

# THE EYE SHIELD



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**MESSAGE FROM ME**

Welcome to issue thirty-six of The Eye Shield. Next month sees the tenth anniversary of the conception of TES, which is why this issue celebrates the fanzine's tenth birthday. Of course, I myself have been keeping the TES flag flying for a mere four and a half years, and before that the fanzine spent three and a half years in limbo, but I still think it is testament to the enduring popularity of Knightmare that I am writing this editorial now, and so the tenth birthday of The Eye Shield is something to celebrate. Consequently, the first few articles in this issue are in honour of this momentous occasion, including *The Knightmare Tens Quiz*, which takes a decagonal look at the programme, the final installment of Catherine Jackson's *Dragon Queen* saga, which was a prominent part of the first three issues of TES, and *Adventure Time*, which is the only heading to feature in every single issue of TES thus far. Oh, apart from *Message From Me...*

I still remember very well that fateful moment on December 4<sup>th</sup> 1995 when I attached a fifty pence piece to a small square of Lego-box card and posted it off to Newcastle-upon-Tyne, in the hopes of receiving the first issue of The Eye Shield. Of course, nowadays it's much simpler for TES readers to peruse the fanzine - all it takes is a few clicks of the mouse. Well, except for me, of course, because I have to compose, type, read, reread, edit and e-mail the whole thing as well, but you get my point, I'm sure. If you have any enduring memories of TES over the past ten years - particularly if, like me, you're a reader of Paul McIntosh's original fanzine, and I know there are still some of you out there - e-mail me and share your Eye Shield experiences. I'm still in need of truckloads - shiploads - of mail for this page, so please get in touch!

And now for something completely different. I have been in regular contact recently with avid Eye Shield reader Liam Callaghan, who has been sharing with me his what sometimes seemed endless task of writing an interactive Knightmare quest. After literally years of hard work, Liam has finally finished his undertaking. Unfortunately, the quest is far too large to appear in TES, but it will hopefully appear in the *fan fiction* section of the main website. Eye Shield Towers recommends to all its readers that they give Liam's quest a go. Its intricate structure will keep you guessing right up to the end, and the vast variety of routes through the Dungeon will guarantee you a fresh quest every time you play. Check it out!

## CORRESPONDENCE

My thanks go out to Katie Bermingham for the following e-mail, which contains some of her Nightmare memories, as well as a very controversial and thought-provoking Nightmare issue.

Dear Eye Shield.

I was, and still am, a big fan of Nightmare. I started watching the show about halfway through its run, so I was very excited when Challenge TV started showing it again. Series 7 was my favourite, because the storylines became more interesting, and the two winning quests were great fun to watch. I was interested to read that Televirtual wants to create a new version of Nightmare with avatars and better graphics, but nothing much has come of it. I doubt Hugo Myatt would still want to be in it, nor indeed many of the other actors, and it just wouldn't be the same without someone shouting "Sidestep to your left!" What are your thoughts?

*The time has come at last for me to be completely honest with you, readers. I would absolutely HATE to see Nightmare return as a kind of computer game segment on a Saturday morning children's entertainment show. I think it would completely ruin the show's unique atmosphere, which was a big part of what made it really good. To have the dungeoneer as an avatar just would not be right - it would mean that the audience was watching someone else playing a computer game, rather than taking part in an interactive adventure. I would have loved to have seen Nightmare return at some point in the mid to late '90s, but I think it's just too late now. Even if Hugo Myatt and some of the other cast members were in it, as Katie says, it just wouldn't be the same.*

Liam "The Ultimate Nightmare Quest" Callaghan makes an observation about the quest section of one of the Nightmare books.

Dear Eye Shield.

The quest section in *Fortress of Assassins* doesn't quite have everything right. For example, when you go through the bats' chamber, the entries for the STEALTH and SHIELD spells are reversed, which always used to confuse me. Just a typo, I suppose...

*Yes, that's one of several annoying little typos in the Nightmare books. The only consolation in this particular case is that, after defeating the Seigneur des Mouches, you can save yourself from meeting the bats by taking either the left or right door, as long as you avoid the central door, which has been recommended by the untrustworthy knight.*

**Challenge question:** Which two series of Nightmare have no monk?

## THE EYE SHIELD AT TEN The Nightmare Tens Quiz

To celebrate TES's tenth birthday, here are ten Nightmare questions inspired by the number ten.

- 1.) In episode 207, who became the first character (apart from Treguard) to chalk up appearances in ten episodes of Nightmare?
- 2.) In episode 203, who became the tenth dungeoneer?
- 3.) Which one of the following characters did not appear in the tenth episode (episode 202) of Nightmare? *Treguard, Merlin, Granitas, Lillith, Gumboil, Cedric, Olaf.*
- 4.) In episode 104, who became the tenth character to appear on Nightmare?
- 5.) In episode 301, who became the tenth actor to appear on Nightmare, and which character was he playing at the time?
- 6.) In episode 210, who was in disguise as Cedric?
- 7.) In episode 310, who was startled by a snake whilst trying to take a bath?
- 8.) In episode 410, who was talking in opposites?
- 9.) In episode 510, who was in disguise as a beggar?
- 10.) In episode 610, from which monstrous Dungeon creature did Ben II steal back Captain Nemanor's astrolabe?

## THE DRAGON QUEEN'S LAST STAND

By Catherine Jackson

The Dragon Queen plans to move Smirkenorff and his mate to a secure nesting site so that breeding can take place, but can she, Treguard and their allies stop Lord Fear and Maldame from

intercepting the dragons and exacting their evil revenge? All is revealed in the thrilling conclusion to Catherine Jackson's saga of *The Dragon Queen*.

Meanwhile, at Knightmare Castle, Treguard and the Dragon Queen were busy making their plans. Other allies had been contacted, but they weren't told the true plan, in order to ensure that if anyone was captured, the secret would be safe. Grimaldine and Brollachan were already in place and, as a final surprise, Ariadne had sent her children to help. Ariadne herself was going to be at the true nesting site. Greystagg and her sisters were also on standby.

"Come, we must go now, and wait to see if our plan works," the Dragon Queen told Treguard, "but, whatever happens, you must do as I ask, even if it means doing something you think is wrong."

Treguard nodded. He thought it better not to question what she said, for she had always been right, and Treguard knew that she would never lie to him. Suddenly, a portal opened.

"Come on, Treguard, time to go. Let's make this fight the last," said the Dragon Queen, and she smiled as if she knew what was to come.

Treguard grabbed his sword and followed the Dragon Queen through the portal. They emerged into a mountainous land.

"I am on good terms with leader of the tribe that lives here," said the Dragon Queen. "He has agreed to take his clan to another mountain for now; I trust him not to change his loyalty, for he has too much to lose if he changes sides."

"What do we do now?" Treguard asked.

"All we can do is wait," replied the Dragon Queen. "It won't be long; we have lookouts, so we will have some warning of our enemies' approach. What is more, they can't just create a portal to this place, even with techno-magic on their side. I made sure that was impossible, with the help of Grimaldine's magic."

Meanwhile, at Marblehead, Maldame was trying to do just that.

"Keep trying, you have to create a portal!" snarled Lord Fear.

"I can't," said Maldame. "The only portal I can create is to the point where I told Treguard and the Dragon Queen we'd be coming through."

"All right, we'll use it if it's the only way," said Lord Fear.

They went through the portal, which led to a wooded area. They proceeded forward. As they got deeper into the woods, they saw spiders' webs. The deeper they went, the thicker the webs became.

"Ariadne has been busy," said Maldame.

"No, not Ariadne. Her children!" said Lord Fear. "Let's get out of these woods!"

He then conjured a large fireball and cleared the webs away. However, just as they got out of the woods, a mass of fireballs was fired at them. Lord Fear looked up.

"Greystagg!" he shouted. "How dare you?"

"Let me handle them," said Maldame, and with a flick of her wrist she sent out several lightning bolts, which quickly got rid of Greystagg and her sisters.

Meanwhile, in the mountain range, Treguard was scanning the area for any sign of danger. Suddenly there was a fireball, shortly followed by magical lightning.

"They're coming!" he shouted. "To your posts!"

"Grimaldine, it is time," said the Dragon Queen. "Treguard, you must stay here. If we should fall, you must save the dragons."

The Dragon Queen and Grimaldine started to make their way down the mountain to the clearing. Treguard could not just let the Dragon Queen go into battle; he rushed to catch up with them, but as he did he was thrown back by a large forcefield. The Dragon Queen turned, and her voice rang out in Treguard's head.

"I told you to do anything I asked," she said urgently. "It's the only way! I told you this was the last fight; this must be done! If there was any other way... Goodbye!"

With that, the Dragon Queen's voice melted away. Treguard could only watch. As Grimaldine and the Dragon Queen got to the clearing, he saw them join hands, as Lord Fear and Maldame came into sight. Suddenly, there was a large green fireball that covered the entire clearing. Treguard had to shield his eyes. Then the ball was gone, and the forcefield dropped. Treguard ran to the clearing, and scanned the scene of chaos before him.

Lord Fear was dead, and Maldame was too. Grimaldine was alive, but badly hurt. The Dragon Queen was not moving. Treguard got down onto the floor to try to wake her. Slowly, she opened her eyes.

"Did we win?" she asked.

"Yes," Treguard assured her. "Are you hurt?"

"Yes, I will be gone soon, but I knew this would be the price for winning," replied the Dragon Queen. "Yet I pay it gladly. It is just a shame that I will not be around to see the little dragons grow... I'm sorry that I had to do this. Goodbye, Treguard."

And with that, the Dragon Queen was no more. Treguard thought to himself about what a terrible price had been paid in name of truth and justice. He knew that life would never be the same again.

## REMEMBER THIS?

Series 3. Level 2.

### **THE CAVERN RANGE**

The Cavern Range consisted of three rocky caves, encountered towards the end of the second level in series 3. As such, there was no great test to overcome or trick to work out for the team here, but the Cavern Range was, nevertheless, always a place of tension and suspense. By this point in the quest, the team knew that they were almost

ready to complete the second level and move on to level three, where they would, perhaps, become the stuff of legend. Of course, no one did in series 3, but the point remains.

The first cavern in the series had two stalactites hanging from the ceiling, and a star-filled night sky at its far end. The exit to the next cavern was on the far left. Nothing too hard to overcome there, you might think, but you'd be wrong. Leo and Julie both met the giant frog in this cave, which confused their teams greatly, while Ross had some dangerous bats to dodge: ("*These bats are poisonous!*" - *McGrew*.) As for the invisible, hapless Simon II... well, the prospect of sneaking past two goblins and then falling off the cliff to your untimely death doesn't sound like too much fun, does it?

The second cavern had a rocky table-like ledge, onto which the dungeoneer would usually have to climb in order to retrieve a quest piece from the wall high above. This doesn't sound too difficult, of course, but add to it the blaring sound of approaching goblin horns, and suddenly the simple task of putting a hand up in the air becomes a puzzling scene of gabbled instructions from tense, ruffled advisors, leading to confused dungeoneers with wildly-flailing arms.

The final cavern was perhaps the least impressive. There was only a very small bit of cliff to fall off, which was easy to avoid, and usually the only hazard was goblins approaching from behind, which were easy to outrun with a speedy exit. However, even this seemingly simple prospect proved far from easy. A change of shot for the advisors, so that the dungeoneer was now walking towards them, necessitating an alteration in directional instructions, and even a haunted sword lurking around, added to the built-up tension, which was, by now, set to continue into level three.

**Difficulty:** 7 Tricky, awkward guidance, and danger lurking everywhere.

**Killer Instinct:** 5 One hapless victim, but there could well have been more.

**Gore Factor:** 8 The shot of Simon falling off the cliff was a nice touch.

**Fairness:** 7 A chilling prelude to level three, and no mistake.

## ADVENTURE TIME



**In this age of heroes, the score is Dungeon 9, Humans 4. However, that's bound to change soon, as Toby enters the third level.**

Toby is in a small cavern. There are two doors, and one is labelled *Short Cut*.

"Decisions to make already on this level, team," Treguard remarks. "Will you stick to the path of truth, or risk all to take a quicker route?"

Toby hears his advisors discussing this prospect. He is rather worried that they want to take the short cut.

"Do you want to end up back on level one?" Toby asks his team impatiently. "Take me out of the other door, for goodness sake!"

The advisors do as they are told. A goblin horn sounds and four goblins scuttle into the cave, making straight for Toby. However, he is through the door before they can reach him. Next, Toby finds himself in a large cavern with one exit. Before him is the colossal shape of Owen, the earth dragon.

"Ah, now here's a place where you must have your wits about you, team," says Treguard. "This reptilian beast can give you great rewards if he so chooses, Toby, but first you'll have to prove yourself."

"Oh, hello," Owen rumbles. "How nice to have another opportunity to talk to a human. My name's Owen. What are you called?"

"I'm Toby, and I'm looking for the Talisman," Toby replies.

"Then I suppose you'd like some dragon magic, would you?" Owen asks leadingly.

"Yes, please," Toby obliges him.

"Then listen very carefully, all of you," Owen advises. "Cold and wet, though sometimes dry; warm me up, away I'll hie. What am I?"

The team talk about this for some time. Toby becomes increasingly anxious, so his team tell him what they think he should say. However, they would have been happier if they had discussed it a little further.

"Snow," says Toby.

"Falsehood," Owen sighs. "Your answer is so nearly correct, but I'm afraid the word I was looking for was *ice*, and no other. Consider this, Toby; you can have dry ice, but you can't have dry snow, can you? I can't give you any dragon magic, I'm afraid, but I wish you luck on your journey. Farewell."

Feeling more than a little downhearted, the advisors direct Toby out. He emerges into Merlin's vast level three chamber, where there is a glowing letter M on the table. Toby touches this, causing a large image of Merlin to appear.

"Congratulations on making it this far, Toby!" Merlin booms warmly. "You have survived much peril to reach this point, but I'm afraid there are still more challenges lying in wait for you. To help you cope with the most minor of these, I gift you a spell as a reward for your progress. Its name is ESCAPE. Now, step bravely onwards. It is a short path you tread now, but a dangerous one."

Merlin disappears and then Toby is directed out. The next room is small and blue, and has a large vision of Mogdred's head dominating it.

"Welcome to the third level, Toby," Mogdred's voice booms. "You have done passably well, but now you are doomed to failure. Unless, of course, you agree to pledge yourself to me, as I gave you the chance to do once before. Reconsider my offer, and you can be a winner! Well, will you pledge yourself to me?"

"We shouldn't trust him," says one advisor.

"But it might be the only way we can win," demurs another.

"Perhaps we should use the spell," suggests the third.

"No, Merlin said to use that on a minor peril," disagrees the first. "We're going to have to say something; I think you should say no, Toby."

"No," Toby says defiantly.

"Very well," Mogdred sneers. "Then you are surely doomed to failure, like hundreds before you!"

Mogdred disappears to the sound of cackling laughter. The team's morale is now waning, but they direct Toby out, straight into a room that is swarming with goblins!

"Danger, team, these creatures can be deadly!" Treguard exclaims. "Take action quickly, or your quest ends now!"

The goblins scuttle towards Toby with their weapons raised. The advisors decide that the time has come to use Merlin's magic.

"Spellcasting:" says the spellcaster. "E-S-C-A-P-E."

Just as the first rank of goblins reaches out for him, Tony is whisked away in a magical flash. He now stands in the stained-glass window room, where the symbol of the Talisman glows on the leftmost pathway.

"A very clear signpost, team, but you must press on now," Treguard urges the team. "I sense that yet another evil power is close by."

Toby is directed towards the correct path but, before he has taken more than a few steps down it, the stained-glass window dissolves into an enormous projection of a black-clad sorceress.

"Enough of this foolishness!" Morghanna declares regally. "Your mission has amused me so far, but now my curiosity is exhausted. I will not allow you to travel any further into the Dungeon, so I now bring an end to the quest!"

"Ooh, nasty," Treguard grins sinisterly, as the advisors' screen goes black. "I'm sorry to have to say this, team, because you did very well in the Dungeon, but you failed to gain the weapons you needed when it came to the crunch. Without dragon magic, you stood no chance against Morghanna, and now this quest is done. Spellcasting: D-I-S-M-I-S-S."

**Toby's unfortunate end has increased the Dungeon's lead to 10-4. Who will be next to take the challenge? Read the next Adventure Time to find out.**

## PUZZLE PAGE ONE

### From Beginning to End III

Identify the memorable female Nightmare character from their **first episode**, **first dungeoneer encountered**, **first words**, **last episode**, **last dungeoneer encountered** and **last words**. It couldn't be easier!

17.) **Episode 101. David.** "Begone! No master, but a mistress rules here." **Episode 214. Anthony.** "I have no time for boys from Ash, so crumble ledge and boulders crash!"

18.) **Episode 802. Daniel II.** "Your refusal to accept equal status with ourselves in the mire world is irksome, Lord Fear!" **Episode 809. Dunston.** "Use it to speed you on your way across the Great Mire. Go!"

19.) **Episode 201. Martin I.** "Ah, interfering, interfering dratted devious Dungeon Master!" **Episode 216. Karen.** "And must for me, for I must go!"

20.) **Episode 602. Matt.** "We need access to the Amber Forest, that I concede." **Episode 715. Barry.** "There, you have your wish. Farewell."

21.) **Episode 308. Ross.** "What a ridiculous way to travel. Tell me, do you always walk everywhere like that?" **Episode 315. Martin II.** "An end to the quest!"

22.) Episode 801. Richard III. "Well, of all the cheeky! Out of there, cavern scum." Episode 809. Dunston. "Sorry, but beat it! You'll get us all killed. Motley!"

23.) Episode 403. Alistair. "Silence! I may not have the power to stop you watching, but I can certainly stop your muttering." Episode 413. Jeremy. "Now, hurry; there is little time to lose."

24.) Episode 501. Catherine. "Stay right where you are or I'll make a pincushion out of you." Episode 516. Kelly II. "The only way to beat Lord Fear is to move faster than he can think. So move it! There's a portal over there."

## CLASSIC QUEST

### Series 2

**Quest:** The Talisman.

**Dungeoneer:** Julian Smith.

**Advisors:** Vaughan, Becca and Mary.

**Home town:** Banbury, Oxfordshire.

**Team score:** 10 out of 10.

Featuring the second-ever and the only mixed winning team, Julian's quest has achieved the status of a real classic in recent years.

**Level One:** After stopping the Wheel of Fate, Julian meets Gretel in a room with four doors. Gretel provides some hints about which door to take, as well as a spell called FOUL, which will show up evildoers in disguise. In the Fire Cave, Julian receives a slight burn, causing the loss of one life force level, but this is soon restored with the food in the clue room. Olgarth is the wall monster on guard, and the team - chiefly thanks to their dungeoneer - manage to answer all three questions correctly. Julian picks up a quill pen and a key from the table. The Automatum chases Julian out of the next chamber, and then the key is used to unlock a door in a mined chamber. In the Dungeon kitchen, Gretel is behaving rather strangely with a pie. The FOUL spell reveals Mildread in all her splendour, and then the real Gretel turns up and is annoyed with Mildread

for using her shape and voice. The Automatum chases Julian out of the kitchen, much to Gretel's consternation, but the wellway room follows. Pursued relentlessly by the Automatum, Julian plunges down into level two.

**Level Two:** A choice of five doors is the team's first challenge, and Gretel turns up - yet again - to provide the clues. Across the Mills of Doom, Julian has to dodge a cavernwraith in order to pick up a strange unlabelled bottle. He is told to open this in the clue room, but it turns out to be a Destructor, and the advisors have to guide Julian out without taking any objects. A meeting with Merlin follows, in which the team answer two out of three questions correctly. As a reward, Merlin entrusts Folly to Julian as a guide to get him through the rest of the level. Julian and Folly meet Gumboil in the Bridged Vale. Although he is very drunk, Gumboil still demands the password. Folly tricks Gumboil into thinking that he has been given a magical sorcerer's stone as a bribe, which is completely invisible to all but the cleverest people. Folly and Julian then enter the Corridor of the Catacombs, where a toadadile can be seen down the far end. While Folly "holds back" the monster, Julian makes his escape. He then reaches the wellway room, where Olaf is on guard. Without anything with which to bribe the Viking guard, Julian is forced to try Folly's sorcerer's stone trick:

*Olaf: "I can't see it."*

*Julian: "Only stupid people can't see it."*

*Olaf: "Oh, in that case, give to Olaf. Yes, it's very beautiful."*

Very convincing, I'm sure you'll agree(!) Anyway, Olaf allows Julian to use the well, and descend to the third level.

**Level Three:** After picking up a few useful snippets of information from a gargoyle, Julian avoids some cavernwrights and reaches the clue room, where he picks up a bag of salt and the magic shield. Merlin's chamber follows, where Julian has to touch a small black symbol in order to summon the wizard. Merlin awards the team the spell DARK, as well as telling them that they must spellcast in order to retrieve the Talisman at the end of the quest: *"...and the spell to use should be obvious to you."* - **Merlin**. When Julian meets Medusa, he has to shelter behind the shield while Treguard directs the advisors to take it in turns to guide their dungeoneer to the exit for a few seconds at a time each, thus avoiding being turned to stone. Mogdred then tries to get Owen to eat Julian, but

a speedy exit is all that is required. In the stained glass window room, the DARK spell is cast and the symbol of the Talisman appears on one of the four paths, indicating the correct way to go. A second meeting with Mogdred follows, where Julian has to refuse to pledge himself to the Dark Side. Mogdred's gloating laughter accompanies Julian into the final chamber, where he has to duck under a guillotine and walk onto an arrow. The spell TALISMAN is then cast, and the team have beaten the challenge! Not a very exciting end, I suppose, but anyway...

**Summary:** An intelligent team, with a particularly quick-witted and responsive dungeoneer, who definitely deserved their win.

## Trade in the Old for the New

By Richard Temple

Deep within the third level of the Nightmare Dungeon, a brave dungeoneer was progressing rapidly towards the Opposition's stronghold of Marblehead. Within the dank and gloomy confines of Marblehead tower, Lord Fear was raging at the reason for the dungeoneer's quick progress through the level: his own trader, Honesty Bartram.

"Bartram, you idiot!" Lord Fear yelled. "I told you under no circumstances to let any little dungeoneers get their grubby little paws on that map! And what do you do? You go and sell it to one!"

Bartram looked sheepishly down at his feet.

"Well you see, your Lordship, I did try to get him to take the *warrior* spell like you told me to, but he wasn't buying into how useful it could be," Bartram mumbled. "And then he offered me some gold. I mean, I do have to make a living somehow."

"You're an absolute disgrace, Bartram! Not only to the Opposition, but to traders in general. I mean, just look at the state of you! You dress more like a common peddler than a merchant," Lord Fear continued. "At least Julius Scaramonger had a bit more style, and even when he was drunk, he

still managed to pull off more dodgy deals than you can when you're s... s... s.. sober," Lord Fear finished, cruelly mocking Bartram's stutter.

"I'm sorry, your Lordship," was all that Bartram could say.

"Oh, get out of here, before I have you fed to Bhal-Shebah!" Fear snarled.

Bartram bowed and left. Lord Fear got up from his throne and paced about in a temper. From the dark, damp corner where he had observed the whole scene, Lissard now quietly crept out and spoke to his master.

"Lordness, why do you keep Honesty Bartram on your payroll-ness?" asked Lissard. "Wouldn't it be better to hire a new trader; one who is more loyal to you?"

Fear looked at Lissard and sneered.

"Ha!" he scoffed. "Show me a trader who says his first loyalty isn't to gold, Lissard, and I'll show you a liar! There's not one trader out there who is truly loyal to anyone but himself! No, Lissard, Bartram's the only ally in the trading world we've got now, and we can't afford to let The Powers That Be have someone to supply their horrid little dungeoneers with spells and other nasty little tricks with which to loot my kingdom. Anyway, Lissard, we have more pressing matters to deal with. Thanks to Honesty Bartram's ineptitude, a dungeoneer is now armed with a map of Marblehead and is loose in level three. Go and tell that stupid wyrm Bhal-Shebah to fly to Linghorm and..."

"And what, Lordness?" Lissard prompted.

"That's it!" Fear crowed suddenly. "That's the solution!"

Lissard looked blankly at Lord Fear.

"I don't think I understand, Lordness," he confessed.

"The *combine* spell, Lissard!" Fear exclaimed. "That's the answer to our trader problems!"

"You mean the one you tried on Bhal-Shebah to create Firestorm of Marblehead, Lordness?" asked Lissard.

"Yes, Lissard, and successfully too, before that loopy sorceress Maldame undid all my good work!" Fear said bitterly. "But now, I'll use the spell to create the perfect Opposition trader!"

"I still don't understand, Lordness," Lissard replied in confusion.

"I wouldn't expect you to understand me, Old Newt," Fear returned. "That is why I am the evil genius, and you are simply a minion. I'm going to use the *combine* spell to merge Honesty Bartram with another shifty trader, whilst removing any vestiges of good from both of them! The end result will be a trader who is thoroughly evil and totally loyal to me!"

"Oh Lordness, that is truly brilliant!" Lissard smiled evilly. "But where will you find another trader to combine Bartram with?"

"That's simple, Lissard," Fear grinned, as he turned towards his telescreen. "Skarkill!"

The scarred face of the vile goblin master appeared on the screen.

"Yes, your Fearship... er, Lordship?" Skarkill enquired.

"Skarkill," Fear smiled. "I have a little job for you."

"Do you want me to clap this new dungeoneer in irons, your Lordship?" Skarkill asked eagerly, clinking his irons together. "LOVELY!"

"No, Skarkill, I don't want you to clap your irons on the dungeoneer," Fear sighed. "I want you to find someone for me and bring them to Marblehead, alive and in one piece."

"Right, I'll have him back to Marblehead in no time at all," Skarkill promised, as he disappeared from the telescreen.

Lord Fear sighed and shook his head in despair. A few seconds later, a sheepish-looking Skarkill reappeared on the screen.

"Er, who is it I'm after?" he asked.



"Why do I keep you in my services, Skarkill, why?" Fear wondered. "I want you to bring me Julius Scaramonger!"

Lord Fear continued to relay orders and instructions to Skarkill, as Lissard listened keenly. None of them was aware of the dark, sinister figure that was listening to every word of their conversation from the shadows.

**Will Lord Fear's evil plan to magically combine Honesty Bartram and Julius Scaramonger succeed? And who is this mysterious eavesdropper? Read the second chapter of Richard's dastardly tale in the next issue.**

## CREATURE FEATURE

Series 2/3/5/6/7/8. Level 1/2/3.

### DRAGONS

Where would any decent fantasy world be without a few dragons thrown in for good measure? Knightmare certainly had plenty of dragons, featuring both as members of the cast, and as Dungeon-dwelling monsters. Dragons can be found in all kinds of myths and legends from all over the world. The basic idea for a dragon is a giant, flying, fire-breathing reptile, which you definitely don't want to get on the wrong side of, although there are many different mythical creatures and monsters that are classed as dragons, and each one may have its own unique abilities and characteristics.

The Knightmare dragons - or great wyrms, as they were sometimes called - seemed to fit in with the basic dragon traits I have already described. In series 5, Treguard describes Knightmare's most famous dragon - Smirkenorff - as follows: *"One of the last of the great aerial beasts which in legend were called dragons."* - **Treguard**. In series 6, Hordriss explains how dragons are classified: *"Dragons are catagorised by colour."* - **Hordriss**. Further explanation of this information revealed that blue or green dragons - like Smirkenorff - were amiable and not overly vicious by nature, whereas red dragons were the opposite: *"I want a*

*dragon that's mean, moody and malicious, like me, and that means a red dragon!" - Lord Fear.* Let's now take a look at each of Nightmare's dragons in turn.

The first Nightmare dragon appeared in series 2, to menace winning dungeoneers Mark and Julian in the third level. This giant brown earth dragon appeared to be under Mogdred's control, and a hasty escape - together with Merlin's SLEEP spell, in Mark's case - was required in order for the quest to continue: *"Awaken, dragon; awake and slay!" - Mogdred.*

The earth dragon returned for a brief appearance in the penultimate episode of series 3, very different now in both his manner and his voice, which was now remarkably similar to the voice of Hordriss the Confuser. He had been given the noble name of Owen, and was just itching to provide Martin with some magic to defeat Morgahna. However, the team did not answer Owen's riddle correctly, and suffered fatally as a result: *"If you're ignorant then you've got to remain so, that's what I always say." - Owen.*

There were no dragons in series 4, but the very first Dungeon room of series 5 introduced us to Smirkenorff, the Great Crested Green Dragon, and one of Nightmare's most famous characters. Smirkenorff flew dungeoneers between levels one and two in series 5, 6 and 7, and also started off four quests in series 5. In series 8, he offered spells and information from his level one pit, but did not make a flight until the end of the series, when he went to rescue Oliver from Marblehead. Smirkenorff liked gold, silver, firestones and dragon mints. He was cared for by Elita in series 5 and 6, and Romahna in series 7. Despite the fact that he was mute throughout series 5, Clifford "Hordriss" Norgate proved that he was the master of voicing dragons by giving speech to Smirkenorff throughout series 6, 7 and 8.

Red Death was a red dragon procured by Skarkill for Lord Fear in the second half of series 6. Fear attempted to use him to attack Nightmare Castle at the end of the series - a plan he tried again with a troll one year later - but Treguard used Captain Nemanor's lightning rod to kill Red Death, bringing his colossal reptilian body down onto Mount Fear, and also on top of Lord Fear and Skarkill. Ooh, nasty!

In series 8, there were several new dragons in the Dungeon, in addition to Smirkenorff. Small but deadly snapdragons haunted the dwarf tunnels of level one, whilst one of their number - Snapper - spent his time hanging around with Snapper-Jack. As well as the snapdragons, there was another new Opposition recruit in the shape of Bhal-Shebah, a red dragon with two personalities. After killing the first dungeoneer of the season -

the hapless Richard III - Bhal-Shebah was placed on guard duty in Marblehead, before Lord Fear decided to brainwash him in order to give him a single personality - Firestorm of Marblehead. Fear's plan was to use Firestorm of Marblehead to destroy Lingham, and Maldame with it, but I think it's fair to assume that this never actually happened, thanks to the intervention of winning dungeoneer Dunston.

And there're all the Nightmare dragons in a nutshell for you. Of course, if you've read the Nightmare books as often as I have, you'll also be familiar with several other Nightmare dragons, including Bealwit, the self-proclaimed Lord of the Marsh; Talionis, a Great Crested Green, presumably, considering the identity of her offspring; and even a pesky earth dragon who lives in a volcano and is somewhat apt to fry you alive if you try to steal one of her eggs. But all that, of course, is another story...

**Fear Factor: 10** If one of them doesn't scare you, you have no fear!

**Killer Instinct: 6** So many opportunities, and one victim.

**Gore Factor: 3** Depends on your perspective, I suppose.

**Humanity: 2** Any dragon would be insulted by a higher score than that.

## REMEMBER HER?

Series 3. Level 1.

### **MRS. GRIMWOLD**

I've always found Mrs. Grimwold to be an interesting character, as Tom Karol is the only Nightmare actor ever to cross-dress for a role. Yes, and I'm sorry to shatter the illusions of those who hadn't yet realised, Mrs. Grimwold was really a man. Don't get me wrong, though - I think Tom Karol did an excellent job of bringing Mrs. Grimwold to life, despite the fact that she would, by her very nature, inevitably be something of a joke character. Indeed, it is a tribute to Tom Karol's abilities as an actor that he actually managed to make Mrs. Grimwold seem genuinely frightening on occasions.

The Grimwold family has truly earned its place in Nightmare legend. Mrs. Grimwold was a witch, who was married to an ogre. This can't have been a very pleasant or interesting life, which meant that Mrs. Grimwold always had to be handled with care: *"Anyone who can survive*

*being married to an ogre has got to be considered dangerous.” - Treguard.* However, Mrs. Grimwold was not usually overly hostile, and could even be useful to dungeoneers on occasions. However, her two closest companions - Mr. Grimwold, the ogre, and Festus, a vicious two-headed, five-tailed hellhound - both seemed to be very keen to make a good meal out of any passing dungeoneer.

Mrs. Grimwold's first appearance was with dungeoneer Cliff, when she proved very useful to the quest. In exchange for a bone for Festus, Mrs. Grimwold conjured up a wellway for Cliff to use, as well as saving him from the evil clutches of her brutish husband. Her next appearance, however, saw her trying to feed Simon II to Festus. However, she did apologise and give him a step clue by way of recompense.

After this, Mrs. Grimwold turned slightly nastier. She only let James off from being Festus's dinner because he bribed her with a bar of gold, and then, for Kelly, it took a *transformation* spell to turn the dungeoneer into an armoured warrior in order to persuade Mrs. Grimwold and her gruesome pet to leave Kelly alone. Kelly was then killed by Mr. Grimwold, of course, but anyway...

Mrs. Grimwold's final appearance saw her back to her old generous self, in exchange for another bone from Chris II, of course. However, at the end of the scene, Festus finally snapped and attacked his mistress! Did poor Mrs. Grimwold meet a grisly end between the jaws of her own pet? E-mail me if you know!

**Fear Factor:** 5 Mostly a joke, but sometimes very threatening.

**Killer Instinct:** 3 Another victimless character due to circumstance only.

**Humour Rating:** 8 A strong - often sick - sense of humour.

**Oscar Standard:** 6 A ridiculous role, played appropriately.

## **KNIGHTMARE LOCATIONS.**

The Weald and Downland Open Air Museum, Chichester, West Sussex.

**The Weald and Downland Open Air Museum. Vital Statistics:**

**Location:** Chichester, West Sussex.

**Century of Origin:** Various.

**Also Known As:** Wolfenden.

**Series featured in:** 5, 6 and 7.

These pictures were taken by me, Jake Collins, in July 2004.



Here is a close-up view of Wolfenden village, which is made up of salvaged buildings from all over Sussex, Hampshire and Kent. The building in the foreground is a market hall from Titchfield, Hampshire.

Below is the upstairs room of the market hall, which was often used in Knightmare series 5, 6 and 7 as the final chamber of level one, holding the large metal door that led to Smirkenorff or the Descender. This room was also used a clue room on occasions.



Here are the stairs that lead from the upstairs room, back down into Wolfenden High Street. As one of Alan's advisors said, mind the beam!



**Next Issue:** More from the Weald and Downland Open Air Museum.

## PUZZLE PAGE TWO

### From Beginning to End IV

Identify the memorable Knightmare character from their first episode, first dungeoneer encountered, first words, last episode, last dungeoneer encountered and last words. It couldn't be easier!

25.) Episode 301. Gavin. "Intruder alert! Who dares disturb the sleep of \_\_\_\_\_?" Episode 313. Martin II. "The first step is the tree. The tree."

26.) Episode 302. Cliff. "Ah, turn intruder; turn and face me, for I am the \_\_\_\_\_ she and none passes here without pleasing me." Episode 316. Chris II. "The first step is the archer. The archer."

27.) Episode 401. Helen II. "Leaf mould! It's a thief. Stand still, thief!" Episode 503. Richard II. "You'd best get going, or it'll soon be Autumn, and then where will you be?"

28.) Episode 201. Claire. "Intruder, beware! I am \_\_\_\_\_ of Legend. I seek truth, or feed on you." Episode 214. Steven. "Put not your trust in weapons. Rock I was, and rock I now become."

29.) Episode 501. Catherine. "Would you mind not making that silly noise? If you've come for a ride, you must have the fare." Episode 810. Oliver. "You called, Dungeon Master?"

30.) Episode 801. Richard III. "Oh good, a tasty helping of dinner." Episode 805. Nathan. "You stupid stuck-up creep... Yeah? What?"

31.) Episode 201. Martin II. "No, I won't play, Folly! It's a silly game anyway." Episode 216. Karen. "Thank you, Bumptious."

32.) Episode 301. Gavin. "I haven't, and I don't want to." Episode 415. Giles. "I think you should get a move on because he's following you. Go on, quickly, that way."



## THE LORD OF DREAMS

### Part IV

**Mona and her friends are on a mission to find Motley's missing laughter, and have just summoned Merlin to his throne.**

"It's a real pleasure to meet you, sir" Mona said humbly.

"And you, Mona the Vampire" returned Merlin. "Your wits and guile have brought you thus far, but you will yet have to face even greater perils if you are to reach the Lord of Dreams. First, though, I have a challenge of my own for you. If you prove equal, I will arm you with the remaining magic you will need to complete this level. If not, you must carry on without it. Here, then, is the first question. Greystagg asked me to take one of her familiars, Paddock the hedgehog, for a drink of water this morning. I took Paddock somewhere where she could drink her fill, but the water came not from the sky, nor from a well, nor from ice or steam, nor from a bottle or tap. What did Paddock drink?"

They whispered amongst themselves, then Mona turned to Merlin.

"We think it must have been dew," she said.

"Truth accepted" Merlin smiled. "Here is the second. On Monday I planted a magic tree. On Tuesday it grew twice its height. Each day it doubled. On Sunday it was fully grown. But which day was half grown?"

They argued long and hard about this.

"You say it if you're so sure!" Mona eventually hissed at Charley.

"Thursday" Charley said.

"Falsehood" Merlin replied gravely. "Saturday was the truth I sought. Here, then, is the third and final question, and you must answer it correctly to earn some magic. As the eagle is to the sparrow, so is the great bird of legend to the condor. Only his memory survives. But can you remember his name?"

Charley and Lily looked at Mona.

"You must know this one," said Lily.

"Yeah, c'mon, what is it?" Charley encouraged her.

"Just let me think, Thursday Boy!" chided Mona. "Ah, I know! It is the roc."

"Truth accepted," said Merlin, pleased. "Well done, all of you; you have earned the magic you yet need to escape the level. The name of the magic is RISE, and as it's synthetic magic, I hope you'll have the sense to use it on a synthetic obstacle. Now, farewell; we may yet meet again."

He disappeared in another blinding flash, and Mona and her companions stepped through the right-hand door, into a room with a large joker playing card, featuring a picture of a jester's folderol.

"Ah-ha!" exclaimed Mona. "That must be Motley's laughter."

"I guess we'd better release it," said Lily. "Spellcasting: F-O-L-D."

The card flashed yellow for a moment and the folderol rolled across the floor towards Charley's feet. He picked it up. Mona took the playing card from her pocket and threw it to the ground. This caused Motley to appear in a flash of blue lightning.

"Oh, it's you lot" he said glumly. "Have you found my laughter?"



"We sure have" said Charley, handing him the folderol. Motley looked at it blankly for a second, and then a smile crept onto his lips. Within moments he was laughing uncontrollably.

"Oh, thank you!" he laughed. "That's wonderful; now I can be a jester again."

"Can you help us get to level three, then?" asked Mona.

"Yes, of course" said Motley more seriously. "I owe you a great service which I will repay. Listen. The way past the blocker can be found with the word JEST. The way to level three at the moment is by the Descender, which is a spell-bound room that moves from one level to another; it's a bit like what you call a lift. It is voice-activated, which means that you must command it to move. To start it, shout *Down*. When you reach level three, shout *Stop*; it's as easy as that!"

"How do we know when we've reached level three?" asked Mona.

"Look at the scenery through the open windows; there will be plenty on the way down. When you see a wintry scene, the next level will be the one you want; you see, the world of Winteria is currently within level three. Be sure to watch out for its evil queen, Aesandre. Now, have you got all that?"

"Yes" said Mona. "Thanks, Motley."

"No, thank you!" smiled Motley, retrieving his joker card. "Bye."

With that, he disappeared in another blue flash, laughing merrily to himself. The companions continued went the arch, into a pink room with one door and a grey wall, which moved towards them and formed the face of a blocker.

"Password!"

"Jest!" cried Mona, and the wall slid away.

The next room was bare apart from a very large grey door. Mona went up and tapped it.

"This looks like the end of level two" she said. "The Descender must be behind this door. I wonder how we're supposed to open it."

"What about that spell Merlin gave us?" Charley suggested. "He said we should use it on a synthetic obstacle, and this looks pretty synthetic to me."

"Good thinking, Zapman!" Mona commended him. "Spellcasting: R-I-S-E."

The gate shuddered as it clanked upwards. Sure enough, the Descender was behind it. They all stepped into the lift, which was a metal platform that looked as if it could be lowered down the brick lift shaft by a chain mechanism.

"It doesn't look very safe," said Lily doubtfully.

"I agree, but I guess it's safe if it's powered by magic" Mona reasoned. "Don't forget to look out of all the windows, you two, and try and spot Winteria. Down!"

The Descender clanked into action and bore them downwards. Fang screeched in terror and clung to Mona's leg; he really did not like this ride! The others noticed all sorts of scenery through the arched windows; there were landscapes, seascapes, castles and dungeon chambers. At last they saw a castle on a hill which was covered with snow.

"Stop!" they all cried at the same time.

The Descender obediently stopped at an old brown door, which creaked as it opened. The companions stepped forward, and into level three.

The snow crunched under their feet as they trudged across a snow-covered field. Fang kept shaking it off his paws and could not understand why they became soiled again the moment he put them on the ground.

"This must be Winteria" noted Mona.

"Eek!" squeaked Lily, clutching at Mona and pointing ahead. "What's that?"

They could see a shape forming out of the mist ahead. The swirling snow formed an icy, transparent image of a woman's head. Her face looked cruel and malicious and she spoke in tones of haughty contempt.

"I am Aesandre" the wind whistled in her voice. "No one is permitted in Winteria without my invitation. I know why you are here, but I warn you to leave now! This is only my image, but continue on this path and you will meet me in person. I assure you that I will not let you reach the Lord of Dreams. In fact, I won't let you leave at all..."

And with that, Aesandre was gone.

"Oh God, what do we do?" panicked Lily.

"Calm down" soothed Mona. "The Dungeon wouldn't let her into this challenge if there wasn't some way to defeat her. We'll just have to have our wits about us even more than before; this is level three, remember!"

They trudged on and eventually came to a portal, which took them into a cave. They were shocked to discover a large green dragon asleep beside them.

"Do you think it's friendly?" asked Lily.

"I think we're about to find out," said Charley.

Sure enough, the beast was waking up.

"Oh, hello" he yawned through bleary eyes. "Mona and friends, is it?"

"That's right," said Mona.

"Good" said the dragon approvingly. "My name is Smirkenorff. I understand you wish to reach the Lord of Dreams."

"Yes" said Lily. "Can you help?"

"You will need a spell to use against Aesandre if you're going to get through" Smirkenorff told them. "I would give you one, but Aesandre has stolen my last firestone and frozen it away somewhere. Without it, my magic is not strong enough to contest her."

"Can we get it for you?" asked Charley.

"If you were to acquire some appropriate magic and release the stone then I would be able to assist you" Smirkenorff went on. "I have enough power to give you a small summoning spell. Its name is BECKON. Use it only when you have the stone, or all my power will be spent. Now, I must conserve my energy. Good luck."

Smirkenorff closed his eyes again, and swept aside his tail to reveal a door.

"Well, that's our next task clear," said Mona. "But I guess we'll need powerful magic to complete it. Come on."

The next room was large and spacious with a door at the end and a table to the right. There was another glowing M on the table.

"Looks like Merlin's calling-card again" said Mona. "Perhaps he'll have the magic we need to release the firestone."

She touched the M and a large transparent vision of Merlin appeared to their left.

"Congratulations, all of you!" Merlin commended them. "You have done exceedingly well to reach this point. However, you will need your wits about you even more than before if you are to survive level three and reach the Lord of Dreams. To help you cope, I will gift you three spells. None will help you directly with your task, but all are vital to your eventual success. The first spell is a minor spell which affects perception. It is called REVEAL. The second is effective in appropriate situations and is called DOOR. The third is high magic, and should be used only in desperate need. Its name is ENERGY. Now, be brave. Your path is relatively short now, but more dangerous than you might expect. If you survive all, we shall meet once again."

With that, he disappeared in a blinding flash.

"This is getting very intense, what with all these cryptic clues," said Lily nervously. "I'm not sure I like it."

"Neither do I" admitted Mona. "But, as I said, this is level three."

"Then let's complete it as quickly as possible" said Charley, and he hastily led the way through the door.

The next room was dominated by an ugly face hewn into the rock. It was thundering a word out loud.

"DOOM!"

"What is that ugly brute?" winced Lily.

"It looks like a gargoyle," said Mona. "And not a very happy one."

"DOOM!"

"It doesn't seem to be attacking," said Charley. "Look, there's a door over there; shall we try to escape?"

"Sidle very carefully towards it" Mona ordered. "No sudden movements."

"DOOM!"

They did as she said, but were all four suddenly gripped by a pang of despair.

"DOOM!"

"We'll never make it!" blubbed Charley.

"DOOM!"

"Level three's too hard!" Lily cried. "We may as well give up!"

"DOOM!"

"It's the gargoyle's pessimism!" cried Mona, taking a terrified and bewildered Fang into her arms. "It's draining our resolve. To the exit, quickly!"

They ran as fast as they could, but Lily was stopped short by Mona leaping on top of her. She moved her fanged mouth close to Lily's neck.

"Help, she's going to kill me!" Lily screeched. "Charley!"

Covering his ears, Charley tried to get to her. But Fang stopped him short.

"Fang's attacking me!" he cried. "Get off!"

Charley and Fang wrestled, and in the confusion blundered through the door. They lay there, dazed and confused. Charley knew that the gargoyle had made Fang go crazy. He stroked the cat, who purred.

"There, there" he said. "It's over now. But we've got to save the girls!"

It was then that he noticed that there was no door where he had come in. He stared in disbelief. Then Hordriss's words came back to him:

"The only way is onward; there is no turning back."

Meanwhile, Lily was trying to fend Mona off. She had been forced to the ground and was losing strength and energy, especially with the gargoyle still thundering its dismal message.

"It's not working!" she cried as the fangs lunged again, then a thought came to her. "Merlin's magic! We need a powerful weapon against such a powerful opponent, so I think it's time to use that powerful spell. Spellcasting: E-N-E-R-G-Y."

Lily felt her resolve returning and wasted no time. She pushed Mona through the door, then scrambled to her feet as quickly as she could, and dived afterwards. But what a shock she got on the other side; she was in another cave, but there was no sign of Mona, Charley or Fang. She was on her own.

Mona opened her eyes. She was lying in another stone cavern. There was no sign of Lily, Charley or Fang.

"Oh, great!" she grumbled to herself as she got up. "That gargoyle sent us all haywire and now we've got separated."

She tried to think of a plan of action but was interrupted by a sound from the far end of the cavern. It was a short, low note which came twice.

"It sounds like some kind of hunting horn" Mona mused. "Who or what could be blowing it?"

Her question was answered as a group of creatures rushed to meet her from the darkness. They were only about four foot tall, but carried clubs and daggers. They were dressed in brown rags, and their faces and hands were the same colour. They had small eyes and pinched faces.

"Goblins!" Mona exclaimed. "Just like in all the fantasy stories!"

Mona knew that they were short-sighted but carnivorous and hunted in packs. She counted ten in the cave with her, but reasoned that the horn blast would have alerted others who would even now be on the way. The creatures leered at her, and one came up close at squinted at her. Reckoning her to be fair game, he beckoned the others forward. Mona kicked him in the solar plexus and he fell to the ground. The others chattered angrily at seeing their leader treated like this. They ran over, weapons raised.

"You've chosen the wrong opponent" Mona proclaimed as they came nearer.

Her eyes glowed red and she held out her hands. The goblins screamed as the lightning leapt forward to fry them. Mona was using the weapon she referred to as her vampire bolts. She knew that not all vampires had this ability and she counted it as her most powerful weapon, although she was reluctant to use it very often as it used so much mental energy and stamina. However, it was quite sufficient to send the goblins scattering in terror.

"Shame" Mona said to herself as she walked towards the back of the cavern. "I'd meant to keep that in reserve for Aesandre."

She found an exit and stepped through it into another cave, with a pit in the middle. She was taken aback to see a large red dragon's head sticking out of it and grinning at her.

"Ah, good" smiled the dragon. "A tasty helping of dinner."

**Dear, oh dear. Mona and her allies have become separated, and Bhal-Shebah seems to think that vampire is on the lunch menu. Don't forget to read the thrilling continuation of this story in the next issue of The Eye Shield.**

## POETRY CORNER

Back to series 3 again this time, to follow one of the best female teams from Knightmare's early series - Julie's Leicester maidens.

From the Midlands came four maids,  
To prove they'd earned their Dungeon grades.  
Mellie helped them past the snake,  
So that good progress they could make.  
Past the tongue, no time to rest,  
Brangwen set a tricky test.  
Past the stinging tail in time,  
And on to Mellie's kitchen rhyme.  
Across the pit then Julie speeded,  
On rocky ledge a bribe was needed.  
Olaf liked the candle flame,  
So further on went Julie's game.  
Down the well, past flashing skull,  
Hordriss gave a quiz to mull.  
Steps were called to make a link  
To Merlin's throne, across the brink.  
Merlin then two questions set,  
But only one did Julie get,  
Without the wizard's magic aid,  
Would the team soon be dismayed?  
Through the caves, with Velda freed,  
Julie had an urgent need  
To get away from goblins small,  
Alas, she was trapped in their thrall.  
With daggers raised, the goblins came,  
And brought an end to Julie's game.

## PUZZLE ANSWERS

**Challenge Question:** Series 3 and 6.

**From Beginning to End**

17.) Lillith.

18.) Maldame.

- 19.) Mildread.
- 20.) Greystagg.
- 21.) Morghanna.
- 22.) Stiletta.
- 23.) Malice.
- 24.) Gwendoline.
- 25.) Golgarach.
- 26.) Brangwen.
- 27.) Oakley.
- 28.) Igneous.
- 29.) Smirkenorff.
- 30.) Bhal-Shebah.
- 31.) Gretel.
- 32.) Mellisandre.

### **The Nightmare Tens Quiz**

- 1.) Lillith.
- 2.) Mark Wickson.
- 3.) Merlin.
- 4.) Folly.
- 5.) David Verrey as Golgarach.
- 6.) Mogdred.
- 7.) Motley.
- 8.) Merlin.
- 9.) Hordriss.
- 10.) Ariadne.