



Castle Death

Joe Dever, Gary Chalk

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The reader becomes Lone Wolf, a Kai Master who has pledged to restore the Kai to their former glory, and must complete the quest first undertaken by Sun Eagle--to retrieve the key to the wisdom of his ancestors from Castle Death.

Castle Death Details

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Alessandro Concas says

bello, avvincente, tenebroso, misterioso, ottima l'ambientazione e la fantasia della location. una delle avventure più belle di Lupo Solitario ricca di personaggi ben descritti, tante alternative e un bel finale.

2Karl Tessier-Ashpool says

Best one yet! Even with all the skills and kit I'd gathered from previous adventures it was still DAMN hard, and not in the "instant death" method of the previous book. I was almost constantly on low heath, always looking for a break, edge of the seat stuff!

Etienne says

Beaucoup d'action et de combats épiques. L'histoires ne fait pas partie des meilleurs, mais elle est tout de même intéressante. Assez difficile!

Eric says

As they accompany you from the council chamber to equip you for the dangerous mission that lies ahead, you ask the meaning of the words 'Kazan-Oud'. An uneasy silence descends on the dignified company and all eyes turn to Rimoah.

"In the language of the Sommlending," he says, his voice wavering, "Castle Death."

Ah, the sweet melodrama of high fantasy.

As Lone Wolf continues his search for the seven Lorestones of Nyxator, he must now find his way into the foreboding castle of Kazan-Oud, known in the region as Castle Death, in order to obtain the Lorestone of Herdos.

This was probably the most challenging of the books thus far, with consistent battles that left little time to recover (woe betide those who venture without healing). In addition, inventory items were ravaged several times, leaving me scampering through dangerous sections with little equipment, and low endurance. The result was a rather tension-filled search that left little room for respite. The few moments of respite that came were the several riddles I encountered, all of which were interesting and well executed.

I appreciated the intensity, mixed with the mind-puzzles, though it almost felt too frantic. A decent adventure for the series, but not as enjoyable as I remembered from years ago, and certainly not a stand out when compared to some of the previous books.

2018: 6 deaths (all to Lord Zahda in combat)

Mathew Walls says

This is the first Lone Wolf book I ever read and it's still my favourite. It's a castle full of weird monsters. What's not to love? Probably the best one is the giant hand that reaches out of a corridor, implying that there's actually a whole giant sort of walled into the castle, buried within the island. You never see any more of it than its hand, but it's in there somewhere!

Mloy says

This is probably my least favorite (so far) in the series. The adventure continues and there's some battling going on, you need to fight or flee and then there's a dungeon to be explored. I like the battling and gaining experience, but the story seemed a little repetitive and rehashed (either that or I'm just getting tired of this series). It's still pretty fun though, interactive reading will always be cool and the adventure is still interesting.

J.R. Handley says

I dusted this series of books off to read with my sons, unsure what to expect. I had many fond childhood memories of reading these as a kid, but would they stand up? The answer is yes, they aged well. The stories were pretty straight forward, but my imagination has evolved enough to cover the gaps that this story had. Bear in mind, it was written for children... and isn't that why we read them, to immerse ourselves into the story? So yes, it was a lot of fun and I only cheated a little bit

Justin says

Pretty cool/hard/frustrating maze scenario after you explore the castle. Died SO often & finally achieved optimal (Sommerswerd!) ending.

Carmine says

Verdetto unanime

Se l'accoglienza sulla spiaggia - tra topi famelici e cervelli volanti dalle dubbie intenzioni - non è delle migliori, la successiva cattura nel castello, con verdetto di tribunale annesso, fa rimpiangere il frizzante esordio sull'isola.

La discesa nella pletora di orrori di Kazan-oud è un gradito ritorno alle lugubri atmosfere ottantiane: prima s'ammazza qualunque cosa respiri e dopo, al massimo, si fanno le domande.

David says

This part of the Lone Wolf gamebook series deals with a dungeon setting - sneaking into a place of evil and then getting back out. There are quite a few interesting foes in this book and the story is lined with a few challenging puzzles. Overall, a well-written story with a good sense of pace and progress.

Michael says

Dungeon setting. The book seemed short, or I somehow went the short path through. The setting was less epic than previous books. All books in the series free and online in a game-book player here:

<http://www.projectaon.org/staff/eric/>

Death Count:

Book 1: Died 9 times

Book 2: Died 11 times

Book 3: Died once

Book 4: Died once

Book 5: No deaths

Book 6: Died 4 times

Book 7: Died 3 times
