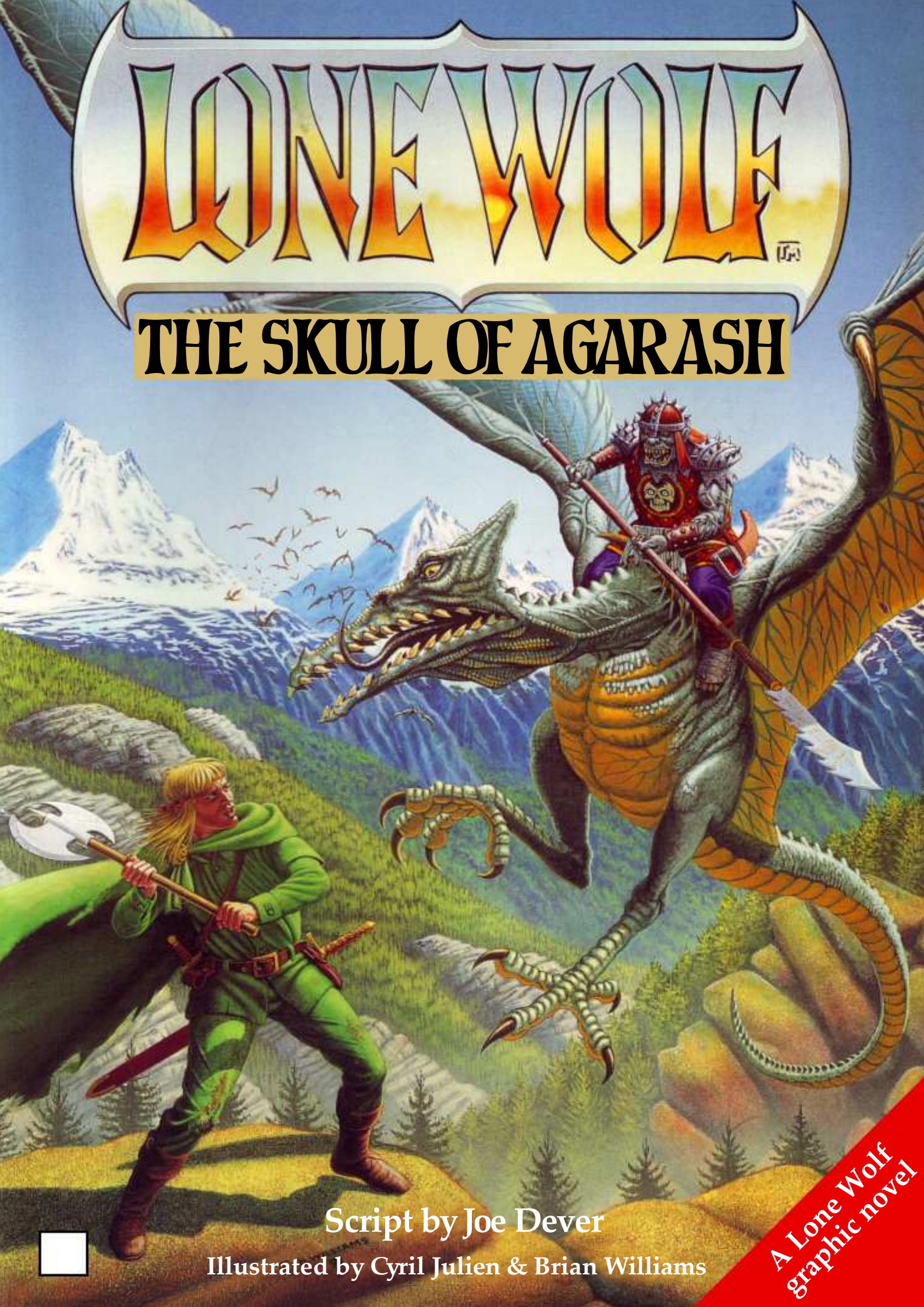


LONE WOLF

THE SKULL OF AGARASH



Script by Joe Dever

Illustrated by Cyril Julien & Brian Williams

A Lone Wolf
graphic novel

Lone Wolf Graphic Novel:

The Skull of Agarash

A completely new Lone Wolf story in graphic novel form!

Lone Wolf's close friend—Lord Rimoah—is kidnapped during a pirate raid on the port of Kadan. When Lone Wolf searches for clues that will lead him to the pirate's secret lair, he receives an offer of help from an unexpected quarter—an offer which hurls him into a nightmare realm of assassins, sea demons, and dark mysterious magic where his courage and Kai skills are tested to the limit.

The Skull of Agarash is the first Lone Wolf graphic novel—an exciting and original tale of mystery and high adventure set in the fantastic world of Magnamund. Written by award-winning author Joe Dever and illustrated by artists Cyril Julien and Brian Williams, it is an absolute must for sword-and-sorcery fans everywhere.

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He wrote the story for the Lone Wolf Graphic Novel—*The Skull of Agarash*.

Cyril Julien is the illustrator of pages 3–31 of *The Skull of Agarash*.

Brian Williams is the illustrator of the covers and pages 32–66 of *The Skull of Agarash*.

Other credits for *The Skull of Agarash*:

Edited by **Steve Edgell**

Lettered by **Pat Prentice**

Contributors for Project Aon Editions

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Jonathan Blake – Project Aon project coordinator.

Special thanks go out to **Anders Österberg** for putting us into contact with the artist Cyril Julien.

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

Publication Date: 02 January 2012

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LONEWOLF

THE SKULL OF AGARASH

Written by Joe Dever



**Edited by Steve Edgell
Cover by Brian Williams
Lettered by Pat Prentice**

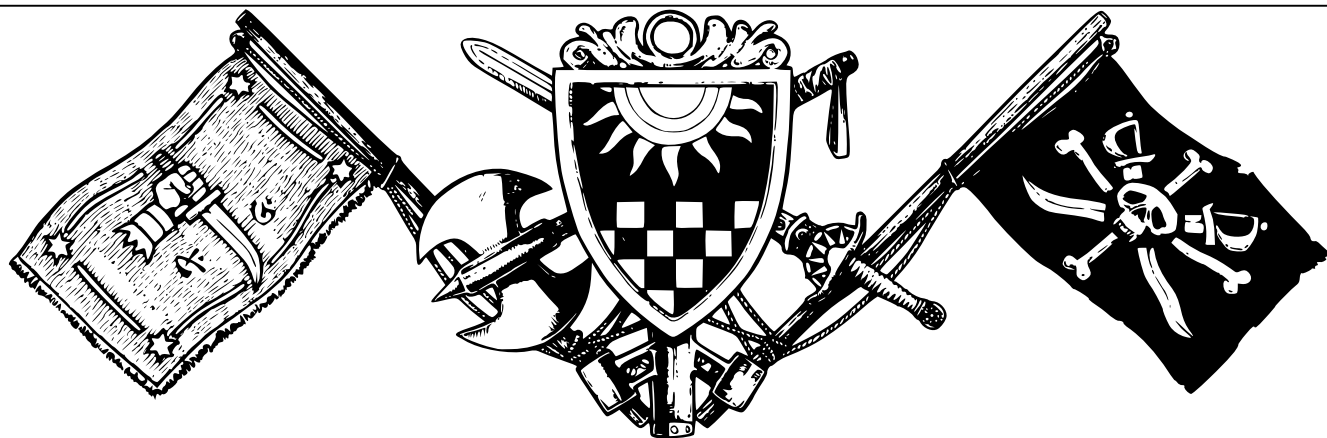
First published 1994
Text © Joe Dever 1994
Illustrations © Cyril Julien, Pages 3–31 & Brian Williams, Pages 32–66, 1994
Cover © Brian Williams 1994

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Lone Wolf Club

The Lone Wolf Club offers its members regular newsletters which are packed with information about the Lone Wolf series. There are prize competitions, Lone Wolf stories, and regular special offers. Members also have the chance to collect Lone Wolf publications signed by Joe Dever.

If you are interested in membership details,
please send a SAE to:
The Lone Wolf Club



Upon the world of Magnamund there is a realm called Sommerlund.
Here lives the Kai warrior—Lone Wolf—the sole survivor of a
massacre which destroyed the first order of the Kai Lords,
Sommerlund's élite warrior caste.

Lone Wolf's brave kinsmen perished at the hands of the Darklords of Helgedad, champions of evil who were sent forth by Naar—the King of the Darkness. Lone Wolf vowed to avenge the murder of the Kai and he kept his pledge when alone he infiltrated and destroyed the infernal Darklord city of Helgedad.

In the wake of the destruction of Helgedad, chaos befell the Darkland Armies who, until then, had been poised to conquer all of Magnamund. The Free Armies of Magnamund exploited the chaos and secured a swift and total victory over their hated enemy. Peace returned to Sommerlund and under Lone Wolf's direction the once-ruined monastery of the Kai was rebuilt and restored to its former glory. As Kai Grand Master, Lone Wolf undertook the task of teaching the Second Order of Kai warriors the skills and proud traditions of his ancestors. This new generation of Kai recruits, all of whom were born during the era of war against the Darklords, possessed latent Kai skills and showed exceptional promise. Their skills would be nurtured and honed to perfection during their time at the monastery so that they would be able to teach and inspire future generations, thereby ensuring the continued security of their homeland in years to come.

Meanwhile in Northern Magnamund, peace reigned victorious and the peoples of the Lastlands rejoiced in the knowledge that the age of the Darklords had finally come to an end. Readily, men exchanged their swords for hoes and their shields for ploughs, and soon the only marching they did was along the ruts of their freshly furrowed fields. Few were the watchful eyes that scanned the distant horizon in fear of what might appear, although there were still some who maintained their vigilance, for they knew that the agents of Naar come in many guises. Lurking quietly in the shadows of Magnamund there were still many who awaited the chance to do his evil bidding.

It was in the summer of the year MS 5077 that the fragile peace of the Lastlands was shattered by an unexpected attack upon the city of Kadan . . .



TAAG!
TAAG!

TAAG!
TAAG!

TAAG!
TAAG!

AWAAAK!
AWAAAK!

AWAAAK!
AWAAAK!

AWAAAK!
AWAAAK!

WH
OMM!

B
AM!

K
H
OO
M!



FILL
Y'POCKETS,
M'LADS - KADAN'S
OURS FOR THE
TAKING!





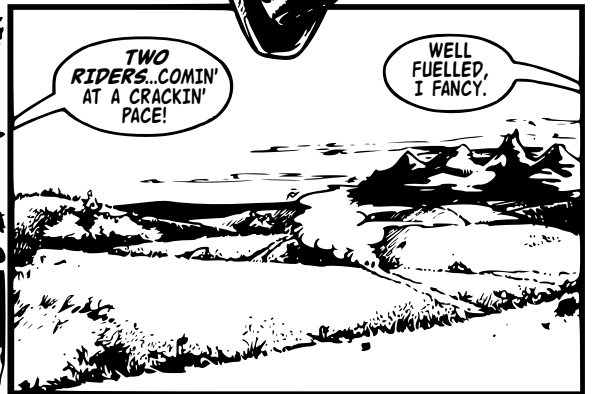
AAAAH!
'TIS A FINE MID-SUMMER'S DAY, BRIGHT HAWK. IT HAS **PEACE** STAMPED ON IT LIKE THE SEAL ON A FINE WINE JAR.

AYE, AND 'TIS THIRSTY WORK WATCHIN' OUT FOR ALL THIS **PEACE!**



NOW, DO YOU SUPPOSE THE PEACE MIGHT BE DISTURBED IF ONE OF US SLIPPED AWAY A WHILE TO SLAKE HIS THIRST?

THERE'S YOUR ANSWER, SWIFT MOON. **LOOK!**



TWO RIDERS..COMIN' AT A **CRACKIN'** PACE!

WE'LL FUELLED, I FANCY.



OPEN UP! HO, GUARD! BID THEM OPEN THE GATE!

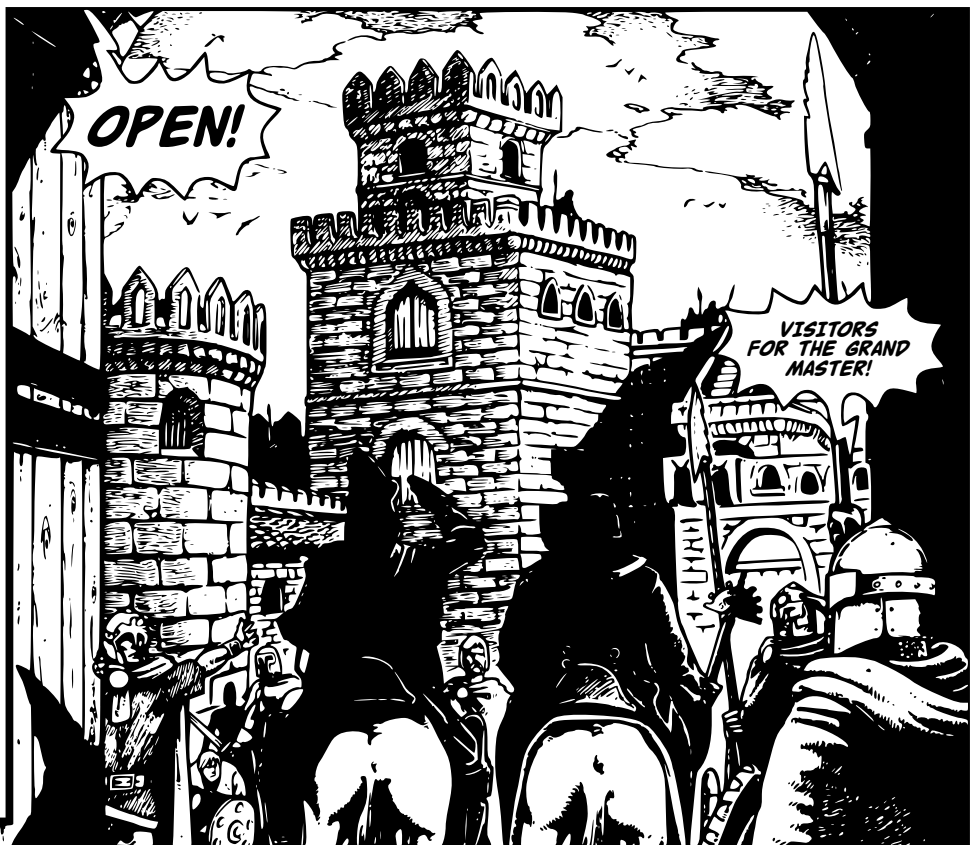
STATE YOUR PURPOSE!

THUD!
THUD!
THUD!



WE ARE LORDS AXIM OF RYME AND ARDAN OF DESSI.

WE MUST SEE **GRAND MASTER** AT ONCE. WE HAVE NEWS OF **GREAT IMPORTANCE** TO CONVEY!



OPEN!

VISITORS FOR THE GRAND MASTER!



GREETINGS,
MY LORDS!
I AM DAWN
LIGHT.

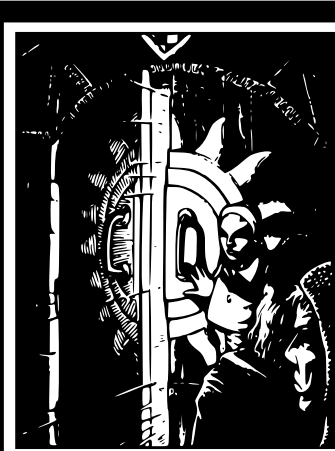
GRAND
MASTER LONE
WOLF IS BELOW
IN THE VAULT OF
THE SUN. PLEASE
FOLLOW ME!



HOW MUCH
HAVE WE OF
THIS DESCENT,
DAWN LIGHT?

THE GRAND
MASTER IS AT
THE VERY BASE OF
THE MONASTERY
ITSELF!

HE WAS
ALWAYS ONE FOR
SOLITUDE.



ahem...
GRAND MASTER!
LORDS ARDAN AND
AXIM SEEK AN
AUPEINCE WITH
YOU.

WELCOME,
MY LORDS! WHAT
BRINGS YOU TO THE
MONASTERY OF
THE KAI?

WE COME
SEEKING YOUR
HELP, GRAND
MASTER.

I WILL
LEAVE YOU
NOW.



GRAND
MASTER, AN
EVIL HAS ARISEN
WHICH THREATENS
THE PEACE OF THE
LASTLANDS!







...SO, YOU
ARE NOT DEAD
YET, OLD MAN,
EH? ...HA!
HA! HA!



WHAT...DO
YOU WANT
WITH ME...?

YOU HAVE
YOUR PURPOSE,
MAGICIAN.

EE-E-E-A-CH!



YOU HAVE
GROWN **STRONG**...
KHADRO...BUT YOUR
STRENGTH IS NOT YOUR
OWN...YOU USE THE
POWER OF DARKNESS
...BY SO DOING, YOU
HAVE SEALED YOUR
DOOM...



SILENCE,
OLD FOOL! IT IS
YOU WHO ARE
DOOMED.

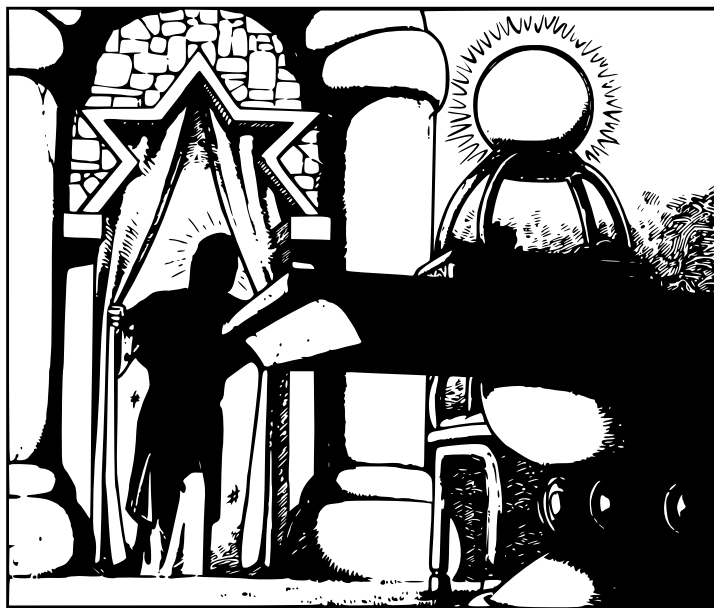


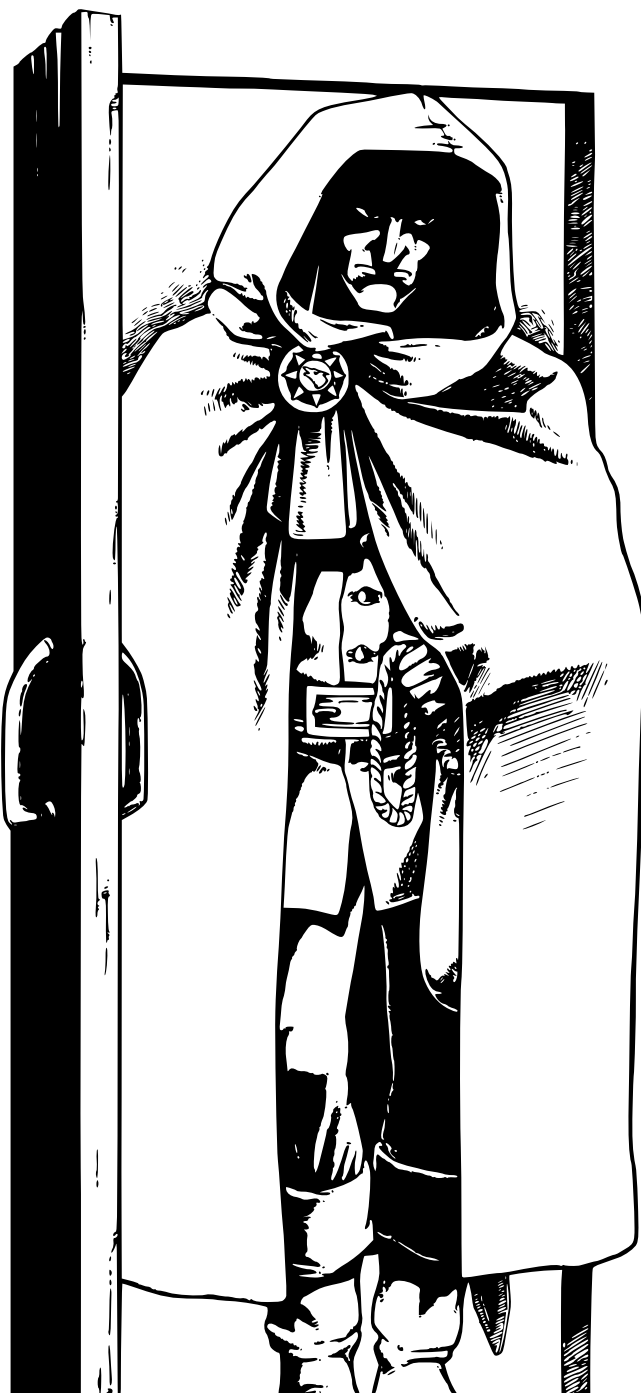
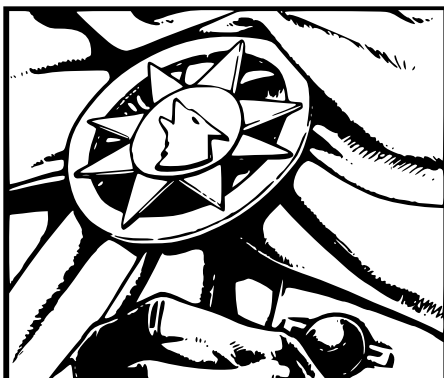
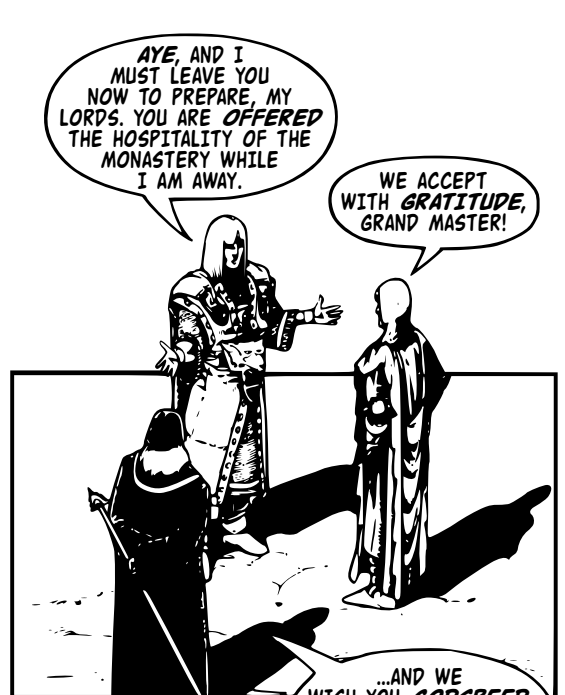
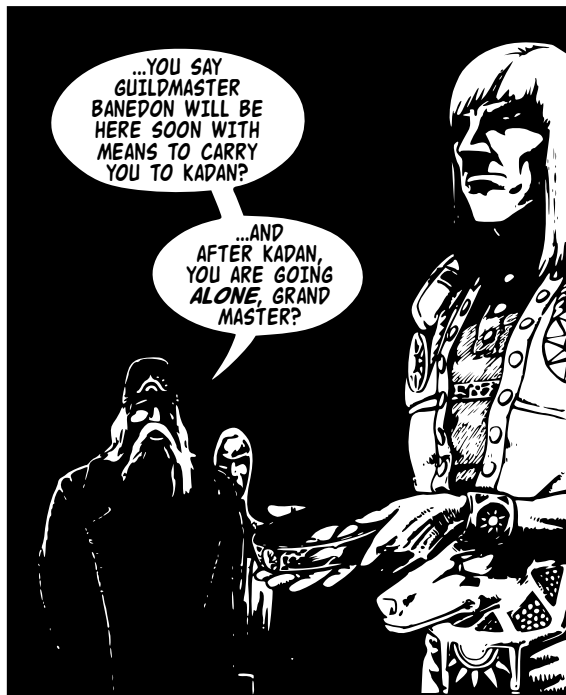
...THE EVIL
YOU USE WILL
CONSUME YOU,
KHADRO...**MARK**
MY WORDS!

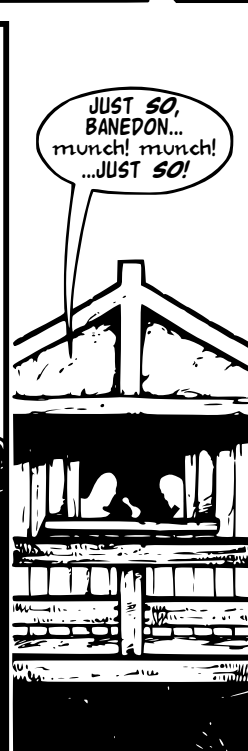
SILENCE,
I SAY!

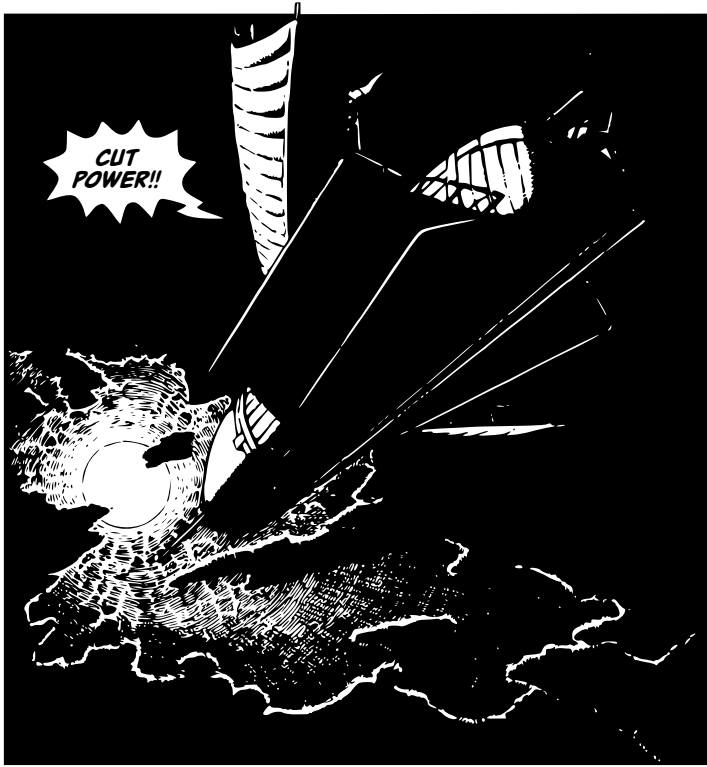


HA! HA!
HA! STUPID OLD
FOOL! THE POWER
IS MINE - ALL
MINE!

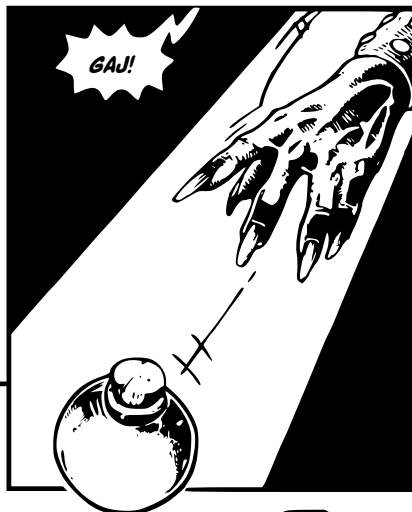
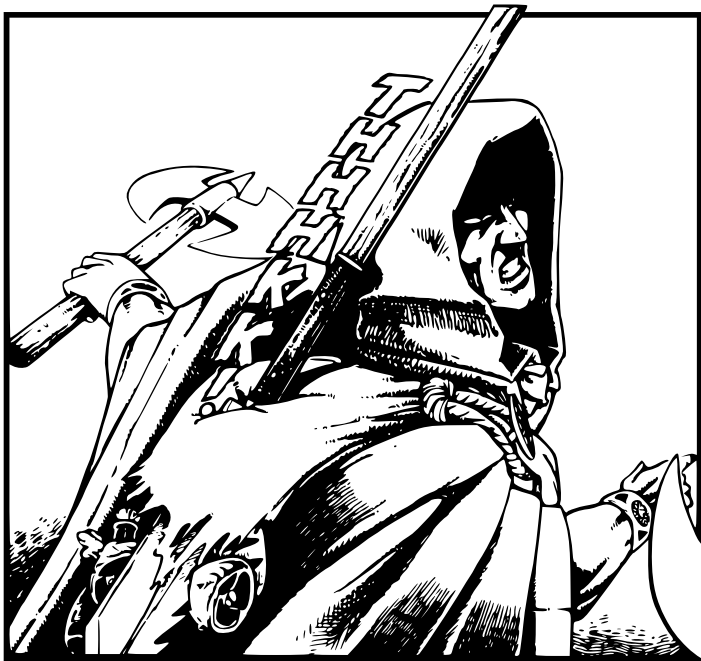


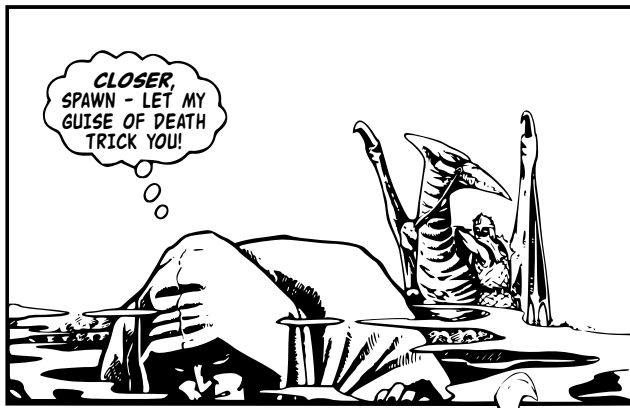




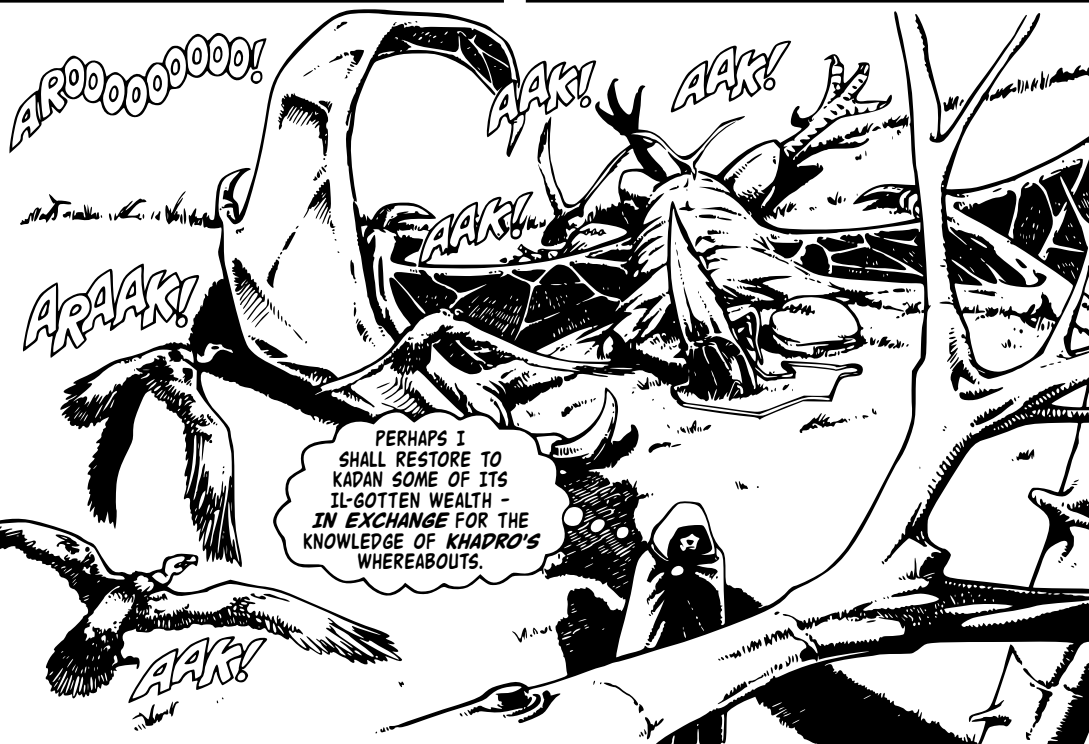


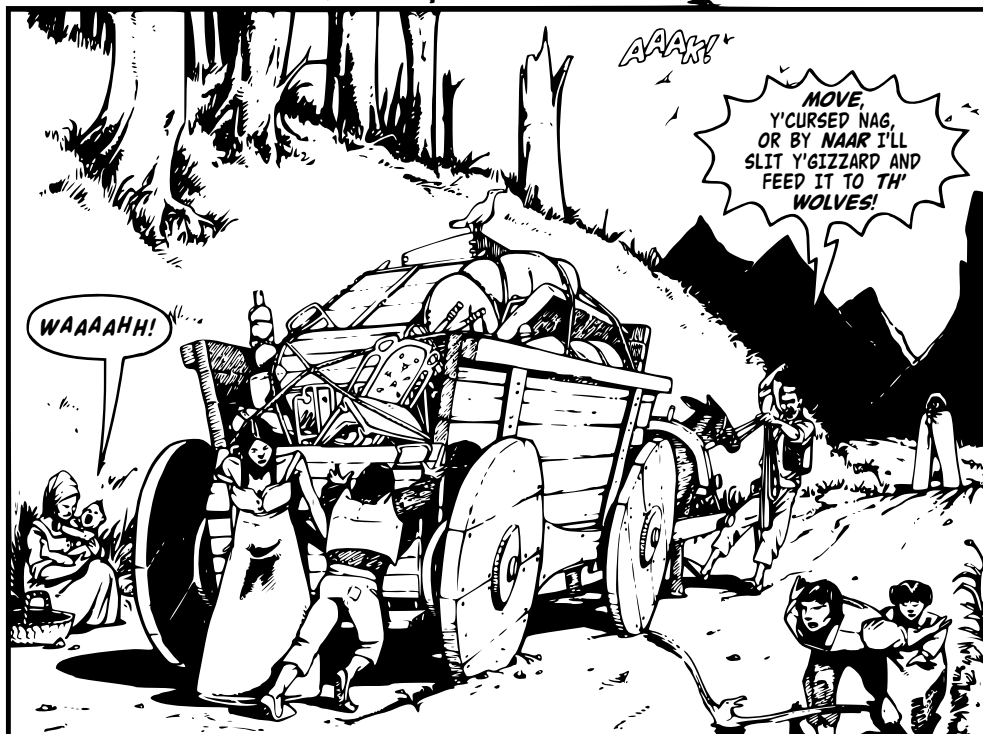
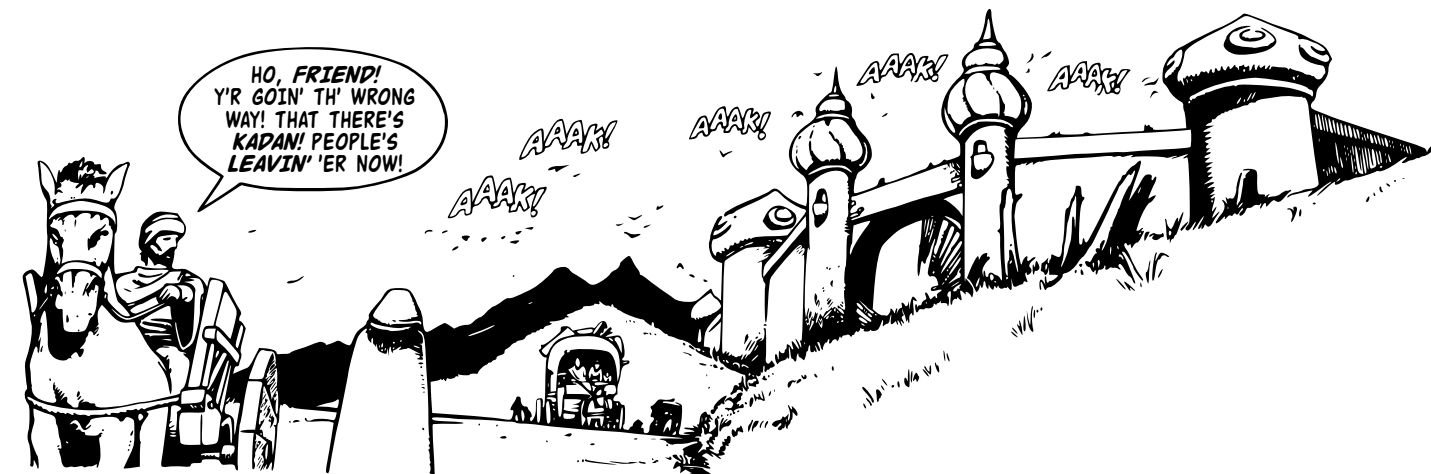


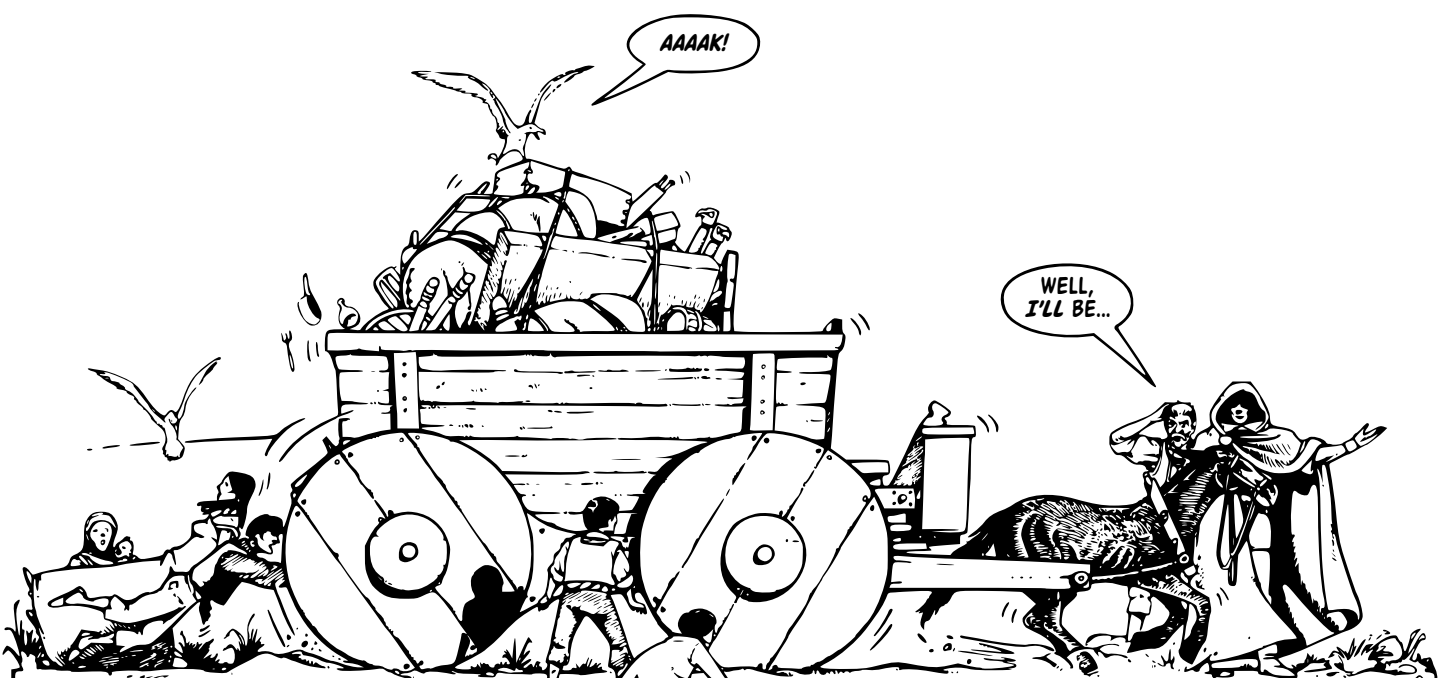
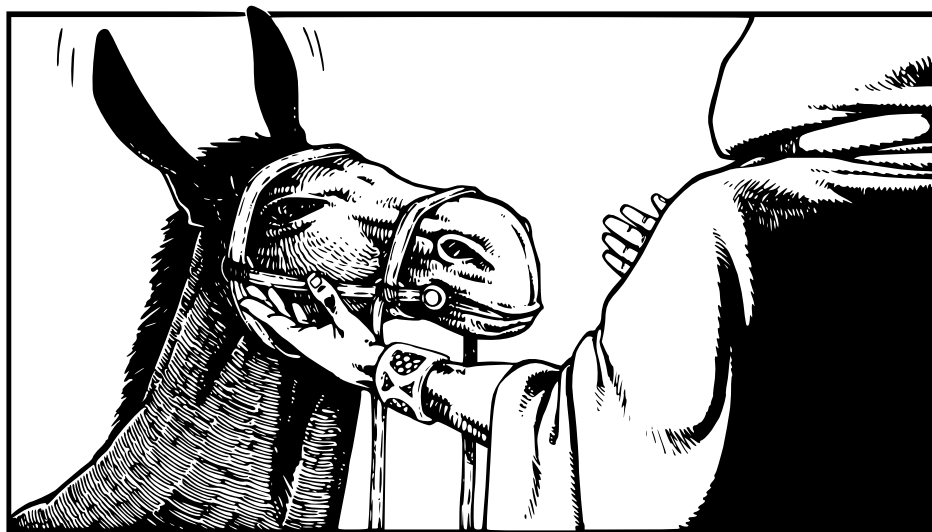


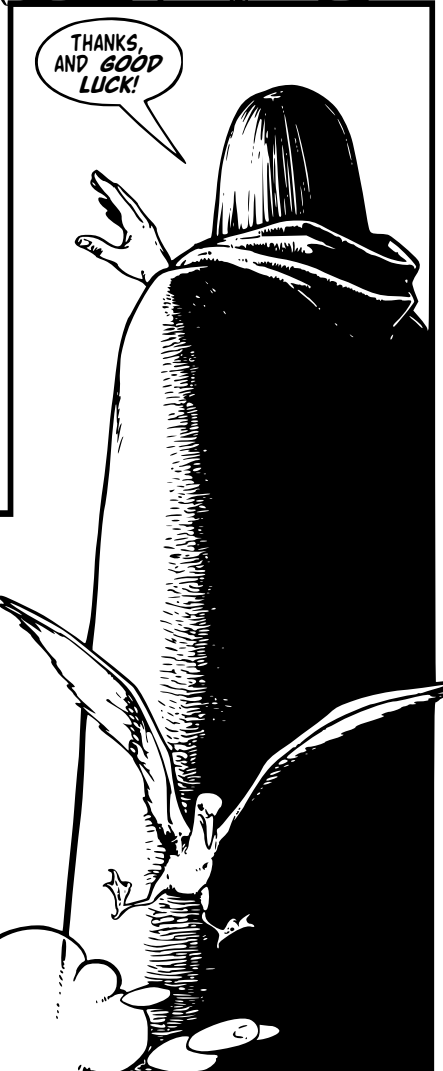
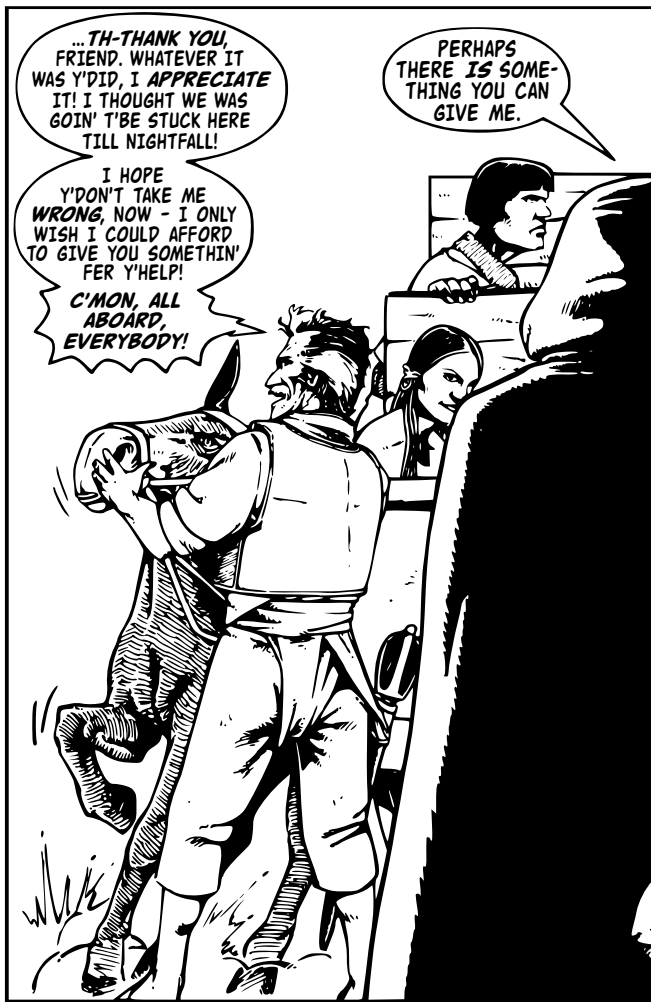


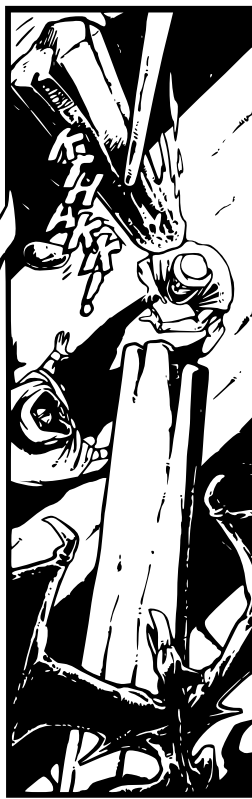
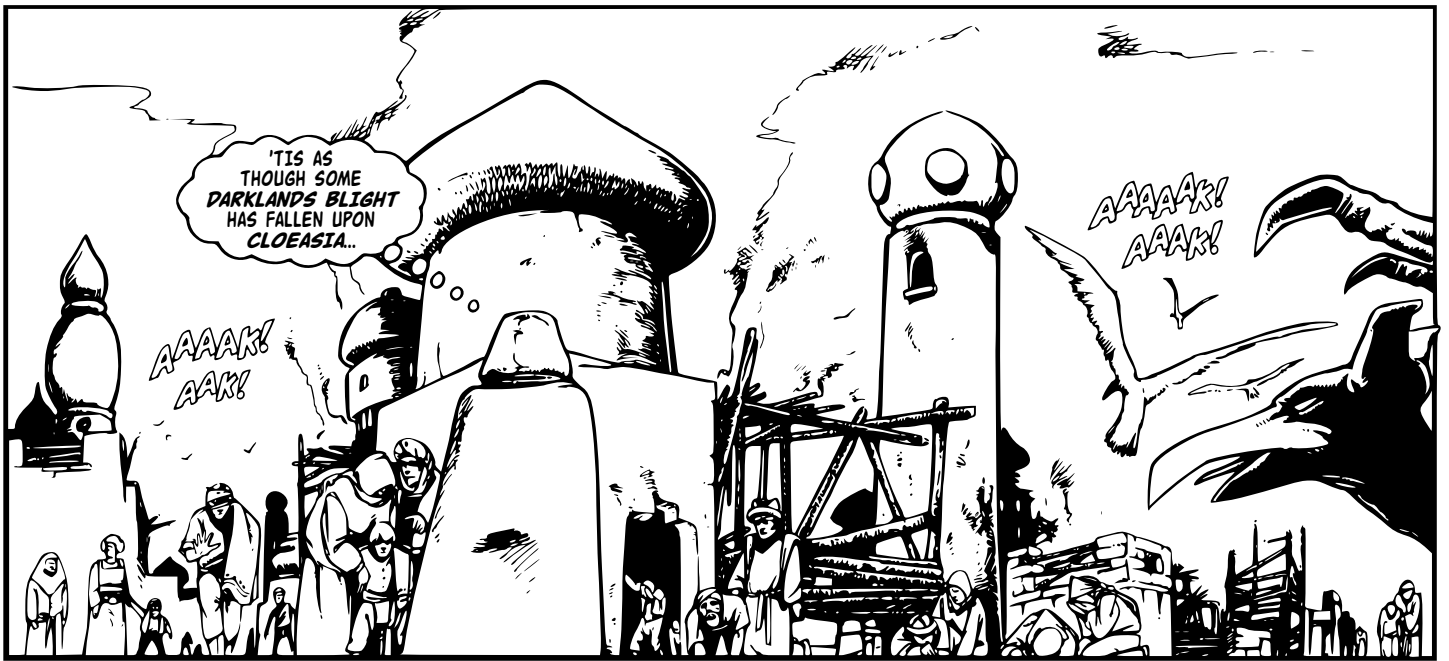
* "HO! HO! HO! THE HUMAN IS POISONED - NOW HE'S GIACK FOOD!"

















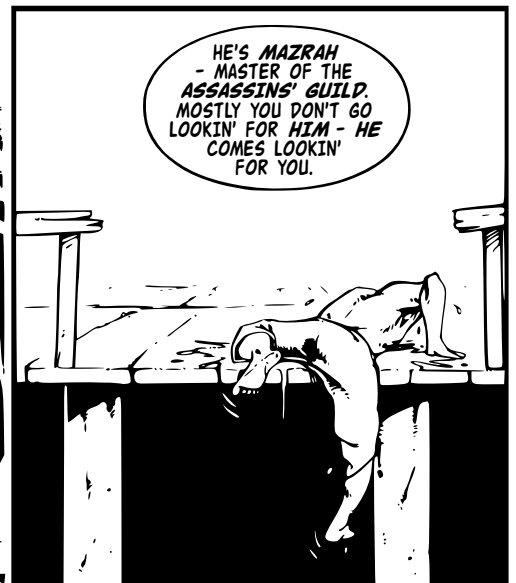
I'VE HEARD
TELL OF A **HUNDRED**
PLACES...BUT IT'S ALL
JUS' DRUNKEN SEA-DOG
GROWLIN'S, THAT'S
ALL IT BE.



THERE'S **ONE**
MAN IN KADAN
WHO'D KNOW FOR **SURE**
- AND YOU'LL NEED **MORE**
THAN GOLD TO MAKE
HIM TELL YOU.



WHO
IS THIS MAN?
WHERE CAN I
FIND HIM?



HE'S **MAZRAH**
- MASTER OF THE
ASSASSINS' GUILD.
MOSTLY YOU DON'T GO
LOOKIN' FOR HIM - HE
COMES LOOKIN'
FOR YOU.



AND, MY
FRIEND...



...IF YOU
LIKE YOUR
THROAT THE WAY
IT **IS** THEN YOU'D
BETTER HOPE
HE **DOESN'T**.



I THANK
YOU FOR YOUR
ADVICE BUT I **MUST**
SPEAK WITH THIS
MAN - **HOW** CAN I
CONTACT HIM?



THAT'S **AZARA**.
HE'S ONE O' **MAZRAH'S**
MEN. DON'T EXPECT HIM
TO SAY ANYTHING 'CAUSE
HE **CAN'T** - NEVER HAS,
NEVER WILL.

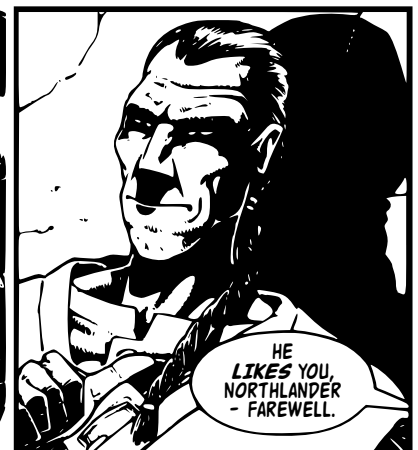


IF YOU
WANT TO MEET
MAZRAH THEN IT'LL
BE ON THIS MAN'S
TERMS OR NOT
AT ALL.

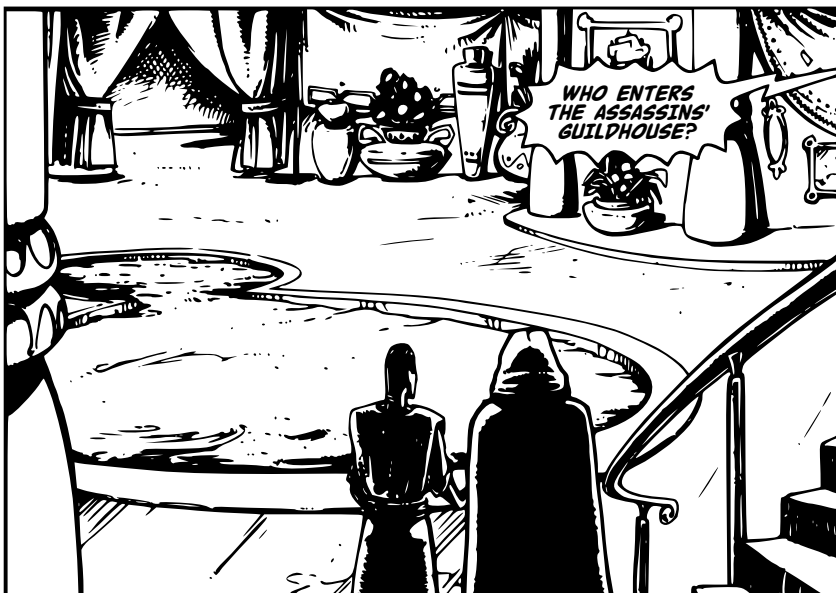
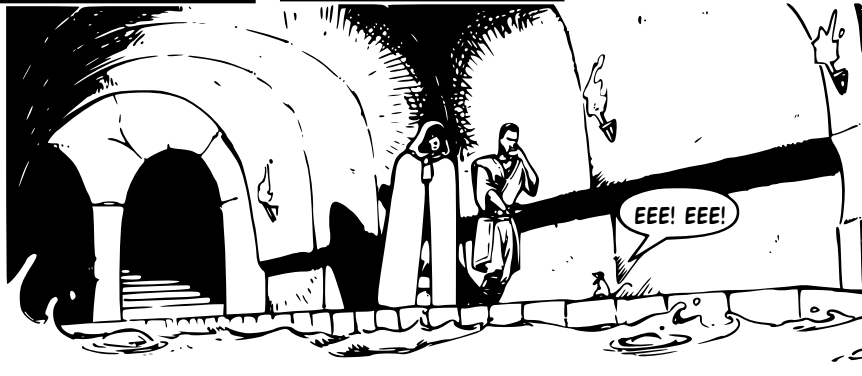
AND Y'D
BETTER BE
PREPARED T'PAY
FOR THE PRIVILEGE
OR YOU CAN KISS Y'R
LIFE GOODBYE -
UNDERSTAND?

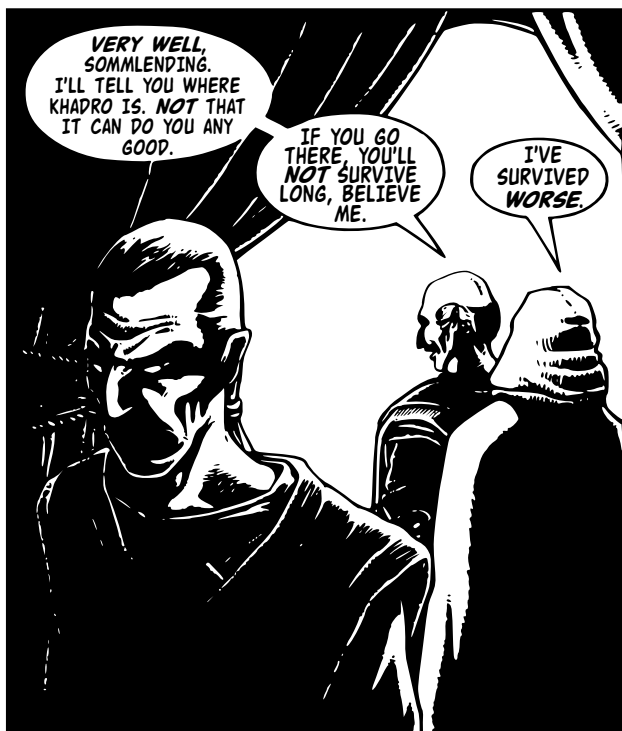


I UNDERSTAND.



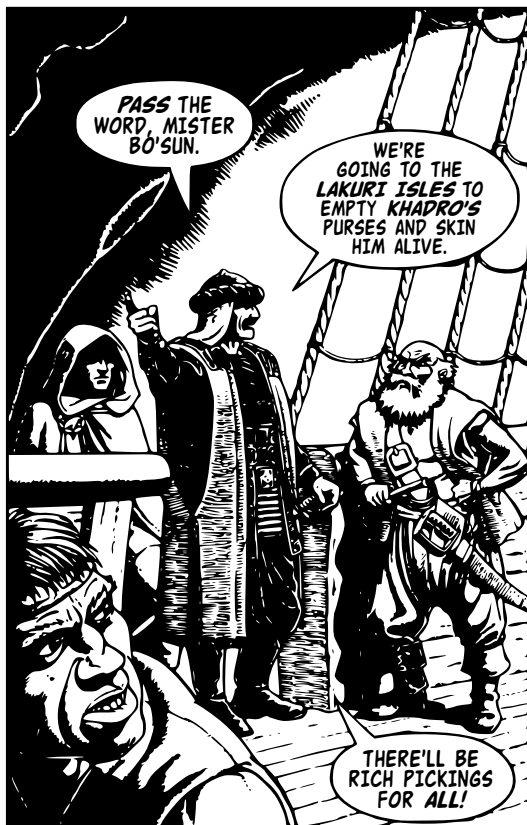
HE
LIKES YOU,
NORTHLANDER
- FAREWELL.

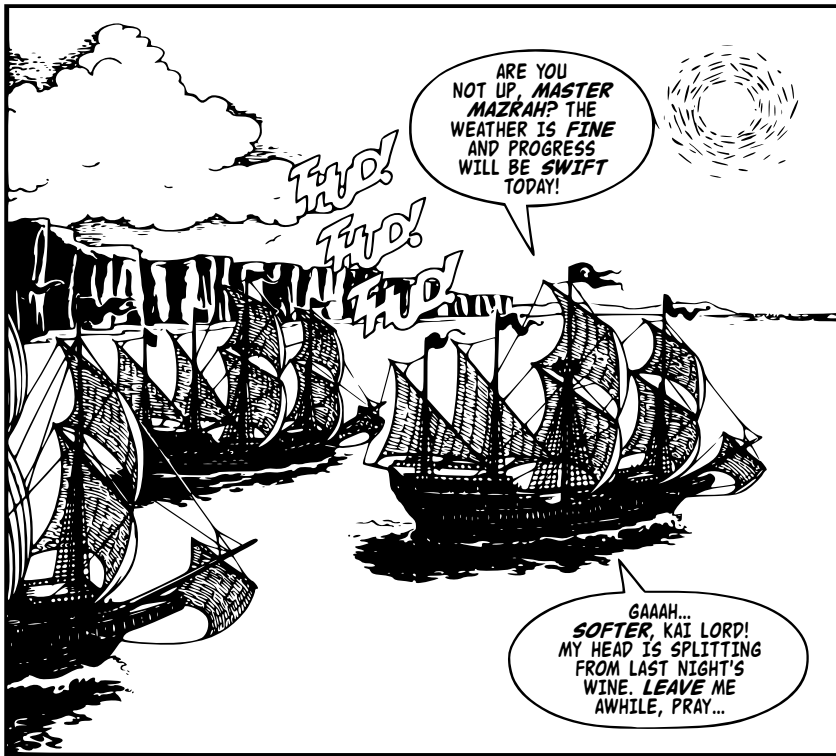












ARE YOU NOT UP, MASTER MAZRAH? THE WEATHER IS FINE AND PROGRESS WILL BE *SWIFT* TODAY!

Two! Two! Two!

GAAAH... SOFTER, KAI LORD! MY HEAD IS SPLITTING FROM LAST NIGHT'S WINE. LEAVE ME AWHILE, PRAY...



HOW WENT THE AFTERNOON?

EASY. MY HEAD HAS CLEARED BUT WHAT MIST IS THIS?



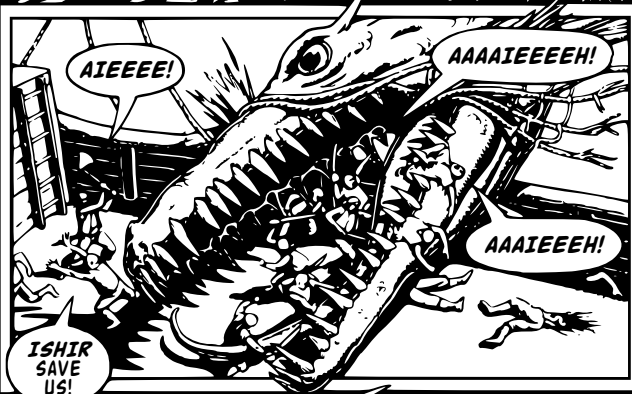
CURSE IT. BETTER A STORM THAN *THIS*!

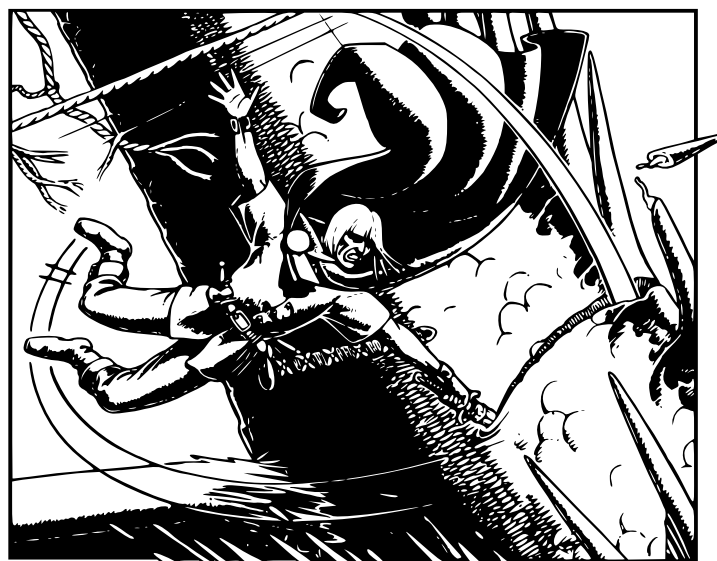
THIS IS NO NATURAL FOG!



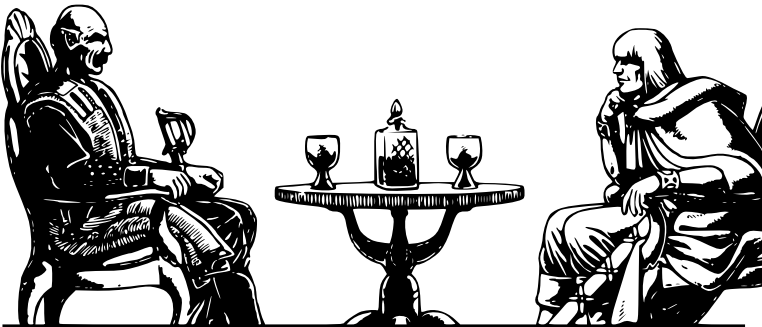
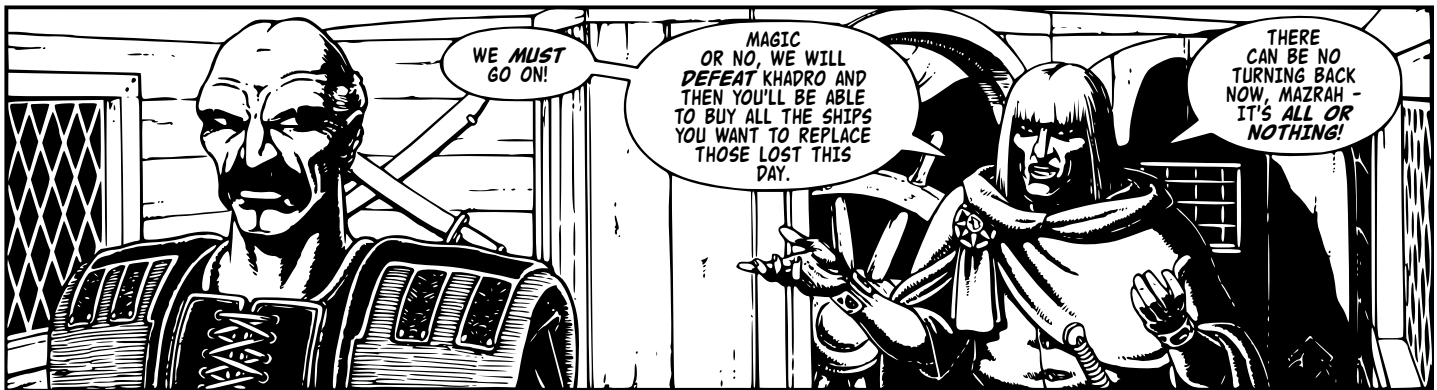
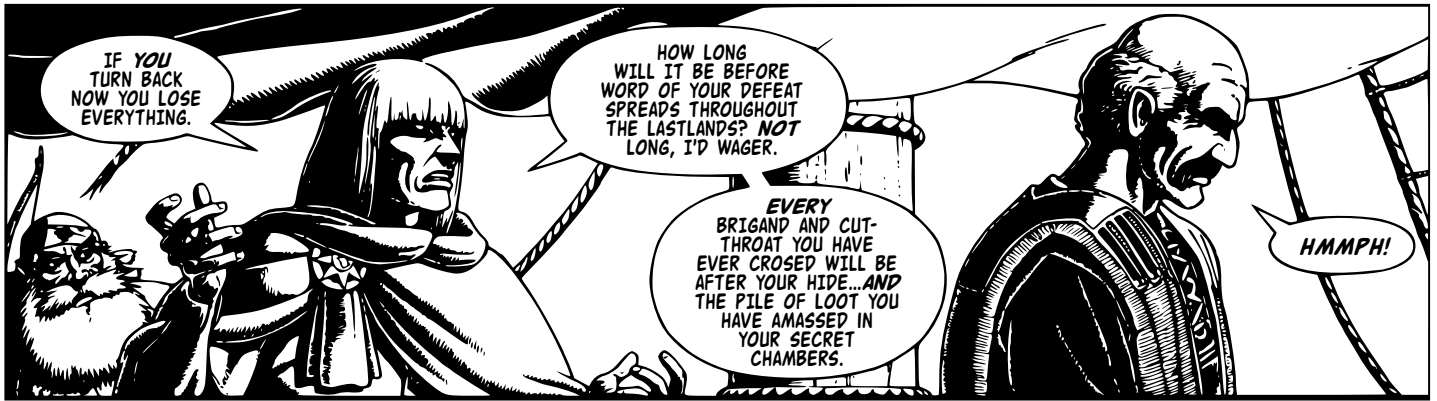
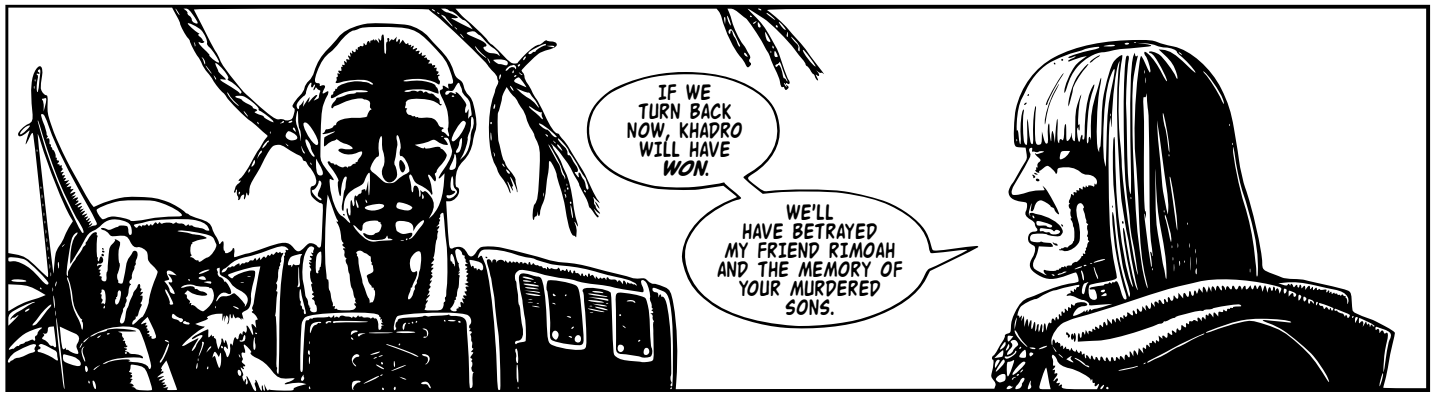
ISHIR PRESERVE US!

AEEEEEEGH!







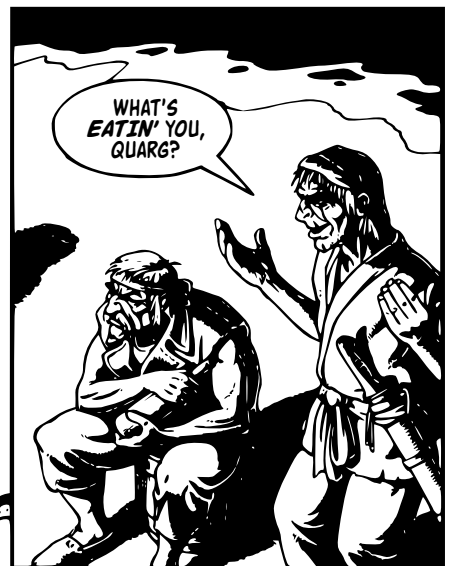






TO OUR
CAPTAIN - FOR
MAKIN' USH THE
RICHESH' AN'
MOSH' FEARED
BUCCANEERSH
'N ALL O'
MAGNAMUN!

TO
CAPTAIN
KHADRO!



WHAT'S
EATIN' YOU,
QUARG?



IT'S **THEM** -
FAIR GIMME THE
COLD CREEPIES,
THEY DO.

AYE, I
KNOW WHAT
Y' MEAN...

JUS' **CAN'T**
GET USED TO THEM.
THEY LOVE RIPPIN'
UP AN' EATIN' THEIR
ENEMIES...IT AIN'T
NATURAL!

BUT WE
COULDNA LOOTED
KADAN AN' THEM
OTHER PORTS WI'OUT
THEIR 'ELP - THAT'S
FER SURE.

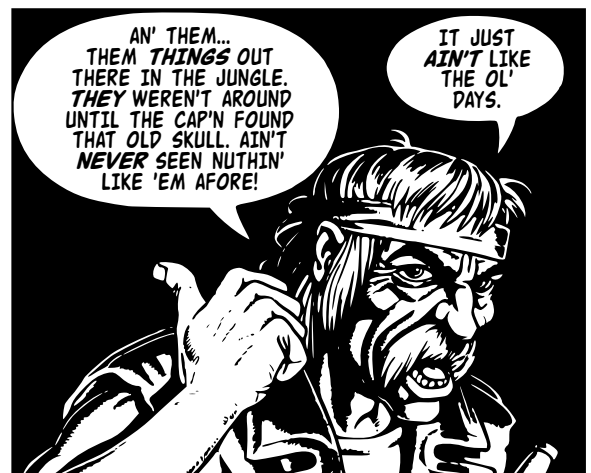
SO LONG AS
THEY'RE MAKIN'
US **RICH**, I'LL
SUFFER THEIR
COMPANY.



MAYBE
Y'R RIGHT, GULLY.
ONLY IT'S NOT
JUST **THEM** THAT'S
PUTTIN' A CHILL
IN M'BLOOD.

I'M FEARIN'
FER THE **CAP'N** -
'E SPENDS ALL 'IS
TIME WI' THAT
MOULDY SKULL.

MMM...



AN' THEM...
THEM **THINGS** OUT
THERE IN THE JUNGLE.
THEY WEREN'T AROUND
UNTIL THE CAP'N FOUND
THAT OLD SKULL. AIN'T
NEVER SEEN NUTHIN'
LIKE 'EM AFORE!

IT JUST
AIN'T LIKE
THE OL'
DAYS.

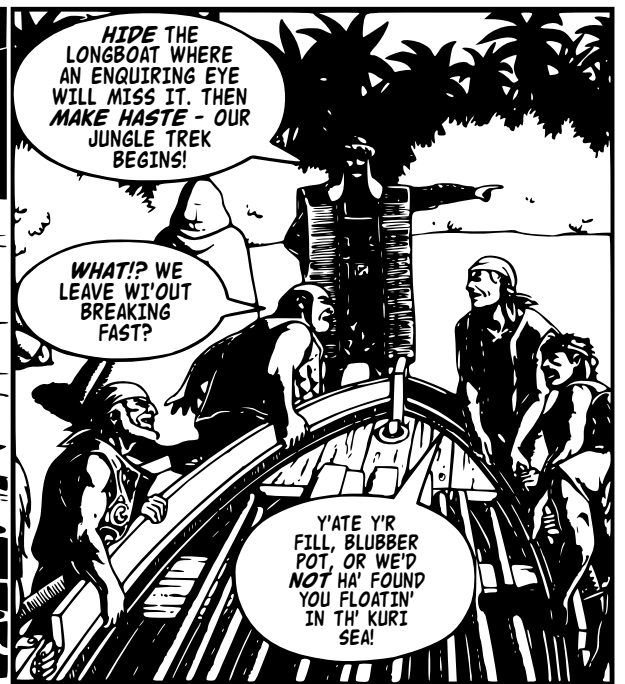


AYE,
QUARG, YOU'RE
RIGHT.

WE'RE
RICHER NOW
THAN WE EVER
THOUGHT
POSSIBLE.

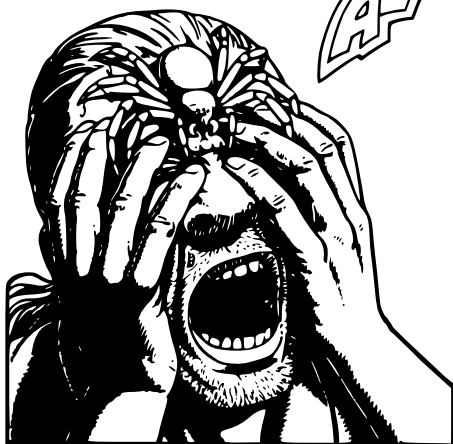


THANKS T'OUR
CAP'N, IT AIN'T AT
ALL LIKE THE OLD
DAYS ANYMORE!
HA! HA! HA!

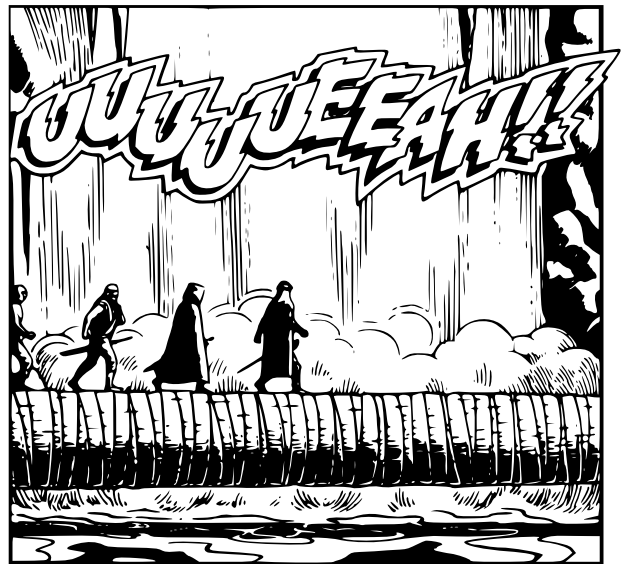




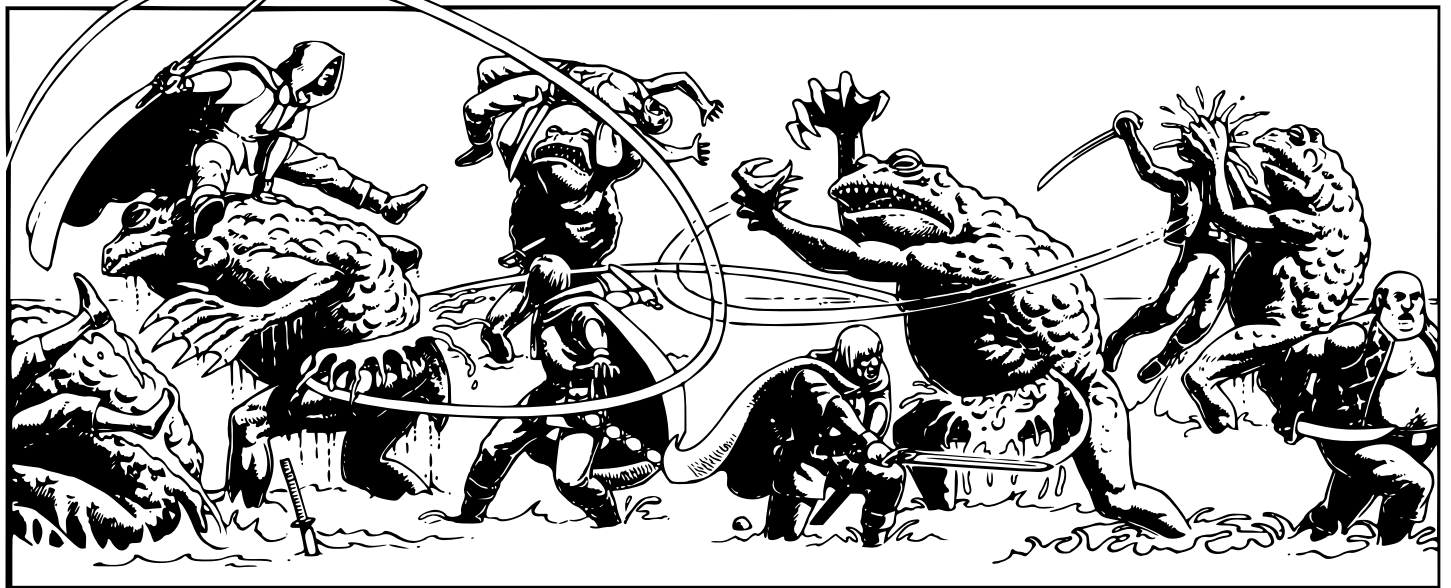
EEEEEEEEEEEEEEEEEEEEEEYAH!!

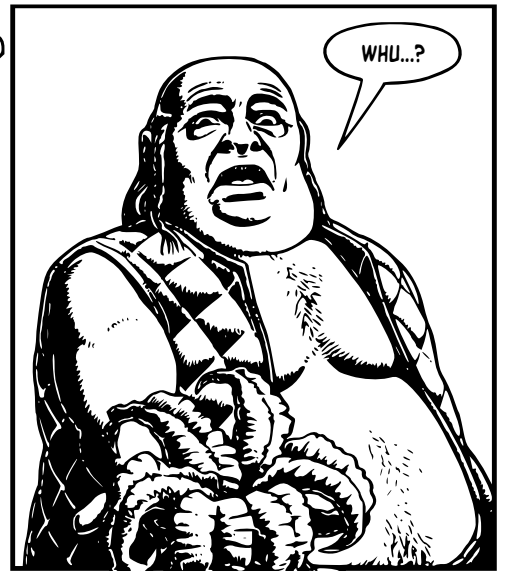


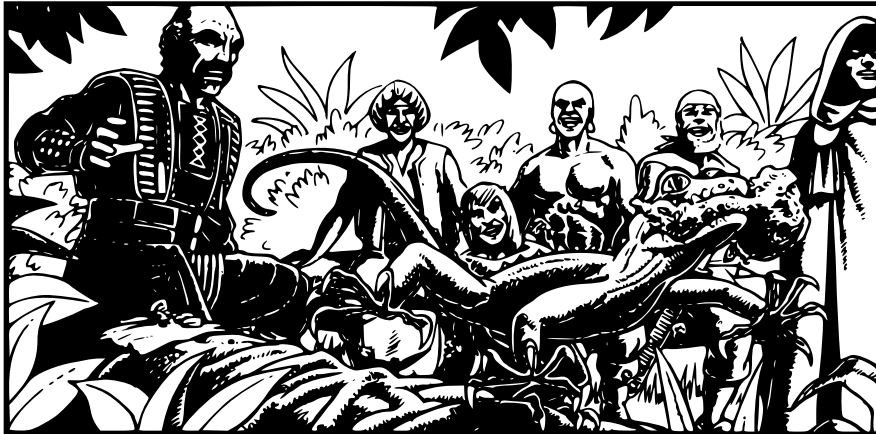
HOLD, MAZRAH!
I HEAR
SOMETHING.













SHOW
ME KHADRO'S
BASE...

...SHOW ME
THE MAGICIAN
THAT KHADRO
CAPTURED IN
KADAN...

...SHOW
ME YOUR
CAPTAIN...

...NOW
SHOW ME THE
SOURCE OF HIS
POWER...



WHAT DID YOU LEARN?

ENOUGH TO KNOW THAT OUR MISSION IS NOT A FUTILE ONE, MAZRAH.



DID HE REVEAL THE SOURCE OF KHADRO'S POWER?

YES - OUR FEARS ARE WELL FOUNDED. KHADRO POSSESSES A GREAT AND DANGEROUS EVIL. IT IS THE SKULL OF AGARASH, ONCE THE MOST POWERFUL OF THE SERVANTS OF THE DARK GOD NAAR.

NAAR'S EMPIRE RULED ALL OF THIS WORLD UNTIL HE WAS DEFEATED BY THE ELDER MAGI. I FEAR THAT RIMOAH'S CAPTURE AND ENSLAVEMENT IS PART OF SOME GREATER ACT OF REVENGE BY NAAR.



YOU SAY OUR MISSION IS NOT FUTILE. BUT HOW CAN WE HOPE TO DEFEAT THE POWER OF NAAR HIMSELF? IS IT NOT SUICIDE?

VICTORY CAN AND WILL BE OURS. TRUST ME, MAZRAH.

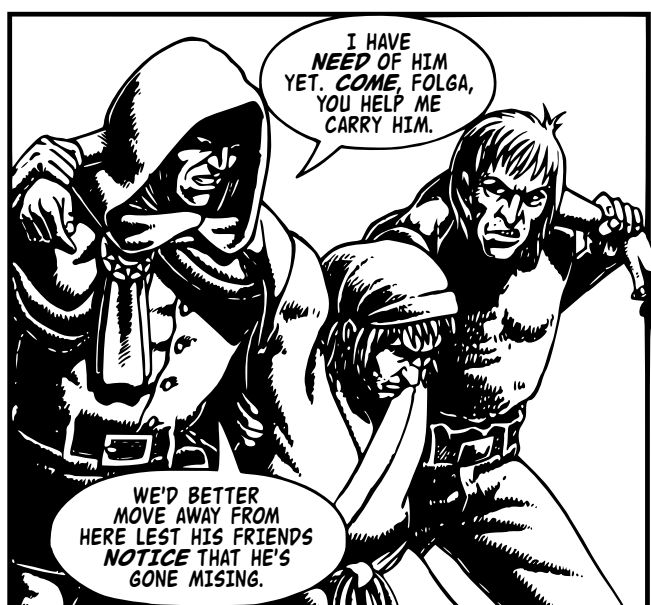
I SAW ENOUGH OF THAT RASCAL KHADRO'S EN-CAMPMENT TO KNOW THAT IT IS NOT INVULNERABLE.

BUT IF WE ARE TO SUCCEED, WE MUST FIRST DESTROY THE SKULL.



SHALL I DISPOSE OF THIS BILGE-RAT NOW, MASTER?

NO!

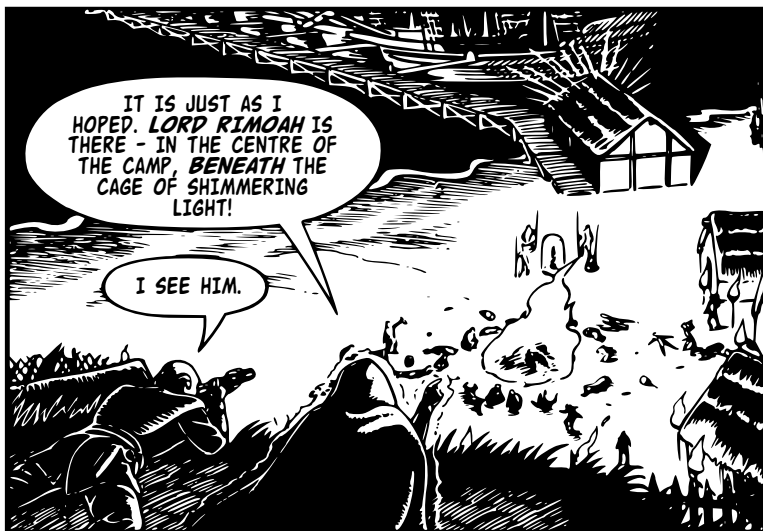


I HAVE NEED OF HIM YET. COME, FOLGA, YOU HELP ME CARRY HIM.

WE'D BETTER MOVE AWAY FROM HERE LEST HIS FRIENDS NOTICE THAT HE'S GONE MISSING.

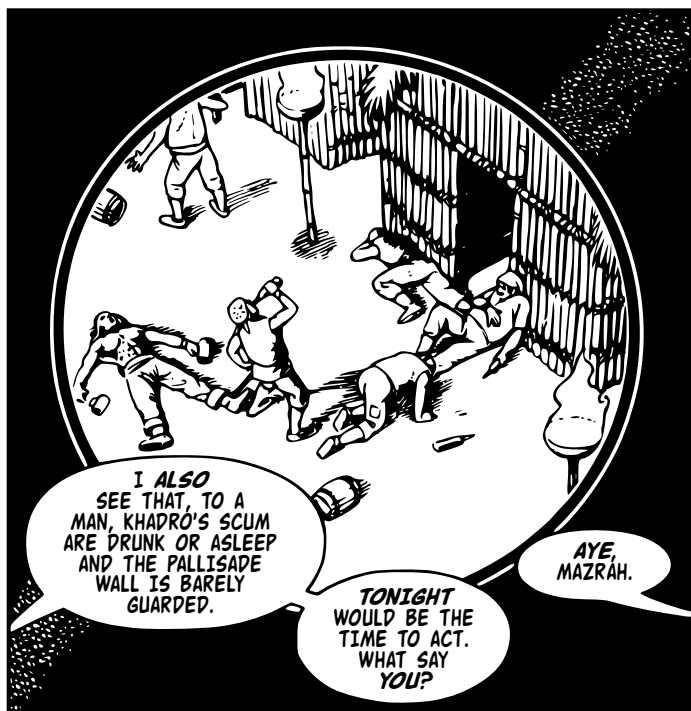


YOU MEN
GET SOME REST
WHILE WE SCOUT
AHEAD. COME,
KAI LORD!



IT IS JUST AS I
HOPED. LORD RIMOAH IS
THERE - IN THE CENTRE OF
THE CAMP, BENEATH THE
CAGE OF SHIMMERING
LIGHT!

I SEE HIM.



I ALSO
SEE THAT, TO A
MAN, KHADRO'S SCUM
ARE DRUNK OR ASLEEP
AND THE PALLISADE
WALL IS BARELY
GUARDED.

TONIGHT
WOULD BE THE
TIME TO ACT.
WHAT SAY
YOU?

AYE,
MAZRAH.



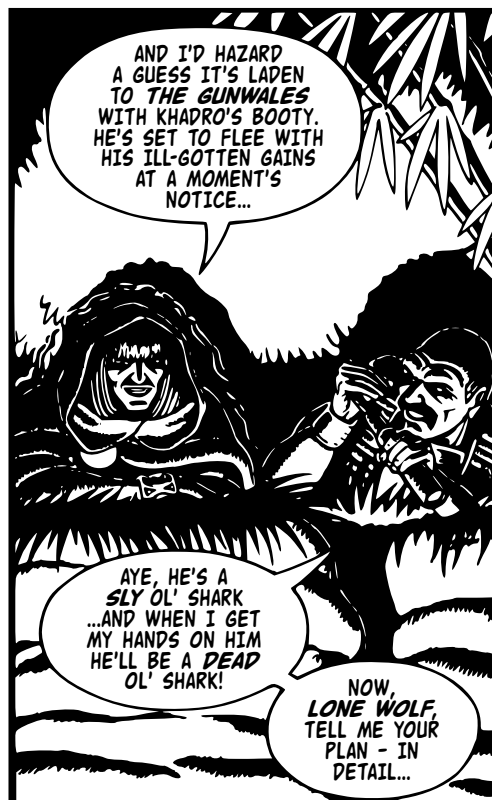
KHADRO'S
HOUSE IS AT THE
END OF THE JETTY.
HE AND THE SKULL
ARE IN THERE NOW -
I CAN SENSE THEIR
PRESENCE.

MIND YOU
THE TREASURE,
KAI LORD. I'M HERE TO
TAKE KHADRO'S LOOT
AS WELL AS HIS
WORTHLESS
HIDE!



LOOK
DOWN THERE, AT
THE SHIPS MOORED
BY THE JETTY -
NOTICE ANYTHING
STRANGE?

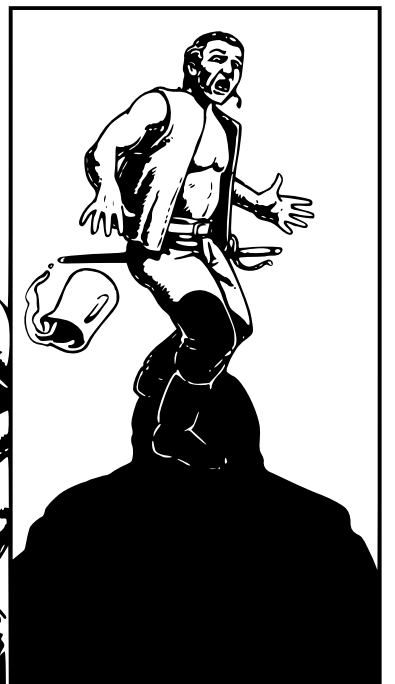
YES...
YES, THE GALLEON
MOORED WITH ITS
STERN TO THE PIER -
IT SITS A FATHOM*
LOWER THAN THE
OTHERS!

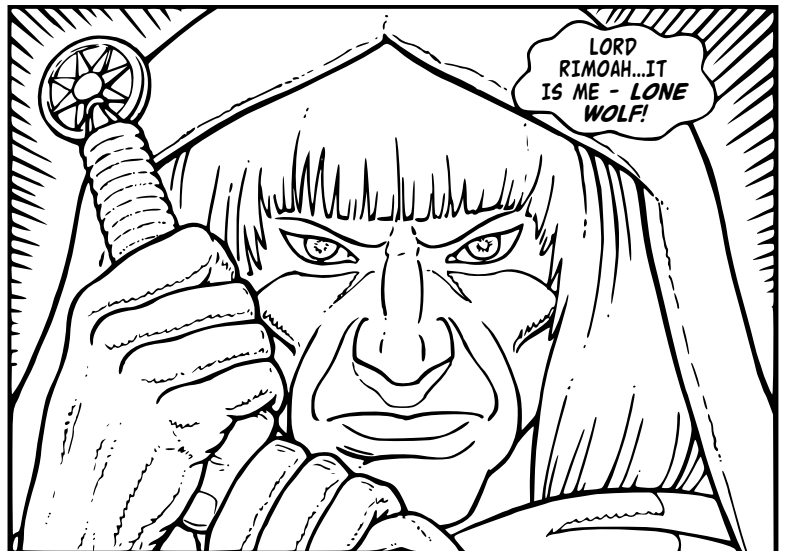
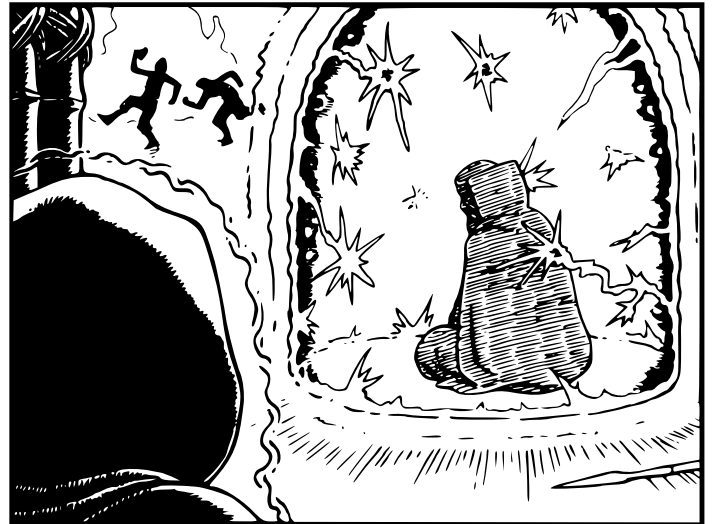
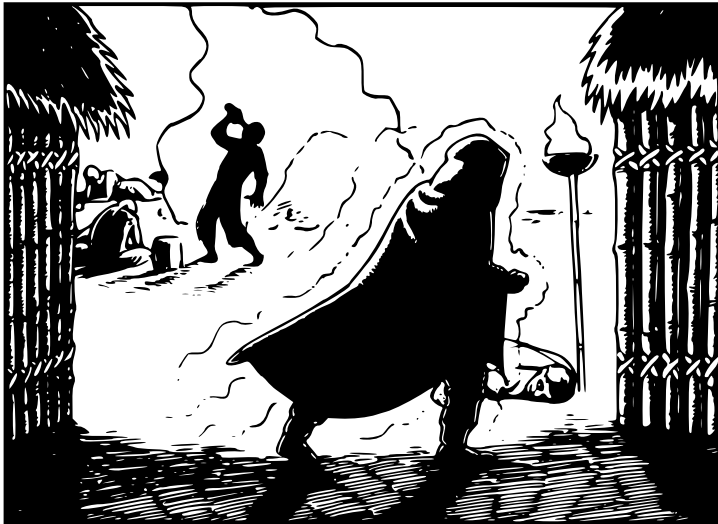


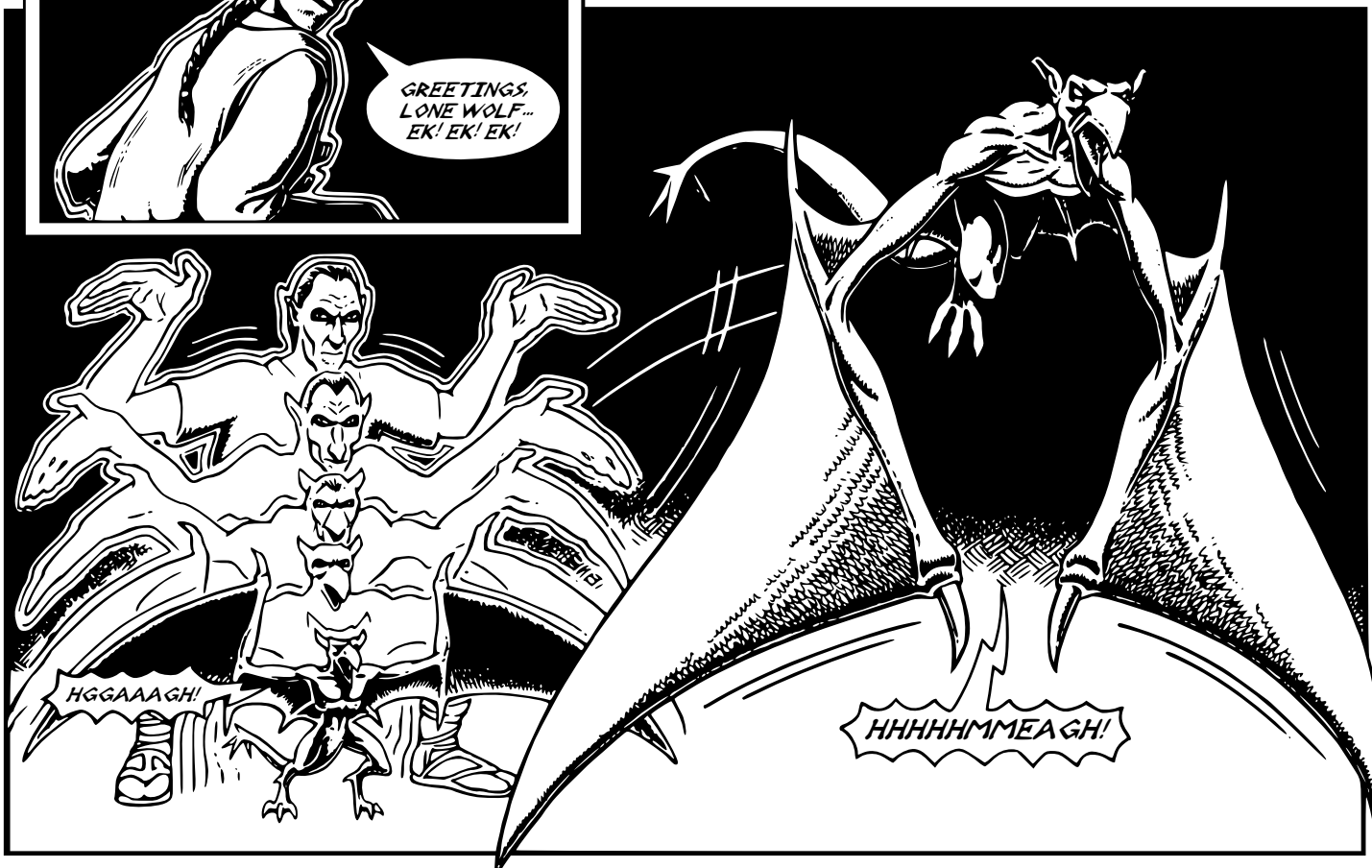
AND I'D HAZARD
A GUESS IT'S LADEN
TO THE GUNWALES
WITH KHADRO'S BOOTY.
HE'S SET TO FLEE WITH
HIS ILL-GOTTEN GAINS
AT A MOMENT'S
NOTICE...

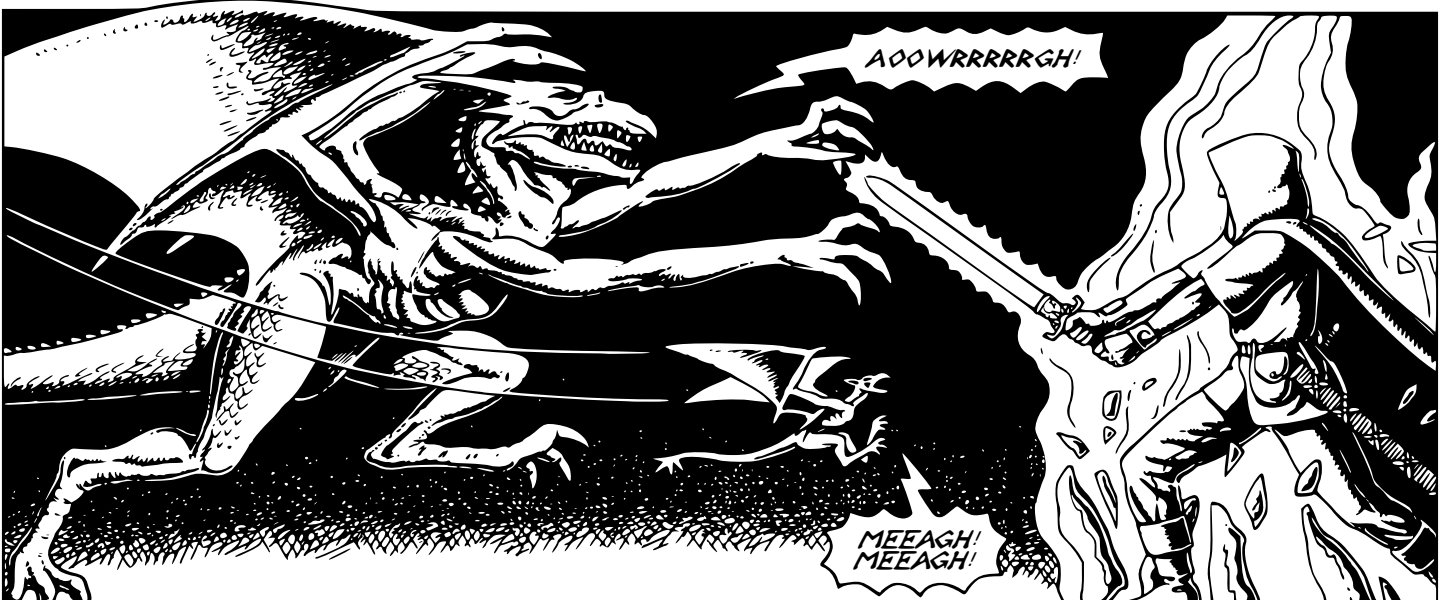
AYE, HE'S A
SLY OL' SHARK
...AND WHEN I GET
MY HANDS ON HIM
HE'LL BE A DEAD
OL' SHARK!

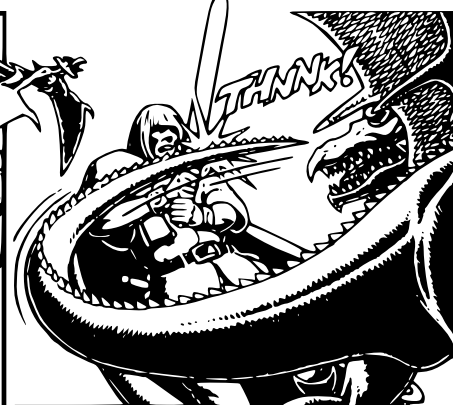
NOW,
LONE WOLF,
TELL ME YOUR
PLAN - IN
DETAIL...



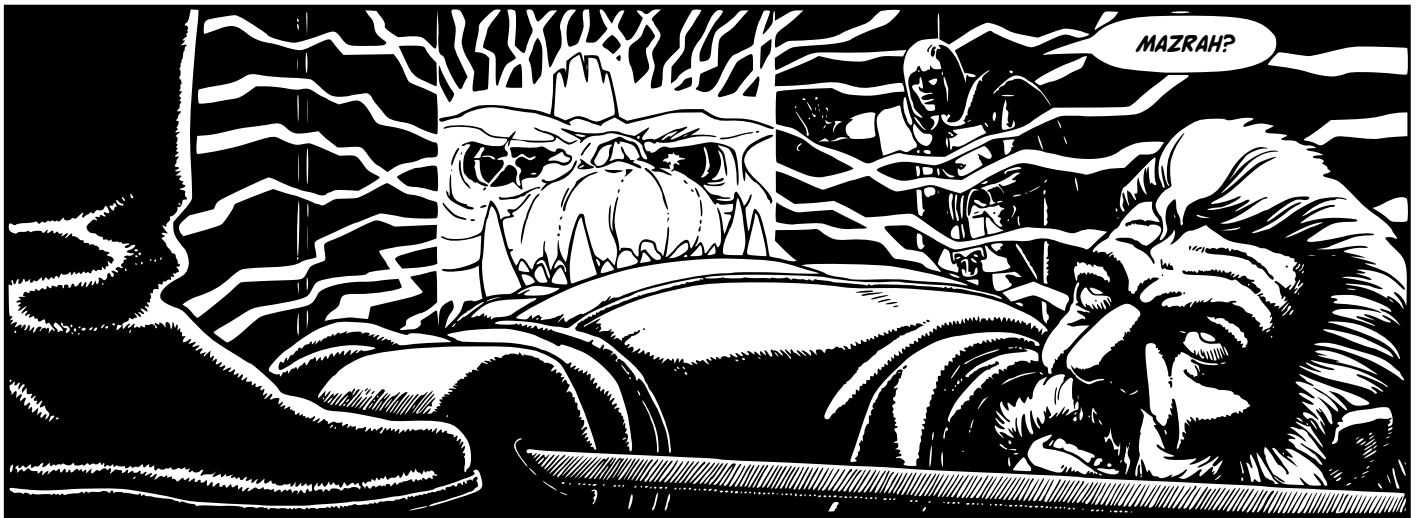






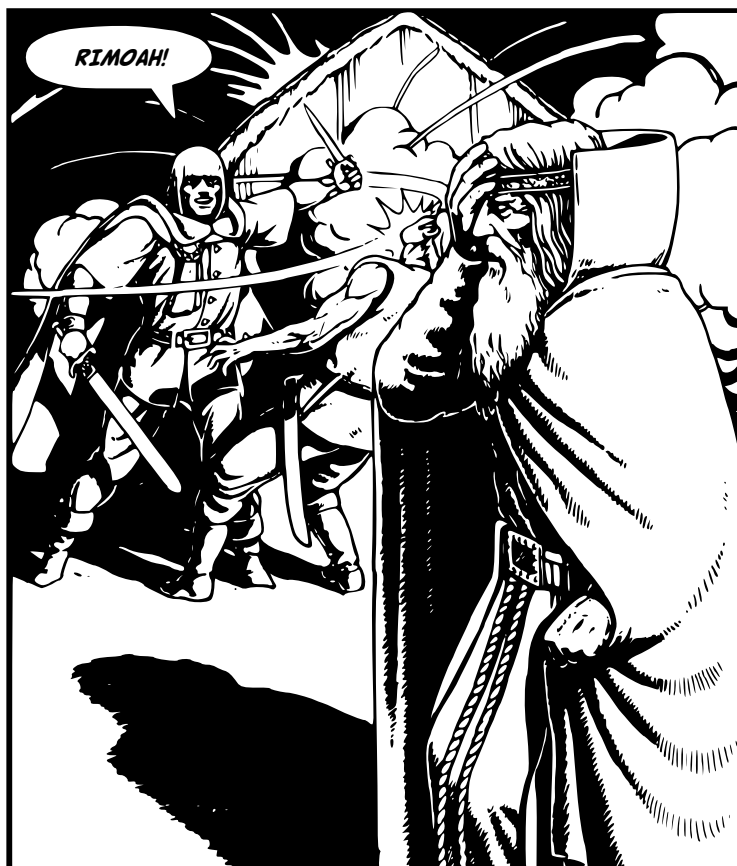
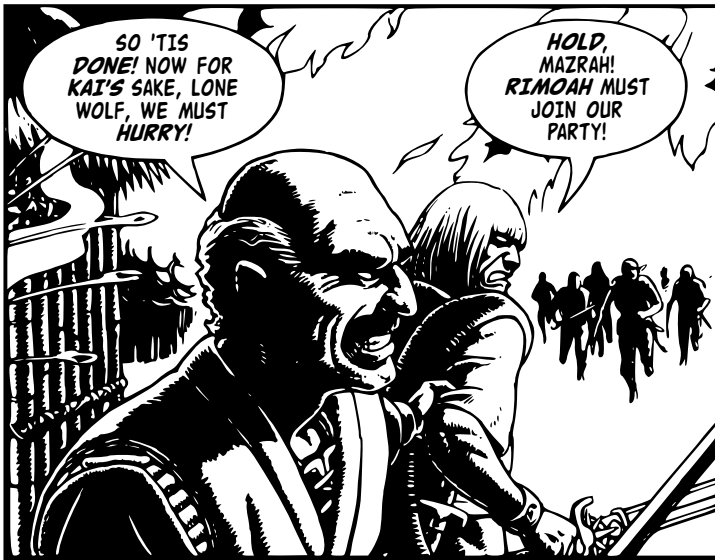






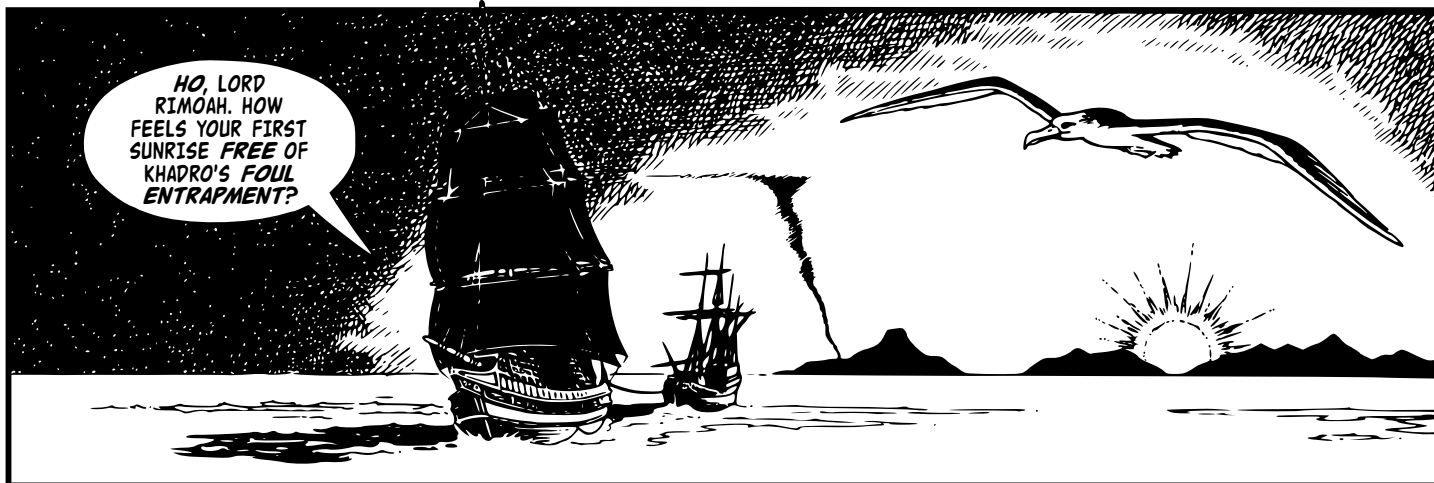


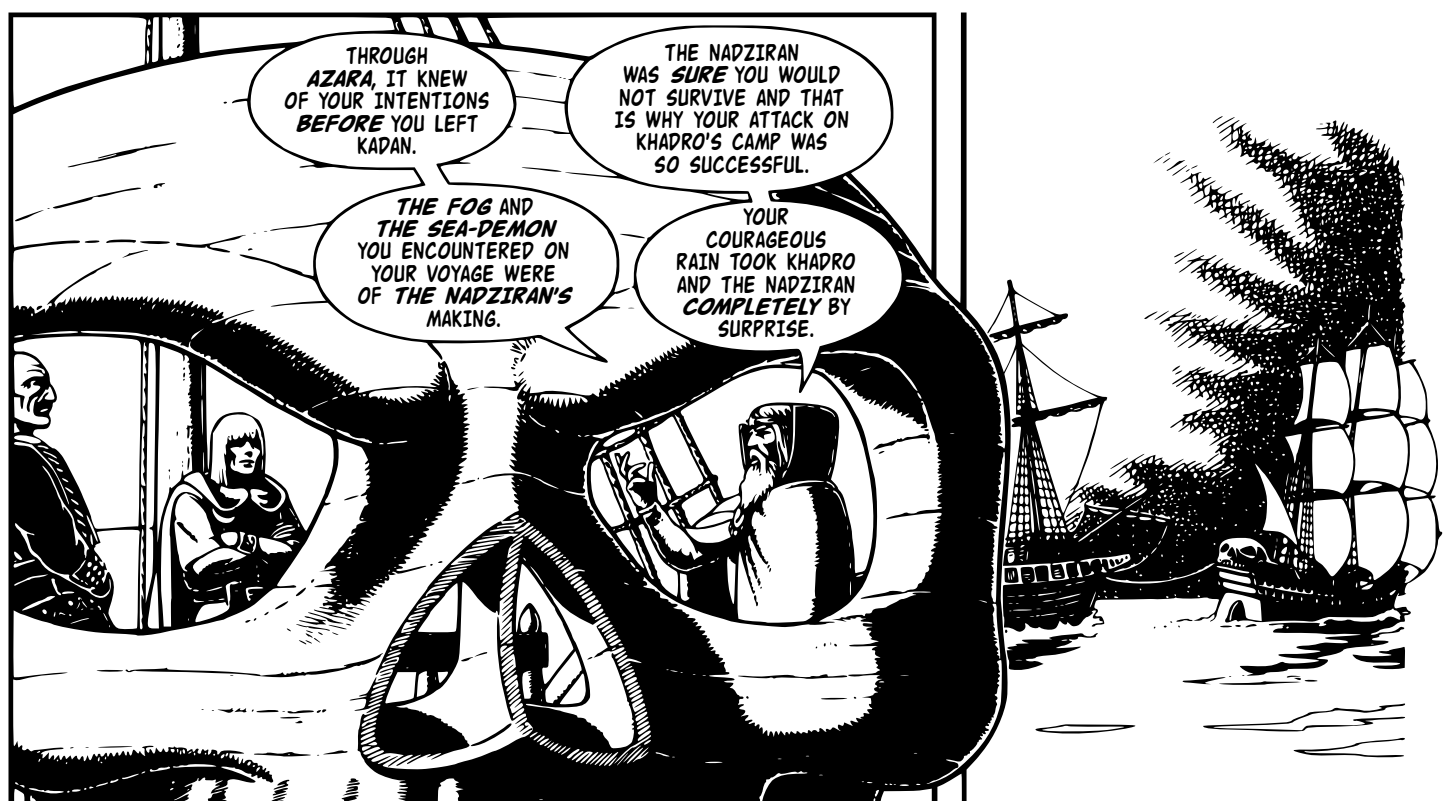
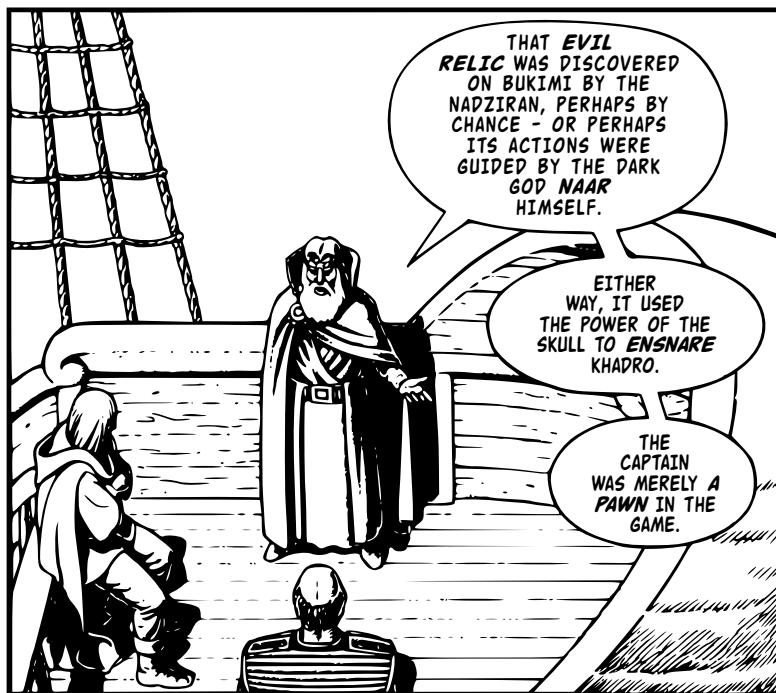
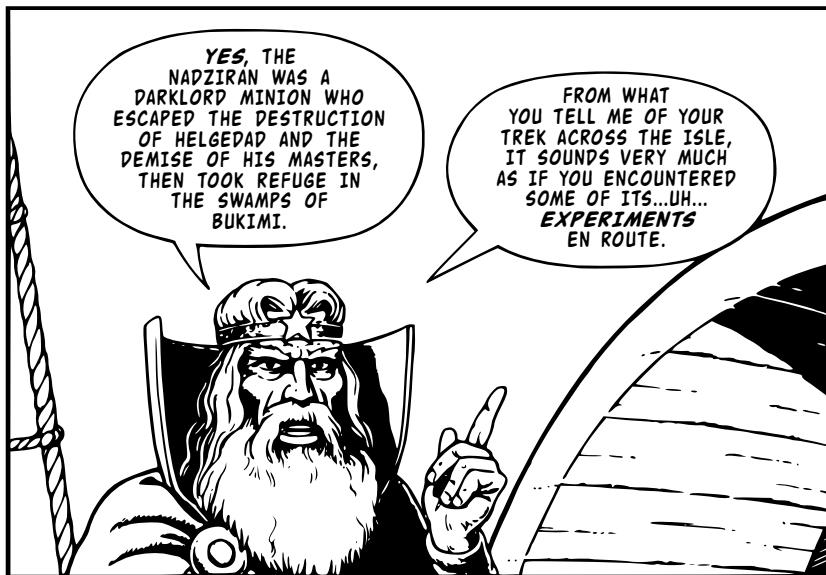


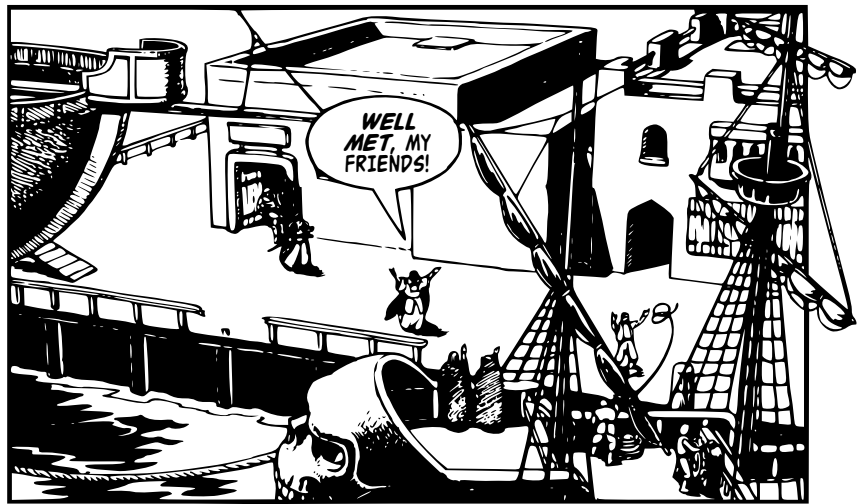
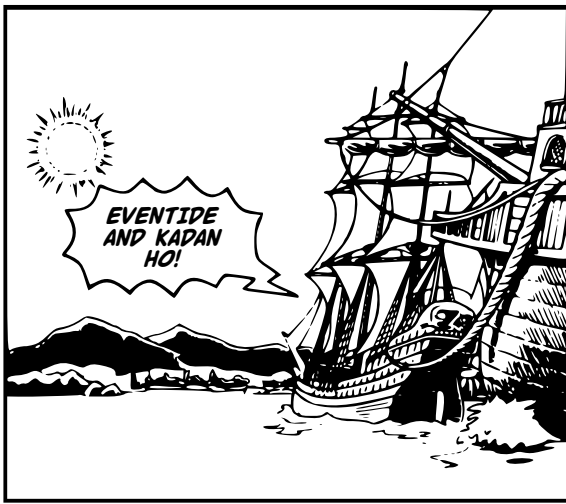


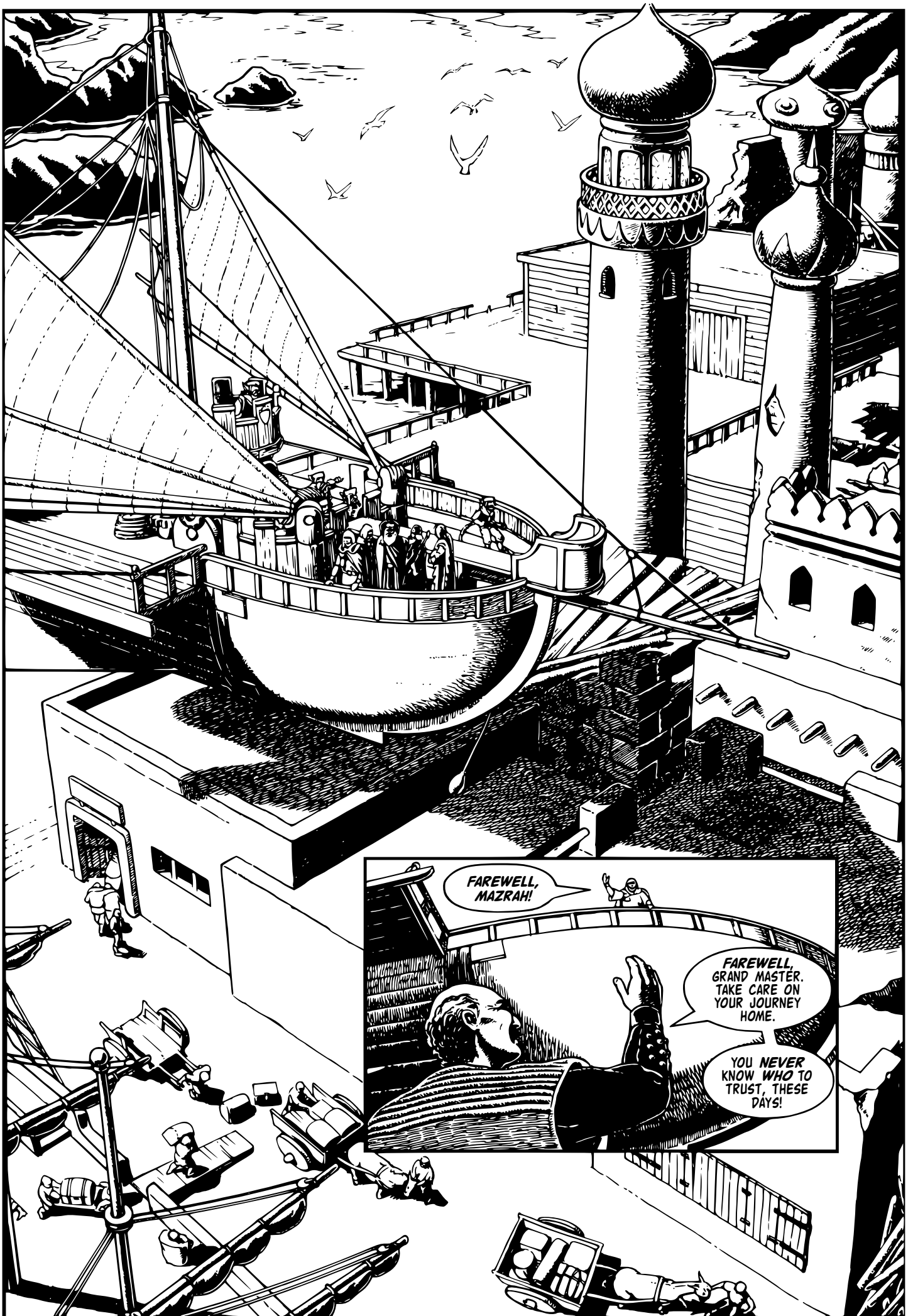


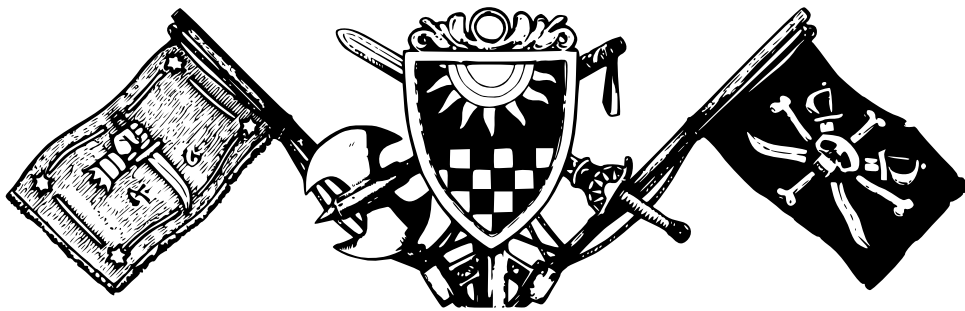












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Errata

Cover: Removed publisher's logo from illustration.

Title Page: Removed publisher's logo from illustration.

Copyright: Removed publisher's details and Lone Wolf Club contact address. Replaced 'pages' with 'Pages' and 'to' with 'to:', and adjusted page numbers to reflect this Project Aon edition.

Introduction: Replaced 'elite' with 'élite'.

Page 27: Replaced 'Assassin's Guild' with 'Assassins' Guild'.

Page 30: Replaced 'your welcome' with 'you're welcome'.

Page 40: Replaced '...Agtah!' with '...Agarashi!'.

Order Form: Replaced 'struggle' with 'struggle'.
Removed prices from book lists and Order details.

Rear Cover: Removed ISBN number

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17 June 2009

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