

Rising Sun

For the Next Age of Magnamund...

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Special Thanks: To everyone at magnamund.org who made the original *Rising Sun*. We only hope to live up to the proud tradition you have inspired.

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Since We Last Met...

Twenty-five months between issues 16 and 17, and only three between 17 and 18? That's a strange world...

I'm happy to be able to bring you another issue of the *Rising Sun*, my second as editor. Since I published issue 17, I have noticed that some of you have regained some interest in contributing to this fan-made newsletter. That's great, because YOU are the ones that make this thing possible by providing us with texts and by reading what others have written.

Last time, we had a lot of catching up to do regarding the world of Lone Wolf. Of course, this was understandable because of the two-year gap between the two latest issues. However, with only three months since the seventeenth one, you could think that nothing noteworthy has really happened in Magnamund. That is not exactly the case...

First, we *finally* got the interview with Joe Dever... Well, okay, it wasn't exactly the same one that was (supposedly) conducted back in 2007 (or was it 2006?). In fact, the interview that was published directly on the Tower of the Sun surrogate forum (it would have been better in a RS issue though...) was made by Oliver Traxel and Nicolai Bonczyk, two members of TotS (one of them is known as Methos on the boards, but which one is it?) who are now the proud owners of the rights to translate the new version of the LW gamebooks in German. In their text, we learn several new things regarding the series and the future projects of Mr. Dever. I invite you to go and take a look in the North Watch section of the TotS surrogate forum to read this interview. I also invite you to read in this

very issue a report of the press conference given by Joe at the last Lucca Comics & Games convention, brought to you by Yuri “Shadow Crow” Molino.

On the Mongoose Publishing side, things are going well. After the problems and delays that they experienced with the first few gamebooks, the books are now being published at a good pace. There are still a few minor typos here and there, something that Mongoose tried to fix by issuing a bookmark containing an errata, but otherwise the rhythm of the gamebooks’ republication is very satisfying.

The first seven gamebooks have been published so far, with the eighth is to be released soon. Don’t forget that none other than our very own Grey Wolf has written the bonus adventure for that particular book.

Also, October saw the launch of the first two novels in the *Chronicles of Magnamund* series, with *Glory & Greed* and *The Dragons of Lencia*. The reviews of both works are pretty good so far. The calendar used back at the original TotS website even appears in *The Dragons*!

Regarding the video games, we saw a few more screenshots on the Ksatria Gameworks website detailing a level in the Durncrag Mountains. We also got a glimpse of how we could use Mind Over Matter to move the dead body of a Giak! However, for more details about the release of the game, I invite you once again to read Shadow Crow’s report in this issue.

Speaking of Ksatria, an interview with its founder, Hans Sungkono, was published last October in the *Straits Time* in Singapore. Thanks to Wild Horse for putting a transcription of this text on our forum. Also, an interview with Frédéric Calendini, the developer of the DS version of the Project Aon gamebooks, was made available on the web. Check out once again the North Watch section of the TotS surrogate forum to find links for both interviews.

Lastly, no words on when or if the old TotS website will return. However, even without its website, the community celebrated its 4th birthday last September. Cheers to all of you!

Well, that’s pretty much it for now. I hope you will enjoy this brand new issue of the *Rising Sun* and that it won’t be last one of the series.

For Sommerlund and the Kai!



Q&A with Joe Dever, Lucca Comics & Games 2008

By Yuri "ShadowCrow" Molino

At the last Lucca Comics & Games convention, which ended on November 2nd, a select few were able to attend the press conference that Joe Dever now gives on a regular basis at this event. Our very own Shadow Crow was there once again and brings us a selection of the best questions that were asked to the man himself.

Question: So Joe, what news do you bring to us?

Joe: First of all, there will be a new edition of the Italian gamebooks, including the additional mini-adventure. The third book, the *Caverns of Kalte*, will be available in no more than two weeks and, this year, the first book sold about 50,000 copies.

Speaking of the Mongoose publication, the first seven books are completed and ready. A soft back version will be available in January in the UK and in February in the USA. In Italy, we plan to release a book every six weeks, more or less.

There will also be a new edition of the RPG. The basic idea of this game is to make it an introduction to the RPG genre, just as the old LW books were an introduction to the gamebook genre for so many people. I am very happy to come here and find people who say they were initiated into fantasy worlds by these books.

There is also news regarding the videogame. We are still six months prior to the release date. The work is running a little late because we made the game available for another platform and we had to adapt what we had already done. A new trailer is available on the Ksatria website and the release date is set for July 2009 for Xbox 360, PS3 and PC. There will be another game available for Nintendo DS in March 2009 but is a wholly different game. The mobile phone game will be available in Europe in January 2009 and in February in the USA.

Regarding the last four books, Book 29, *The Storms of Chai*, is complete and will be available in hardback version in the UK by February. And to explain the great amount of time that has passed, it will take place in MS 5102, 18 years after book 28, which itself will benefit from fifty bonus sections not available in the old version.

Book 30 is about seventy percent complete and will be going to print by the end of the month.

My current work plan is to work on Book 31 from December to February and then Book 32, planned to have five hundred sections, from March to May. Books 31 and 32 will see a world-wide war on Magnamund. A lot of people will return and many situations left unresolved will be dealt with. I have read many of the speculations and rumours on the net about the end of the series and I have to say that a couple of people has guessed correctly about twenty to twenty-five percent of it, but no one got fully what I intend to do. What I can say for sure is that all of the new books will see the readers play as the Grand Master of the New Order, and Grey Star will also have a considerable part to play.

There are also rumours about a new series, but it's only in its project phase and I won't work on it until I'm finish with the Lone Wolf books. The idea is that of a fantasy series of

twelve books, but in a world completely new and unrelated to Magnamund. You'll probably see the first book in 2010.

Q: Joe, you're a great author of the 80's. Now, how do you consider internet and the opportunity to read all the opinions of your fans. Is it useful for your work?

J: Sure, it's very useful! Particularly in the 80's-90's gap which saw the return of RPGs and gamebooks. I made a bet, giving my books freely on the net on the Project Aon site, and many people I know thought I was crazy, but I had faith in the "classcity" of Lone Wolf. Project Aon kept the interest for my books alive and created a whole new generation of fans for the new edition of the books. Project Aon was created specifically for reading on the internet, there is no page-turning. I trusted in the interest in the books, because people like to enjoy holding the book in their hands, or looking at the pictures. Plus, you can take a book with you into the bathroom!

Q: Regarding the new edition, are you satisfied with the release rate?

J: Regarding Italy in particular, we had some problems with the artwork, but now books 3 to 6 are almost all ready, so we're going with this fast release schedule.

(There is a little answer by an employee of EL publishing that book 3 was intended to be presented at the Lucca Comics & Games convention, but it was not possible because of the small amount of time they had. He added that for the new edition of Book 1, selling 50,000 copies was a great result for a gamebook on the Italian market since even the best-sellers rarely sell more than 3,500,000 copies).

Q: So here we are with a new edition, RPG, videogames... How long must we wait for the movie?

J: What can I say... there'll be interesting news in the future.

Q: You've spoken of a global world in Magnamund and a more active Grey Star. Will Ian Page be one of the great returns you spoke of?

J: No, we will not write together, but we spoke about the end of the series and Ian gave me his blessing about what role I intend to give to Grey Star.

With this, I'm pretty sure that you are now pondering what the returning elements for the last few gamebooks left to be published in the LW series could be. Well, you'll have to wait until they are actually published. But we can be certain of one thing: 2009 will probably see the end of the LW saga!

Captain Cearmaine

By Éric Dubourg

Translation by Francis «BlackCat» Legault

Edited by David «Simey» Staiger and Neil «Doomy» McGrory

Originally published in French by Le Grimoire: www.legrimoire.net

The second son of a noble family from Konos, the young Cearmaine, born in MS 5020, was sent to train with the Knights of the Shield, as was the tradition. Appointed to Nahsor in MS 5034, he quickly displayed unquestionable martial aptitude, able to surpass more experienced Knights. In MS 5036, his initial training completed, he stayed in Nahsor and served as First Sergeant to the garrison's commander.

After a brief return to Konos in MS 5040, he was selected during the following year to be part of the Knight of the Shield corps serving abroad, in Tharro, Talestria. He brought notice to himself in MS 5042 during the Battle of Tharro, saving the city from a conspiracy spun by the slavers of Ogia. Ogian agents had tried to engineer the depletion of the city's defences. Their objective was to make Tharro vulnerable enough that the citizens could be quickly neutralised during a lightning raid by a Drakkarim battalion from Xanar. Cearmaine was able to thwart this plan and lead the city's garrison to a great victory against the Drakkarim. Following this considerable feat, he was named Lieutenant.

In MS 5042, he joined his regiment in the capital of Talestria, Garthen. There he met a young countess of high lineage, Lady Onasara. Strongly enamoured of this woman, who shared his feelings, he asked for her hand in marriage. A few months later, having learnt that his father was very ill, he returned to Konos. His father eventually recovered and he then entered the realm of fatherhood himself with the birth of his first child, Irlaor (who will surely follow his father's footsteps), in MS 5043. Sanara, a magnificent little blonde, followed in MS 5050, and his last born, Jarlean, in MS 5052.

Cearmaine returned to Talestria to face, with his men, an insidious invasion of Agarashi from the Danarg swamp in MS 5051. When the situation was desperate, with the city of Syada almost ruined and devastated, he found a way to face it and turn the tide by leading a devastating charge against the Agarashi who were forced to retreat. After this new accomplishment, High Elector Manatine of Vanamor gave him chainmail suit of exceptional quality and promoted him to the rank of Captain in the most prestigious unit of the Knights of the Shield: the Iron Eagles. The first mission of the Iron Eagles was to help the reconstruction and fortification of Syada in order to defend against any new invasion from the Danarg.

During the following seven years, Captain Cearmaine travelled to the neighbouring countries, proving himself in numerous battles, saving these countries from the machinations of the Darklords and their devoted servants. He came to the aid of Slovia during a devastating war of usurpation initiated by the Slovia prince Uran of Halok in MS 5053. He stood in opposition to a power-crazed baron from Lyris, Neranis of Soren, who wanted to oppress his subjects with an army of the living dead in MS 5054. He went to the free state of Chaman in MS 5056 to counter the pernicious influence of a dark cult, secretly manipulated by the Cener Druids.

Uran of Halok was the evil double of Grand Prince Ormond of Suentina, legitimate ruler of Slovia. While Ormond was on a diplomatic trip to the neighbouring state of Anari during the first months of MS 5053, Uran appeared suddenly in Suentina and took control of the city's garrison, raising their living standards, renewing their equipment and requiring each soldier to wear of the "Diadem of Slovia" in order to ensure their loyalty. These diadems created by the secret allies of Uran, Nadziranim sorcerers, quickly placed the whole garrison under his exclusive control.

When the real Ormond of Suentina came back, a war for the control of the city began, involving three armies: the regular battalions of Suentina (the slaves of Uran along with some Giaks and all his followers, who were convinced that Ormond was the usurper), Ormond's small army (which comprised of the prestigious Uejnar, the courageous Slovia Riders, and the reinforcements of the allies of Anari) and, much later on, the Knights of Palmyrion who came to the rescue and helped to tilt the balance in favour of Ormond.

Thanks to the courage of the Knights of the Shield, lead by Captain Cearmaine, Ormond was able to win this war which pitted Slovians against Slovians. Cearmaine himself killed the usurper, but the following day, the body mysteriously disappeared. Thanks to their skilful stealing of the body, Uran was saved from death by Vashna's Acolytes, who asked him in return to kill Captain Cearmaine by any possible means.

The consequences of the war having been disastrous, the Palmyrion forces stayed on in Slovia to dissuade any potential invader, like Vassagonia, from exploiting the situation.

The power lust of Baron Neranis of Soren had much less impact. Gwynian the Wise appeared one day as Cearmaine was travelling to Arlcor, having been invited to festivities there commemorating the creation of Lourden's Senate in MS 3900. Gwynian indicated that it was urgent that the knight go to Lyris, because he was the only one with the power to convince the country's warring nobles of the danger represented by the dark star of Ruthym, whose present incarnation was Baron Neranis, who, according to the rumours in Varetta, was following the advice of a monk. Trusting the words of the old sage, Cearmaine changed his destination. After a brief visit to Prince Ormond in Suentina, he arrived in Soren to thwart the dark practices of Baron Neranis and killed the monk, whose body turned into ashes. Instead of a major conflict as had occurred in Slovia, Cearmaine only needed to free the city of Soren, which was entirely controlled by Neranis.

Cearmaine then returned to Lourden for the next two years to honour the Festivities of Arlcor with his presence, and it was from there that he left for Chaman in MS 5056, associating himself with the Dark Crows of his son, to counter a cult of Vashna's Acolytes whose leader seemed to be a double of Uran. He barely escaped from many assassination attempts.

The cult was quickly dismantled, but the leader of the sect was never found. It was thought that he had been killed by the highest leaders of the cult of Vashna who were furious about his failure against the Knights of Palmyrion.

Cearmaine befriended many leaders of surrounding countries, who rewarded him generously at the height of his powers. Examples of this were his receiving from the Arch-Chief of Chaman magical spectacles that allowed him see through the night, and from Ormond of Suentina, Grand Prince of Slovia, a royal sword encrusted with jewels, which had the capacity to rejuvenate him once a week. He officially received nothing from Lyris, since the princes were jealous of his power, but from Gwynian he received an amulet for good health along with a sacred shield bearing the arms of Palmyrion, which he gave to his son as a reward for his own acts of bravery at his side.

In MS 5058, he went back to his homeland and savoured its new-found peace. Sadly, this peace was short-lived. In MS 5060, under the orders of a new Archlord of Helgedad, Darklord Gnaag, the Drakkarim of Ogia gave up their strategy of discretion and attacked Talestria by surprise with a gigantic army. Due to the machinations of Gnaag's agents, who had massively infiltrated the country, even at the highest levels of command, the Drakkarim faced very little resistance. Lukkos was sacked, and the cities of Syada and Tharro fell quickly. Panicked and desperate, the forces of Talestria weren't able to push back the invasion, and the Drakkarim, lead by Warmarshal Zegron, rapidly found themselves controlling a large part of the country.

But the allies of Talestria reacted quickly. Lead by Captain Cearmaine, the Knights of the Shield courageously came to the rescue. By managing to slow Zegron's advance, they

bought enough time for a contingent of Dwarves from Bor to arrive. The tide turned, and the allies lashed out with a counter-attack against the Drakkarim. The coalition lead by Lord Adamas then inflicted a cruel defeat on Warmarshal Zegron's Drakkarim at the battle of Garthen. In only a few months the entire Talestrian territory was freed. Adamas and his allies then pursued the remnants of the Drakkarim army, hunting them as far as Ogia where they finally took Xanar. Cearmaine didn't take part in this operation, however, High Elector Manatine having called him back to Vanamor to supervise the country's defences against other advancing Darkland armies east of the Storn.

The order given by Manatine saved Cearmaine. Adamas and his allies didn't stop after conquering Ogia and they launched a wide-ranging counter-attack against the Drakkarim. The coalition victoriously fought their way through the Hammerlands, Skaror and Ghatan to besiege the fortress of Torgar where Lone Wolf joined them. The battle for Torgar, however, was a disaster. Lone Wolf was banished to the Daziam and the allied army broken, thanks to Gnaag's devious plan. After this resounding victory, the Darklords embarked upon the conquest of the majority of the territories of Northern Magnamund. From the downfall of Torgar in MS 5062 to the victory against the Darklords in MS 5070 thanks to the intervention of Lone Wolf, eight long years of war passed, during which the Knights of the Shield suffered numerous defeats. Nevertheless, they ennobled themselves in various conflicts, demanding a high price of the invading armies for the lost territories. This tactic finally paid off during the battle of Vellino in MS 5070.

At the very same moment that Helgedad was destroyed, Captain Cearmaine proudly led the reconquest of his own land. But the price paid was heavy, a third of his army being wiped out. The Captain himself did not escape the fight unscathed, his right hand cut off by a Drakkarim axe. He faced the pain and led his troops to victory before fainting.

Even such a hero should normally have died having sustained these critical wounds, but a particularly skilled Sage of Lyris, Velaner, with the help of doctors from the Healing Academy of Vanamor, succeeded in saving him by attaching a prosthesis – a metallic hand. Cearmaine recovered at his property in Vanamor while the Knights of the Shield found a new chief in his son, Lieutenant Irlaor, who then took part in the liberating wars of Slovia and Talestria. After this high feat, Irlaor received the title of Captain and the right, like his father, to command an élite unit: the Black Crows.

In MS 5075, Cearmaine met Lone Wolf and served as the Grand Master's guide as he ventured into the dread realm of Ruel. He met him once again two years later to guide him to Holona, besieged by the armies of Eldenora. There he learned from his dying son that the Cener Druids and the Nadziranim Sorcerers had allied themselves to the disloyal Prince Lutha to inflict a cruel defeat at the Reloni bridge, not far from the frontier. Captain Cearmaine followed Lone Wolf to the Reloni, and then left him to take command of his son's regiment, the Black Crows, to ensure the defence of the borders of Palmyrion while Lone Wolf penetrated Eldenora where he killed the cruel Prince of Duadon. Following the war, he passed the command of the Iron Eagles to his second son, Jarlean, while he continued to lead the Black Crows himself, in memory of Irlaor.

Captain Cearmaine is a valorous warrior, who proved himself in numerous battles, and earned commendations from more than a dozen Freeland nations. He is a robust man, with an intelligent face, who is proud to wear the scars of the various fights he took part in. He travels a lot in Northern Magnamund, but he can most frequently be found in neighbouring countries of Palmyrion, namely Talestria, Eldenora and Slovia. He wears chainmail covered by a flowing chequered tunic of crimson and blue, like all the men he commands.

Captain Cearmaine, Knight of the Shield of Palmyrion, MS 5077

Level: 17

Endurance: 193

Initiative: +4 (+2 Dex, +2 Synergy)

Speed: 30 ft (even with armour)

Armour Class: 22 (+2 Dex, +8 Chainmail, +2 Heavy Shield) 18 Flat Footed

Base Combat Skill: +21/+16/+11/+6

Attack: Royal sword +25/+20/+15/+10 (1d10+8 / 19-20x2), Spear +21/+16/+11/+6 (1d8+4 / x3)

Special Qualities: Defensive Formation, Forced March I and II, Weapon of Choice (sword), Offensive Formation, Specialist Training I to III (Cavalry), Heavy Gear I and II, Phalanx, Improved Charge, Toughness, Rallying Cry, Hold the Line, Clear a Path and Assault Formation.

Saves: Ref +6, Fort +13, Will +9

Abilities: Str 18, Dex 14, Con 18, Int 18, Wis 14, Cha 16

Skills: Athletics +16, Knowledge (Warfare) +20, Knowledge (Architecture and Civil Engineering) +12, Knowledge (Geography) +17, Knowledge (History) [Decipher Manuscripts] +12, Knowledge (Nobility and Royalty) [+2 in Diplomacy Nobility and Royalty] +14, Knowledge (Nature) +14, Handle Animal +18, Climb +15, Ride +22, Heal +12, Survival +19

Equipment: Royal Sword (+3 damage), chainmail +3 (given by High Elector Manatine), Night Vision Goggles, warhorse, amulet of good health, Spear (damage x3 if charging)

Challenge Rating: 17

Allegiance: Good

Magnamund Word Search

*There are 20 words to find. Don't worry: only a few of the letters in the grid are used!
You'll find the answers on the next page. Thanks to Neil «Doomy» McGrory for this puzzle.*

C	O	D	S	R	I	C	M	I	D	K	P	H	G	A	A	O	S	Y	M	W	M	Y	H	N	H	G	C	M	K
W	N	T	W	U	A	I	J	T	U	Z	L	B	Q	Y	O	R	B	F	A	P	N	N	M	P	H	E	H	B	X
K	D	L	N	O	K	W	L	A	S	Q	K	V	Q	L	S	X	P	P	I	B	P	A	G	O	E	N	G	O	I
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E	K	B	B	U	O	B	M	T	A	R	Z	S	U	O	H	B	E	A	X	G	F	L	S	Q	B	N	Q	O	U
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