

Chapter 1 : The Jungle of Horrors | Lone Wolf | FANDOM powered by Wikia

While the gaming industry is steadily growing, role-playing adventure novels are among the biggest sellers. Since Lone Wolf games use no dice, no boards and no accessories, they are becoming even more popular with each issue. To ask other readers questions about The Jungle of Horrors, please sign.

Ok, ora di contare i voti! Chiudiamo il Circle of Light e guadagnamo 3EP! Before leaving Dessi on your journey to the Danarg, the Elder Magi give you a map of the jungle-swamp and its surrounding lands, and a pouch of gold. To find out how much gold is in the pouch, pick a number from the Random Number Table. Add 10 to the number you have picked. If you have successfully completed books 1-7 of the Lone Wolf adventures, you may add this sum to the total sum of Crowns you already possess. You can carry a maximum of only fifty Crowns, but additional Crowns can be left in safekeeping at your Kai Monastery. The Elder Magi offer you a choice of equipment to aid you on your perilous mission. You can take five items from the list below, again adding to these, if necessary, any you may already possess. However, remember that you can carry a maximum of two Weapons and eight Backpack Items. Tick them off as they are used. There is enough for only one dose. Dagger Weapons 3 Fireseeds Special Items When thrown against a hard surface, these Fireseeds explode and burn fiercely. Abbiamo 12 Corone extra. Qualche parola di saggezza da Joe Originally Posted by Magnakai Wisdom The quest for the Lorestone of Ohrido will be fraught with danger, for the temple in which it lies is situated deep within the Danarg. Make notes as you progress through the story—they will be of great help in this and future adventures. Many things that you find will help you during your adventure. Some Special Items will be of use in future Lone Wolf adventures and others may be red herrings of no real use at all, so be selective in what you decide to keep. Successful completion of previous Lone Wolf adventures, although an advantage, is not essential for the completion of this Magnakai adventure. May the spirit of your ancestors guide you on the path of the Magnakai. Originally Posted by 1. You leave Elzian under cover of darkness on a trading ship bound for Garthen. It is a trim vessel, lean-prowed and simple in design—one of a thousand such ships that sail the chain of land-locked seas and lakes dividing the northern and southern continents of Magnamund. Its passage along this great waterway called the Tentarias is unlikely to invite undue attention, and it is for this reason that the Elder Magi have placed you aboard. The nature of your voyage is secret, but you are not alone, for a guide has been chosen to accompany you on your dangerous mission. His name is Paido, a tall, ebony-skinned Vakeros, who is a master of the art of battle-magic. Among his fellow warriors he is a high-ranking lord, respected and honoured for his bravery and skill on the field of battle. Now, for the mission that lies ahead, he has exchanged his gold and scarlet robes for the clothes of a commoner, a roving adventurer with a sword for hire. It is a disguise you too have adopted to veil your true identity on the long voyage to the land of Talestria, where a rendezvous with royalty awaits you. You sail westwards, a benevolent wind filling the triangular sail and skimming the ship across the still, blue waters. The hull seems to slide over the surface of the water rather than cut its way through, and you cannot help but wonder if Paido has conjured some magic to speed your passage. Your first port of call is the city of Talon, where food stocks and fresh water are replenished. Then the voyage continues along the Tentarias to the port of Orello, the last stopping place before your ship-bound journey ends at Garthen—crown capital of Talestria. It is an hour past midnight when you dock at Varnos Harbour in Garthen, a sprawling network of quays and cracked stone jetties that shelter great fleets of merchants, traders, and dhows. Silently like a shadow, you disembark and follow Paido through the twisting harbour streets, slowly climbing the steep stairs that connect one level of Garthen to the next. Rusty lanterns cast pools of yellow light beneath the timbered balconies, illuminating the stalls of merchants and vendors who will haggle, brag, and barter in the crowded streets till dawn. Paido halts at an iron-shod door and raps the grille with the hilt of his blue-steel sword. A smile of recognition softens his lordly features when he sees Paido. In an instant the door swings open and you are ushered inside. For centuries a strong bond of friendship has existed between the royal household and the magicians of Dessi, and when called upon by the Elder Magi to help you in your quest, Queen Evaine pledged her support without hesitation. She has volunteered the services of Lord Adamas, who is to ensure your safe

and unhindered passage through Talestria to the borders of the Danarg. Haulage is provided by eight large ghorikasâ€”hairy, ox-like creatures from the plains of Sloviaâ€”which are harnessed to the barge by chains. Ill news greets you in Phoena, the city of triple towers. Zegron, warlord of Xanar, ruler of the barren highlands of Ogia, has amassed an army of Drakkarim warriors. Three days ago they attacked the border town of Luukos to the north. The Talestrian garrison put up a brave and spirited defence, but they were hopelessly outnumbered by the bloodthirsty Ogian horde that drove through the perimeter walls with battering rams and engines of war. The Drakkarim razed Luukos to the ground, and only a handful of survivors escaped to tell of the dreadful battle. We must mobilize our army for war, for it is war that Ogia has invited by its unforgivable attack on Luukos. I must return to Garthen to muster my retainers in preparation for battle and inform the Queen of the evil that threatens her realm. I can no longer escort you to the Danarg, though your quest must proceed in spite of all that conspires against it. He dictates an order of safe conduct and sets the impression of his signet ring into the hot wax seal before passing the parchment to you. If challenged, show this Pass and your safe passage will be assured by all who are loyal to Queen Evaine. Early next morning Lord Adamas accompanies you and Paido to the main square of Phoena; it is from here that your quest begins. The first leg of your journey to the Danarg will take you north to the town of Tharro which nestles in the fertile uplands of Talestria. There are two ways of reaching the town: Consult the map before deciding which route to take. If you wish to travel to Tharro by barge, turn to If you prefer to ride to Tharro along the Great North Road, turn to Ecco la mappa di Tarrolandia.

Chapter 2 : jungle of horrors | eBay

*The Jungle of Horrors (Lone Wolf, Book 8) [Joe Dever, Gary Chalk] on blog.quintoapp.com *FREE* shipping on qualifying offers. In this role-playing adventure, readers must seek the Lorestone of Ohrido and survive such dangers as the assassins of Gnaag.*

Its people, the Sommlending, are devoted followers of Kai. Forced to enact their will at a distance, the Darklords wage war with armies of Drakkarim humans devoted to Naar, Giaks goblin-like creatures spawned in vast numbers, and other creatures, and are served by agents such as Vordaks undead with psychic powers and Helghasts shapechanging undead. At the Kai Monastery is a young initiate, given the name Silent Wolf. On the feastday of Fehmarn, when all the Kai Lords gather at the monastery, Silent Wolf is sent to cut wood from the surrounding forest as a punishment for his inattention in class. While he is gone, a surprise attack is launched from the Darklands at several places across Sommerlund. The Monastery is assaulted and the gathered Kai Lords massacred. When he awakes, he finds himself the only survivor. The last of the Kai, he renames himself Lone Wolf and sets out for the capital to inform the King of the loss of the Kai. In the re-release version of Flight from the Dark in by Mongoose Publishing, the beginning of the story is slightly different as Silent Wolf takes part in the battle. The Kai Series[edit] The Kai Series gamebooks 1 to 5 follows Lone Wolf as he rallies the armies of Sommerlund and her ally, Durenor, to repel the invasion, pursues and captures the traitor who brought about the invasion, and survives plots to complete the destruction of the Kai. At the end of the series, in Shadow on the Sand, Lone Wolf recovers the Book of the Magnakai, the ancient text which contains the higher lore of the Kai Lords through an encounter with Haakon, the new leader of the Darklords. With the massacre of the Kai, and Lone Wolf only an initiate, these teachings were thought to be lost. The Book of the Magnakai, however, is ancient and incomplete. Sun Eagle quested for the wisdom encapsulated in the Lorestones of Nyxator, seven orbs scattered across Northern Magnamund. As Lone Wolf begins the same quest, however, war breaks out again. The Darklords have again rallied behind a new leader, Archlord Gnaag, and now hasten their invasion to defeat the Magnakai quest. Lone Wolf then makes the perilous journey to the edge of the Darklands, deep in the territory of the Darklords. There, in The Dungeons of Torgar, he falls into a void leading beyond the plane of Magnamund. Finding the final two Lorestones and finally settling the score with Vonotar, Lone Wolf is able to return to Sommerlund, chronicled in The Prisoners of Time. When Lone Wolf returns to Magnamund, he finds that 8 years have passed and most of the world is under the grip of the Darklords under the leadership of Archlord Gnaag. Ultimately, in The Masters of Darkness, Lone Wolf enters the Darkland capital of Helgedad and brings about the destruction of the Darklords after having faced and bested Archlord Gnaag himself in single combat. With the destruction of the Darklords, Naar and his agents abandon open warfare and seek new paths to dominance, often focused directly on Lone Wolf as the keystone of the forces of Light. Following that, the closest friend of Lone Wolf, Guildmaster Banedon, is kidnapped. Shortly after, The Deathlord of Ixia comes into possession of the Deathstaff, an item to be used to resurrect Vashna. The New Order Series[edit] The New Order Series gamebooks 21 to 32 is intended to be 12 books long, although only the first eight books were originally released before the cancellation of the series in It took 18 years before the next book in this subseries got published. In Voyage of the Moonstone, the new protagonist is sent to the Isle of Lorn to return the Moonstone to its creators, the Shianti. However, this book ends midway during the trip, in Elzian. The second part of this adventure plays out in The Buccaneers of Shadaki. In Rune War, the Kai Order goes on a crusade to help the land of Lyris which has been invaded by the forces of Eldenora. The enemy leader, Lord Vandyar, has come into possession of the Runes of Agarash which grants him great power. He returns to southern Magnamund in Vampirium, to deal with Autarch Sejanoz of Bhanar, who has found the Claw of Naar, a powerful weapon. The following adventure, The Storms of Chai, takes place 18 years later. Just like for the Nyras Sceptre from The Darke Crusade, the Claw of Naar can be coupled with a mystical evil stone to increase its power. This jewel, the Eye of Agarash, is set on the throne of the Khea-Khan emperor of Chai and the mission of the Grand Master is to retrieve it. Writing[edit] Joe Dever was seven years old when he

became a fan of a comic strip known as *The Rise and Fall of the Trigan Empire*, which appeared in a magazine called *Look and Learn*. He built armies of Airfix Roman soldiers and converted their spears to laser rifles, long before he was introduced to fantasy. In his teenage years Tolkien, Moorcock and Mervyn Peake along with military history and Norse mythology all contributed to the creation of the Kai. He also used travel books to discover images of "exotic places". Originally called "Chinaraux", the world consisted of only northern Magnamund. List of Lone Wolf media Dever was originally contracted by London-based publisher Hutchinsons for four books, despite having planned out at least 13 for the series. When the first books proved to be popular, Dever was allowed an extension of contract and went on to write 20 books with Lone Wolf as the main hero, and 8 more featuring a new Kai Lord. He also developed the character Grey Star during this period, and four books were written using this character by Ian Page. Since Ian Page had created a detailed backstory for Grey Star and fleshed out many aspects of southern Magnamund, Joe Dever convinced him to write a four-book story arc centered on this character, and to include his contributions in the Magnamund setting. There are two games included, a Ragadorn Tavern Board game, and a short solo adventure that takes place immediately prior to book one, putting the player in the role of Banedon, a young magician who goes on to become a recurring character in the Lone Wolf books. With the help of Joe Dever, Paul Barnett, whose pen name is John Grant, wrote twelve novelizations of the Lone Wolf books known as the *Legends of Lone Wolf*, several of which were heavily edited before publication. Barnett was the creator of the characters Alyss, Qinefer, and Thog. In July, he announced on his blog that Dark Quest Books would republish an upgraded version of the series in English beginning in . Joe Dever has stated that as the game books precede the novelization, they are the "authoritative" versions. Only the first four volumes of the *Legends of Lone Wolf* were made available in the United States though *Sword of the Sun* was divided into two separate volumes, *The Tides of Treachery* and *Sword of the Sun*, and only the first 20 of the core Lone Wolf gamebook series were made available in the United States; the last 8 books were never printed in the US. It should also be noted that the American editions of books were abridged versions and thus are shorter than the UK editions. The color maps of the UK versions are rendered in black and white in American editions. During the latter period of writing, Joe Dever and publisher Red Fox were at odds, and Red Fox ceased publishing the Lone Wolf series after book 28, *The Hunger of Sejanoz*, citing lack of interest in the interactive gaming genre, despite hundreds of requests for the reprinting of several Lone Wolf books that had gone out of print. He first did plan on releasing these books in some form after completing his collaboration on the new Lone Wolf RPG. However, after republishing the first 17 books, Mongoose lost the publishing rights of the series to German publisher Mantikore-Verlag in February, a deal that only include the republication of the last eleven books. Joe Dever later gave his permission to publish the out of print New Order series. Republication and expansion[edit] Mongoose Publishing planned to publish all the original 28 gamebooks of the series plus four new ones that were originally outlined by Joe Dever before the cancellation of the series by the end of 90s. Mongoose republished 17 of the gamebooks from July to February. In March, Joe Dever announced that his association with Mongoose Publishing was over and that he was switching a German publisher, Mantikore-Verlag, to continue the publication of the series in English. On 1 April, it was announced that book 29 would be published in English by Mantikore-Verlag. But in December, Cubicle 7 Entertainment announced that they had picked up the publishing rights of the entire series of Lone Wolf gamebooks, including the English version of Lone Wolf 29, only to come back on their decision the following month. This included the publication of the four gamebooks that were never published before 29 to 32 and the republication of the gamebooks that were neither republished by Mongoose or Mantikore 23 to . However, the original illustrations by the late Brian Williams were reused for book . Giuseppe Camuncoli was hired to illustrate book . The first book has been partially rewritten and extended by Joe Dever, whilst the rest were extended in-house. The republished first Lone Wolf book features a retcon of the opening of the book, where instead of Lone Wolf waking to find everyone at his monastery dead, he joins the fight. These bonus adventures are written by various authors under the supervision of Dever himself. In April, Joe Dever announced a partnership with Cubicle 7 to work on the series. In September, the publisher Megara Entertainment announces the publication of a spinoff, *Autumn Snow*, approved by Joe Dever, and calls for a crowdfunding to finance original

illustrations from Gary Chalk. Each of the first 20 books had average print runs of , Three books of the series won "Game Book of the Year" between and Even so, the books are not without criticism. Wavering difficulty is a common criticism made about the series. The battles tend to be either too hard or too easy. Another reason for this would be the fact that a player can start with drastically different statistics. Finally, because the books were written to be functional both as a series and as standalone adventures, whether a player would have access to certain special weapons and abilities made difficulty hard to gauge. Video games[edit] Mirror of Death Three computer games were released during the late s using the Lone Wolf license. Joe Dever was cited as Lead Designer on the project, for which no official release date have ever been announced. The rights to make a video game were shortly held by Red Entertainment before the Italian company Forge Reply announced in August that it was working on a game for the next-gen consoles. Blood on the Snow. Porting of data to subsequent "acts" will be allowed. Two game modifications for the game Neverwinter Nights were named after the Lone Wolf book series. Tabletop roleplaying game[edit] In the license was adapted as Lone Wolf: This has met mostly with praise for its adaptation of the Lone Wolf world, though some believe that there are many overlooked problems with the RPG, such as balance between classes and "hard to interpret" rules. Book of Kai Training, allowing players to create their own characters for the game, Book of Kai Wisdom, containing the rules to play the game, and the Book of Kai Legends which consists of two adventures and advice on creating future adventures. In addition to the books pre-generated characters and blank character sheets were included. The boxed set was designed to be played straight from the box, with the first adventure in the Book of Kai Legends allowing new players to start with the pre-generated characters and play immediately.

Chapter 3 : The Jungle of Horrors by Joe Dever | LibraryThing

The Grey Crystal Ring is one of the special items you would want to get as it is useful against the Shadow Reavers in The Prisoners of Time. Contents[show] Walkthrough criteria The gamebook can be completed in many different ways.

You are Lone Wolf. In a devastating attack, the Darklords have destroyed the monastery where you were learning the skills of the Kai Lords. You are the sole survivor. Each book can be read as a standalone adventure, but finishing a book allows one to gain an extra Discipline and carry over most usually of his inventory. You can cheat, but you can cheat at Solitaire too. There are 20 books out that follow Lone Wolf himself, then 8 after that following a student of his, with more being written. It takes place in the same world, with Grey Star the Wizard as the hero. There are also 12 Legends of Lone Wolf novelizations roughly covering the first 8 books, fleshing out characterization and the series mythology, as well as a Magnamund Companion guidebook. His son Ben later announced that he and his family will work on the final books. Grey Star is a human raised by the mystical Shianti race and trained in their magic. The Shianti have taken a vow of non-interference with the rest of Magnamund. Since Grey Star is not a member of their race and is exempt from this vow, they send him to retrieve an artifact called the Moonstone, in hopes of using its power to defeat the tyrant Shasarak the Wytch-King. Grey Star continues his mission to retrieve the Moonstone. While helping a rebellion against the Shadakine Empire, he attempts to find a Shadow Gate in order to travel to the Daziarn plane, where the Moonstone can be found. Grey Star navigates the bizarre realm of Daziarn. Reuniting with his lost friend Tanith, the pair attempt to find the Moonstone and return to Magnamund. Grey Star and Tanith return to Magnamund to find seven years have passed in the few days they spent in Daziarn. Shasarak has allied with the demon lord Agarash the Damned in an attempt to wipe out the resistance once and for all. The two heroes resolve to defeat the Wytch-King and save Magnamund. Many of the Updated Re-release versions of these books feature bonus stories starring different characters. Kai series 1 Flight from the Dark King Ulnar V sends Lone Wolf to the allied nation Durenor to retrieve the Sommerswerd, the greatest weapon against the Darklords, to repel an invasion led by Darklord Zagarna. Lord-lieutenant Rhygar, a Knight of the White Mountain, has an adventure roughly two years before the events of Fire on the Water. Lone Wolf must infiltrate the fortress Ikara, located in the icy region Kalte, to arrest the evil wizard Vonotar the Traitor. Loi-Kymar, a wise and friendly wizard, is targeted by Vonotar the Traitor for his Guildstaff, which has the power of teleportation. Lone Wolf investigates the disappearance of several troops sent to the province of Ruanon, and stumbles onto a plot to resurrect an ancient evil, Darklord Vashna. Lone Wolf is sent on a diplomatic mission to Vassagonia. Unfortunately, the ruler he was intending to meet, Zahkan Moudalla, has just died, and his replacement Zahkan Kimah is not interested in peace and has allied with Darklord Haakon. Lone Wolf barely escapes with his life, then discovers this land has a priceless artifact that can change his destiny forever, The Book of the Magnakai. Tipasa the Wanderer discovers an ancient tomb said to have treasures beyond imagination. Magnakai series 6 The Kingdoms of Terror The Book of the Magnakai tells of seven artifacts called Lorestones which grant great wisdom and power needed to become a Kai Grand Master. Lone Wolf goes on a quest to retrieve the Lorestone of Varetta. Gwynian the Sage seeks to aid Lone Wolf in his quest to find the Lorestones. In trying to determine the location of the Lorestone of Varetta, he encounters a barrier he must overcome. The evil wizard Lord Zahda has been imprisoned inside his fortress Kazan-Oud, also known as Castle Death, by a magical force field, but he still rules the place with an iron fist. Tavig of Suentina, a prisoner of Castle Death, overhears a plot for Zahda to escape the force field and terrorize the outside world again. Tavig decides to stop it. Lone Wolf must brave the treacherous, monster-filled jungle-swamp known as the Danarg to retrieve the Lorestone of Ohrido. To make matters worse, news is delivered that the Darklords have united behind a new leader, Darklord Gnaag, and may soon again bring war to Magnamund. Paido, a Vakeros knight, investigates rumors that the city of Hikas has been infiltrated by agents of the Darklords. Lone Wolf must retrieve the Lorestone of Tahou. Unfortunately, Tahou is under siege by the Darklords. But this mission is easier said than done Lone Wolf attempts to rescue them before the Darklords figure out how to destroy them. Lone Wolf manages to grab the Lorestone of Luomi mid-flight.

Lone Wolf must navigate the strange realm of Daziarn, retrieve the remaining two Lorestones, and find a way to return to Magnamund. Lone Wolf returns to Magnamund to find eight years have passed in the few days he spent in Daziarn and the Darklords have all but conquered it. Captain Borse tries to decide whether to help this man or ignore his request. Some men aboard his ship may make his decision for him Lone Wolf must now foil a plot by the Cener Druids to wipe out the rest of the population with biological warfare. Tennan, a Herbalish Druid, stumbles upon an agent of the Cener Druids and attempts to stop them. Guildmaster Banedon is captured and held in Kaag by the evil Nadziranim sorcerers. Lone Wolf must rescue him before he is either killed or tortured into revealing the secrets of Left-handed Magic. After meeting Lone Wolf during his mission to rescue Banedon, a zombie minion regains his memories and sense of self. He is Dire, a former soldier who now wants nothing more than to escape Kaag. Lone Wolf must stop the evil warlord Magnaarn, who has acquired the Doomstone of Darke, which makes him powerful enough to rally the Nadziranim sorcerers and other forces of evil behind his cause. Lone Wolf returns to Ruanon to foil another attempt to resurrect Darklord Vashna. Dire has finally escaped Kaag and is about to enter Sommerlund when he hears humans crying for help. Lone Wolf must brave the frozen, zombie-infested land of Ixia to defeat the formidable Deathlord Ixiataaga, who has acquired the Deathstaff. Karoth is a Helghast who has been spying on Ixia under the orders of the Darklords for over six years. He is unaware Lone Wolf has already defeated them. One day, he receives a message ordering him to prevent Deathlord Ixiataaga from conquering the world. He dutifully does as instructed, but who sent the message? As Lone Wolf is returning from his adventure in Ixia, he learns that Naar, the God of Evil, is laying siege to the Kai Monastery with armies and many fire breathing dragons. Lone Wolf must hurry back and rescue his students. The copy terrorizes the citizens and frames the hero for it. When Lone Wolf tries to bring his imposter to justice, they are both transported to a high tech world that has long been conquered by Naar. The story of the noble zombie Dire continues. A young magician from Herdos investigates a series of murders in the city. *New Order series 21 Voyage of the Moonstone* The Moonstone has provided a great boon to all of Magnamund, but its great magic is disrupting the balance of nature. It is decided to return it to the Shianti. Since the forces of evil seek Supreme Master Lone Wolf at every opportunity, he instead assigns the task to one of his greatest students, now a Kai Grand Master. The Grand Master continues his mission to return the Moonstone to the Shianti. Yenna is an orphaned girl who now serves as a bodyguard for Lady Tanith. The King of Siyen has been assassinated. The Grand Master has 50 days to locate Prince Karvas and persuade him to return and claim his inheritance. If he fails, the sinister Baron Sadanzo will claim the throne. The evil Lord Vandyen of Eldenora has unearthed the lost secrets of rune magics used by Agarash the Damned during his ancient conquest of Magnamund. Lone Wolf has been abducted by the forces of Naar. The Grand Master must infiltrate the dreaded stronghold of Gazad Helkona to rescue him. The Grand Master must enter the subterranean kingdom of the dwarves to save them. The Grand Master must deliver Xo-Lin to safety. The Grand Master must prevent the forces of evil from getting it. It has been a full year since Agarashi hordes came out of the Chasm of Gorgoron to attack Dessi. It seems like a routine mission at first, but it soon turns into a fight for survival. *Eclipse of the Kai* Describes events that happened before *Flight from the Dark*. *The Dark Door Opens* A novelization of *Flight from the Dark*. *The Sword of the Sun* A novelization of *Fire on the Water*. A novelization of *The Caverns of Kalte*. *The Claws of Helgedad* Lone Wolf is taken captive and held in the Darklands as a pawn in a political struggle. *The Sacrifice of Ruanon* A novelization of *The Chasm of Doom*. Joe Dever highly disapproved of this, so later prints of the book omit it.

Chapter 4 : The Jungle of Horrors (Lone Wolf, #8) by Joe Dever

The Jungle of Horrors is the eighth book in the award-winning Lone Wolf book series created by Joe Dever. Contents[show] Gameplay This book provides the player (reader) with a companion/guide named Paido, who accompanies the player through much of the book, in contrast to most of the other books.

Talk to the farmer, whose name is Jako, and he will mention his sister Tadia. At the barge head to the Ferry House where Tadia is waiting for you. You can stock up on healing potions here. At this point of time, if you are careful, you should not be infected with the korovax. The question can be word-twisting but the answer is 3. Since you still have the Pass in hand, just hand the pass to an inspecting officer then head to the Hog-Foot-Run. Enter the emporium to get the Grey Crystal Ring. You can avoid the temple and head straight to the valley by not showing your pass to the guards at the entrance to town. Doing this avoids the hardest fight in this adventure, but you will not be able to get the Grey Crystal Ring. Whether or not this is worth it is depends on your other stats. Tharro to Mondril Forest Edit You are now at the quadrangle. The only viable option is to pass the night at the temple You are served with a stew, but do not eat it for it is been poisoned. Gaj kog zutag - this is Giak for "Die in agony". Next a Helghast reveals itself. Psi-Screen helps in your fight against the Helghast as well. You can open the door or go up the stairs. You will need either Curing or a Laumpsur potion to heal your companion. You do not have to face the monks if you were poisoned prior to facing the Helghast however, in that case, you are dead unless you have Primate-level Curing. However, the monks are riding your horses so you have to find another way to leave. Escape to the archway and then hide in the wagon. The driver is a member of the Redeemers. You can get sacks of silver in the cabin, but you must fight a rogue miner. A man will warn you to turn back, but continue west. You can choose to fight Psi-screen helps or fire an arrow but if you choose the latter, you must do an escape-or-die test if your arrow finds the mark. You may consider fighting the creature hand-to-hand if you do not have that discipline. The improved Nexus will alert you to some gas on the southern spur. At the mound, simply wait for Paido to finish his readings before moving on. Fortunately, since you have Curing, you can avoid having to lose more Endurance points than usual. If you have Pathsmanship, the secret trail removes the need to encounter them. However, if you happen to encounter one, just throw a Fireseed. Once you see another track up ahead, follow the new track. You can evade it by dropping an unused meal or you can fire an arrow. Once you have acquired the lorestone, you will be on board on the Levitron. However you will encounter some Vordaks that you must fight. Nonetheless, your friend is eventually captured and taken away, leaving you alone for the trip to Dessi. Congratulations, you have completed this adventure!

Chapter 5 : Joe Dever | Open Library

Lone Wolf No. 8: Jungle of Horrors by Gary Chalk; Joe Dever A readable copy. All pages are intact, and the cover is intact. Pages can include considerable notes-in pen or highlighter-but the notes cannot obscure the text.

Chapter 6 : Games:Puzzles in Lone Wolf (books 1 to 12) - Stiki

The Lone Wolf adventures are a unique fantasy game book series - each episode can be played separately or you can combine them all to create a fantastic role-playing epic. Read more Read less See the Best Books of the Month.

Chapter 7 : Lone Wolf 8 The Jungle of Horrors, Joe Dever. (Hardcover)

Lone Wolf 8: The Jungle of Horrors by Joe Dever. (Hardcover) We see that javascript is disabled or not supported by your browser - javascript is needed for important actions on the site.

Chapter 8 : The Jungle of Horrors: walkthrough | Lone Wolf | FANDOM powered by Wikia

DOWNLOAD PDF THE JUNGLE OF HORRORS (LONE WOLF, NO 8)

Welcome to my twenty-first Let's Play series, in which I'll be reading aloud and playing through the Lone Wolf series of classic gamebooks, written by Joe Dever and published beginning in

Chapter 9 : [LUPO SOLITARIO] Libro VIII: The Jungle of Horrors

Description. The Jungle of Horrors Collector's Edition (8), hardback Lone Wolf gamebook, by Joe Dever "You are Lone Wolf - the last Kai Master of Sommerlund - and you have sworn to avenge your forefathers, the Kai Lords.