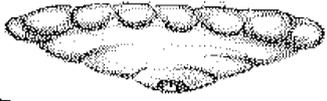


THE EYE SHIELD



Issue 37

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MESSAGE FROM ME

Welcome to issue thirty-seven of The Eye Shield. The new year may have begun, but your old Eye Shield is still here, like a warm and comfy pair of worn-out slippers. In this issue, I take a look at some of Knightmare's best and worst advisors, Richard Temple continues his exciting tale of scheming, spying and sorcery in *Trade in the Old For the New*, and we resume our leisurely stroll around the Weald and Downland Open Air Museum in Sussex, perhaps more familiarly known as Wolfenden. In addition, of course, all your regular favourites are here waiting for you, ready to chase away those Winter blues.

Sadly, disappointingly, I have once again received no TES mail in my inbox this month. Remember, if anything you read in this publication sparks any kind of reaction from you, I want to hear about it! Questions, comments, articles, puzzles, stories, anecdotes, pictures or drawings - I want the lot! Please, please let me know what you think about Knightmare, TES or both by emailing me at the address below.

Challenge question: Which is the only winning team not to feature in the end credits of the episode in which they won?

REMEMBER THIS?

Series 1/2. Level 1.

BRIDGE THE PIT

This was a very early level one challenge, which tested the wits of one team in each of the first two series of Knightmare. The challenge took place in the room with four doors that was also used as the catacombite's lair, and later housed the pit of Khar. This time, there was a large hole spanning the middle of the room, with the fiery glow of a blazing inferno emanating from beneath. The simple task was to bridge this pit, and be able to walk across it to the exit doors on the other side.

The method for bridging the pit was simple. There was an iron grate suspended above the pit, which could be lowered to form a bridge. The first dungeoneer to attempt to do this was Richard I, in the sixth episode of series 1. There was a glowing outline of a bridge on the floor before him, which gave a fairly obvious clue as to what to do. Treguard was quick to point out the simplicity of the challenge, and even gave some

fairly clear clues about how to complete it: *"First use your eyes, then use your wits, then use your feet."* - **Treguard**. Richard and his team completed the challenge with no problems, with a slight veer towards the left-hand side of the bridge as the only slight difficulty: *"You are about to step off the bridge!"* - **Treguard**. He wasn't, though, and didn't, so the challenge was easily completed.

Chris I was the second and last dungeoneer to attempt this challenge, in the second episode of series 2. He had to ring a bell, which was mounted on one of the doorframes (along with a *Ring Bell* sign) in order to lower the grate. It looked exactly like a doorbell, implying that it needed to be pressed, which the advisors told Chris to do. However, the noise it evoked was definitely the clanging of a more traditional type of bell. That was a slight discrepancy on the production team's behalf, but I won't go on about it. Again, Chris was able to exit the chamber swiftly and easily.

In short, this challenge was very easy, but this suited its purpose of weeding out any complete idiots who had no chance of surviving level one.

Difficulty: 2 A simple starter.

Killer Instinct: 1 Very unlikely to bag a victim.

Gore Factor: 4 That fiery furnace below could have been interesting...

Fairness: 10 Anyone who can't do this deserves to be sent home in disgrace.

ADVENTURE TIME

In this age of heroes, the score is Dungeon 10, Humans 4, and a fresh quest begins.

The next dungeoneer is called Ashley. His quest begins in a large room with two doors, but one has rubble behind it. The advisors start to send Ashley in the general direction of the doors, but a mechanical whirring and clanking suddenly fills the chamber and causes Ashley to freeze stock still in fear.

"Beware, team," Treguard warns. "The Automatum is approaching, and I bet you don't need three guesses what he's after!"

Ashley is taken to the open doorway and leaves the room. He emerges into a large hallway with one door, and a table in the centre. His advisors take him to stand behind this, and tell him to describe what is there.

"There's a bar of gold, a bird's claw and a red stone," Ashley reports.

"Touch nothing yet, team." Treguard instructs. "First you must face the challenge of the living wall."

The wall around the doorway shifts and changes into the shape of a large face. The door has now become a gaping mouth.

"Look upon the face of Phelheim!" the wall monster declares. "Nothing may be taken from here until you have proven yourself, dungeoneer. I have three mysteries, and here is the first. In your TV screen I am primary, yet in your paint-box I am secondary. I am covetous, envious and naïve. What am I?"

The advisors discuss this, but no answer seems to be emerging.

"Come on, team, the lights won't say *go* if you can't answer this riddle," Treguard clues them in.

"I reckon it's a colour," Ashley pipes up.

"Try red," suggests an advisor.

"Falsehood!" Phelheim declares, upon hearing Ashley's answer. "Green was the truth I sought. Here is the second. Ben Nevis is the highest peak in Britain, but which is the second highest?"

"It's Mount Snowdon, in Wales," says an advisor confidently, and Ashley relays this answer.

"Truth accepted," Phelheim rumbles. "Here is the third. You'll often see me in the sky, and yet, unaided, I can't fly. In open field I'll seldom lie, but indoors I'm still. What am I?"

The team talk about this, and then come up with an answer.

"Aeroplane," says Ashley with confidence.

"Falsehood!" Phelheim thunders. "A feather was the truth I sought. One alone is the score. Your quest is for the Crown, yet you may not rule. All other knowledge is denied you!"

Phelheim's face melts away, and the advisors begin to discuss the choice of objects.

"I'm not taking this claw," Ashley pouts. "It's minging!"

The team tell Ashley to take the gold and the ruby, and then direct him out through what was once Phelheim's mouth. The next room has one usable exit close at hand, but it is guarded by Fatilla, the Barbarian guard.

"Ooh, a dunger-person," Fatilla slurps. "A dungeoneer, that's what it is. Well, I know what to do with dungeoneers. First I blip them, and then I

blow them! Well, unless they give me a nice present, but I don't suppose you've got anything I'd like, have you?"

Ashley makes no reply to this.

"Come on, team, your dungeoneer is in serious danger!" Treguard cries.

"Show him the gold!" declares the advisor who got the riddle correct.

"Ooh, lovely," Fatilla approves when he sees the gold. "Yes, I like gold. Hand it over, then."

Ashley obediently does so.

"You can go past," Fatilla says accommodatingly. "And, because you've given me such a nice present, I'll give you a password for this level. It's *alchemy*."

Fatilla makes himself scarce, and Ashley is directed out. He emerges into Mildread's cave, where the loathsome old witch is stirring something in her cauldron.

"Have a care around Mildread, team," Treguard advises. "She can be useful, but she's always dangerous."

"Oh, hello, young mugwump," Mildread cackles when she sees Ashley. "Come in, my dear, and let Mildread make you feel right at home. I'm brewing a very special spell here, and I might share some magic with you, if you are carrying the final ingredient that I need. Well, what have you got, boy?"

"I've got this red stone," says Ashley, holding the gem out before him.

"A firestone!" Mildread spits contemptuously. "That's not the ingredient I need; I'm looking for a raven's claw. I'm sorry, lovie, but you won't be getting any magic from me today - a firestone's no use to Mildread!"

Mildread loses all interest in Ashley and returns to her cauldron, so the advisors direct him out. He emerges into a red room that is dominated by a silver wall. As the advisors watch, the wall grates forward and forms a colossal face, completely blocking the exit.

"Password!" the blocker demands.

"Alchemy," replies Ashley.

Once the blocker has disappeared, the advisors direct Ashley out. He now stands in a small cave that contains a stone wellway. Unfortunately, it also contains the Automatum. He clanks into action, and heads straight for Ashley with his morning star raised.

"Extreme danger, team, there's no way past this enemy!" Treguard booms.

Without any weapons of defence, Ashley can do nothing to save himself. The morning star crashes into his helmet and the spikes grate through, into his skull. The Dungeon bell sounds.

"Ooh, nasty," Treguard remarks. "Team, Mildread would have given you the magic that you needed to deal with the Automatum, but you left the crucial spell ingredient behind! Perhaps you will be an example to other teams that are tempted to reject a vital clue object just because it outwardly appears to be *minging!* Spellcasting: D-I-S-M-I-S-S."

Well, Ashley's dismal attempt has increased the Dungeon's lead to 11-4. How will the next dungeoneer fare? Read the next Adventure Time to find out.

GOOD ADVICE, BAD ADVICE

Yes, it's countdown time again, readers. Here are my top five least favourite advisors of all time, followed by my top five favourite advisors of all time. Good advice and guidance could make or break a Knightmare quest. In my opinion, these are the five advisors who made the very worst job of giving useful, constructive advice and guidance, followed by the five who made the best job.

I have limited myself to one entry per team, so if your favourite advisor does not appear in the list, another member of their team might well do. Having said that, I know that many of you hold very strong opinions about some of the Knightmare advisors, and I'd be delighted to hear them. I'd love to include **your** list of best and worst advisors in a future issue of TES, so get reading, and then get writing!

BAD ADVICE:

5. Richard Cobb. (Dungeoneer: Alex II.)

Home town: London.

Level reached: 3.

Time on Knightmare: Episodes 705, 706 and 707.

Significant moments: Telling Alex to turn around when faced with a grayling, the only sure way to make the assassin attack. Insisting that the cards chosen in Play Your Cards Right by the other, better advisors were wrong.

Defining quote: *"That can't be the right one!"*

4. Ian Healy. (Dungeoneer: Duncan.)

Home town: Windsor, Berkshire.

Level reached: 1.

Time on Knightmare: Episodes 514 and 515.

Significant moments: Doing at least 99% of all the guiding and advising, not giving his team-mates a chance to get a word in edgeways, and dominating the proceedings so much that the other two lost any confidence they may have had, providing Duncan with very poor guidance from a very weak team.

Defining quote: *"Okay, Duncan, turn... quickly to your right, quickly!"*
(Duncan promptly gets sawn in half, in case you didn't know!)

3. Rowena Baker. (Dungeoneer: Richard III.)

Home town: Bracknell, Berkshire.

Level reached: 1.

Time on Knightmare: Episode 801.

Significant moment: Insisting that the team completely ignores all the information on the level one clue scroll, even with Treguard's prompting.

Defining quote: *"I reckon we need the key, and... bar of gold for bribery?"*

2. Andrew Bebb. (Dungeoneer: Simon III.)

Home town: Swansea, West Glamorgan.

Level reached: 2.

Time on Knightmare: Episodes 407, 408 and 409.

Significant moments: Constantly telling Simon to go in the wrong direction, including telling him to side-step straight into a stool, and culminating in an instruction to side-step right into a great big hole.

Defining quotes: *"I was going to take him round the stool."*
"Simon, side-step to your left."

1. Gideon Morrison-Wood. (Dungeoneer: Daniel II.)

Home town: London.

Level reached: 3.

Time on Knightmare: Episodes 801, 802, 803 and 804.

Significant moments: Overreacting and blaspheming constantly. Talking over the other advisors. Telling off the other advisors for no good reason. Shouting down the other advisors when they tried to give instructions. Being sarcastic with the dungeoneer. Making Daniel get into stupid positions whilst holding spyglasses. Talking over Treguard and Majida so loudly and so forcefully that their explanation about skeletrons had to be re-filmed later. Giving such wild guidance in the Corridor of

Blades that Daniel never stood a chance. Laughing ostentatiously at inappropriate moments.

Defining quote: *"Oh my God, Daniel!"*

GOOD ADVICE.

5. Vaughan Simpson. (Dungeoneer: Julian.)

Home town: Banbury, Oxfordshire.

Level reached: 3+.

Time on Knightmare: Episodes 211, 212 and 213.

Defining quote: *Vaughan: "Okay, Julian. Walk forward."*

Treguard: "That's enough! Turn from the mirror!"

Julian's winning quest could not have succeeded without good guidance and advice, despite the dungeoneer's own extensive talents. Although Becca was the most vociferous advisor in the team, Vaughan was the one who always gave Julian calm, clear instructions, and took charge in an emergency. *"You've mastered the Dungeon; well done, indeed!" - Treguard.*

4. Helen Luxton. (Dungeoneer: Sarah.)

Home town: Northampton, Northamptonshire.

Level reached: 3.

Time on Knightmare: Episodes 504, 505 and 506.

Defining quote: *"I don't know, because it says the key to the Dungeon is the jewel!"*

Sarah's team was the only non-winning team to reach level three in series 5, and this was all thanks to Helen. Clever, calm, cool and confident, Helen was always on the ball and ready to deal with any difficult situation, until Elita turned up... *"The best so far, Master." - Pickle.*

3. Tim Herbert. (Dungeoneer: Dickon.)

Home town: Torquay, Devon.

Level reached: 3+.

Time on Knightmare: Episodes 410, 411, 412 and 413.

Defining quote: *"I would agree with him; he looks, kind of... not the man to disagree with." (Tim's assessment of Hordriss.)*

An excellent performance from an excellent team, culminating in a well-deserved win. Tim was the best of the three advisors, his only competition being the nerdy one and the one who didn't say much. Tim made the decisions and gave the instructions; a puppet-master at work. *"What you have achieved is worth far more than any treasure." - Merlin.*

2. Derek Thorn. (Dungeoneer: Barry.)

Home town: Unknown, Worcestershire.

Level reached: 3+.

Time on Knightmare: Episodes 712, 713, 714 and 715.

Defining quote: *"You could tell her that Hordriss is in love with a kind of lizard person who's not really real, that might please her quite a bit."*

Barry's winning quest was quite a spectacle, and Barry's brother Derek had a lot to do with that. Like his brother, Derek had a lot of character, but, unlike his brother, he was never over-the-top, obnoxious or smart-arsed. Derek's style of guidance was lively and entertaining, yet clear and concise. He was more sure of himself and his instructions than the other advisors were (although they were all excellent) and with good reason to be so. As for trying to direct Barry into the path of a spinning blade, can you honestly blame him? *"You have what few have achieved: the fame!" - Hordriss.*

1. Samantha Verne. (Dungeoneer: Julie II.)

Home town: Leek, Staffordshire.

Level reached: 3+.

Time on Knightmare: Episodes 710, 711 and 712.

Defining quote:

Julie: *"Romahna captured by Raptor; dragon-girl doomed."*

Sam: *"Oh dear. That doesn't sound good."*

Another excellent winning quest from an excellent team. Sam's clear, authoritative tones really epitomise Julie's quest for me. Sam provided excellent instructions and advice, and knew just when to laugh and just when to be deadly serious. The best of an outstanding bunch. *"Well, girls. Congratulations, and farewell." - Treguard.*

PUZZLE PAGE ONE

Death Quotes

Name the Knightmare characters responsible for each of the following quotes, as well as the hapless dungeoneer whose quest they are just about to finish off. Name the episode as well if you're feeling clever.

1.) **"Welcome to one of _____'s little playpens, dungeoneer. Play awhile; play forever!"**

- 2.) "With no word, you have reached journey's end!"
- 3.) "I have no time for those who bumble, so boulders crack and that ledge crumble!"
- 4.) "Oh good, a tasty helping of dinner. Now the only question for us is; cooked or raw?"
- 5.) "Then perish, toad-features!"
- 6.) "Magic horn? Oh no it's not! I'm gonna put my irons on you!"
- 7.) "I have no time for boys like you, so crumble ledge and _____ too!"
- 8.) "Two-nil, I think. Nice one!"
- 9.) "Disturb _____'s sleep, and _____ puts you to sleep instead! Say nighty-night, little one, 'cos here I come!"
- 10.) "I have come to regard your progress through my realm as something of a personal insult, so I shall now put an end to it, in person! Prepare to receive the doom of _____! Too slow; too slow!"
- 11.) "I have no time for boys from Ash, so crumble ledge and boulders crash!"
- 12.) "You've got the ring! Come here, come on. Off to Mount Fear!"

CLASSIC QUEST

Series 5

Quest: The Cup.

Dungeoneer: Richard II.

Advisors: Darren, Daniel and James.

Home town: Gillingham, Kent.

Team score: 6 out of 10.

A high-quality quest from series 5 this time, which was brought to a premature end for the lack of a bribe.

Level One: The quest begins with a ride on Smirkenorff, which leads to a castle where there is a clue table waiting. Through a spyglass, Skarkill asks Lord Fear for a pay rise, and gets turned down as usual. Richard equips himself with a purse of silver, and a bottle containing a very bad-tempered Pixel, who states that she will only come out and help Richard if he finds some flowers: *"Fresh, spring flowers, that smell good! Otherwise I flaming well stays here!"* - **Pixel**. The team have to guide Richard through a surprisingly early causeway next, featuring Rock, Paper and Scissors. A trip through the Wolfglade leads to Wolfenden, where Richard is able to buy a bunch of flowers from a maiden in exchange for the silver. In a courtyard, Richard is accosted by Sylvester Hands. When the smelly vagabond tries to rob Richard, Pixel is released from the bottle. The pixie attacks Hands with her needle, as he is spoiling the smell of the flowers. Richard calls Pixel off, and Hands gives him the password - samurai - in exchange, before beating a hasty retreat. Pixel also makes herself scarce after this, so Richard is able to abandon the bottle and the flowers in the blocker's chamber, where the password is required to get past. Richard then reaches the Descender, and, after a quick tutorial from Brother Mace about how to use the device, the team are able to count four levels down, and Richard reaches level two.

Level Two: The team's first task is to release Motley from his imprisonment inside a giant Joker playing card. It takes the team ages to work out what to do, but eventually the necessary incantation - "Snap!" - is called out: *"Think, gormless! What's the simple game where the Joker takes all?"* - **Motley**. Motley is keen to point out to Richard how long he was waiting to be released: *"I'm gonna call you Dicky. You're not very clever, are you?"* - **Motley**. However, Motley accompanies Dicky into the greenwood, where Gwendoline appears and chases Motley off with her bow and arrows, after the jester's usual professions of undying love, of course. Gwendoline gives the team some useful information about the level, including the fact that they have to get the password from Oakley, and that they will need supplies from Ariadne's lair in order to bribe their way through to the Gate Tower. When Richard reaches Ariadne's glade, there is a spyglass, a bar of gold and a horn on a tree stump. Ariadne soon appears and begins to advance, and Richard begins to rush off with only

the spyglass in hand. Unfortunately, his advisors - in a blind panic as the spider approaches - tell Richard to take the horn as well, which he does, leaving behind the precious bar of gold. Oakley's glade follows, where Richard makes use of the spyglass. Lord Fear instructs Skarkill to intercept Richard before he reaches the end of level two. Fear's instructions reveal the causeway code - red, blue, green and grey. Richard then awakens Oakley, who sets a question for the team. They answer this with no problems, and Oakley tells them the password - leaf-mould. The causeway and the blocker are then duly passed with relative ease, but Skarkill succeeds in catching up with Richard. Without the gold to bribe him, the quest is sadly doomed. The team work their little socks off trying to convince Skarkill that they can give him a magic horn, but to no avail: *"Magic horn? Oh, no it's not! I'm gonna put my irons on you!" - Skarkill*. The break between episodes 3 and 4 of the series during this fatal encounter added to the tension and excitement most effectively. Ah, that's classic Knightmare!

Summary: A very intelligent team who had the potential to do really well, but were hurried into an early mistake by Ariadne, a hazard encountered by no other team in series 5. Ah, well...

CREATURE FEATURE

Series 7. Level 2.

THE GRAYLING

This creature was a mysterious assassin, which made a very brief appearance in series 7. It appeared to be human, carried a very long knife, and seemed to be wearing grey chainmail, or some similar attire. From the grayling's one and only appearance in the subterranean darkness of the dwarf tunnels, however, it's hard to be sure of these facts.

The grayling's unsuccessful attempt at butchering a dungeoneer occurred during the sixth episode of series 7, when Alex II was in level two. Was the creature acting on Lord Fear's orders, or was it out to kill merely for the fun of it? We may never know, readers.

Alex was alerted to the danger of the lurking grayling by Romahna, who described the creature, and how to deal with it, in some detail: *"They*

attack only from the rear, so the trick is always to turn and face them.” - Romahna. So it was that, when Alex encountered the murderous creature in a subsequent tunnel, he had to walk boldly towards it, holding a glow-light out before him, which forced the mysterious being to retreat.

Of course, this scene might just as well have had an unhappy ending for Alex. His advisors seemed slightly confused when the grayling appeared, and the one in the yellow T-shirt who hardly said anything throughout the entire three-level quest (Richard) was all for Alex turning back the way he had come! However, with Treguard's encouragement, the other two advisors (James and Neil) managed to deal with the situation properly.

So, why didn't we see any more graylings on Nightmare after that? I guess that will remain one of life's many unanswered questions, which is a shame in a way, because the grayling could have been developed into a fearsome foe, particularly if more than one had attacked at once and managed to surround the dungeoneer. Still, one grayling appearance there will always remain, and, although it would have been good to see further development, take my advice, readers, and don't lose any sleep over it!

Fear Factor: 3 The knife looked nasty, but...

Killer Instinct: 1 The opportunity didn't really arise.

Gore Factor: 4 A mysterious figure in the shadows.

Humanity: 9 Looked distinctly human from what was visible.

Trade in the Old for the New

By Richard Temple

Completely unaware that he was being watched, Lord Fear continued to give Skarkill his orders.

“I need Scaramonger in one piece, Skarkill!” Fear commanded. “Do you understand? One piece, not one hundred pieces; one whole piece!”

“But of course I understand, your Fearship... er, Lordship,” Skarkill assured his master. “I just have to find him and persuade him to come and see you, or, if he's unwilling, clap my irons on him and bring him to you the hard way!”

"Hmm," Fear considered. "Maybe you do have a brain after all, Skarkill. I..."

Lord Fear's senses had just picked up on the spy's presence in the room.

"Hang on!" he exclaimed. "There is someone spying on me!"

"Is it the nasty little kidsey, Lordness?" Lissard asked.

"No, Lissard, this is not the dratted little dungeoneer using a spyglass," Lord Fear replied. "This spy is right here in the room with us! Dismissed, Skarkill."

Skarkill bowed, as the communication was terminated. Lord Fear walked slowly around the room, looking for the intruder. Suddenly, from a very dark corner, a shadowy figure leapt out of the blackness, his face still shrouded in shadows, his black robes fluttering out behind him he ran at an incredible pace. He was so fast that, before Lord Fear could even summon up a fireball, the mysterious figure had vanished.

"Find whoever or whatever that was!" Lord Fear bellowed at the top of his voice, but it was no good. The goblins and miremen searched Marblehead high and low, but the spy had completely vanished.

Outside Marblehead, in the marshy lands of the Great Mire, a sinister figure moved with haste towards the tower of Lingham, the stronghold of the sorceress Maldame. The figure approached the main gate, and was immediately challenged by Maldame's guards.

"Halt!" challenged the master-at-arms. "Who goes there?"

The figure stopped dead in its tracks. It took a match out from the folds of its robe and lit a self-rolled cigarette it had in its mouth. In the flickering flame, the guards saw a man's face for a few moments. He was in his early thirties, and his face was weather-beaten. His hair was jet black with flecks of grey. His eyes also appeared to be black in colour, and his mouth looked like a dagger slash across his face. The guards also noticed that, while his cloths were not those of a nobleman or a member of the gentry, his hands were perfectly manicured. The match died suddenly, and the man again became nothing more than a dark outline,

with a small orange glow where his mouth was. The figure finally spoke in a soft, gravelly voice.

"I am the spy of Queen Maldame," it said. "I am Shadow Voice!"

The guards looked at each other, and then nodded to Shadow Voice. He swiftly moved through the open gate, into the courtyard, and then into the tower. Soon he was in Maldame's private quarters.

"Ah, so my eyes and ears in the Dungeon return from Marblehead," Maldame noted approvingly. "And what news do you bring to our royal person, my spy?"

Shadow Voice blew some smoke from his cigarette into the air above him.

"I bring you information about a scheme by Lord Fear to increase his small but important foothold in the merchant guild of this realm," rasped the spy. "He intends to use the *combine* spell that he used on the red dragon Bhal-Shebah to amalgamate the personalities of Honesty Bartram and Julius Scaramonger into one. In doing so, Fear hopes to create a trader loyal only to him; one who cannot be bribed."

"I see," Maldame replied gravely. "This cannot be permitted to take place! Such a situation would be unacceptable to our royal person. As things stand now, I can obtain information either from you, my loyal Shadow Voice, or from that greedy peddler Bartram in exchange for gold. A trader loyal only to Fear would cut off one of my ways to outmanoeuvre him, and yet I must not be seen to be taking direct action against Fear, for my forces are not yet strong enough to repel an all-out attack from Marblehead."

"If I may make a suggestion, my queen?" Shadow Voice ventured.

"What is it, Shadow Voice?" Maldame obliged him.

Shadow Voice breathed out another cloud of cigarette smoke, and spoke in a low, sinister tone.

"Why not hire some local ruffians to eliminate the problem?" suggested the devious spy. "If they kill one or both of the traders, Fear's plot will

be wrecked, and we can always continue to get information from the next shifty trader he hires."

"An excellent suggestion, my faithful informant," Maldame smiled, as she laughed evilly. "I trust that you know where we can procure such ruffians?"

Shadow Voice pondered this question for a few moments.

"The Dirty Duck Inn has a less than honest clientele," Shadow Voice considered. "I'm sure I could hire some suitable help there."

"Excellent, Shadow Voice," Maldame approved. "Then make haste to the inn and carry out our royal wishes."

"By your command, Lady Maldame."

Shadow Voice bowed to Maldame and departed Lingham quickly. He thought he might be able to find some assassins to recruit at the Dirty Duck, or at least some mercenary vagabond willing to take the job on. Meanwhile, in another part of the Dungeon, a goblin hunting party was on the trail of a former Opposition trader.

Well, Maldame has certainly put a spanner in the works. Just what does the future hold for the two unsuspecting traders? Find out next issue.

REMEMBER HIM?

Series 7. Level 1/2/3.

GRIMALDINE

This bald Celtic wizard was frequently seen throughout the Dungeons of series 7. He had followed Brollachan to Nightmare with the purpose of rescuing the creature from Lord Fear's evil clutches and taking it back to his home world. For this reason, Grimaldine had a good deal of enmity towards Lord Fear, a fact of which he made no secret.

Consequently, Grimaldine often took on the role of a very powerful ally to dungeoneers. However, he was still working to his own agenda, and needed to be handled carefully.

Anthony Donovan (who also played Brollachan) wore the wizard's rich green robes, which linked Grimaldine with his homeland: *"The hills and forests are my places, and I walk in this land not by choice."* - **Grimaldine**. Indeed, Grimaldine often referred to himself as Grimaldine of the Green, as well as admitting he was *"sometimes of the grey."* However, we never got any clues about what this strange claim might mean. From what Lord Fear later revealed about Brollachan's homeland, however, we can deduce that Grimaldine and Brollachan both came from Cornwall. This seems to fit in with Grimaldine's comment that his own world was *"closer to your world than this one."* But is Cornwall an area noted for its Celtic connections? I'm not sure...

Grimaldine's plan to recapture Brollachan involved trying to break in to the Black Tower of Goth, which was Lord Fear's new palace in series 7. Grimaldine learned from the first dungeoneer of the season - Simon IV - that the only entrance into the tower was through the Sewers of Goth, which is why the green wizard could frequently be found hanging around in the sewers. However, every time he got that far, he seemed to feel the need to return to level one in time for the next dungeoneer's quest, rather than breaking into the Black Tower as he had supposedly been planning. This little oddity has always rankled with me...

If Grimaldine had bothered looking in other areas of the Dungeon, he would have discovered that Lord Fear stood no chance of holding Brollachan in the Black Tower of Goth, because the creature kept popping up all over the place to ask dungeoneers questions! However, despite Grimaldine's lack of observation skills, we can assume (particularly as neither of them was in series 8) that he managed to catch up with Brollachan and take him home at the end of the series, as Lord Fear and his minions lay crushed beneath an enormous troll.

Fear Factor: 5 A commanding presence.

Killer Instinct: 0 Never showed any malice towards dungeoneers.

Humour Rating: 2 Never had much time for a laugh.

Oscar Standard: 8 A convincing, memorable performance.

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 and 6.

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



This scene is certainly very familiar. This three-storied shop from Horsham, West Sussex, was the setting for many Wolfenden scenes. You can also see Wolfenden High Street and marketplace on the right of the photo.

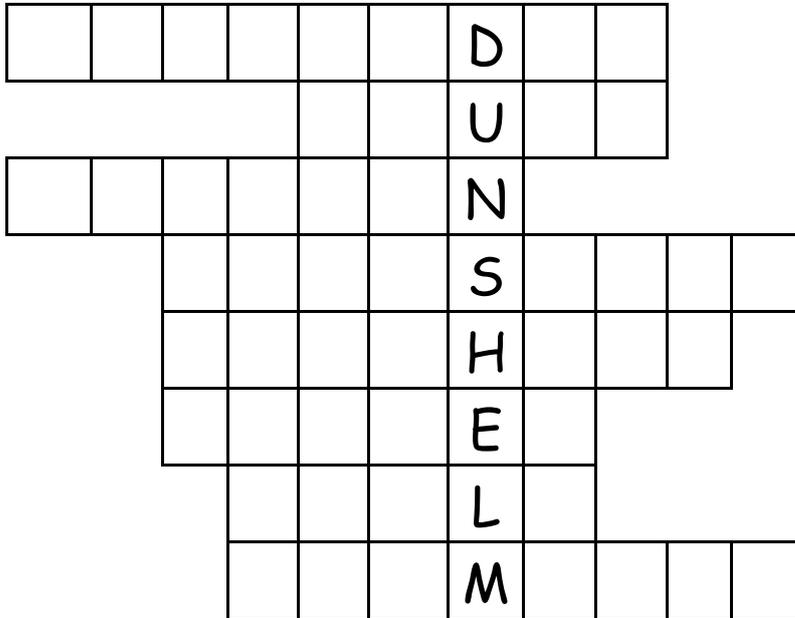
The house below was a familiar feature of Wolfenden in series 5, and was featured at the beginning of a much-used eye shield sequence.

Below the photo of the outside of the house, a shot of the house's interior can be seen, continuing the recurring series 5 eye shield sequence.



Next Issue: Our final visit to the Weald and Downland Open Air Museum.

PUZZLE PAGE TWO
The Path Through Dunshelm



D. Village from series 5 and 6.	H. Maldame's pilfered tower.
U. Key to the door monsters.	E. Sleepy, fatal wellway guard.
N. Nemanor's naval rank.	L. The _____ of Doom.
S. Snack for a dragon.	M. An unpleasant ogre.

THE LORD OF DREAMS
Part V

In the dark Dungeon depths of level three, Mona and her allies have become separated. Will they be able to reunite and succeed in their quest to find the elusive Lord of Dreams?

"You can't eat me" Mona challenged. She knew that the colour of this dragon meant that he was not friendly. "I'm a vampire and as such invulnerable to your teeth and claws."

"Oh really?" smiled the dragon smugly. "But I don't suppose you're protected against this."

He blew a jet of flame up into the air. Mona said nothing.

"You can't just waltz into the lair of Bhal-Shebah" he went on in a deep voice. "By doing so, you threaten my territory. I HATE people threatening my territory."

"Frightfully sorry I'm sure" returned Mona brusquely. "I really didn't mean to come here."

"That makes no difference to me" Bhal-Shebah shrugged. "Vampire or not, you're fair game now. I suppose you'll just combust if I roast you, won't you? There won't be a scrap left for me to eat. Perhaps I'd best remove your head instead."

"I might suck your blood if you try!" Mona threatened.

"Oh, please!" scoffed Bhal-Shebah. "Your puny fangs could never penetrate my scales. I've killed a couple of vampires in my time, you know. The first was..."

As he droned on, Mona considered her options. She didn't have enough energy to use her vampire bolts and this beast was invulnerable to her fangs, as he had said. But then something unexpected happened.

"Then I met one in Transylvania..." Bhal was saying in his deep voice, but interrupted himself in a softer, quieter voice.

"Do stop gloating! Are we going to eat her or not?"

The voice belonged to Shebah, Bhal's reluctant bodily companion. Bhal-Shebah suffered from an extreme form of schizophrenia, and believed himself to be two dragons trapped inside one body. What was more, Bhal and Shebah hated one another.

"In a minute!" Bhal snapped. "I'm just..."

"I don't care what you're just" Shebah interrupted. "If you're going to eat her, do it."

"I've told you not to tell me what to do!" snapped Bhal.

"You're scared of her, aren't you?"

"No, you are!"

"Well, I don't really think we should eat a vampire," admitted Shebah sheepishly. Mona was astonished to see Bhal-Shebah apparently talking to himself.

"You're a coward!" Bhal accused.

"I'm just cautious!" Shebah retorted.

"I'm going to eat her!"

"Bet you're not!"

"Excuse me, Bhal, but you should listen to that voice of reason" Mona said, grabbing the opportunity. "You don't know just how dangerous I can be, but I see that this softly-spoken sage is wise enough to do so. You are indeed lucky to be graced by his presence."

"Thank you, little vampire" said Shebah, pleased. "It's nice to know that someone appreciates me."

"I don't need you, Mr. Goody-Two-Shoes!" Bhal roared. "Our stomach would be full now if not for you."

"You couldn't survive without me!" Shebah scoffed.

"Wanna bet?"

"Yeah?"

"Okay, let's go!"

Bhal-Shebah started writhing about as he tried to separate himself, which was, of course, impossible.

"Get out!" demanded Bhal. "It's my body."

"No, it's mine!" Shebah disagreed.

The two personalities argued so much that they ended up trying to cast eviction spells against one another, and Bhal-Shebah disappeared in a large explosion.

"Most satisfactory" Mona muttered as she searched for an exit.

It appeared that the only way out was the pit, so there was no choice but to jump down it. She bravely leapt and fell for a long time before landing with a bump in a long corridor.

Meanwhile, Charley and Fang were having problems of their own; the cave they were in was filling up with cavernwights. These carnivorous sub-humans had no speech, sight or hearing but an acute sense of smell. Even now they were identifying Charley and Fang's scents as those of a potential meal.

"I don't think these are friendly," said Charley nervously to Fang as the creatures shambled towards them. "Why are they moving so slowly, do you suppose?"

Fang mewed and jumped onto the nearest wight's head. The creature was confused and started flailing its arm wildly.

"Of course, they're blind!" Charley realised. "But there're so many of them! How are we going to escape?"

Obligingly, one of the wights screamed as it fell down a pit in the middle of the cave. Others followed, as they had no way of knowing that the obstacle was there. However, there was still a large group closing on Charley.

"We've got to get to that pit" he mused. "They're using their sense of smell, right? Hmm, I wonder..."

He took out one of his zap guns. It was filled with a disgustingly smelly cocktail he had made which he reckoned could cause any foe to retch in disgust. He sprayed the wights and they swooned and keeled over. He cleared himself a path to the pit. Grabbing Fang from the head of a nearby wight, Charley leapt into the pit. After a few seconds he fell into a corridor, and landed on top of Mona.

Lily stared around the cavern but could see no exits. A loud roar came from the shadows in front of her and she began to shake in fear.

"Who's there?" she squeaked. "Please don't hurt me."

A huge hobgoblin, armed to the teeth, shambled towards her.

"Eek!" she screamed, and fell to the floor as she blacked out.

The hobgoblin lumbered over and roughly tried to haul her to her feet. He was surprised to discover that he could not.

"What's wrong with you?" Lily screamed in terror. "I'm no match for you; look!"

She aimed a kick at him with both high-heels and he went shooting across the cave and made a large dent in the far wall.

"What the...?!" Lily wondered as she stood up. "How did I do that?"

The hobgoblin rushed at her again and she raised her hand in an involuntary gesture of defence. Again, he ended up crashing into the far wall.

"It must be my giant strength" Lily realised. "Ooh, good!"

She marched up to the hobgoblin and slammed him against the wall again. He jittered in rage and fear, then let out a piercing scream as he fell backwards into the hole he'd made.

"The rock must have been hollow" Lily reasoned. "Good; it looks like I've made myself an exit."

She jumped through the hole and fell into a corridor, landing on top of Charley and Mona. They all stood up on the rubbery floor. Fang rubbed himself against Mona's legs.

"Thank goodness we found each other" Lily breathed.

"That stupid gargoyle!" complained Charley. "I guess it was part of the challenge."

"Well, we're together now" Mona reasoned. "Looks like we were all up to an individual challenge, which was doubtless what the Dungeon was testing us for. No one used any spells, did they?"

"I don't even remember what we've got!" realised Charley.

"Well, we've got DOOR and REVEAL from Merlin" Mona remembered. "And BECKON to call Smirkenorff. We still haven't got one to release his firestone, though."

Then, suddenly, the floor began to move. The walls of the corridor rushed past them.

"It's a conveyer belt" realised Charley. "It must be taking us further into our challenge."

"Shh, what's that?" Mona hushed them as a loud buzzing sound came to their ears.

All of a sudden, a huge buzzsaw blade came into view, shooting down the corridor towards them. Mona was in its path and had no time to dodge as it cut into her midriff. It sliced right through her, but she was not harmed, as bone, flesh and cartilage regrew instantaneously to heal the wound.

"God, are you all right?" exclaimed Lily.

"I guess you can't see a vampire in half" Mona said, feeling the area which now bore no sign that it had had a large blade cutting through it. "It feels weird, though."

"Look, more!" exclaimed Charley, pointing.

"Quick, lie on the floor in the centre of the belt!" Mona ordered. "They'll miss us completely!"

Sure enough, the blades all passed overhead and left the companions unharmed. The conveyer ground to a halt and a portal appeared in the right-hand wall.

"What a horrible trap" Mona said as they stood up. "Ah well, here's the door."

"What's this?" Lily wondered, pulling down an object from a hook above the exit. "Look, it's a paint brush."

"I guess we'll need it for something" Charley ventured.

"More than likely" agreed Mona. "Right, let's press on."

They walked through the door and into a large, green room.

"There's magic here" Mona told them. "I can sense it."

"What sort of magic?" asked Charley.

"I'm not sure" Mona said. "But I bet we need it."

"How about using that REVEAL spell to try and find it?" Lily suggested.

"Good idea" agreed Mona. "Spellcasting: R-E-V-E-A-L."

The effect was disappointing to say the least; all that happened was a small section of the far wall turned blue.

"Sorry" said Lily. "I guess it wasn't such a good idea."

"Yes it was!" Mona exclaimed. "It's a clue. Level three is the toughest challenge, so we are made to think a bit more than we have been doing. How about using that paint brush? It seems the obvious thing to do to me. Green cannot live with blue, so that wall needs repainting!"

Lily went over to the blue patch. As she stroked the brush over it, most of it started to become green again, but some of it remained blue. When she had finished, Lily stood back to see that a word had been revealed.

"It says THAW" she said.

"Is it a spell?" Charley wondered.

"Yes!" exclaimed Mona excitedly. "The sort of spell that might, say, release a firestone from a block of ice, for instance."

"Oh excellent!" Charley beamed. "I thought we'd never find it."

"Well, we have now" Mona said. "And something tells me we'll need it really soon."

They went through the right-hand door, onto a snowy field. There was a portal up ahead, as well as a block of thick ice, from which a red glow radiated.

"Yes, there it is," Mona breathed. "Spellcasting: T-H-A-W."

The ice melted away to leave the firestone free. Mona bent to pick it up.

"Zapman, the spell!"

"Spellcasting:" Charley proclaimed. "B-E-C-K-O-N."

A thunderclap sounded overhead, and Smirkenorff flew down to land beside them.

"Ah, you have called me at last" he said. "You have the firestone, I hope."

Mona held the large red jewel up to him and he took it in his mouth and ate it in one gulp.

"Oh, thank you, my friends" Smirkenorff smiled gratefully. "My powers are restored and I can escape Winteria, but not without first redressing the balance. Your path out of Winteria, towards the Lord of Dreams, lies by the left-hand door in the room through that portal. Aesandre will try to stop you, of course, and you will need your wits about you to defeat her."

"How do we do that exactly?" asked Mona.

"Well, you'll have to figure out the details for yourselves" Smirkenorff told them. "However, I will give you a spell to help. It is called FIRE. Now, I must go. Good luck!"

The dragon took to the air once again and was soon lost to view.

"Ready for the final encounter?" Mona asked her companions.

They nodded cautiously, and Fang clung to her shoes.

"Then let's go!"

They stepped boldly through the portal, and into the final chamber of Winteria.

What horrors does Aesandre have waiting for the intrepid adventurers? Will they reach the Lord of Dreams? Read the final chapter of this story next time.

POETRY CORNER

They came hot on the heels of Knightmare's first-ever winners, but series two's Tony and his young team didn't quite meet the same standard.

Four boys arrived from Kentish lands,
At the quest to try their hands.
Olgarth's challenge gave them wings,
But scorpions have deadly stings.
Skill, not luck, was their egress,
They had to win a game of chess.
Beauty's Gretel's one desire,
Wings were cooked o'er Mildread's fire.
Down the wellway Tony struts,
Right into some churning guts!
After this digestive stint,
Merlin gave a cryptic hint.
Over cogs and rocky vale,
An oracle told quite a tale.
But, alas, a hint was missed,
And Tony didn't get the gist.
Without kid gloves, the bony fey,
Blocked completely the right way!
The left-hand door they had to take,
The team had blundered, no mistake.
And so it came as no surprise,
When Mogdred laughed at their demise.

PUZZLE ANSWERS

Challenge Question: Barry's team (Episode 715.)

Death Quotes:

- 1.) Mogdred. Episode 206. Tony.
- 2.) Dreadnort. Episode 604. Sumaiah.
- 3.) Lillith. Episode 102. Mave.
- 4.) Bhal-Shebah. Episode 801. Richard III.
- 5.) Cedric. Episode 209. Neil.
- 6.) Skarkill. Episode 504. Richard II.

