

The Lone Wolf Poster Painting Book

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the creatures, characters, and locations referenced in *The Lone Wolf Poster Painting Book*.

Gary Chalk is the illustrator of *The Lone Wolf Poster Painting Book*.

Contributors for Project Aon Editions

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

Greg Fam, **Stuart Bradshaw**, and **Ishvar A Sheran** — for graciously providing scans of *The Lone Wolf Poster Painting Book*.

Simon Osborne — scanning and editing the images, and the layout and production of the PDF version.

Internet Edition published by **Project Aon**. This edition is intended to reflect the complete graphic and text content of the original version. Changes made, such as to correct incorrect or inconsistent spelling, punctuation, and grammar have been noted in the **Errata** section.

Note: (1) The original layout for the book is rather unusual in that it is literally a series of posters stapled together; the rear sides of the posters are blank. Rather than present this identically in this Project Aon edition, we have elected instead to present the posters on consecutive pages rather than recreate the original print layout, which would look confusing in an electronic format.

(2) Due to the size of the original book and illustrations, this file is presented using non-standard pages (310mm x 490mm), as close to the original size of the posters as the source document will allow. These will likely not print well on a home printer.

Also included as of 23 July 2005 is a copy of the competition form that originally came with the book. This A4-sized sheet of paper has been reproduced after the back cover of *The Lone Wolf Poster Painting Book*, with both sides of the form reproduced on one page.

Publication Date: 13 July 2014

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LONE WOLF

GARY CHALK



The Lone Wolf Poster Painting Book contains seven large fantasy pictures for you to colour and hang on your walls. Instructions are included to ensure the very best results.

Each superb poster shows a scene from the world of Lone Wolf in incredible detail. As you colour each one, Magnamund's characters and creatures come to life as never before.

This exciting painting book includes:

A scene from the famous Battle of Holmgard

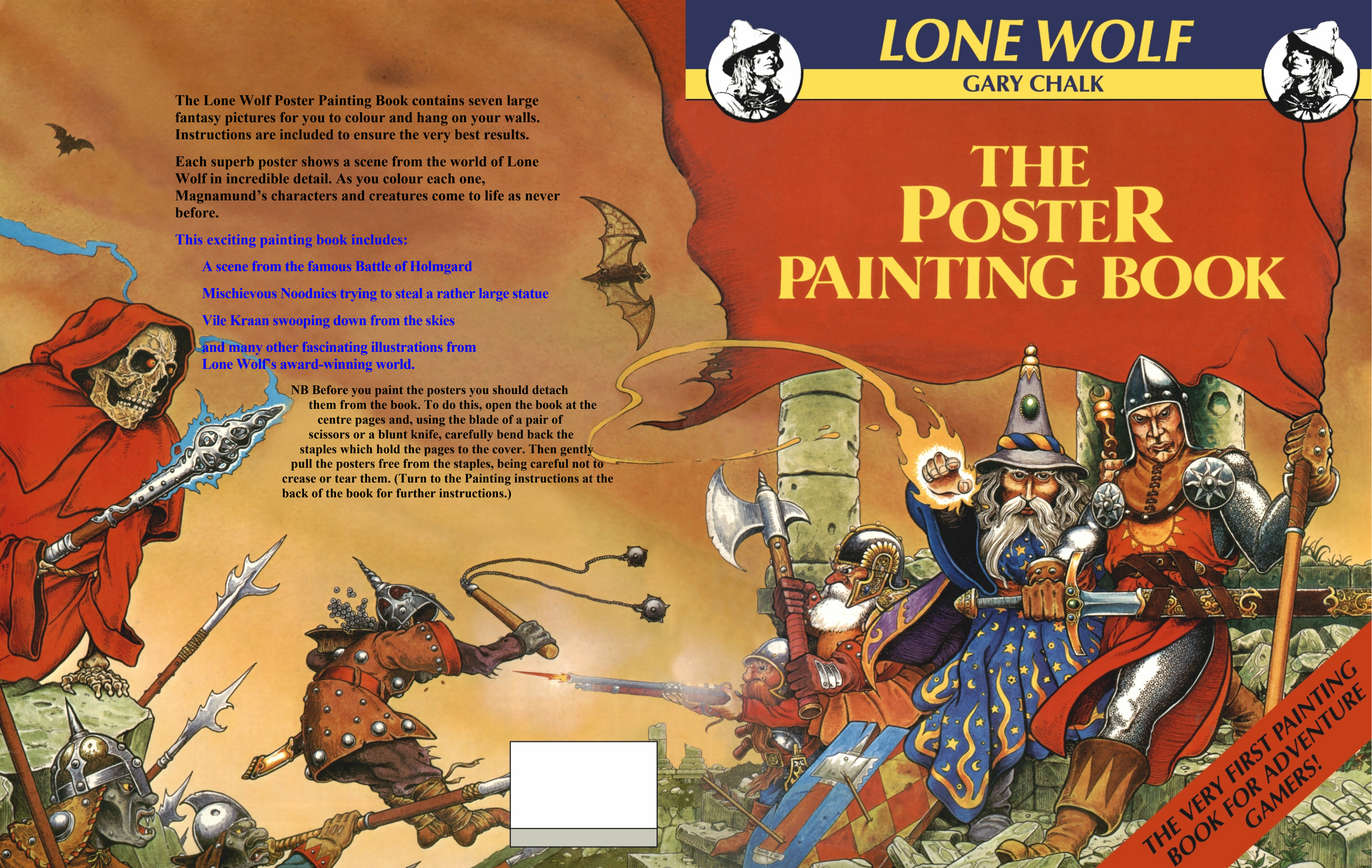
Mischievous Noodnies trying to steal a rather large statue

Vile Kraan swooping down from the skies

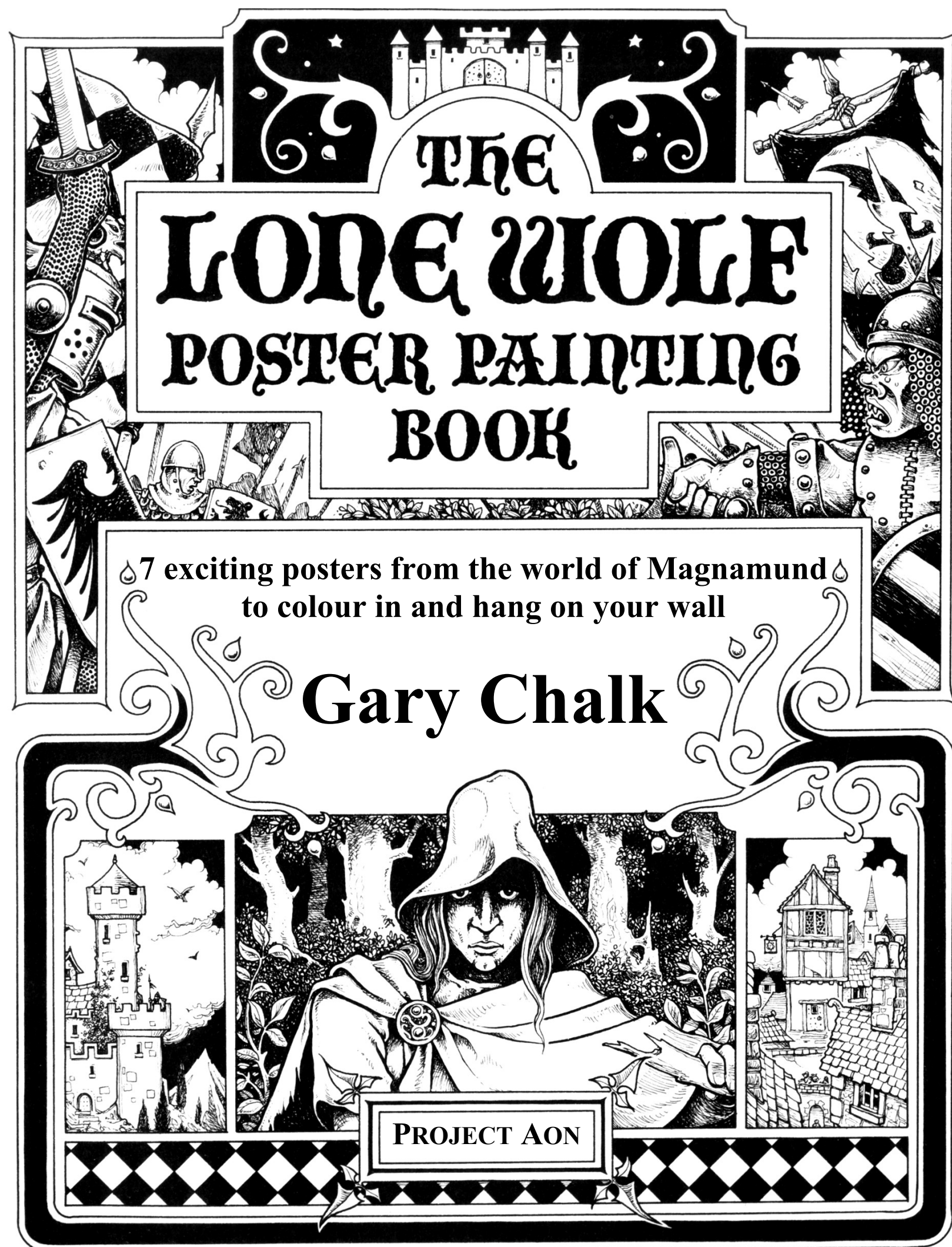
and many other fascinating illustrations from Lone Wolf's award-winning world.

NB Before you paint the posters you should detach them from the book. To do this, open the book at the centre pages and, using the blade of a pair of scissors or a blunt knife, carefully bend back the staples which hold the pages to the cover. Then gently pull the posters free from the staples, being careful not to crease or tear them. (Turn to the Painting instructions at the back of the book for further instructions.)

THE POSTER PAINTING BOOK



THE VERY FIRST PAINTING
BOOK FOR ADVENTURE
GAMERS!



PAINTING INSTRUCTIONS

Removing Your Posters from the Book

Before you start to colour in the posters, they must be detached from the book. Open the book at the centre pages and, using the blade of a pair of scissors or a blunt knife, carefully bend back the staples which hold the pages to the cover. Then gently pull the posters free from the staples, being careful not to crease or tear them.

Before You Start to Paint

If you want to make a particularly fine job of your posters, the central creases can be removed by ironing the posters flat on the unprinted side. Please ask before you borrow the iron.

Painting Hints

As you can see, the posters in this book are full of intricate detail. If you use the wrong sort of paint to colour them in, you can cover all this, ending up with a flat, uninteresting result. Poster colour and powder paint should both be avoided as they become opaque on drying and will totally cover all the black lines used in the pictures. The best colours to use are transparent. Crayons and *Caran D'Ache* pencils (the ones you wash over with water) are both suitable, as are coloured inks, water colour, and felt-tip pens, although the latter are probably not very good for colouring in large areas.

When you begin to colour in a poster, start with the large areas first. It's quite a good idea to use pale colours in the background and brighter colours in the foreground, allowing the contrast to increase the depth of the picture. As you are using transparent colours, you can always paint one layer over another to create a richer, darker colour. This is a better way to paint than putting down one heavy layer of colour, because you can change and modify colours as you go along.

When you are trying to decide what colours to use for shields, clothes, flags and so on, you will find that many of these items are mentioned in the Lone Wolf books and *The Magnamund Companion*. For natural objects such as rocks, tree trunks, and plants, go and have a look at the real thing. If this isn't possible, look for suitable colour photographs in magazines, or use the reference books in your local library to give you ideas.

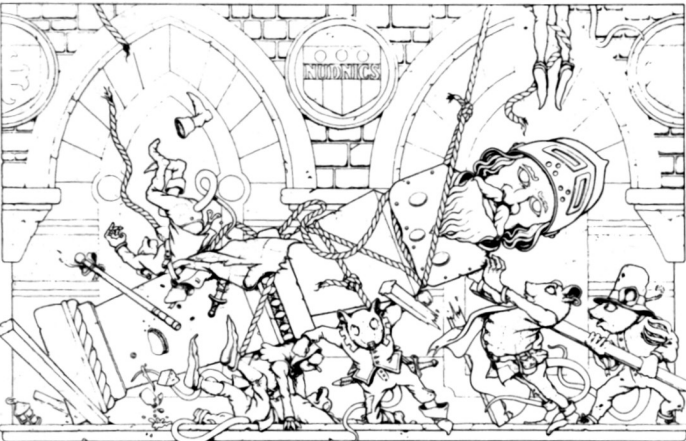


THE POSTERS



THE CONJURATION

Not all wizards are as expert as Banedon, the young wizard who has aided Lone Wolf in a number of his perilous adventures. In this case, the wizard appears to have summoned something a little unexpected with his latest spell. Members of Sommerlund’s Magicians Guild wear blue robes decorated with golden designs, the exact shade of blue denoting the rank of the wearer. Some of Magnamund’s wizards, however, prefer costumes of their own design in a variety of exotic colours.



NOODNICS

Noodnics are large intelligent rodents, about two feet in height, who appear in the Lone Wolf adventure *Fire on the Water*. They live in the tunnels which have been driven through the mountains surrounding Hammerdal, the capital of Durenor. Clad in multi-coloured scraps and patches, their numerous colonies survive by stealing anything they can lay their paws on, however large or unwieldy. Their fur varies from fawn and brown to light shades of grey, while their clothing is made from whatever bits and pieces they have been able to filch from passing travellers, with complete disregard for colour or pattern.



A DURENESE KNIGHT

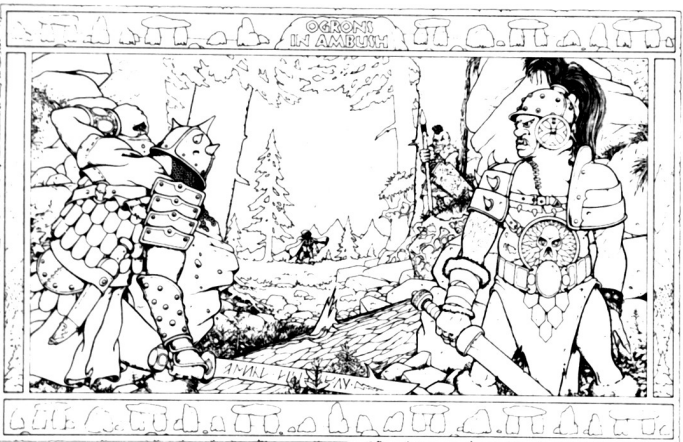
The kingdom of Durenor is Sommerlund’s greatest ally in the fight against the evil forces of the Darklords. This Durenese knight is typical of the nobles of the Lastlands when dressed for battle. Over his armour the knight wears a surcoat which bears the arms of his family, as does the cloth trapper covering his warhorse. As these heraldic devices were used to identify the wearer in the heat of battle, bright, clear colours were used. If you have trouble deciding which colours to use, see if you can find a book on heraldry, or have a look at the examples shown on the maps in the Lone Wolf adventures or in the pictures in *The Magnamund Companion*.



A MOUNTED DRAKKAR

This mounted Drakkar is the Darklords’ answer to the chivalry of the Lastlands. The Drakkarim favour black steel weapons and clothing in harsh colours. If you plan to mount this and the previous poster as a pair, it would be a good idea to paint the frames of both using the same colours. The borders can be painted to resemble marble or onyx which comes in a wide variety of colours, not only white and grey, but different shades of pink and red too. Jade and jadeite occur naturally in many shades of green or even yellow, so it might be a good idea to paint the frames before starting on the pictures, so that the colours you use will go quite happily with those used on the figures.

THE POSTERS



OGRONS IN AMBUSH

Ogrons come from the Free State of Caron, but are frequently found serving as mercenaries in the numerous armies that plague the Stornlands. Larger than humans, Ogrons have blue skins, often heavily tattooed, and love to wear bright barbaric colours. Their large size and great strength make them formidable opponents.



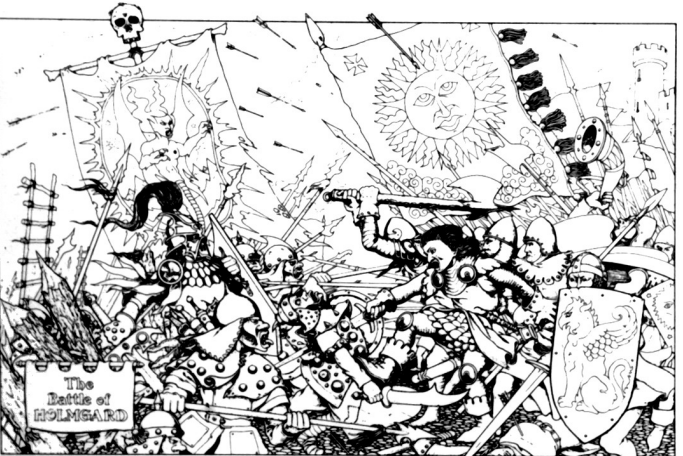
A BUSY STREET IN TYSO

Standing outside the Golden Griffin Inn, we can look down the bustling main street of this important port. Renowned for its fine ale, the Golden Griffin takes its name from the beast found on the city’s coat of arms. Many materials have been used in the construction of houses and shops, including stone, bricks, wood, tiles and slates. Some of the plasterwork has been left in its natural white finish, while some has been painted with pink or gold limewash and picked out with colourful pictures and patterns.



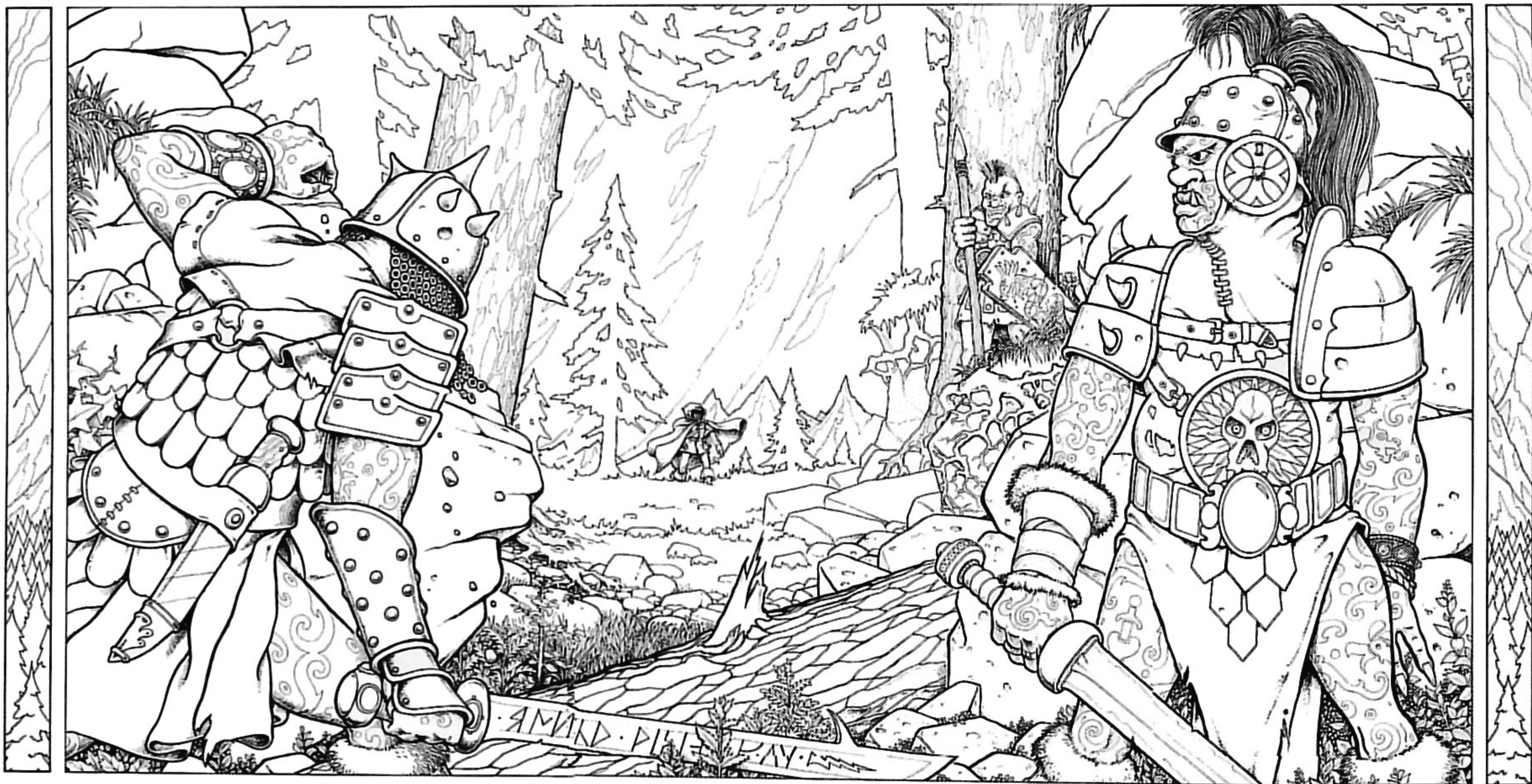
KRAAN ATTACK

Kraan are vile, reptilian creatures whose speed in the air has made them popular with servants of the Darklords. Often appearing to be black against the sky, these creatures are, in fact, to be found in a number of colours, including grey and dark olive, while some have skins tinted with dirty mauve. The rider is a Drakkarim warrior, an evil human with weapons and armour of black steel.

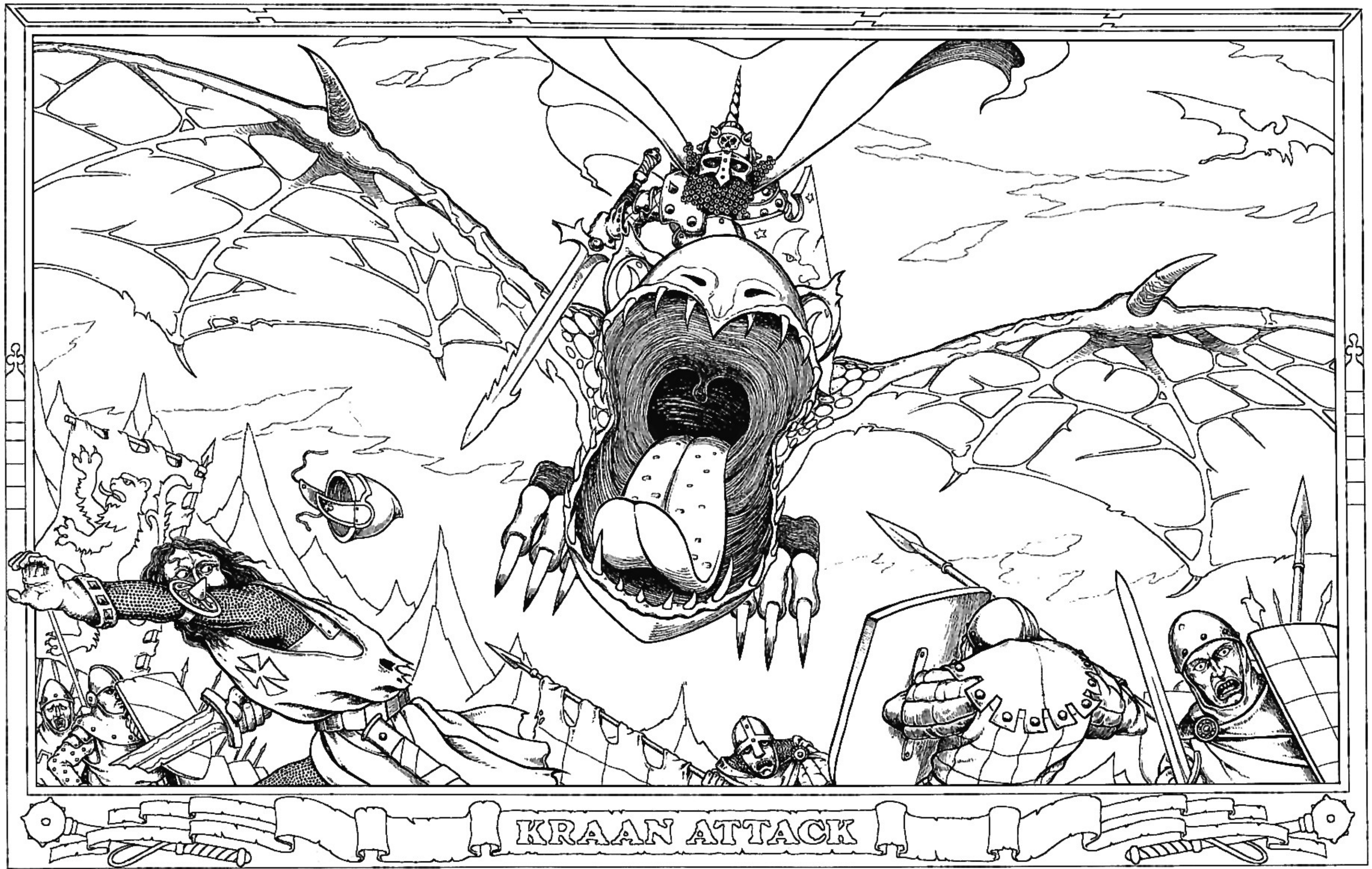


THE BATTLE OF HOLMGARD

When the forces of the Darklords invade Sommerlund in Books 1 and 2 of the Lone Wolf series, the city of Holmgard comes under attack. Remember that the royal arms are a golden sun on a scarlet background, so many of the city’s defenders will be wearing these colours. Giaks have grey skins and yellow eyes, details of their dress and weaponry can be found in ‘The Giak Army’ section of *The Magnamund Companion*.









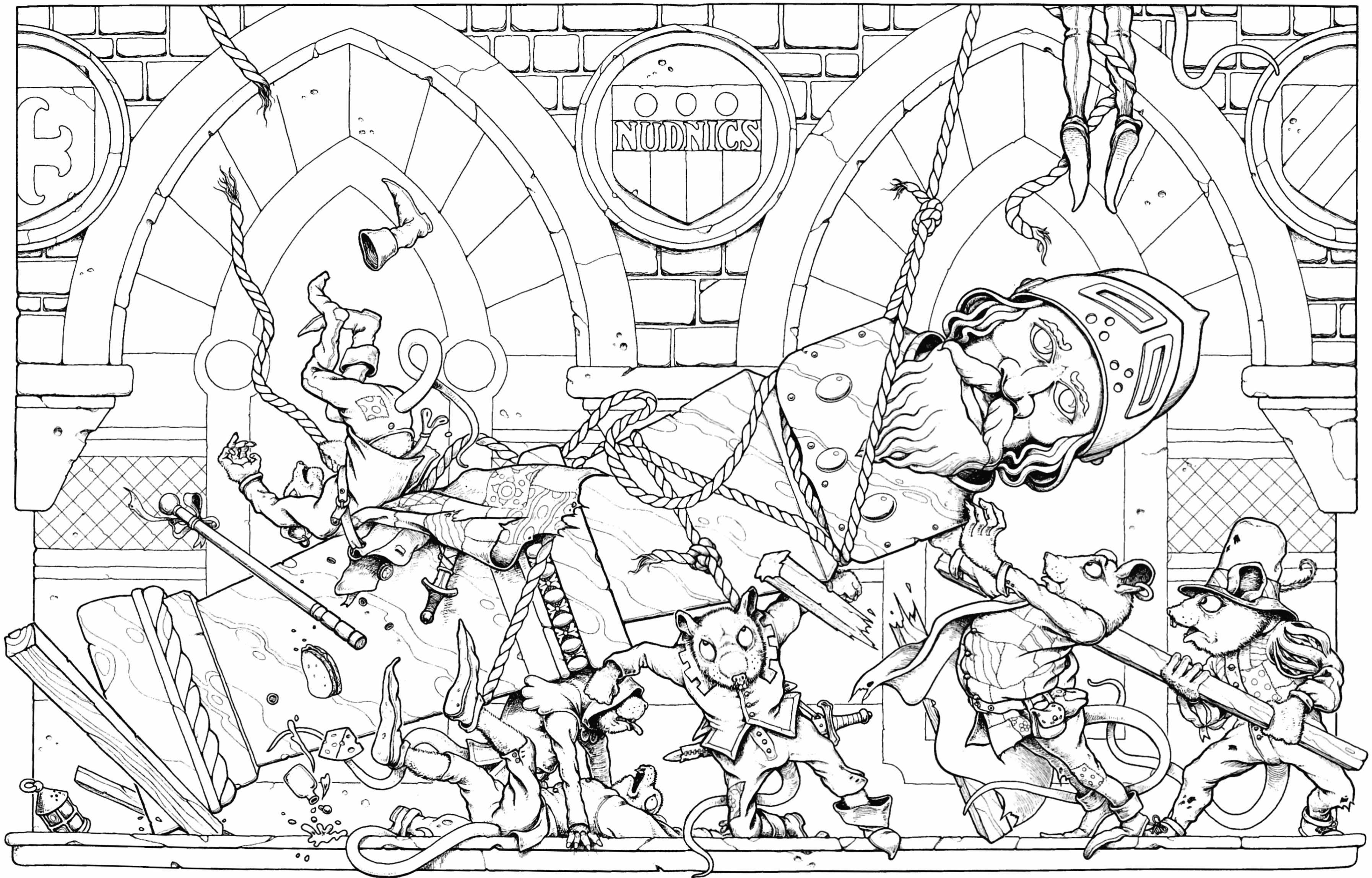
A DURENESE KNIGHT

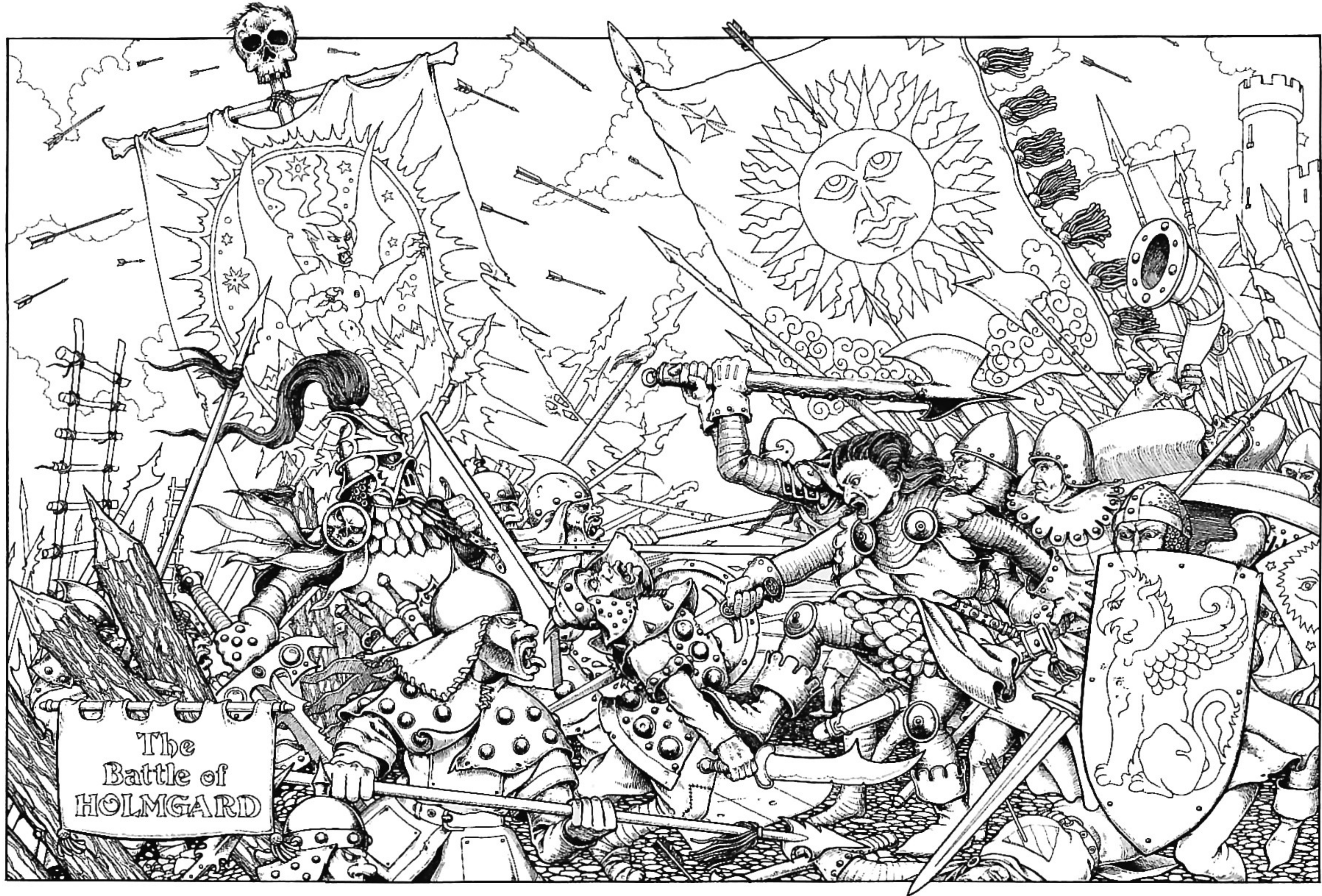


A MOUNTED DRAKKAR



The
CONJURATION





ENTER THE LONE WOLF POSTER PAINTING COMPETITION—LOTS OF PRIZES AND LOTS OF FUN!

HOW TO ENTER:

On the reverse of this sheet you will find one of the drawings from Gary Chalk’s **THE LONE WOLF POSTER PAINTING BOOK**. All you have to do is colour it in and send it, along with the entry coupon you will find on the back page of **THE LONE WOLF POSTER PAINTING BOOK** to:

Department CC
Beaver Books
Brookmount House
62–65 Chandos Place
London WC2N 4NW

All entries must reach the above address no later than July 16th 1987.
The competition will be judged by Gary Chalk and his decision is final. The winners will be notified by post and prizes will be presented by Gary Chalk at a special winners’ party—date and time to be confirmed.

WHAT YOU WIN!

8–11 YEAR OLDS

- 1st prize – 6 HAND-PAINTED ROLE-PLAYING FIGURES
- 2nd prize – A COLOURING SET
- 3rd prizes – 4 THIRD PRIZES OF A LONE WOLF T-SHIRT

12–15 YEAR OLDS

- 1st prize – THE ORIGINAL PAINTING FROM THE COVER OF THE LONE WOLF POSTER PAINTING BOOK
- 2nd prize – A COLOURING SET
- 3rd prizes – 4 THIRD PRIZES OF A LONE WOLF T-SHIRT

DON’T DELAY—START PAINTING TODAY!

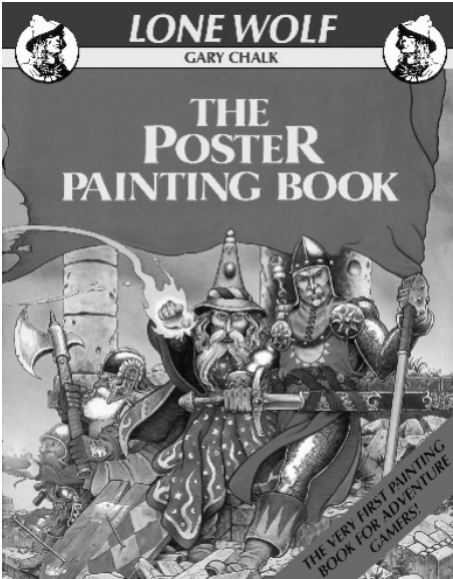
Name Age

Address

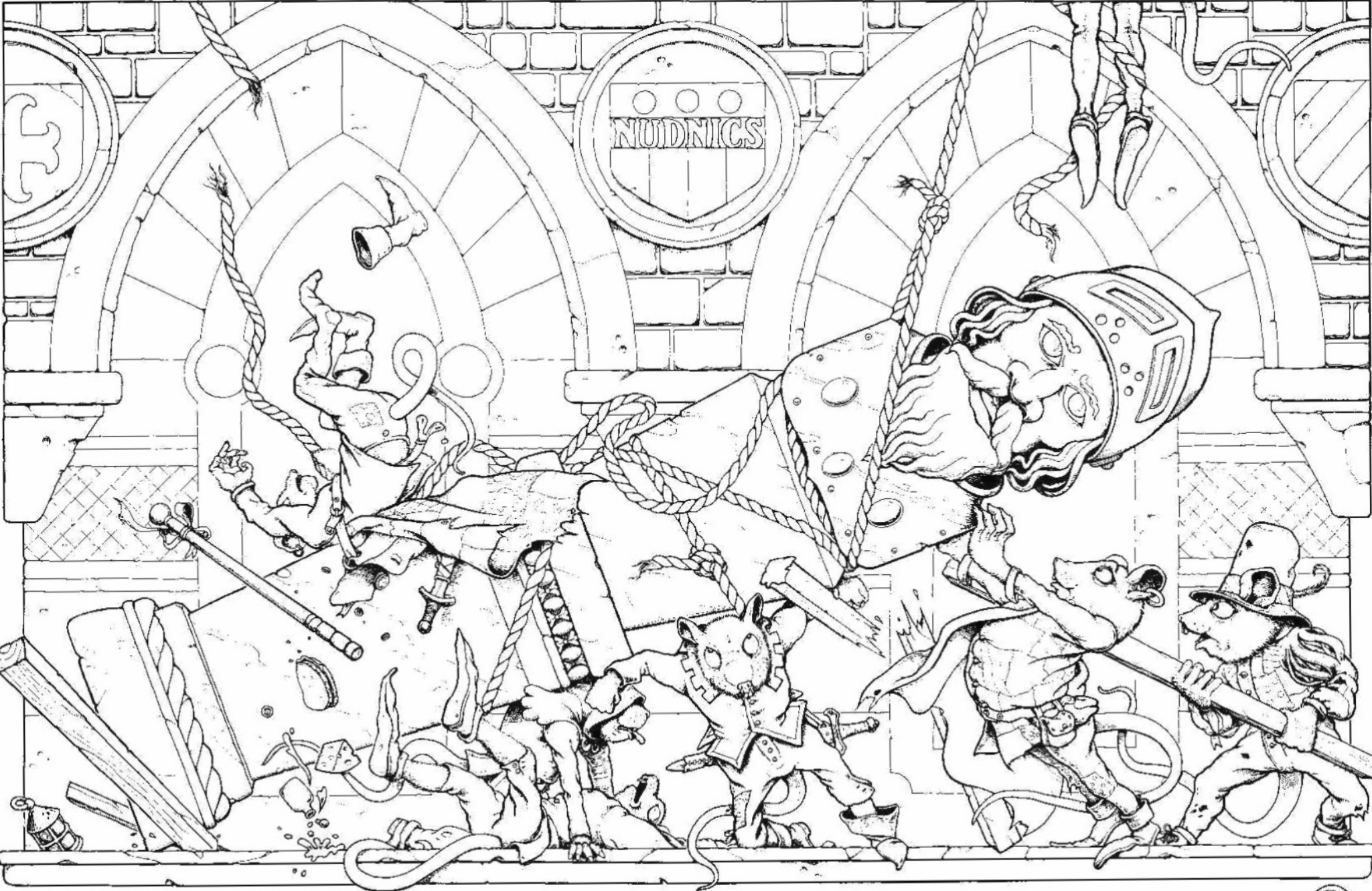
If I win a 3rd prize I would like a T-shirt sized Large / Medium / Small (please tick which size you would like).

Name of the bookshop where you picked up your competition entry form

PLEASE RETURN BY 6TH JULY 1987—AND DON’T FORGET TO ENCLOSE YOUR ENTRY COUPON FROM THE BACK PAGE OF **THE LONE WOLF POSTER PAINTING BOOK**.



LONE WOLF POSTER PAINTING COMPETITION



ERRATA

Front Cover Inlay: Replaced both instances of ‘Nudnics’ with ‘Noodnics’ and ‘jadite’ with ‘jadeite’.

Title Page: Removed ‘Beaver Books’ from cover illustration.

Painting Instructions: Replaced ‘Posters From’ with ‘Posters from’, and ‘tree-trunks’ with ‘tree trunks’.

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17 June 2009

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Removed Copyright and address for Beaver Books.

Rear Cover Inlay: Replaced ‘Drakkar warrior’ with ‘Drakkarim warrior’ to reflect standard usage.

Rear Cover: Replaced ‘eight large’ with ‘seven large’, and ‘Nudnics’ with ‘Noodnics’. Removed ISBN number and price.

Entry Form: Replaced ‘ROLE PLAYING’ with ‘ROLE-PLAYING’, and ‘like)’ with ‘like)’.

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