Once ships come within arrow or magic range all hell will let loose, and the simpler it is to sail your ship, the happier you will be. If you are bent on designing steam-powered dwarven hydrofoils or goblin submersibles you'll have to work out the rules for those yourself . . .

### Types of Ship

- Dinghies — Small oared craft up to 20 feet long. Also canoes, small rafts and dinghies under oars.
- Rowing Boats — Small oared craft up to 20 feet long. Also canoes, small rafts and dinghies under oars.
- Barges — Oared vessels over 20 feet in length.
- Ships — Sailing vessels between 20 and 60 feet in length.
- Hulks — Sailing vessels between 20 and 60 feet in length.
- NB—'Length' is the length of the vessel's hull at the water line.

### Crews

The crew are treated as part of the ship's fabric for the purpose of death or damage. The vessel may thus be moved when no troops or marines are on board.

Barges and rowing boats are rowed by the figures aboard. If all the troops on board a barge disembark then the vessel cannot move.

### Movement

All movement speeds are shown in inches per phase.

| VESSEL TYPE | WIND<br>ASTERN | ACROSS<br>WIND | INTO<br>WIND | WEIGHT<br>CLASS |
|-------------|----------------|----------------|--------------|-----------------|
| Dinghy      | 6              | 5              | 4            | LIGHTEST        |
| Rowing Boat | 4              | 3              | 2            |                 |
| Barge       | 5              | 4              | 3            |                 |
| Ship        | 7              | 5              | 4            |                 |
| Hulls       | 6              | 4              | 3            | HEAVIEST        |

Sailing craft heading into the wind must tack. The minimum permitted angle into the wind at the end of a tack is 45°. A barge or rowing boat that loses more than 50% of its figures may only move at up to half of its maximum speed. A stationary vessel takes 1 movement phase to set sail. The next move may take place at up to half of its maximum speed only. To take in sail takes a vessel 1 movement phase. The next phase takes place at half the vessels previous speed.

### Running Aground

Dinghies and rowing boats cannot run aground. All other ships have a percentage chance of running aground within 4" of the shore.

To test—Roll 1D100 and compare to the table below as soon as the vessel enters the shallow area. Test at the beginning of each subsequent movement phase that the vessel is still within 4" of the shore.

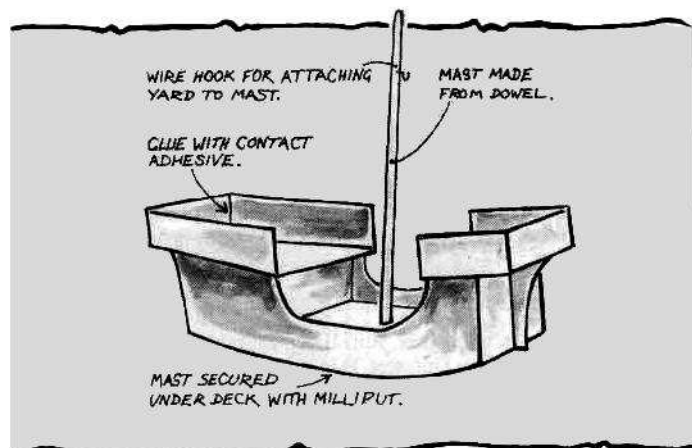
| Vessel<br>Type | Percentage Chance Of<br>Running Aground |
|----------------|---|
| Barge          | 30%                                     |
| Ship           | 50%                                     |
| Hulk           | 70%                                     |

Vessels which run aground stop all movement at once.

A vessel may be towed off if the towers manage to get a grappling hook across. (See **Grappling Hooks** below). A vessel may be towed off by a ship of equal or heavier class, for example a ship may be towed off by a hulk or by another ship. A vessel may also be towed off by two of the next lightest class of vessel or by four of the next class after that. A hulk may be towed off by two ships or four barges, while a barge can be towed off by two rowing boats or dinghies. Troops may wade ashore at 1/2 normal speed from damaged vessels. Troops who are wounded while wading ashore refer to the **Drowning Table**.

### Missile Fire

All missile fire (including magic missiles) is carried out as normal in order to calculate casualties amongst the figures on board an enemy vessel. Once these casualties have been removed it is necessary to check if there is any damage to the ships' fabric or to its notional crew. This is done by referring to the **Random Damage Table**.



### Random Damage Table

Roll 1D100 for effect.

| Percentage | Effect  |
|------------|---|
| 1-60       | No damage.  |
| 61-70      | Damaged rigging, 1/2 speed next phase.  |
| 71-80      | Rudder damaged, straight ahead only for the next 2 phases.  |
| 81-90      | Helmsman dead or panicked. Random direction for next 2 phases. Test direction each phase by rolling 1D100. See below for direction: |
| 91-100     | Yards cut. 2 phases to repair at 1/2 present speed.   |

### Fire Damage

Each ship has 3 section, forecastle, sterncastle and amidships. These are treated as buildings. Calculate fire effect as on p48 of the Warhammer Combat Rules and then roll again on the **Random Damage Table**.

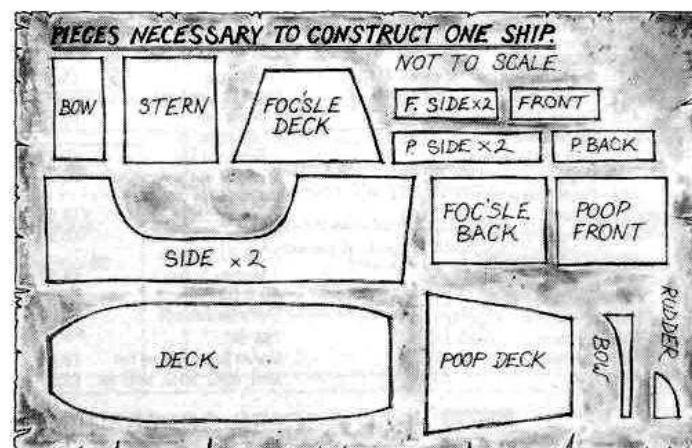
### Grappling Hooks

Grappling hooks are present on each vessel in the following numbers:

|                    |        |
|--------------------|--------|
| Dinghy/Rowing boat | 1 only |
| Barge/Ship         | 2      |
| Hulk               | 3      |

These grappling hooks must be allocated to specific figures before the game commences. They have the range of javelins and are thrown as normal in the missile phase. A successful roll to hit means that the grappling hook has found its target and can only be removed by cutting it free. Grappling hooks that miss can be re-used in the subsequent firing phases.

Grappling hooks may be cut free with edged weapons during the combat phase. Roll to hit as normal, assuming the hook to have WS 4. A successful roll to hit means that the line to the hook has been severed and that it cannot be re-used. Two figures are permitted to attempt to free it in any one combat phase.





# All the nice dwarves lov a Sailor

Ships that grapple while in motion will continue at the speed of the heavier. Or, if the vessels are of the same weight class, at the speed of the slowest.

Ships that are grappled to sinking opponents may only be pulled down by a sinking vessel of a heavier class. The number of phases which a vessel takes to sink is doubled if it is grappled to an unholed vessel of the next lightest class.

## Ramming

When one ship rams another, Roll 1D100 for each ship and look up the result on the Random Damage Table.

In addition Roll 1D10 and refer to the Ramming Table, to see if the vessels become locked together.

## Ramming Table

Roll 1D10 for effect.

| Result | Effect  |
|--------|---|
| 1-5    | Vessels locked and stationary. Roll again next.   |
| 6-10   | Vessels free. Continue at 1/2 previous speed in a random direction (See <b>Random Damage Table</b> for method.) |

If the rammer has hit the side or stern of the target vessel, the target player rolls 1D10 and refers the result to the Sinking Table. If rammer and target meet bow to bow, then both players refer the results to the **Sinking Table**.

## Sinking Table

Roll 1D10 and add the following modifiers:

|                                     |                          |
|-------------------------------------|--------------------------|
| Ramming vessel at maximum speed:    | +1                       |
| Rammed by vessel equipped with ram: | +1                       |
| Rammed by heavier vessel:           | +1 per weight class      |
| Moving directly away from rammer:   | -1                       |
| Rammed by lighter vessel:           | -1 per each weight class |

## Result Effect

|      |  |
|------|--|
| 1-6  | Hull undamaged.  |
| 7-8  | Hull holed. The vessel will sink on the end of the 4th movement phase from impact. |
| 9-10 | Hull holed. The vessel will sink on the end of the 2nd movement phase from impact. |

## Drowning

Troops must test for drowning if their ship sinks and they are more than 4" from land. They must also test for drowning if they are wounded while wading the final 4" to dry land. Troops in plate armour cannot swim and automatically drown. Other troops Roll 1D100 for each figure and refer to the Drowning Table below.

## Drowning Table

Roll 1D100 and add the following modifiers.

|                          |      |
|--------------------------|------|
| Creature over 10 ft high | +20% |
| Elves                    | +10% |
| Orcs, Goblins etc.       | -10% |
| Hobbits                  | -20% |
| Subject to stupidity     | -10% |
| For each wound           | -10% |

| Armour Type | Result                           |
|-------------|----------------------------------|
| Chainmail   | 1-50% Drowns<br>51-100% Survives |
| No Armour   | 1-30% Drowns<br>31-100 Survives  |

Troops who survive, swim to the nearest land or friendly vessel at 1/2 normal land speed. They lose all polearms, bows and shields. Any troops who are wounded while swimming immediately test again on the **Drowning Table**.

# ERRATA

## WRITING SOLO ADVENTURES:

Replaced '( in' with '(in', 'ie' with 'i.e.', 'probably' with 'probably', 'eg' with 'e.g.', 'Tracking?' with 'Tracking?', and 'rewards and' with 'rewards, and'.

## Joe Dever Battle-gaming Correspondence

Replaced all occurrences of 'Magnamund Companion' with italicised 'The Magnamund Companion'. Enforced use of periods at the end of each line of a list. Replaced 'Drakkar:' with 'Drakkarim:' to reflect standard usage.

## Joe Dever FAQ

Replaced 'GM' with 'NO', 'city and' with 'city, and', 'Sculpting and' with 'Sculpting, and', and "Voyage of the Moonstone" [#20] with 'Voyage of the Moonstone' [#21]

## PhoneQuest Letter

Replaced 'Oud!' with 'Oud!' and 'Regristration' with 'Registration'.

## Lone Wolf Audiobook 1

Replaced 'elite' with 'élite'.

## Books for Keeps

### Round-up Reviews:

Replaced 'Gamesmaster' with 'Games Master', 'Shamoutanti' with 'Shamutanti', 'Kharé' with 'Kharé', 'Kattle' with 'Kalte', 'Lonewolf' with 'Lone Wolf', 'Trilogy. Set in the realm of Avalon, the' with 'Trilogy, set in the realm of Avalon. The', 'have published' with 'has published', 'Baron Sukumit' with 'Baron Sukumit', two occurrences of 'creatures and' with 'creatures, and', 'Puffin have' with 'Puffin has', 'guide book' with 'guidebook', 'Fantasy. Steve' with 'Fantasy, Steve', 'planning and' with 'planning, and', 'role play' with 'role-play', 'maps and' with 'maps, and', 'issues contains' with 'two issues contain', italicised the names of the books: 'The Warlock of Firetop Mountain', 'The Seven Serpents', 'Pip the' with 'Pip, the', 'The Castle of Darkness', and 'The Den of Dragons', replaced 'Darkness he' with 'Darkness, he', 'Guinivere' with 'Guinevere', 'Dragons he' with 'Dragons, he', 'Absalom' with 'Ansalom', 'two sides' with 'two pages', 'enjoyable the' with 'enjoyable, the', 'purist the' with 'purist, the', 'Dark Lords' with 'Darklords', italicised 'Flight from the Dark', 'Fire on the Water', and 'The Caverns of Kalte', replaced 'Dark his' with 'Dark, his', 'Water he' with 'Water, he', 'people and' with 'people, and', 'far reaching' with 'far-reaching', and innovation dice' with 'innovation, dice'.

### Meet Joe Dever:

Replaced 'Essex born' with 'Essex-born', 'Writing though is' with 'Writing, though, is', 'children the' with 'children, the', 'races and' with 'races, and', 'Mexican and' with 'Mexican, and', 'land Joe' with 'land, Joe', 'verb and' with 'verb, and', 'fact my' with 'fact, my', 'that I' with 'that, I', 'eight remaining books he' with 'ten remaining books, he', italicised 'White Dwarf', replaced 'figures the' with 'figures, the', 'armies, Sci-Fi' with 'armies, and Sci-Fi', 'animation and' with 'animation, and', 'real time combat' with 'real-time combat', 'To write he' with 'To write, he', 'sleep and' with 'sleep, and', 'revise it and' with 'revise it, and', and 'future he' with 'future, he'.

### Cover Story:

Italicised 'Flight from the Dark' and replaced 'Dark the' with 'Dark, the'.

## Computer + Video Games

### Lone Wolf:

(Page 1) Italicised 'Lone Wolf' when referring to the series, replaced each occurrence of 'game books' with 'gamebooks', replaced 'The Prisoner of Time' with 'The Prisoners of Time' and italicised it, italicised 'The Masters of Darkness', italicised each occurrence of 'C+VG', replaced 'feature go' with 'feature, go', 'continue go' with 'continue, go', 'action and a' with 'action, with a', 'against which' with 'in which', each occurrence of 'game book' with 'gamebook', 'Books' with 'books', 'Water are' with 'Water, are', 'books but' with 'books, but', 'Commodore and' with 'Commodore, and', 'disciplines' with 'Disciplines', 'camouflage' with 'Camouflage', 'hunting' with 'Hunting', 'tracking' with 'tracking', 'healing and' with 'Healing, and', 'sixth sense' with 'Sixth Sense', 'finished then' with 'finished, then', 'Moorcroft' with 'Moorcock', 'musician playing' with 'musician, playing', 'calls "lift" music and' with 'calls "lift music", and', 'content and' with 'content, and', 'D+D' with 'D&D' and italicised it, replaced 'it' with 'it.', 'animals and' with 'animals, and', 'Originally Joe' with 'Originally, Joe', 'Eventually it' with 'Eventually, it', 'adventure or' with 'adventure, or', '12,618,000' with '18,000', 'legends and' with 'legends, and', 'lavishly illustrated' with 'lavishly-illustrated', 'Role playing' with 'Role-playing', 'market but' with 'market, but', 'minority' with 'minority.', 'and alerted' with 'alerted', 'and it' with 'end, it', '1986 and' with '1986, and', and 'plans then' with 'plans, then'.

(Page 2) Replaced 'events and' with 'events, and', italicised 'Lone Wolf' when referring to the series, replaced 'Souvenirs' with 'souvenirs', 'Club then' with 'Club, then', 'Sorry but' with 'Sorry, but', 'one offs' with 'one-offs', 'average I'm' with 'average, I'm', 'lifestyle but' with 'lifestyle, but', 'Joe, "it' with 'Joe, it', italicised each occurrence of 'C+VG', replaced 'game playing' with 'game-playing', 'battles or' with 'battles, or', 'adventure decisions' with 'adventure, decisions', 'say combat skill or endurance' with 'say, COMBAT SKILL or ENDURANCE', 'monster or creature the' with 'monster, or creature, the', 'time you' with 'time, you', role playing game books' with 'role-playing gamebooks', 'Book, The' with 'book, The', 'game book' with 'gamebook', 'post-nuclear' with 'nuclear', 'Calphoenix who' with 'Cal Phoenix, who', un-italicised 'and' before

'Mad Max', replaced 'July, he' with 'July. He', 'first for' with 'first four', 'published Joe' with 'published, Joe', 'grandmaster' with 'Grand Master', used the correct image for '1' in the heading '15', italicised 'Computer + Video Games', replaced 'Time to' with 'Time, to', 'games including' with 'games, including', 'Captain and' with 'Captain, and', italicised 'Fighting Fantasy', replaced 'kingdoms' with 'Kingdoms', 'cauldron' with 'Cauldron', 'Togar' with 'Torgar', 'Time and The Master' with 'Time, and The Masters', 'the Magnamund Competition' with 'The Magnamund Companion', and 'answers go' with 'answers, go'.

## Dragon

### Convention Calendar:

Replaced 'from the the' with 'from the'.

## GamesMaster

### Slaughter Mountain Run Review

Replaced 'game book' with 'gamebooks', 'came face to fame' with 'came to fame', 'release four novilisation' with 'release of four novelisations', 'Legend of Lone Wolf' with 'Legends of Lone Wolf', 'H.A.V.O.C. Mad Dog Michigan' with 'H.A.V.O.C., Mad Dog Michigan', 'new-found' with 'newfound'. Italicised 'Lone Wolf'. Replaced 'FreeWay Warrior' with 'Freeway Warrior', 'scores and' with 'scores, and', 'etc' with 'etc.', 'taut and' with 'taut, and', and 'May and' with 'May, and'.

### The Mines of Moria Review (Part)

Replaced 'roleplaying' with 'role-playing, and 'afficianadoes' with 'aficionados'.

### Sword of the Sun Review

Replaced 'Sun. and' with 'Sun, and', 'Sorry Guu,' with 'Sorry, Guu,' and 'the Zagarna's' with 'Zagarna's'

## GamesMaster International

### Calling All Kai Masters

Replaced both instances of 'Plague-Lords' with 'Plague Lords', and 'Mirror Of Death' with 'Mirror of Death'.

### The Plague Lords of Ruel Preview

Replaced 'Sommerlund' with 'Sommerlund.', italicised 'The Masters of Darkness', replaced 'game book' with 'gamebook', and 'on-going' with 'ongoing', italicised 'Masters', replaced 'Plague-Lords' with 'Plague Lords', and replaced 'MS' with 'ms'. Replaced 'monastery of the Kai' with 'Monastery of the Kai', and 'Kai monastery' with 'Kai Monastery'. Replaced 'left-handed' with 'Left-handed', 'twoards' with 'towards', 'north-east' with 'northeast', and 'right-handed' with 'Right-handed'. Replaced 'able,' with 'able,', 'Kai monastery' with 'Kai Monastery', 'Cener druid' with 'Cener Druid', and 'vaccine," Rimooah' with 'vaccine," said Rimooah'.

### Lone Wolf Masterfile

Replaced 'Plague-Lords' with 'Plague Lords', both occurrences of 'No' with 'No.', and 'roleplaying' with 'role-playing'.

### The Plague Lords of Ruel Competition

Replaced 'LIMITED- EDITION' with 'LIMITED-EDITION', 'full colour' with 'full-colour', 'GamesMaster International' with 'GamesMaster International', and all three occurrences of 'Plague-Lords' with 'The Plague Lords'.

### The Doctor Calls

Replaced all occurrences of 'Phonequest' with 'PhoneQuest'.

### Competition Reults

Replaced 'kai' with 'Kai', 'Arch-Duke Cadak' with 'Arch-druid Cadak', 'limited edition' with 'limited-edition', and both instances of 'Plague-Lords Of Ruel' with 'Plague Lords of Ruel'.

### Albion Review

Replaced 'resistence' with 'resistance'.

### The Sixth BPBMA Convention / Dial for Action:

Replaced all instances of 'roleplaying' with 'role-playing', 'Labyrinthe and' with 'Labyrinth, and', and 'games and RPG' with 'Games, and RPG', Replaced 'music and' with 'music, and', 'shot or' with 'shot, or', and 'inventory or' with 'inventory, or'.

### Telephone Games: Is Their Number Up?

Replaced 'music and' with 'music, and', 'Livingstone and' with 'Livingstone, and', 'immoral and' with 'immoral, and'.

### Readers' Charts

Replaced 'readers have' with 'readers, have', 'Milton and Bradley' with 'Milton Bradley', and 'Dever is' with 'Dever, is'.

### MicroAdventurer #12: Linefeed

Replaced 'science fiction and' with 'science fiction, and', 'combat and' with 'combat, and', 'laziness and' with 'laziness, and', and 'Krill' with 'Zork'. NOTE that the penultimate paragraph in the 'Woloesbane' article is incorrect: you do not need the Kai Discipline of Sixth Sense to gain the bonuses and benefits from using the Sommersuord.

**Paperback Inferno**

Replaced ‘life what’s’ with ‘life in what’s’, ‘style it’s’ with ‘style, it’s’, ‘scenrio’ with ‘scenario’, ‘say for’ with ‘say, for’, ‘world it’s’ with ‘world’, it’s’, ‘game-books which’ with ‘gamebooks, which’, ‘Kazan-oud’ with ‘Kazan-Oud’, and ‘game books’ with ‘gamebooks’.

**Vector:**

Replaced ‘Dever author’ with ‘Dever, author, and ‘Wounds and’ with ‘Wounds, and’.

**Role-Player Independent**

**In Brief (RPI #2 p.5)**

Replaced ‘Skull of Agarash’ with ‘The Skull of Agarash’.

**Miniature Warriors**

Replaced ‘Master and’ with ‘Master, and’.

**Master Wolf:**

Replaced ‘Dawn of the Dragons’ with ‘Dawn of the Dragons’, ‘games and’ with ‘games, and’, ‘role playing’ with ‘role-playing’, ‘Ben(11) and Sophie(5)’ with ‘Ben (11) and Sophie (5)’, removed all superfluous spaces before question marks and exclamation marks and all superfluous spaces after parentheses, replaced ‘World of Magnamund’ with ‘world of Magnamund’, ‘coundn’t’ with ‘couldn’t’, several occurrences of ‘it’s’ with ‘its’, ‘trade marks’ with ‘trademarks’, ‘Brit’ with ‘Brit’ with ‘game or’ with ‘game, or’, ‘Standard Games Ltd’ with ‘Standard Games Ltd.’, ‘it’s’ with ‘its’, ‘Games Workshop its’ with ‘Games Workshop, its’, ‘maps and’ with ‘maps, and’, ‘Nuff’ with ‘Nuff’, ‘release it. Rather’ with ‘release it, rather’, ‘are’ with ‘a’, ‘Kai series’ with ‘Kai Series’, ‘which ‘Eclipse of the Kai’ is’ with ‘which, ‘Eclipse of the Kai’, is’, ‘publications.’ with ‘publications?’, ‘Lone Wolf which’ with ‘Lone Wolf, which’, ‘anti RPG’ with ‘anti-RPG’, ‘pro’s’ with ‘pros’, ‘writer’s groups’ with ‘writers’ groups’, and ‘guide-lines’ with ‘guidelines’.

**Dawn of the Dragons Competition**

Italicised ‘Dawn of the Dragons’, and replaced ‘lastest’ with ‘latest’, and ‘recieved’ with ‘received’.

**Rampage at Ripecherry**

Replaced all occurrences of ‘Krudedude’ with ‘Krueledude’, ‘Krueledude’ with ‘Krueledude’, ‘Warriors.’ with ‘Warriors.’, all occurrences of ‘NPC’s’ with ‘NPCs’, all occurrences of ‘contains’ with ‘Contains’ when appearing after a colon, ‘sq.area’ with ‘sq. area’, ‘querky’ with ‘quirky’, ‘Toubadour’ with ‘Troubadour’, ‘tables’ with ‘table’s’, ‘thouroughly’ with ‘thoroughly’, ‘Umpires’s’ with ‘Umpire’s’, ‘non-inflamable’ with ‘non-flammable’, ‘eg.’ with ‘e.g.’, ‘Troubador’ with ‘Troubadour’, ‘Rgt’ with ‘Rgt.’, ‘wolfriders’ with ‘wolf-riders’, ‘/30%’ with ‘30%’, ‘Invisibility’ with ‘Invisibility’, ‘teleportaion’ with ‘teleportation’, ‘10%’ with ‘10% chance’, and ‘’’ with ‘1”’. Replaced ‘Renton’ with ‘Renton’), ‘primate of the holy see’ with ‘Primate of the Holy See’, ‘is only one’ with ‘is the only one’, added a label to ‘Wood #4’ on the map, replaced ‘role play’ with ‘role-play’, ‘wine and’ with ‘wine, and’, ‘sleep and’ with ‘sleep, and’, ‘books and’ with ‘books, and’, put ‘Lake:’ in bold type, replaced ‘organ and’ with ‘organ, and’, ‘Crypt: several’ with ‘Crypt: Several’, ‘sarcophaguses’ with ‘sarcophagi’, ‘Manor and chapel: two-storey’ with ‘Manor and Chapel: Two-storey’, ‘aloud) and’ with ‘aloud), and’, ‘-50%’ to ‘= 50%’, added periods to the end of all sentences in the tables, replaced ‘1D8’ with ‘1D8 rounds, ‘wood and’ with ‘wood, and’, used an equals sign for all Ranges given on the Spells Table, appended ‘rounds’ to each stated duration on the Spells Table, replaced ‘03%’ with ‘3%’, all occurrences of ‘02%’ with ‘2%’, and ‘victim; 10%’ with ‘victim. 10%’

**Contents, Copyrights, and Credits**

Replaced ‘Solar Wind’ with ‘Solar Wind’, ‘Ragadorn)’ with ‘Ragadorn Ale-house Brawl’, italicised ‘Role Player independent’ and ‘Lone Wolf’ when referring to the series, replaced ‘role playing’ with ‘role-playing’, and ‘Ragadorn’ with ‘Ragadorn Ale-house Brawl’.

**Ragadorn Ale-house Brawl**

Replaced each occurrence of ‘Ale house’ with ‘Ale-house’, each occurrence of ‘gameboard’ with ‘game board’, ‘Award Winning’ with ‘Award-Winning’, ‘Ragardorn’ with ‘Ragadorn’, ‘Preperation’ with ‘Preparation’, ‘ie.’ With ‘i.e.’, ‘resistence’ with ‘resistance’, ‘Ragadormm’ with ‘Ragadorn’, and ‘NPC’s’ with ‘NPCs’.

**Ragadorn Ale-house Brawl Tokens**

Replaced each occurrence of ‘com. Ski.’ with ‘COMBAT SKILL’ and ‘End’ with ‘ENDURANCE’. Altered layout of the text on the tokens to create room for these changes.

**Ragadorn Ale-house Brawl Game Board**

Replaced each occurrence of ‘COMBAT SKILL’ with ‘COMBAT SKILL’, each occurrence of ‘Endurance’ with ‘ENDURANCE’, each occurrence of ‘MOVEMENT’ or ‘movement’ with ‘MOVEMENT’, and ‘GC’s’ with ‘GC’.

**The Curse of Naar Competition**

Italicised each occurrence of ‘The Curse of Naar’, each occurrence of ‘Lone Wolf’ when referring to the series, and ‘Wolf’s Bane’.

**Warlock**

**Omens and Auguries**

**Warlock #6:** Replaced ‘Sand in’ with ‘Sand, in’, ‘MagnaKai’ with ‘Magnakai’, 108

‘However the’ with ‘However, the’, ‘Greystar’ with ‘Grey Star’, ‘Enchantment and’ with ‘Enchantment, and’, ‘Shadaki empire’ with ‘Shadaki Empire’.

**Warlock #7:** Replaced ‘No 6’ with ‘No. 6’, ‘Greystar’ with ‘Grey Star’, and ‘Kingdoms of Terror’ with ‘The Kingdoms of Terror’.

**Warlock 8:** Replaced all occurrences of ‘Greystar’ with ‘Grey Star’, ‘Forbidden City will’ with ‘The Forbidden city, will’, ‘Shadowgate’ with ‘Shadow Gate’, ‘Greystar’ with ‘Grey Star the Wizard’, and ‘Grailquest’ with ‘Grail Quest’.

**Warlock #9:** Replaced ‘goats head mask’ with ‘goat’s-head mask’, both occurrences of ‘Greystar’ with ‘Grey Star’, ‘The White Warlord’ with ‘White Warlord’, both occurrences of ‘the Black Baron’ with ‘Black Baron’, ‘etc’ with ‘etc.’, and ‘the Magnamund Companion’ with ‘The Magnamund Companion’.

**Warlock #11:** Replaced ‘Greystar’ with ‘Grey Star’, and ‘adventure and’ with ‘adventure, and’.

**Warlock #12:** Replaced ‘Swamps of Denarg’ with ‘swamps of The Danarg’, ‘Zegron and’ with ‘Zegron, and’, ‘Chaos-creatures’ with ‘Chaos-creatures’, and ‘Greystar’ with ‘Grey Star’.

**The Arcane Archive**

**Warlock #8:** Replaced ‘Kingdoms of Terror’ with ‘The Kingdoms of Terror’.

**Warlock #11:** Replaced ‘the Castle’ with ‘the castle’, and ‘Kai disciplines’ with ‘Kai Disciplines’.

**Fantasy in Miniature**

**Warlock #8:** Replaced ‘Dever and’ with ‘Dever, and’, and ‘counter’ with ‘counters’.

**The Warlock’s Quill**

**Warlock #7:** Replaced ‘Brennan and with ‘Brennan, and’.

**Warlock #8:** Replaced ‘Kingdoms of Terror’ with ‘The Kingdoms of Terror’.

**Warlock #9:** Replaced ‘Quests’ with ‘quests’, and ‘water colour’ with ‘watercolour’.

**Dungeons & Dragons Competition**

**Warlock #8:** Replaced ‘age and’ with ‘age, and’.

**Fighting Fantasy Stat Conversion**

**Warlock #9:** Replaced ‘The Way of the Tiger’ with ‘Way of the Tiger’, ‘Defence and’ with ‘Defence, and’, ‘The Way of the Tiger’ with ‘the Way of the Tiger’, ‘Citadel of Chaos’ with ‘The Citadel of Chaos’, ‘AGILITY and’ with ‘AGILITY, and’, all occurrences of ‘Grailquest’ with ‘Grail Quest’, and ‘Demonspawn skill’ with ‘Demonspawn Skill’.

**Joe Dever Interview—Dicing with Death**

**Warlock #10:** Replaced ‘revulsion – inspiring’ with ‘revulsion-inspiring’, ‘Moorcock and’ with ‘Moorcock, and’, ‘Middle-earth’ with ‘Middle Earth’, ‘and the greater’ with ‘and in the greater’, ‘deduction and’ with ‘deduction, and’, and ‘informative and’ with ‘informative, and’.

**White Dwarf**

**White Dwarf #43: Warhammer Review**

Replaced ‘Minatures’ with ‘Miniatures’, ‘Priestly and’ with ‘Priestly, and’, and ‘flourescent’ with ‘fluorescent’.

**White Dwarf #45: Thistlewood**

Replaced ‘1d6’ with ‘1D6 rounds’, ‘Galens’ with ‘Galen’s’, ‘Level: 2.’ with ‘Level 2.’, ‘Dever and’ with ‘Dever, and’, and ‘barrackaded’ with ‘barricaded’, .

**White Dwarf #53: Lone Wolf v Grail Quest**

Replaced ‘Game Designer/Artist’ with ‘game designer/artist’, ‘GRAILQUEST’ with ‘GRAIL QUEST’, ‘Grailquests’ with ‘Grail Quest’, and ‘Den of the Dragons’ with ‘The Den of Dragons’.

**White Dwarf #60: Book Talk**

Replaced ‘Caverns of the Kalte’ with ‘The Caverns of Kalte’, ‘Forest of Doom’ with ‘The Forest of Doom’, ‘Citadel of Chaos’ with ‘The Citadel of Chaos’, ‘Crypts of Terror’ with ‘The Crypts of Terror’, and ‘Grailquest’ with ‘Grail Quest’.

**White Dwarf #53: Minas Tirith**

Replaced all occurrences of ‘Nazgul’ with ‘Nazgûl’, all occurrences of ‘us’ with ‘us.’, all occurrences of ‘Olog-Hai’ with ‘Olog-hai’, all occurrences of ‘Uruk-Hai’ with ‘Uruk-hai’, ‘Numenoreans’ with ‘Númenoreans’, and all occurrences of ‘Rhun’ with ‘Rhûn’.

**White Dwarf #60: Lone Wolf Books 1 +2 Reviews**

Replaced ‘by-passed’ with ‘bypassed’, and both occurrences of ‘Summerswerd’ with ‘Sommerswerd’.

**White Dwarf #72: Blood Bath at Games Day**

Italicised ‘objet d’art’, and replaced ‘gamers homes’ with ‘gamers’ homes’.

**White Dwarf #81: Games Day ‘86 Awards Form**

Replaced all occurrences of ‘roleplaying’ with ‘role-playing’.

**White Dwarf #82: All the Nice Dwarves Luv a Sailor**

Replaced ‘beh’ with ‘be of’, ‘crows nests’ with ‘crow’s nests’, ‘etc’ with ‘etc.’, altered layout of **Sinking Table** to better mimic the other tables in the article.



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17 June 2009

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