



LONE WOLF

MULTIPLAYER GAME BOOK

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A Mongoose Publishing Book

Published by Mongoose Publishing Limited
52-54 Cricklade Road, Swindon, SN2 8AF

With thanks to Jonathan Blake and all at Project Aon.

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Printed and bound in the USA by Mongoose Publishing.

ISBN 978-1-905850-77-8

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CHAPTER ONE :

INTRODUCTION

Welcome to *Lone Wolf*, a *Multiplayer Fantasy Gamebook*. If you have enjoyed the previous *Lone Wolf* gamebooks, you will find this one to be a little different.

In the other *Lone Wolf* gamebooks you read through the story, making decisions as you go to guide your character through dangers and adversities. This Gamebook instead shows you how to create your own stories and play them out with your friends.

You will not have a single Kai lord battling against the evil plans of the Darklords but a whole group of heroes. You will not be constrained by options offered to you on each page; instead you'll be free to take any action you wish at any time, although you will also have to live with the consequences if you should do something foolish!

Think of a *Multiplayer Fantasy Gamebook* as being your chance to create and star in your own film.

Remember the *Lord of the Rings*? If that was a *Multiplayer Fantasy Gamebook*, you might well have been playing the part of one of the hobbits. For instance, if you were playing Frodo, then your friends might have been taking the parts of Sam, Merry and Pippin.

However, instead of simply reading lines from a script, you would be free to decide what Frodo does and what he says. Another player, the Games Master, acts as the narrator or director, describing what you and your friends see and hear – it is then up to you to decide what to do. You describe your actions and the Games Master will then tell you what happens as a consequence.

You may also hear this kind of game being described as roleplaying and that is literally what it is – playing the role of a character in a story.

HOW TO PLAY

If you have played the other *Lone Wolf* gamebooks, you already know much of what you need to know. If not, then do not worry – you will find things a lot easier than they may first appear!

Start by reading Chapter Two and have a go at creating your own Kai Lord character. Once you are familiar with that, grab some friends and get them creating characters too. Ideally, you should have between four and six people playing the game.

One friend (perhaps yourself) needs to take the part of the Games Master. The Games Master does not take the part of a single character like the other players. Instead, he has a whole world to control! The Games Master (and only the Games Master – don't spoil any surprises for yourself!) should read Chapter Four and then quickly skim through the first adventure in Chapter Ten. This should not take very long and there is not too much to remember. The Games Master can always refer back to this book at any time.

Once every player has a character ready and the Games Master is familiar with what he needs to run the adventure, you can begin. The Games Master will tell the players where their characters are and what they can see. Once he has set the scene, the players will tell the Games Master what they want their characters to do – and so the game begins.

A GAME IN PROGRESS

This kind of game is a little bit like free form acting or improvisation with a few rules attached. If you have not played a Multiplayer Fantasy Gamebook or a Roleplaying Game before, you will find that it is quite unlike anything you might have tried before. For a start, there is no game board!

Featured here is a short excerpt from a game that was played. It will give you an idea of what to expect. Chris is the Games Master and Ian, Richard, Nick and Kelly are the players.

Chris: Having left the Kai Monastery on your mission to discover what has happened to the lost patrol, you find yourself walking through the forest. Before long, it starts to get dark as the sun sinks below the horizon. Are you guys going to keep on walking?

Richard: I knew we should have stayed in the Monastery until morning. We'll never get through the night without something big and bad wanting to eat us for its supper.

Nick: Doomwolves, most like. A pack of those nasties is going to cause us some serious trouble.

Ian: Nah, we had to leave quickly. That patrol could be in real danger and in need of our help. I say we push on.

Richard: Perhaps we should sleep up in the trees or something?

Kelly: I would rather face Doomwolves with a sword in my hand than while trying to hide up a tree!

Nick: She's right. Come on Richard, let's keep going.

Richard: Alright, agreed, but don't say I didn't warn you.

Chris: Okay, you carry on walking through the night. The moon is full and its silvery light just about penetrates the canopy of the trees, but you really cannot see much ahead of you. Oh, and you had better now cross off a meal, you are all hungry.

Richard: I have the Discipline of Hunting, I don't need the meal.

Ian: Lucky ol' you. Kelly, do you still have that lantern?

Kelly: Ah, yes! Good thinking. Chris, I light my lantern – we can see much further now.

Chris: The lantern casts really weird shadows as you move through the trees. You keep thinking you can see a Doomwolf or two lurking in the surrounding woodland but when you stare at the shadows you realise that there is nothing there. A little further on and you can make out an unusual shape ahead. Getting closer you suddenly realise that it is a mound of bodies, with the Sommelding flag draped over them. It seems unnaturally quiet in this part of the forest,

Nick: Oh dear, I think we just found the patrol, guys. . .

And so the game continues. No doubt our heroes will start spreading out to see if their enemies are still nearby before checking out the remains of the patrol. However, absolutely anything can happen in games like this, which is why they are such great fun to play!

HOW DO YOU WIN?

This is actually a tricky question. If you have played the other *Lone Wolf* gamebooks, you will likely have completed them and thus 'won'. This doesn't always happen in a Multiplayer Fantasy Gamebook.

In this game, you will play several (perhaps a great many) adventures. After you complete each one, your character will get a little better at

adventuring and may be rewarded with special items or favours from the lords of the land. However, this does not mean you have won in the final sense, because there will always be the chance for another adventure soon after.

You can think of *Lone Wolf* as a kind of television series, where you play one of the lead characters. Every week you see the same characters but the stories, and the trouble they find themselves in, changes with each episode. In this sense, each adventure you play in *Lone Wolf* can be seen as a single episode of a much larger and greater story.

CHANCE AND RANDOM NUMBERS

It is unfortunate but things do not always work out exactly how you want them to. If you swing a weapon at an enemy, he may dodge out of the way at the last moment. If you jump across a yawning chasm, you may slip and fall. If you try quietly to creep past a guard, he may well notice you are there.

In a Multiplayer Fantasy Gamebook, 711 of this is worked out by random numbers. On p112 at the end of this book you will find the *Random Number Table*. Whenever you need to find a random number, turn to this table, close your eyes and place the blunt end of a pencil on the page. The number under the end of the pencil is the number you have picked by chance.

TESTS

Any action that has an element of chance or risk in it is called a Test. A Test is made by picking a random number on the table and then adding a Bonus to it to arrive at a total. Your Games Master will tell you what Bonuses may be added to any Test.

Your Games Master will decide the Difficulty of the Test.

If the total is higher than, or equal to, the Difficulty then you have passed the Test and are successful in what you were trying to do. If your total is less than the Difficulty, then you have failed.