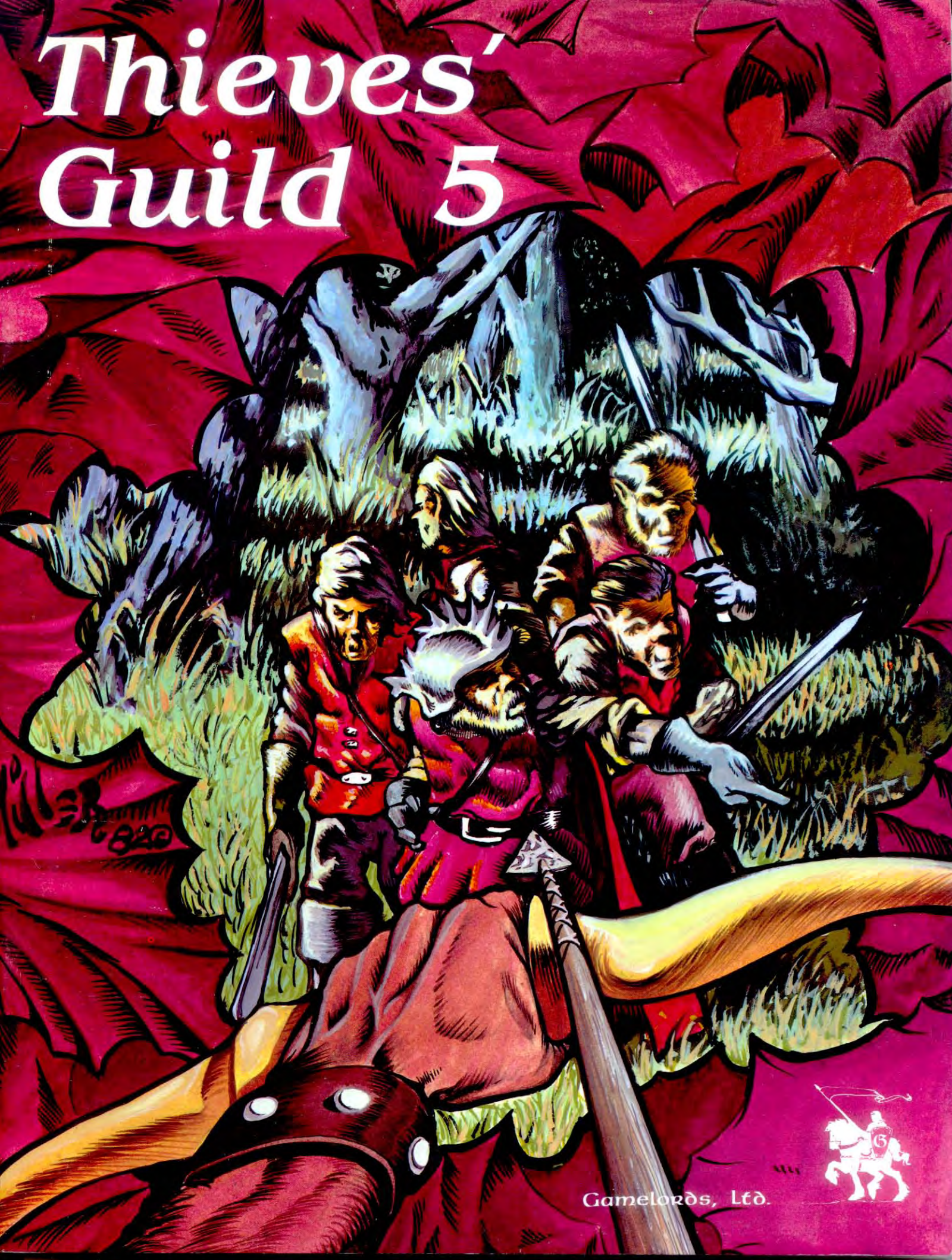
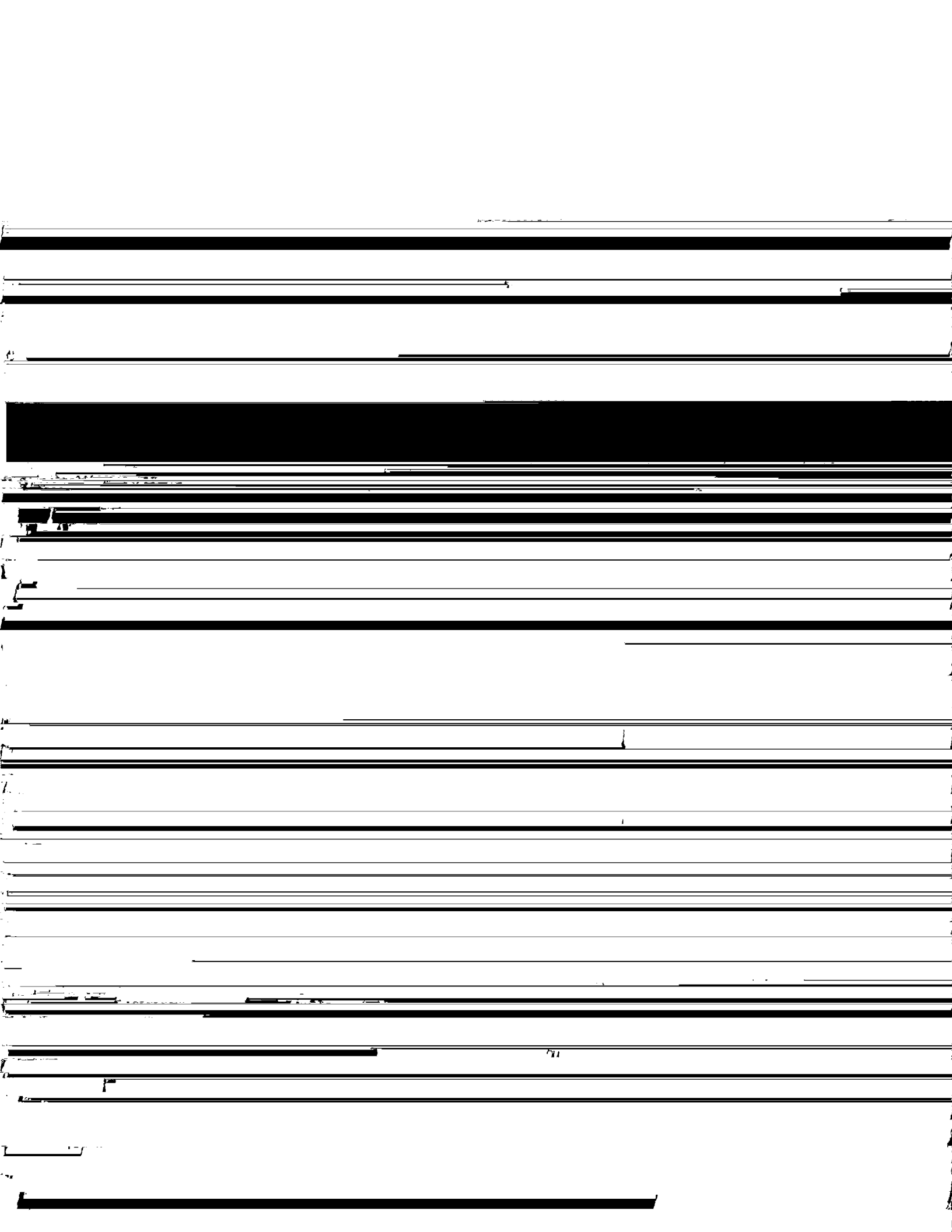


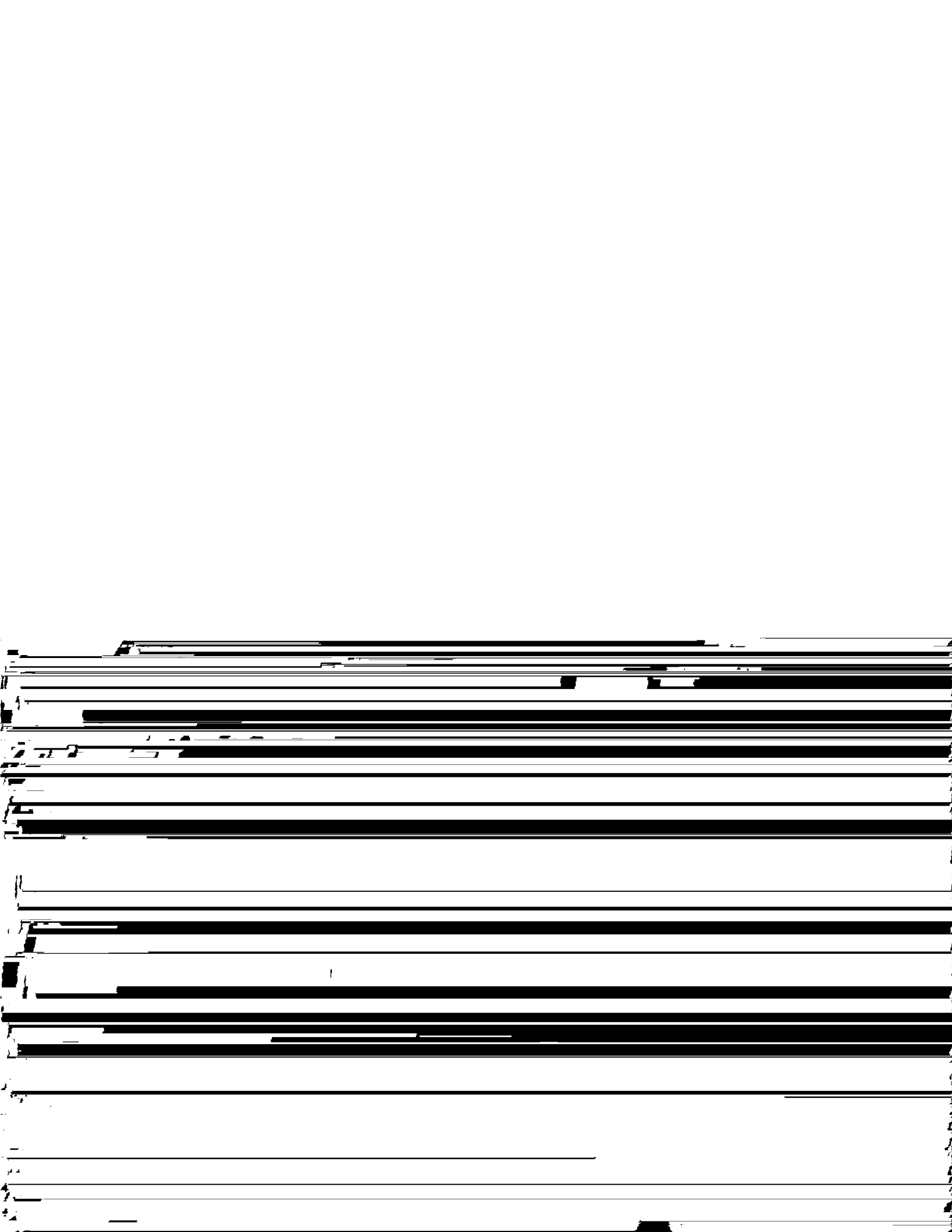
# Thieves' Guild 5

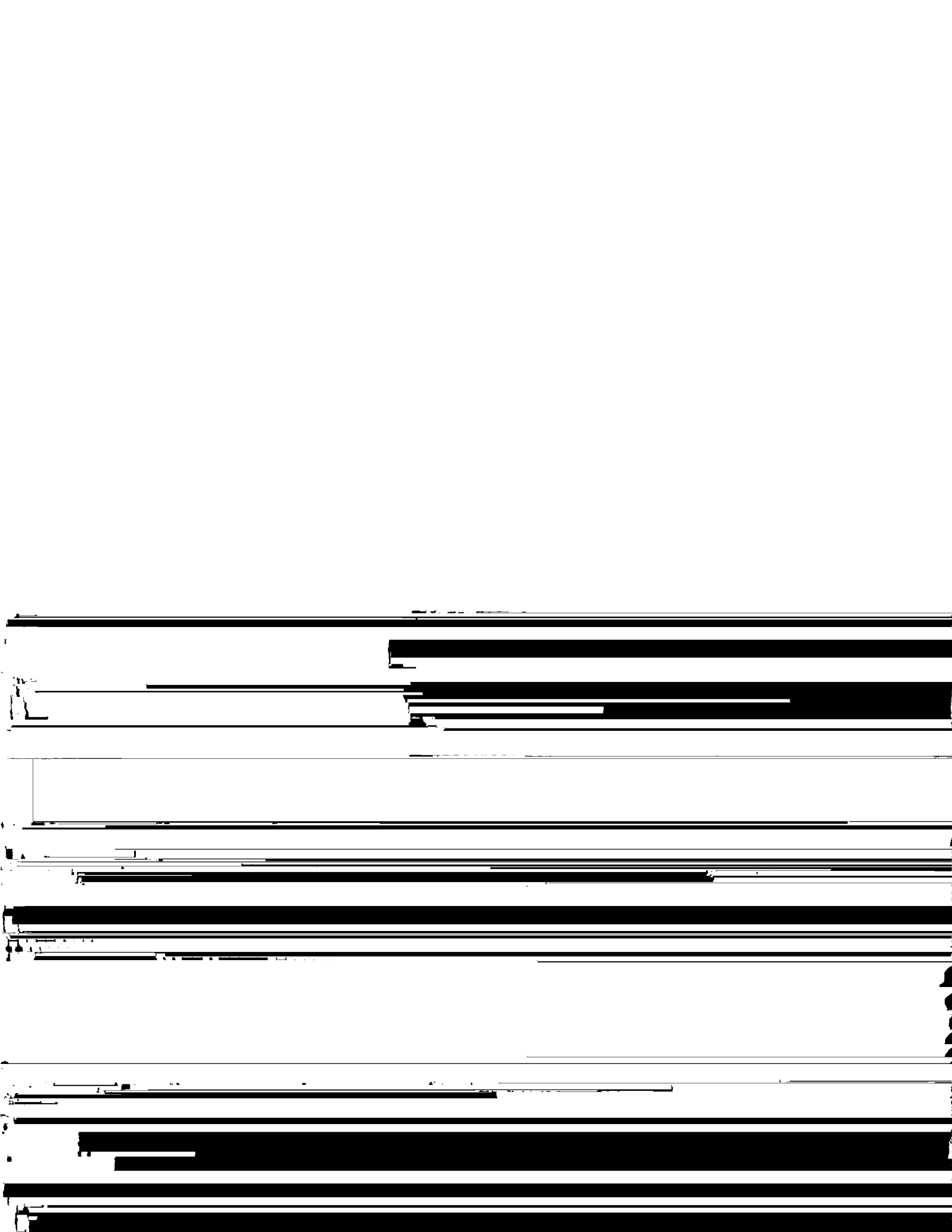


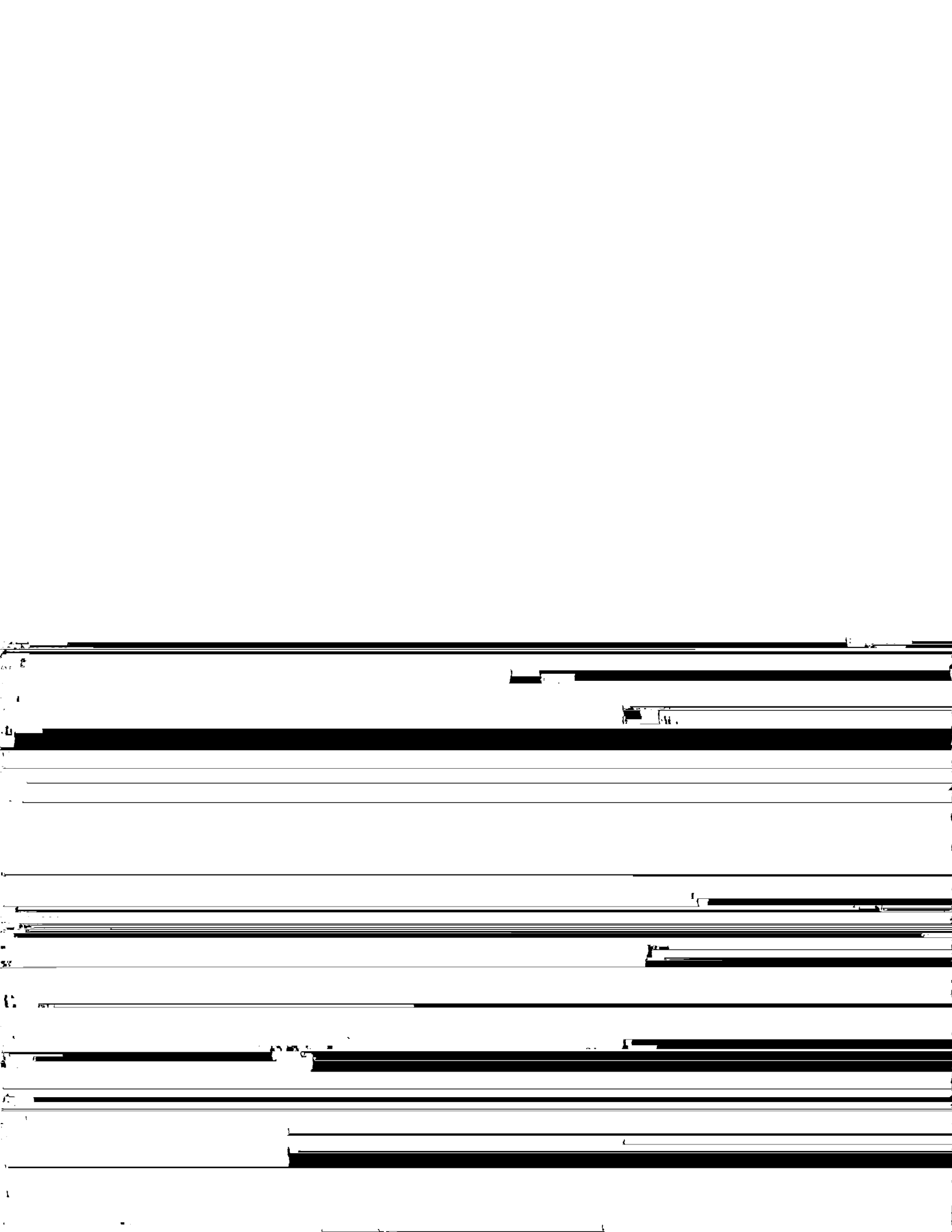
Gamelords, Ltd.

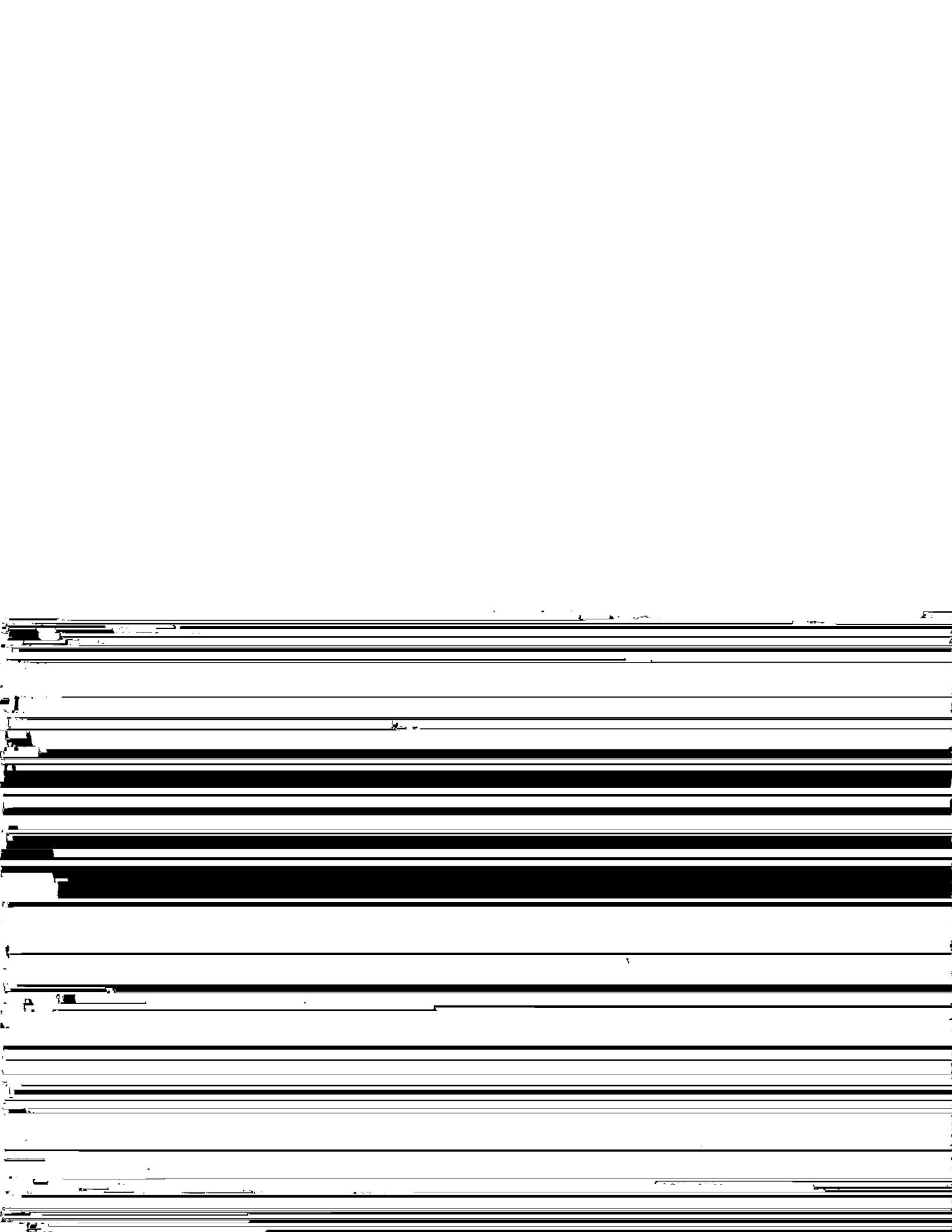


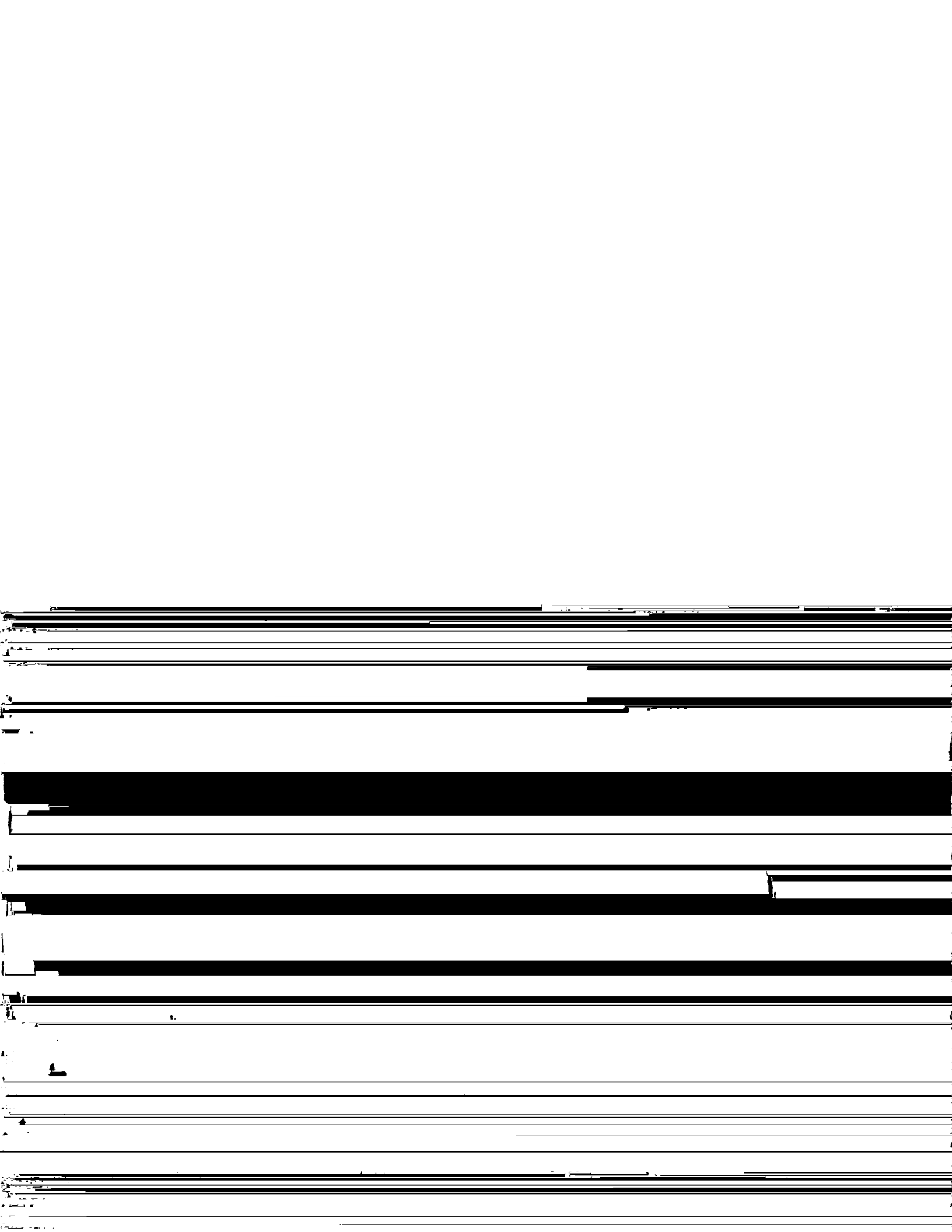




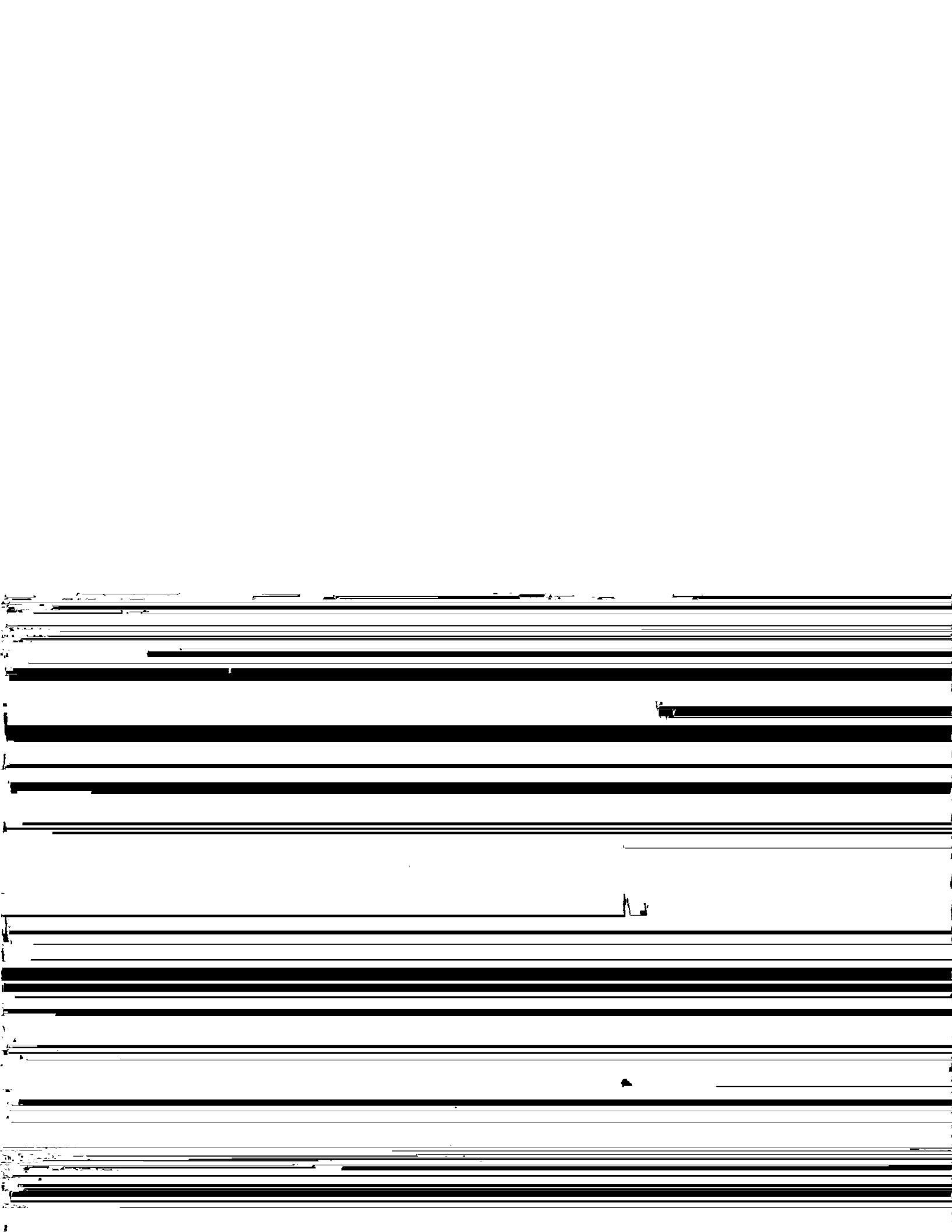


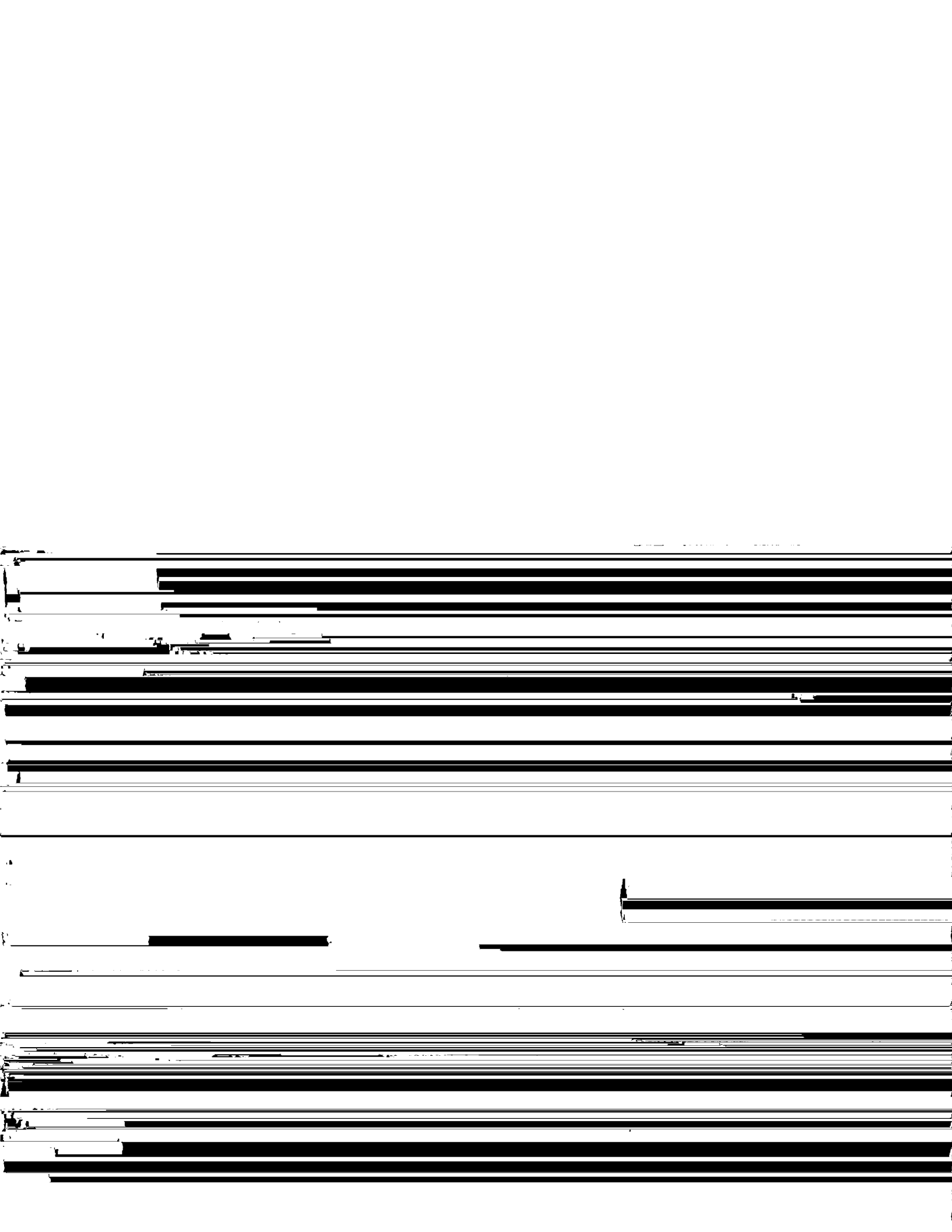


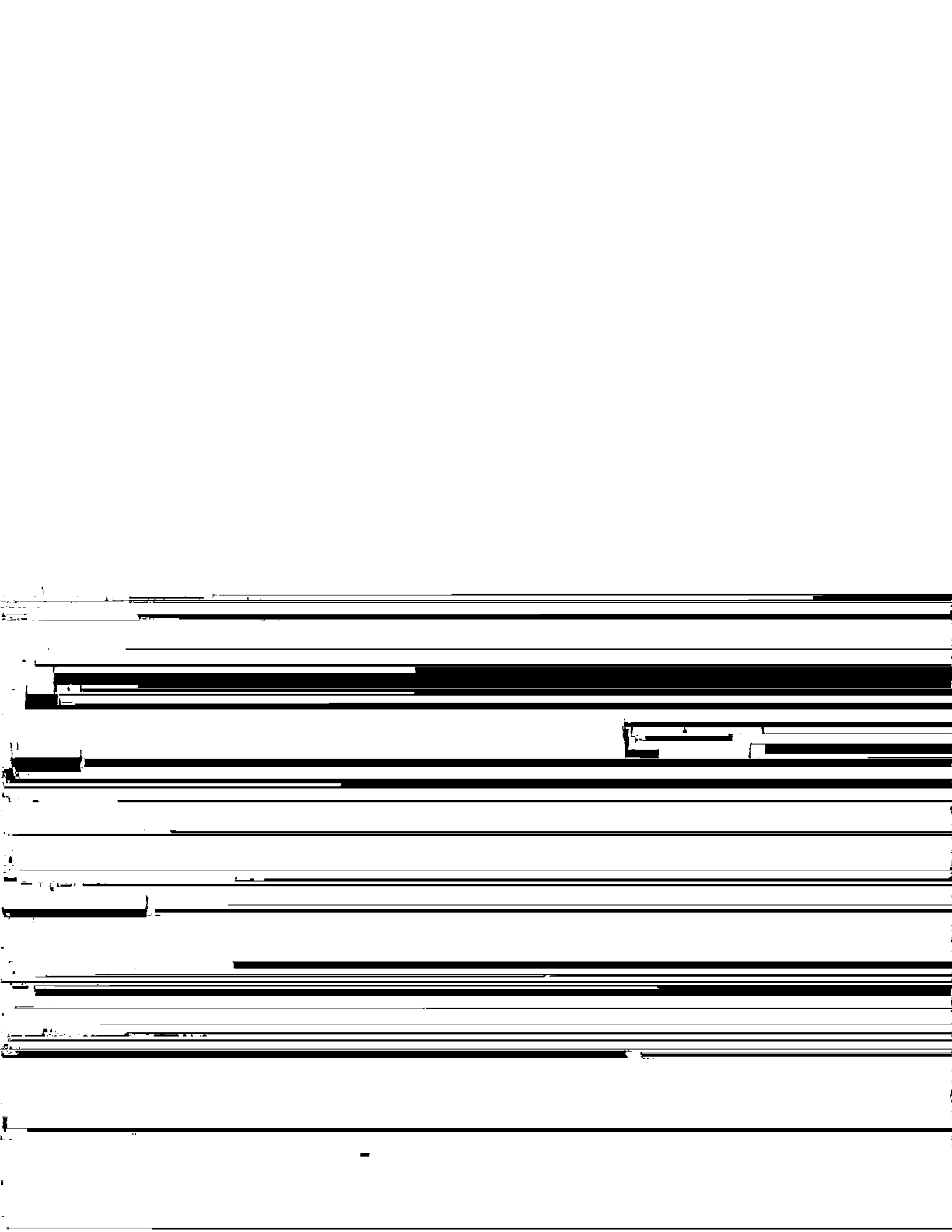








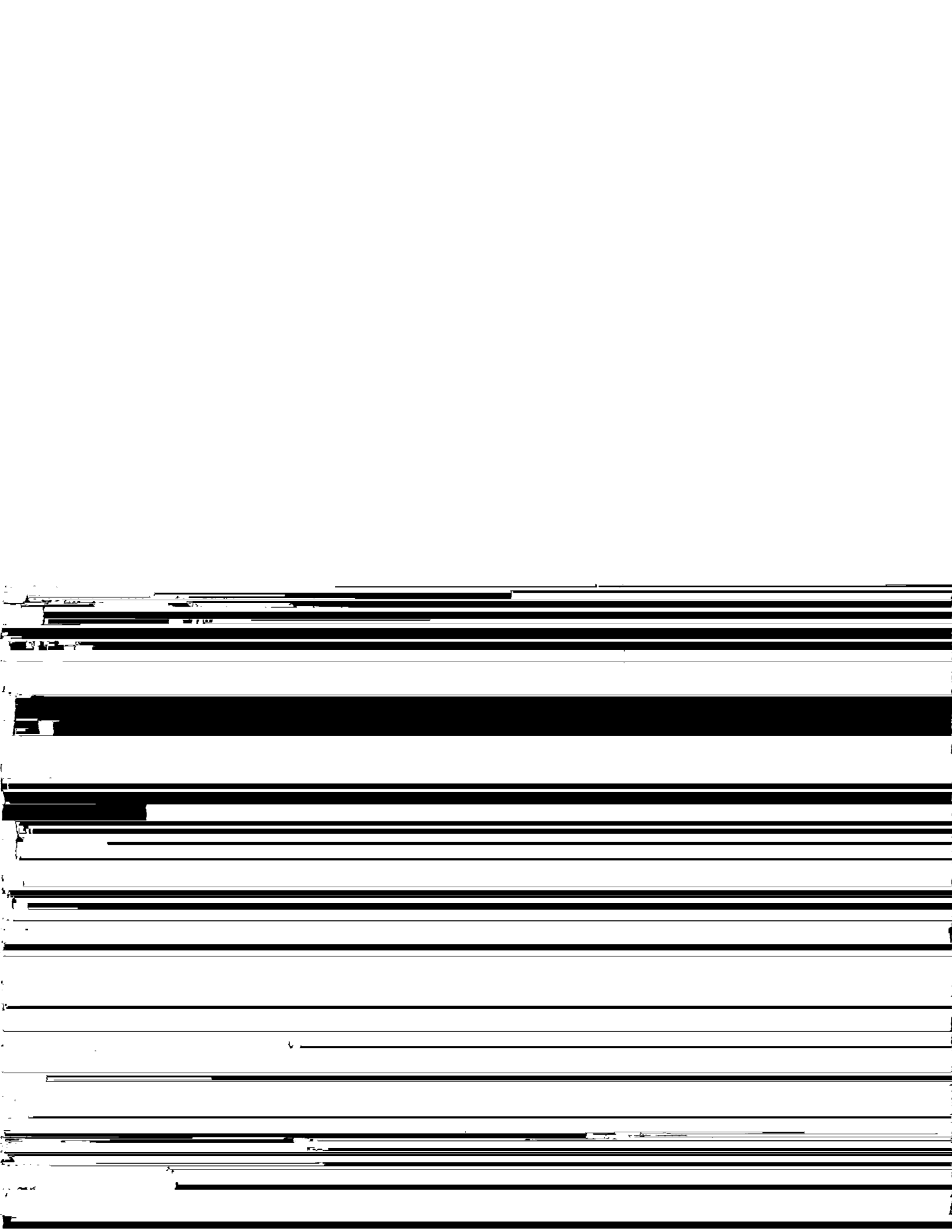




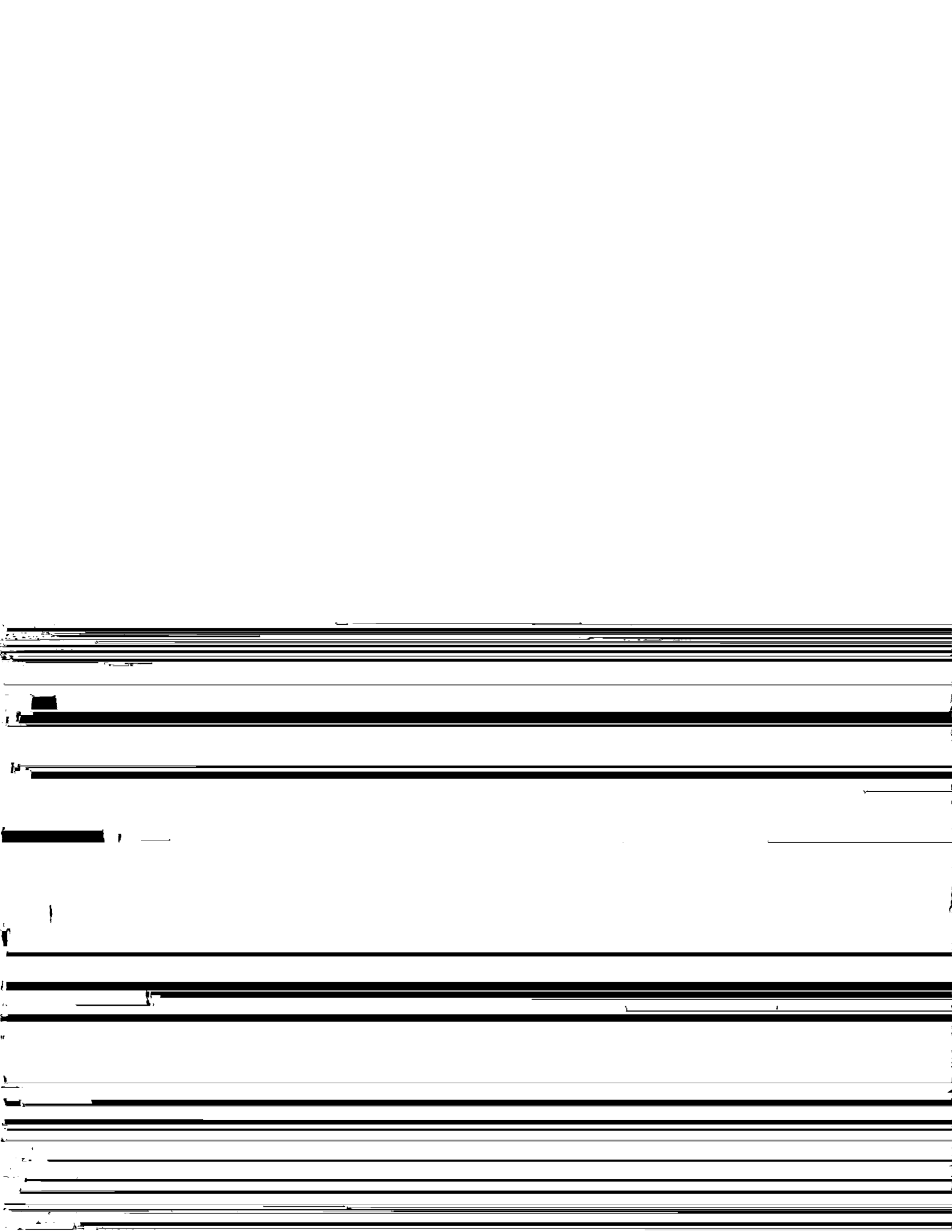
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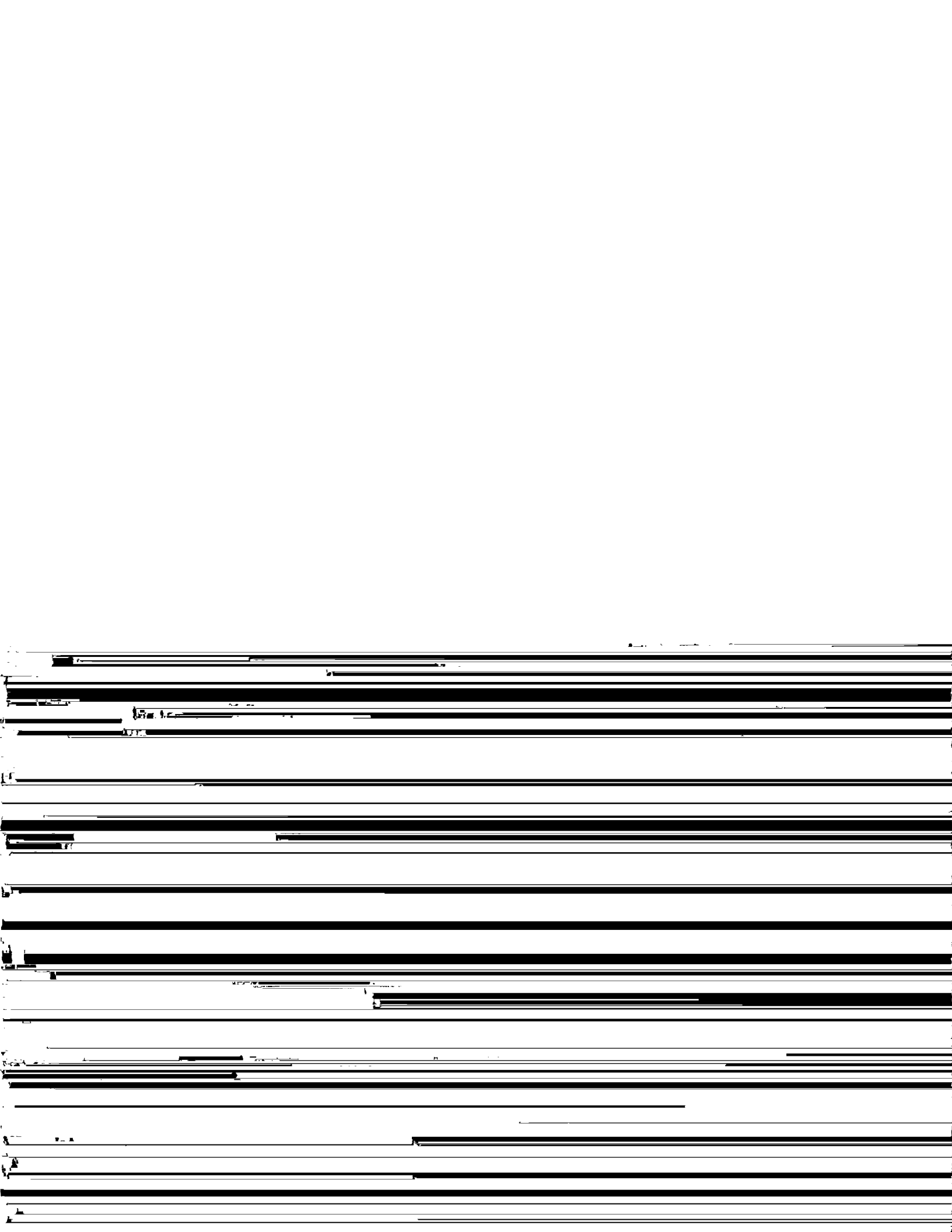


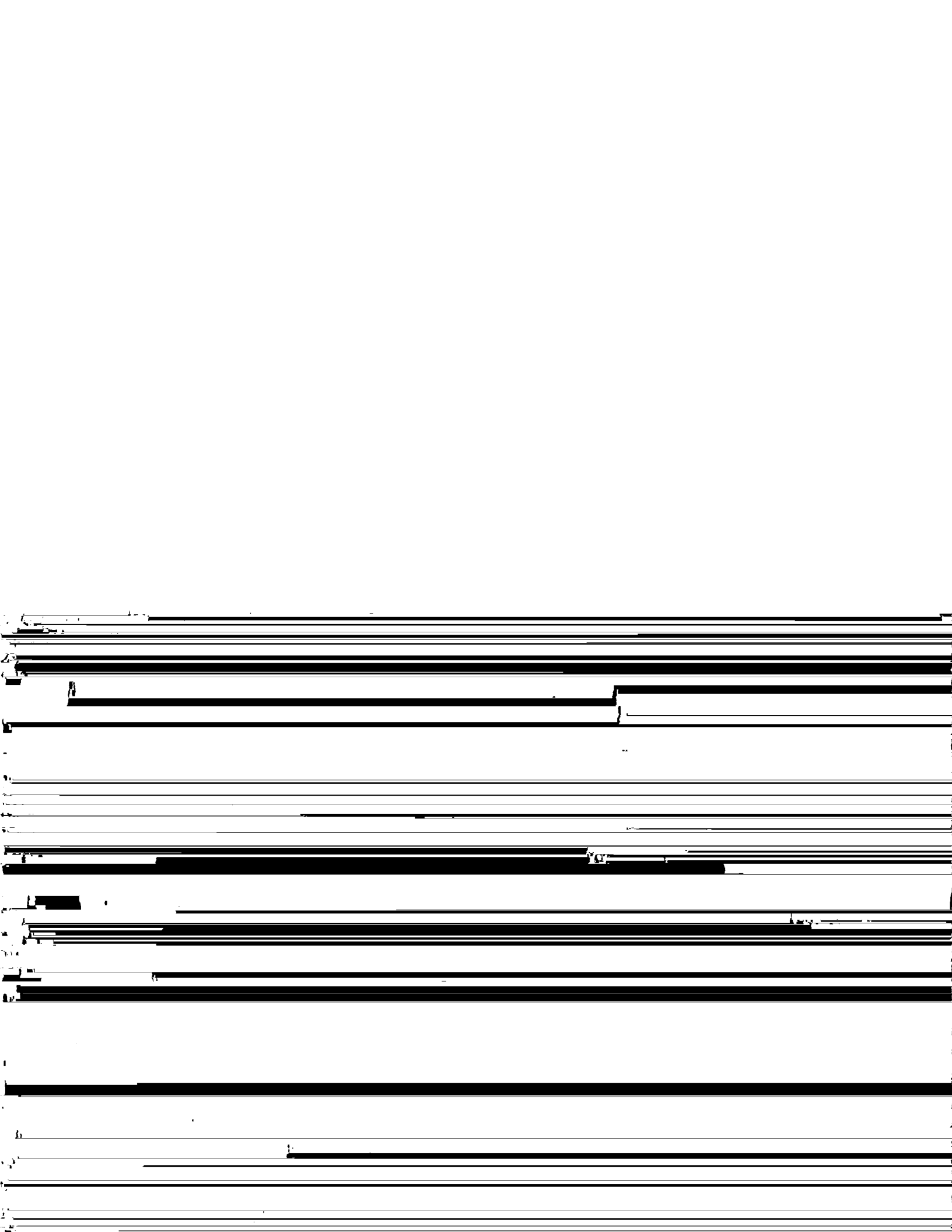


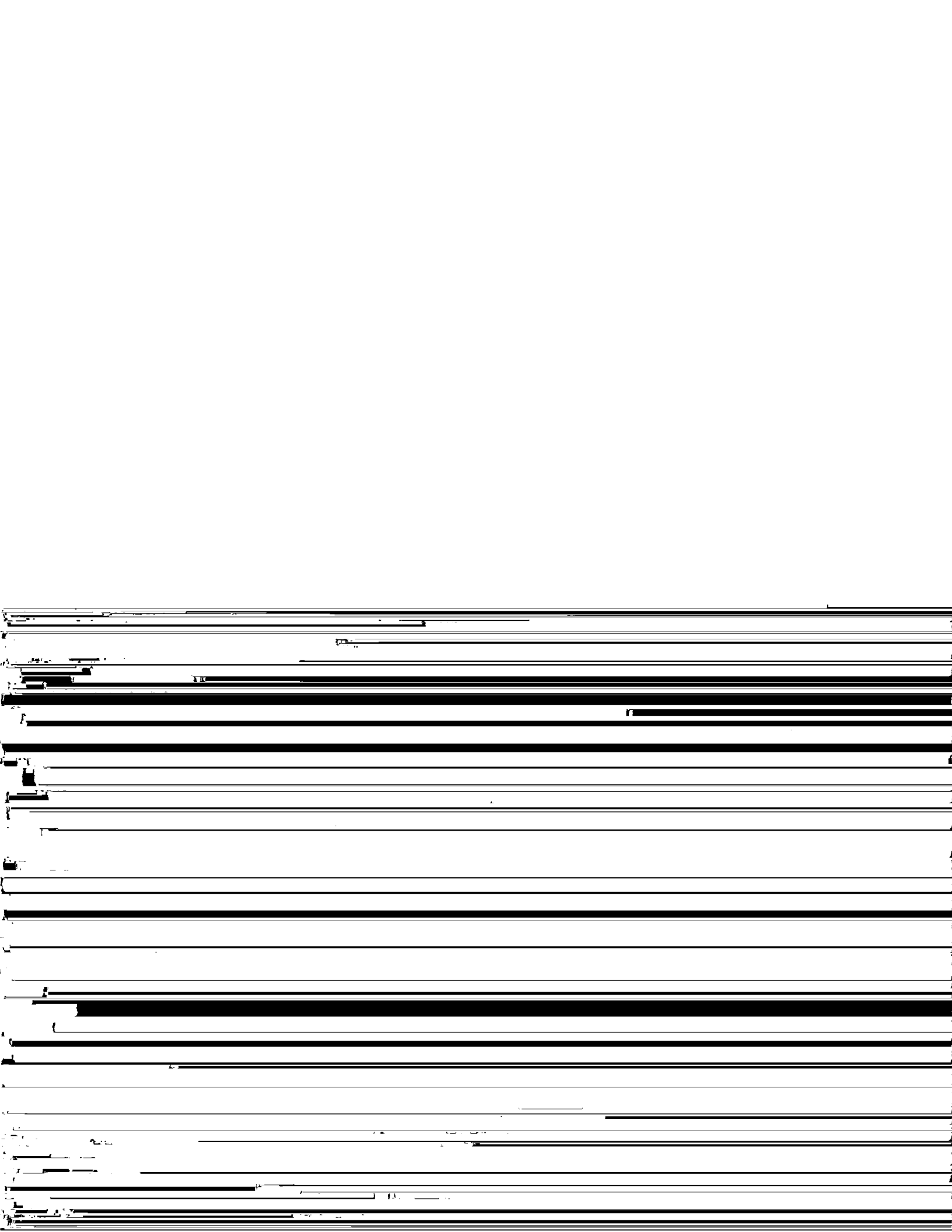


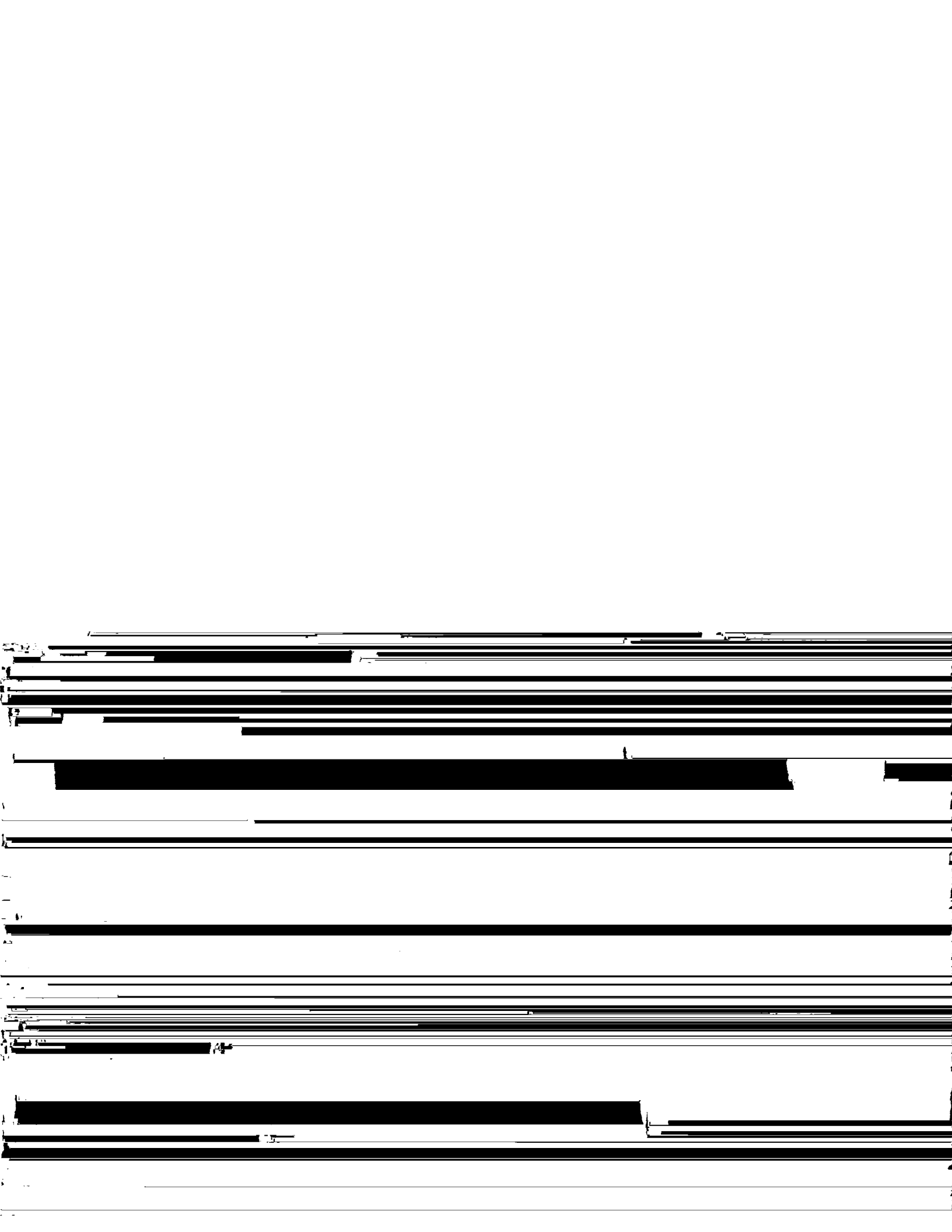


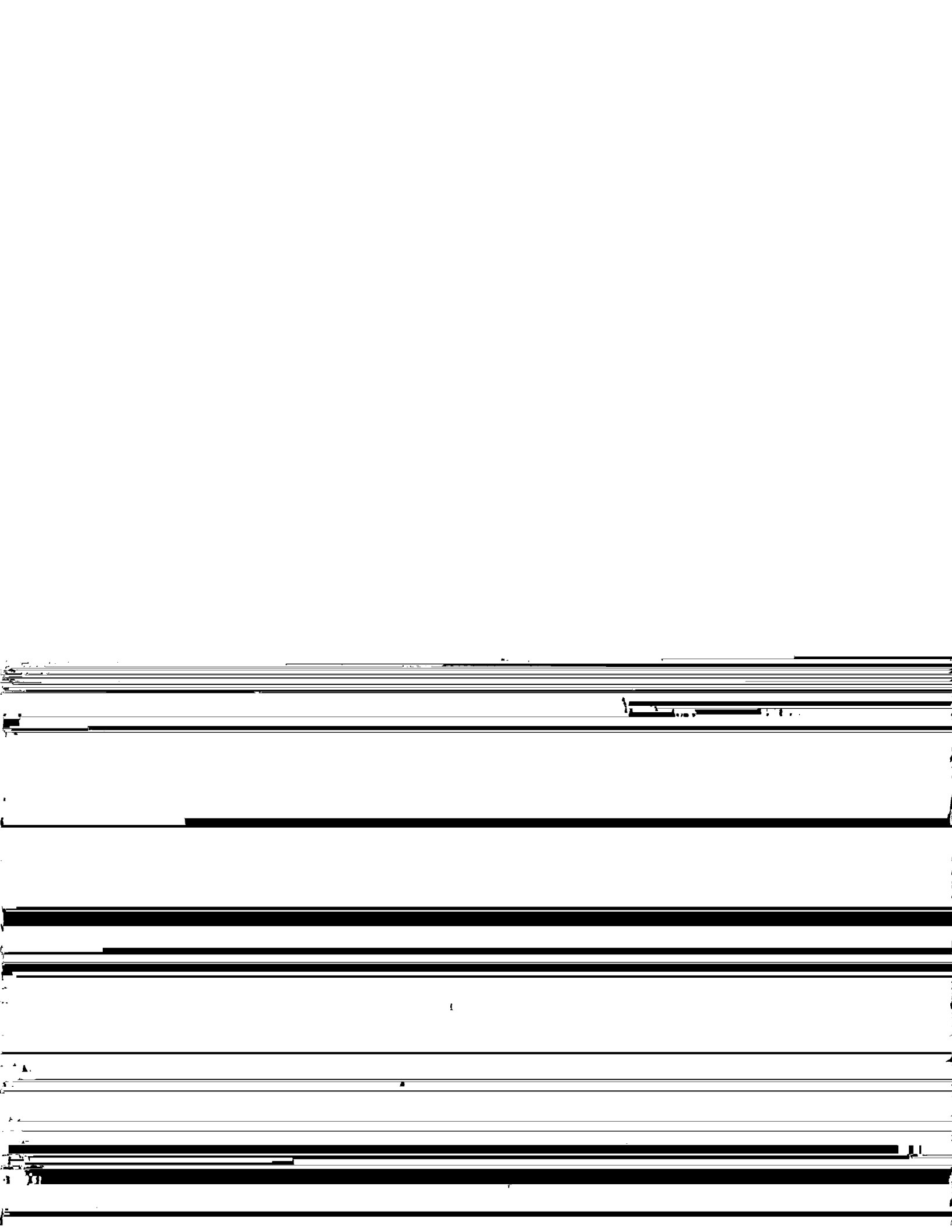


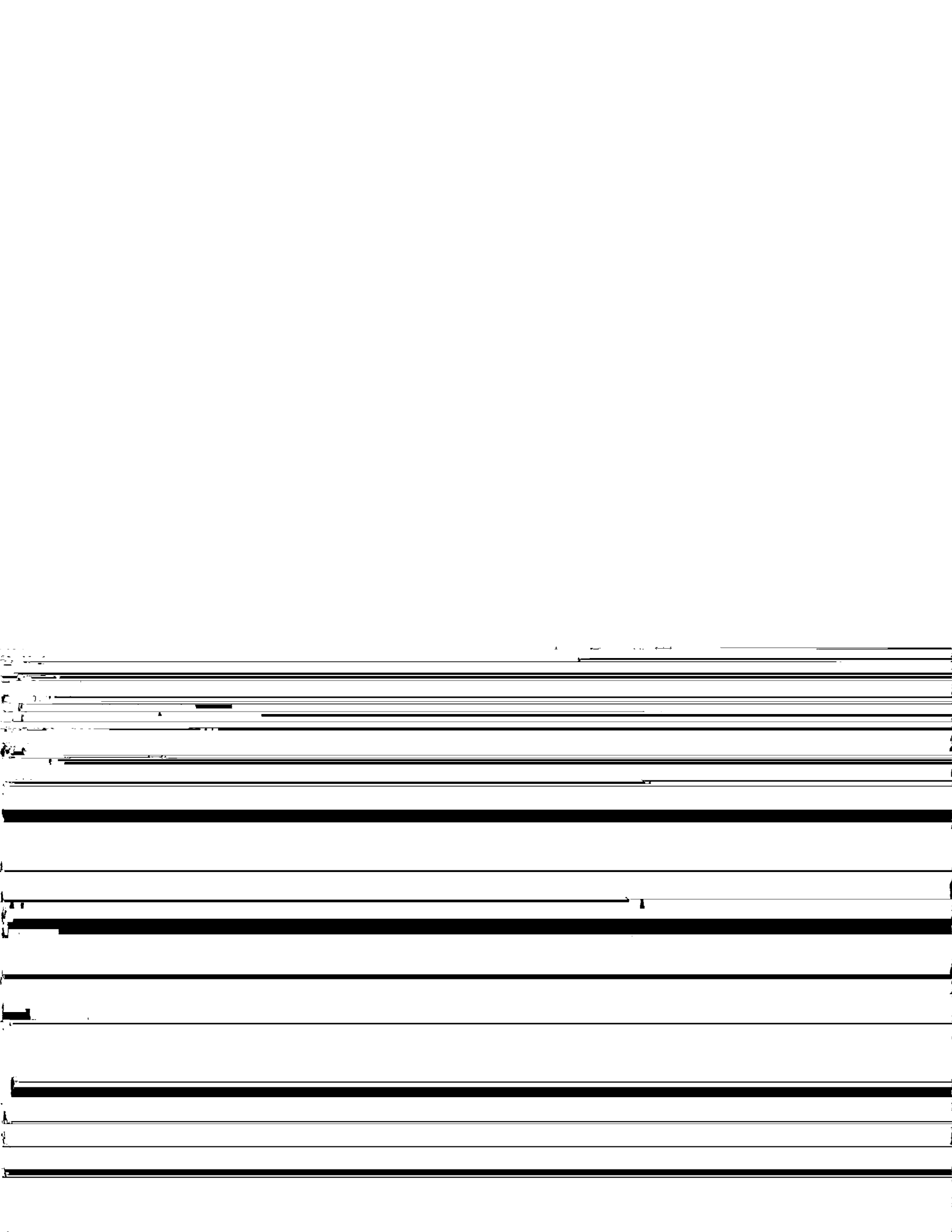


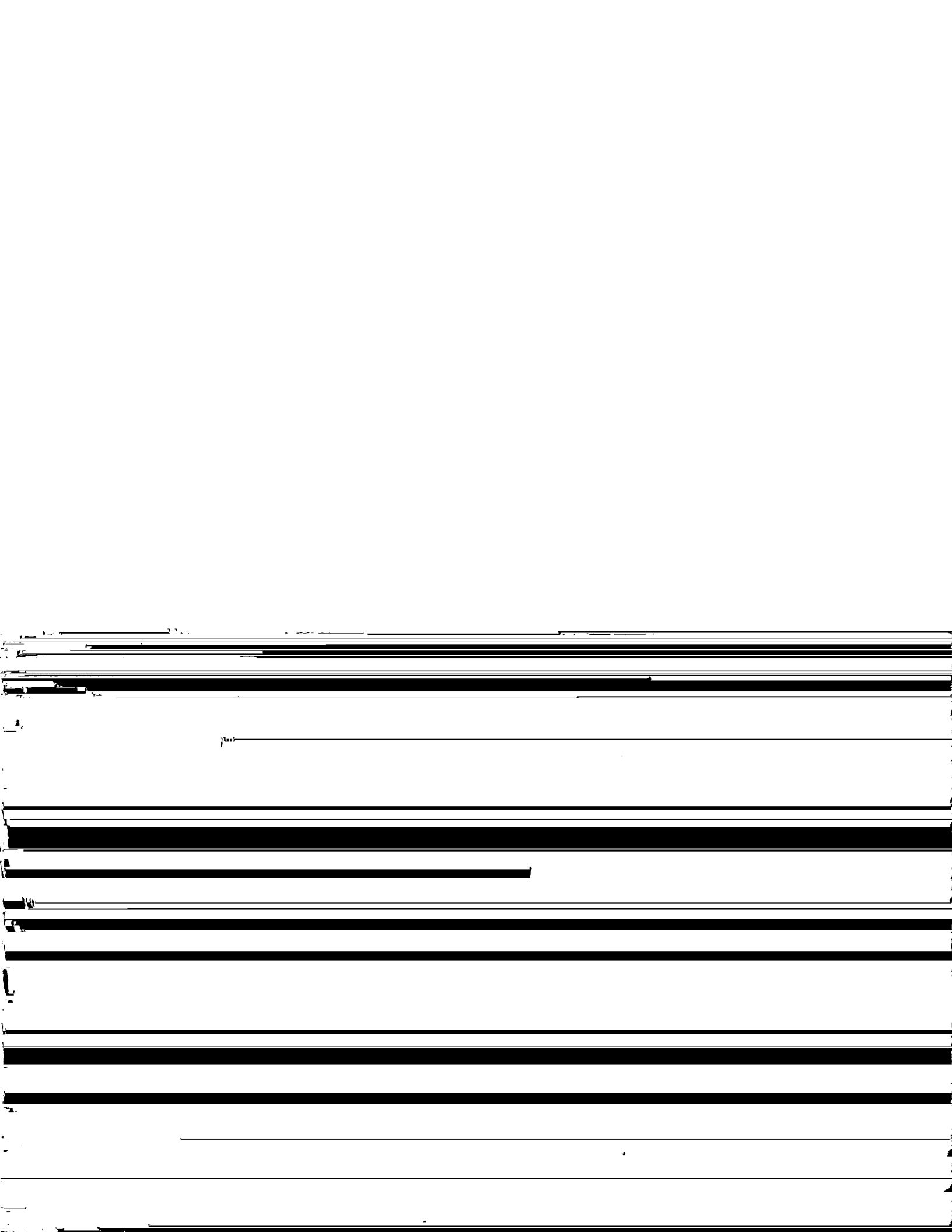


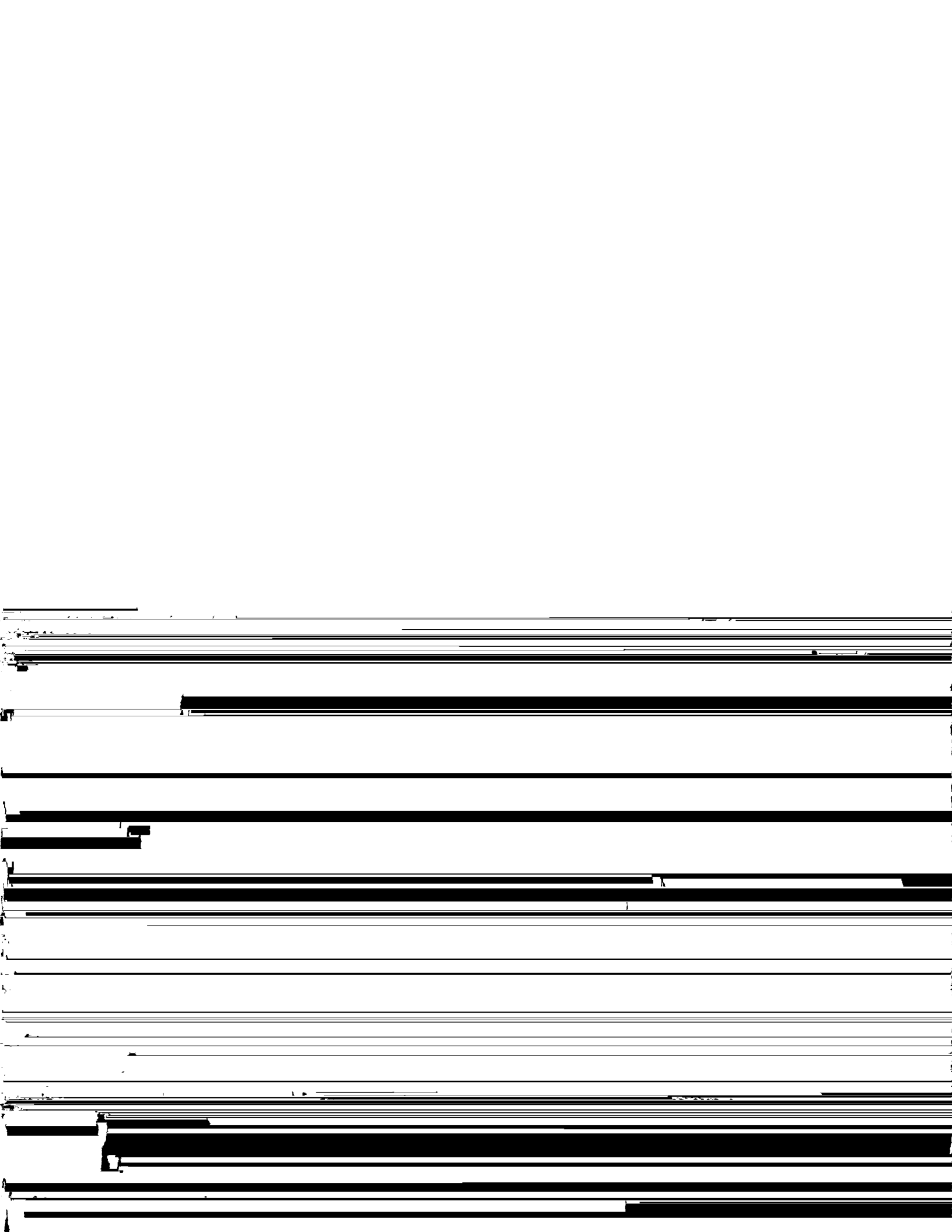




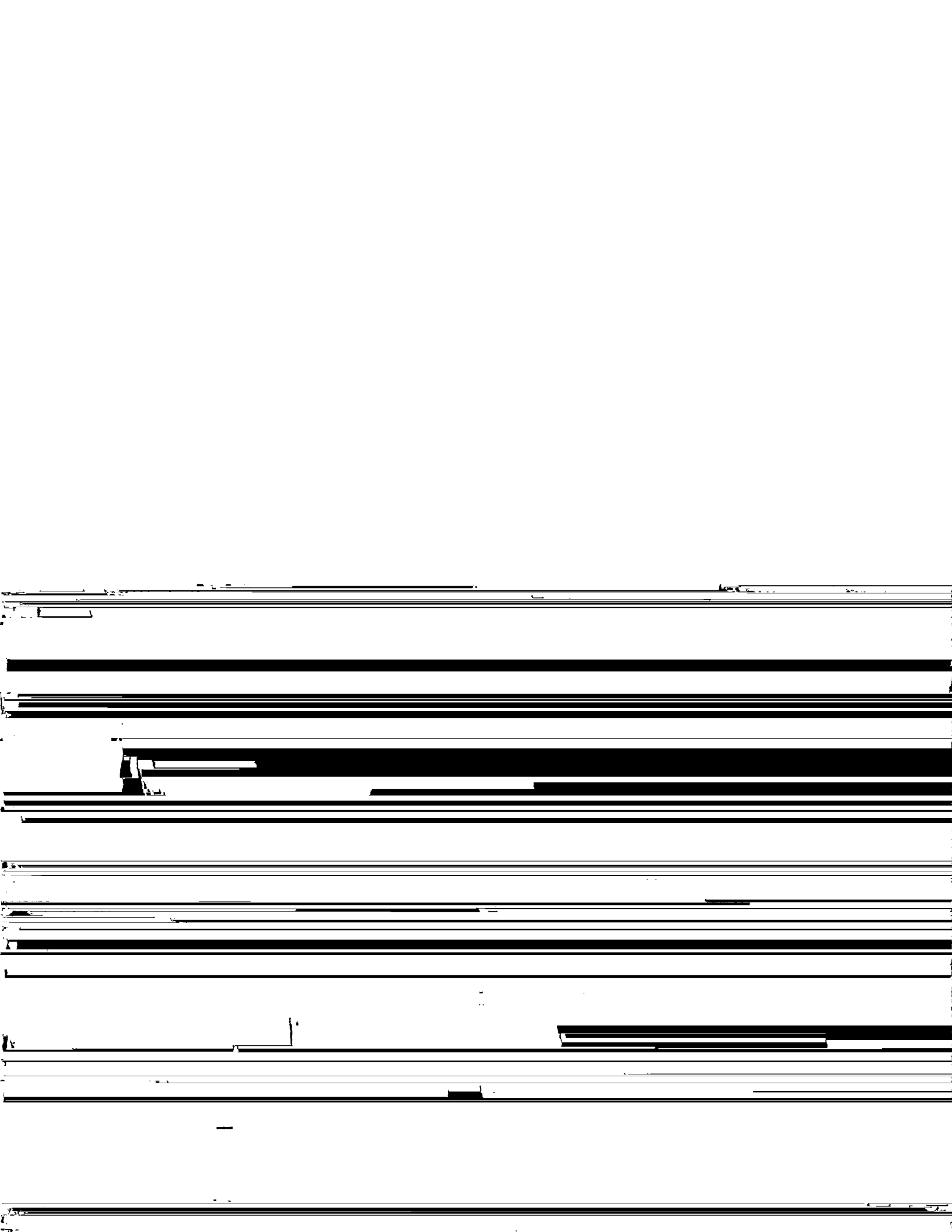


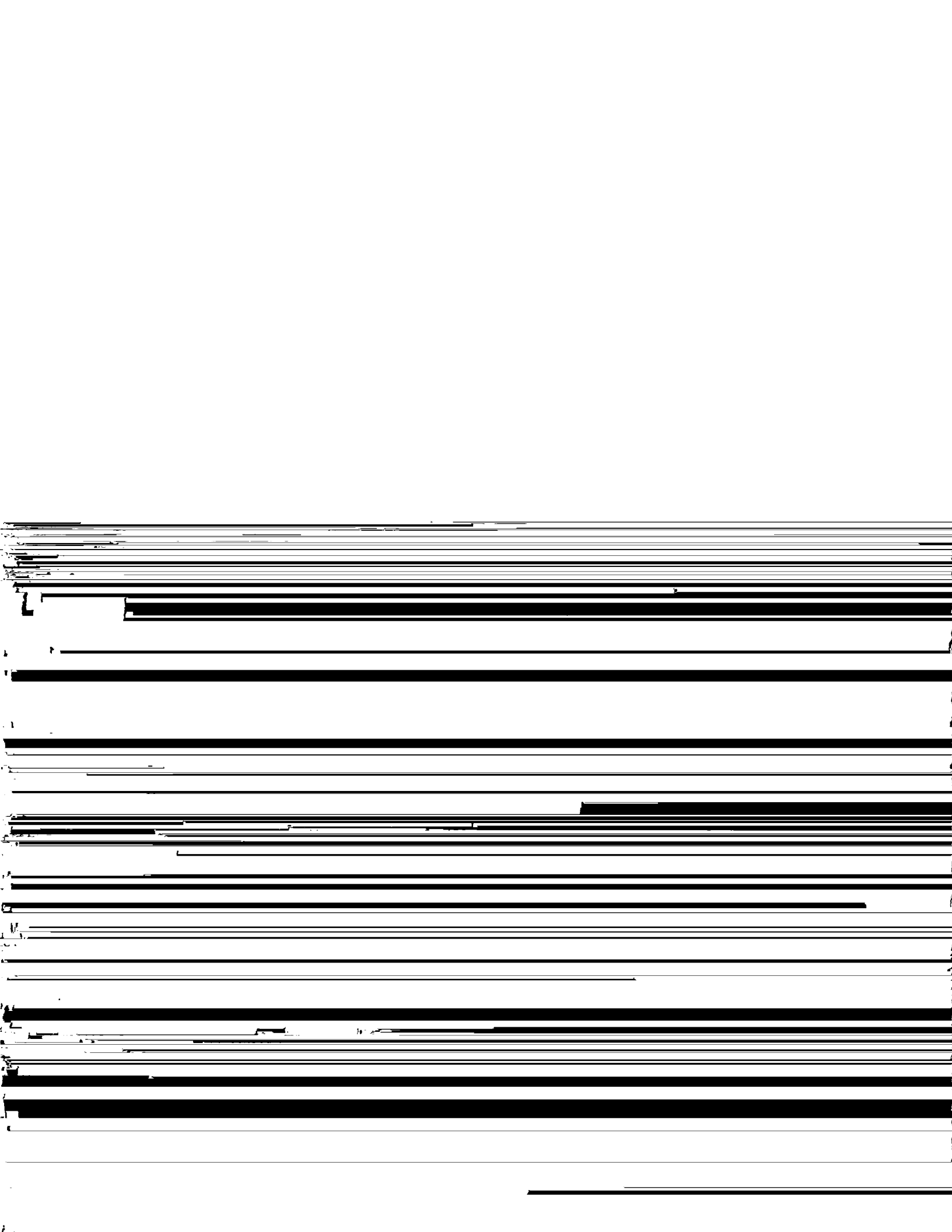


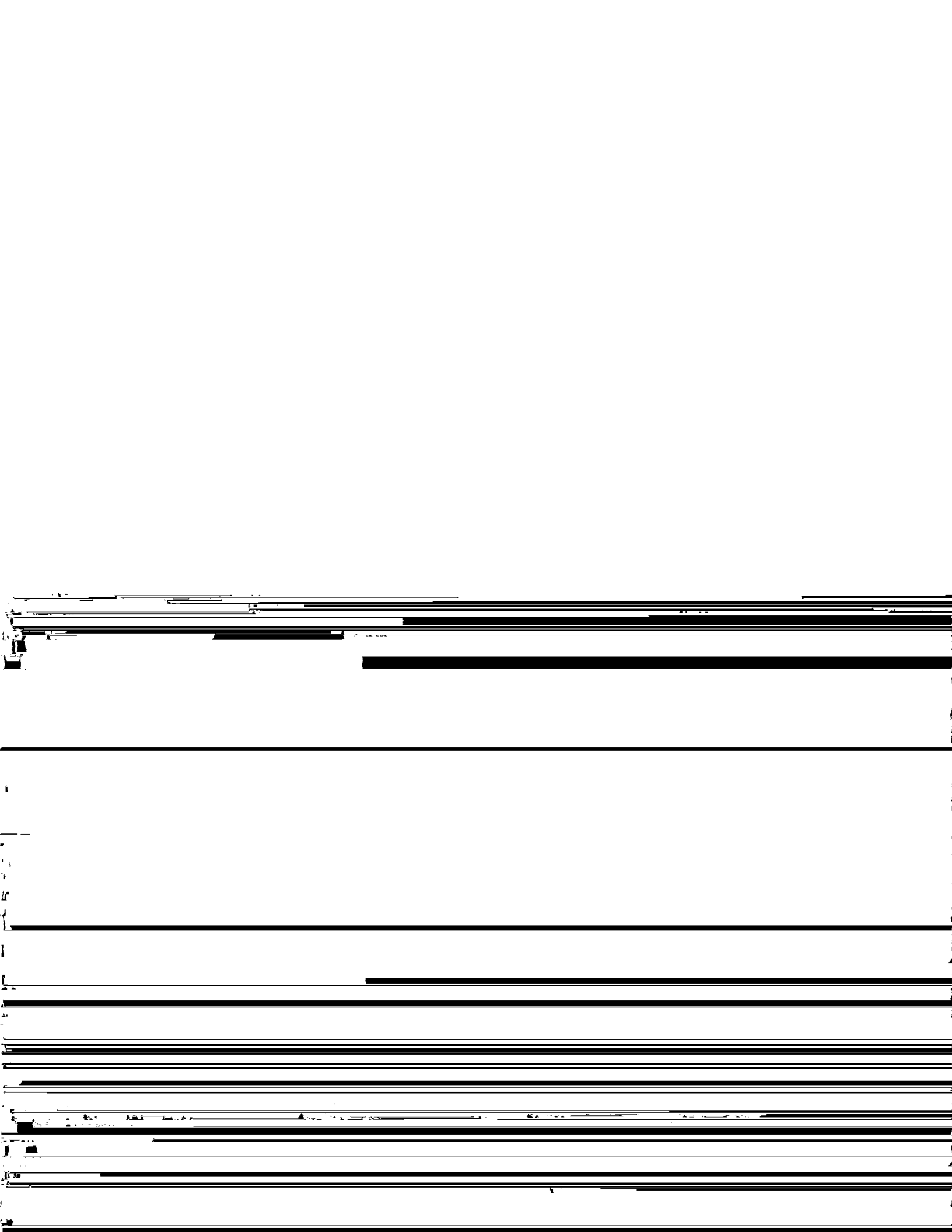


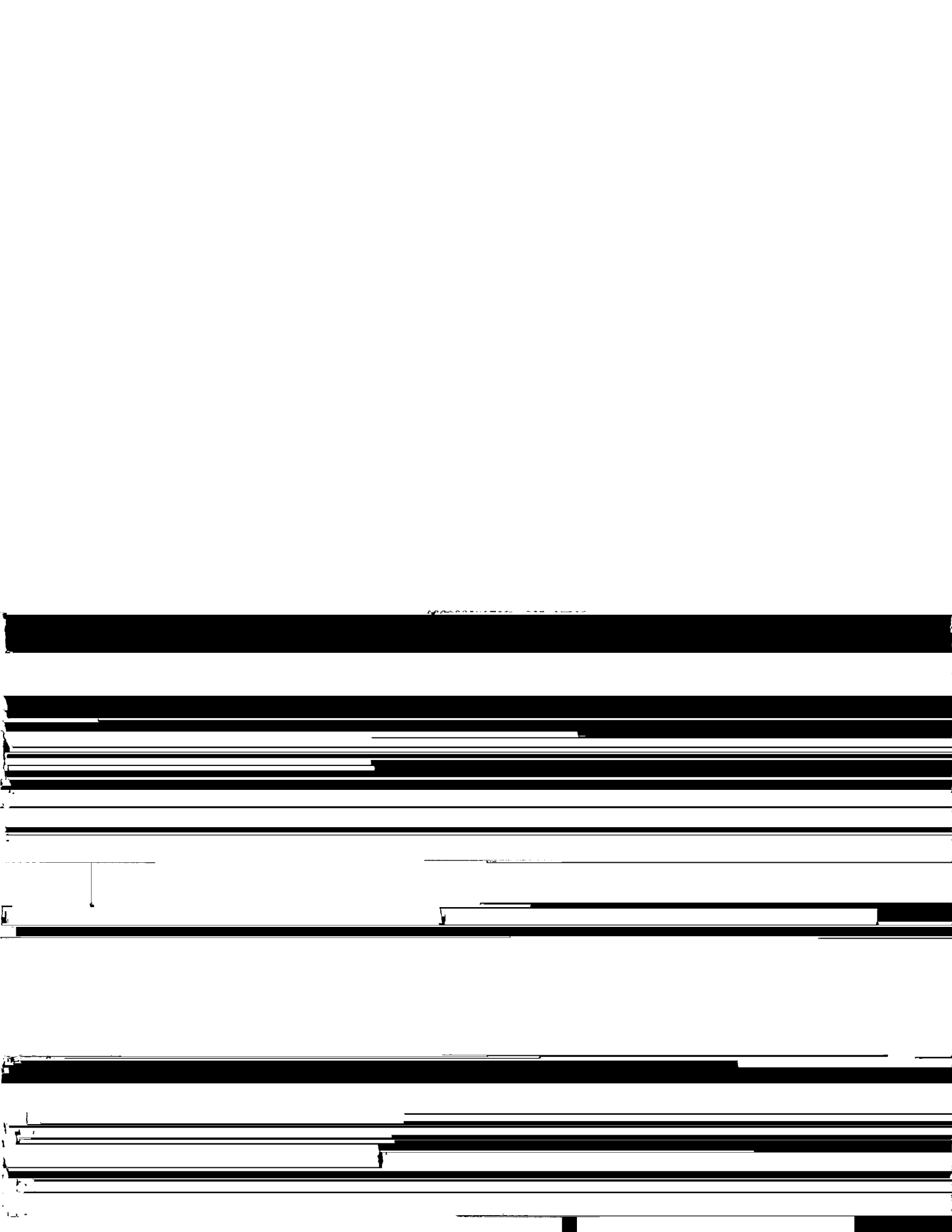


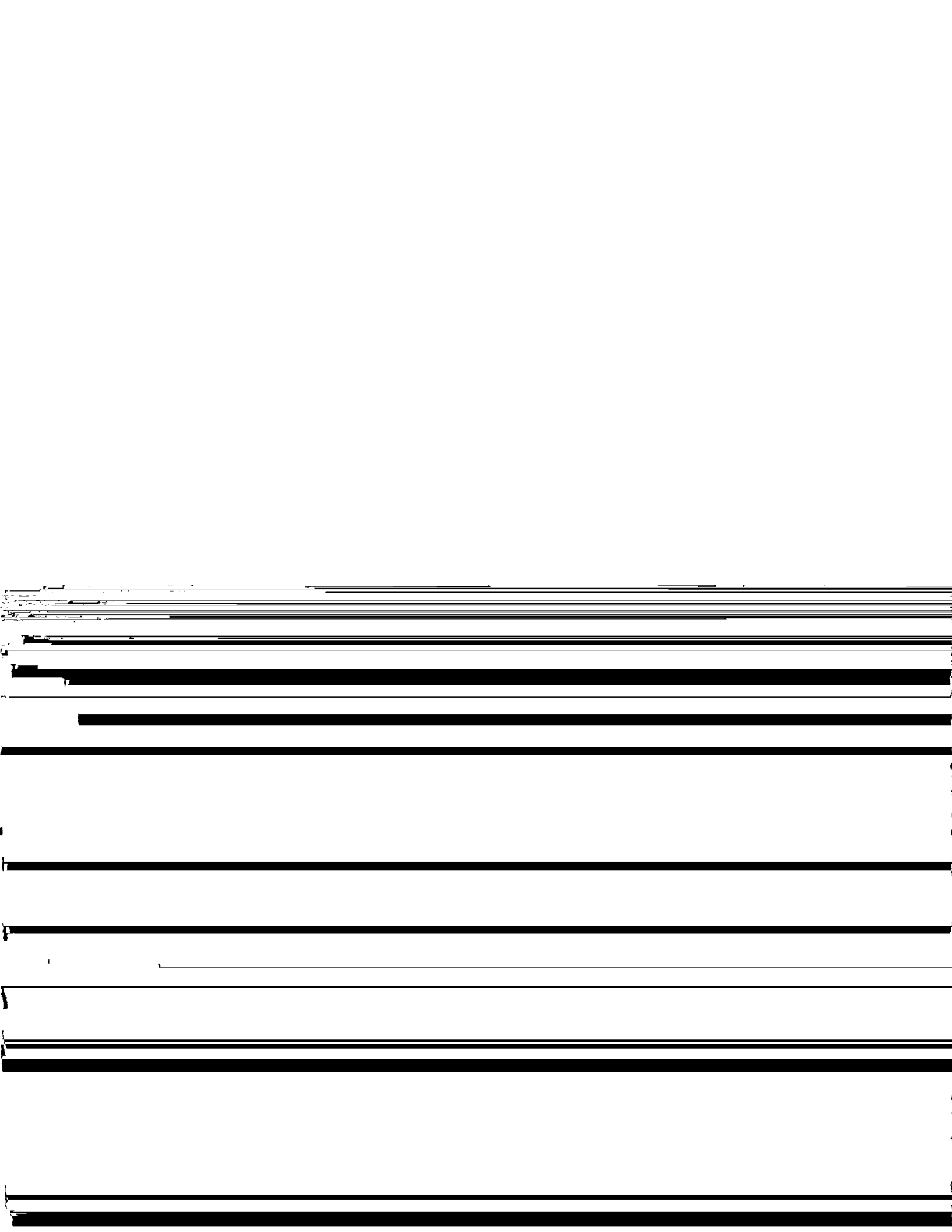


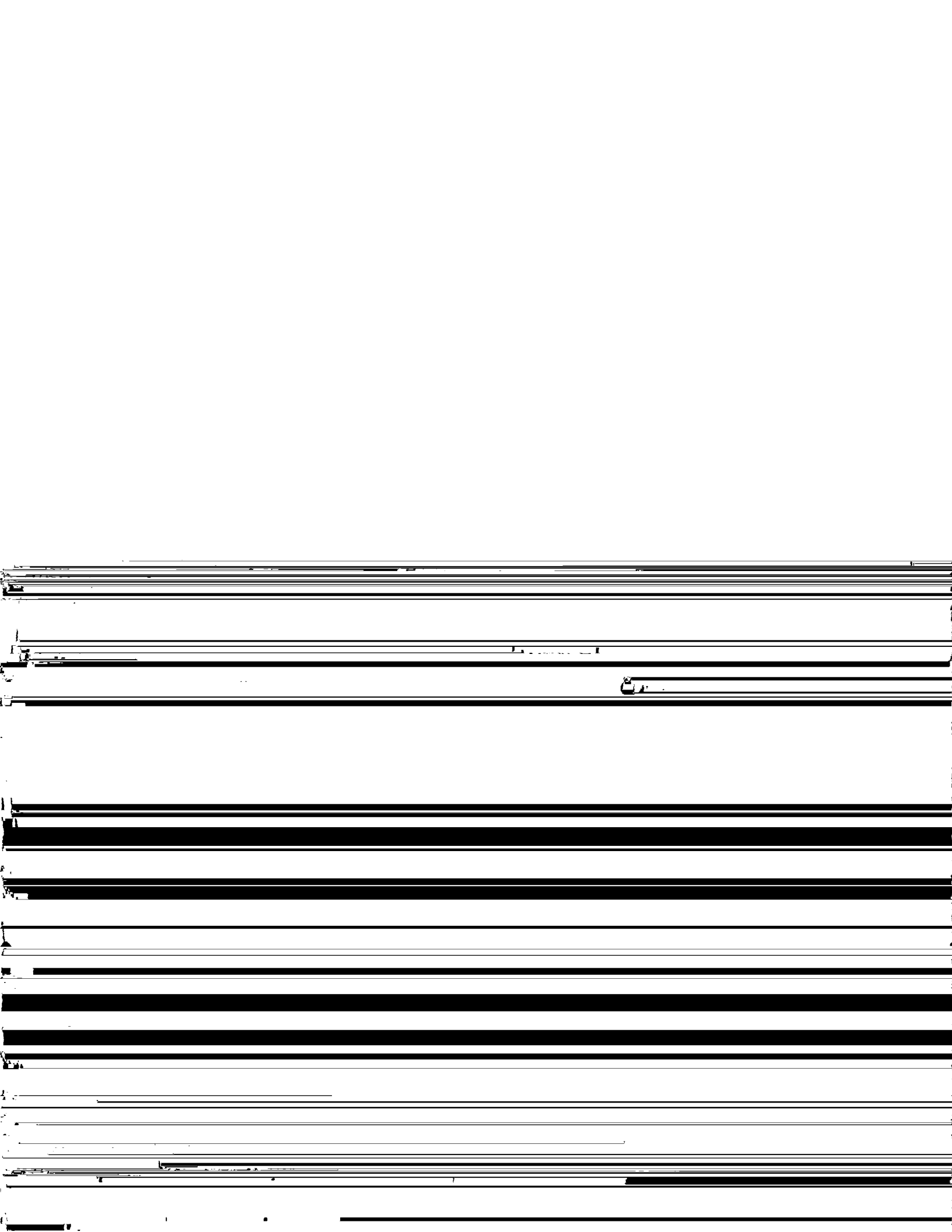


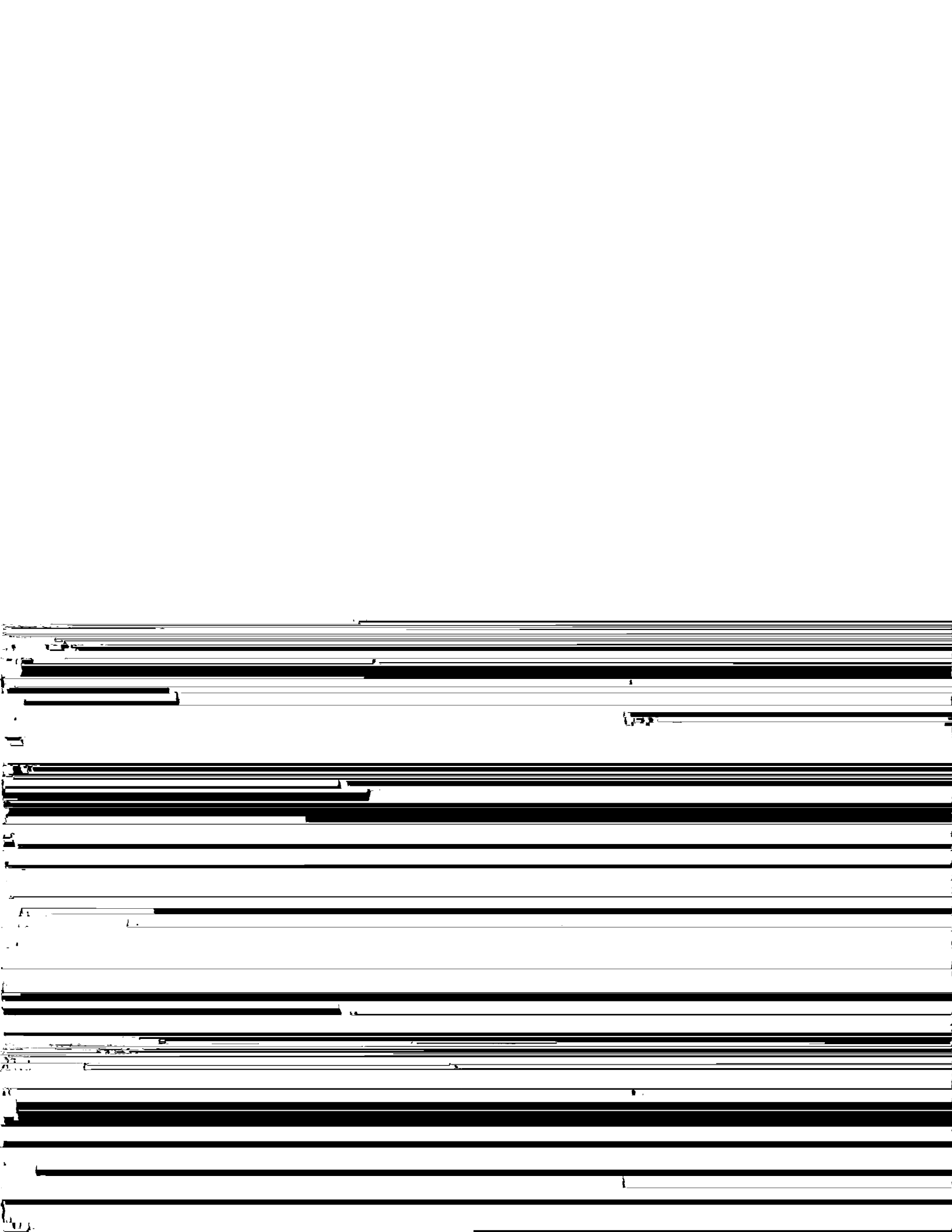


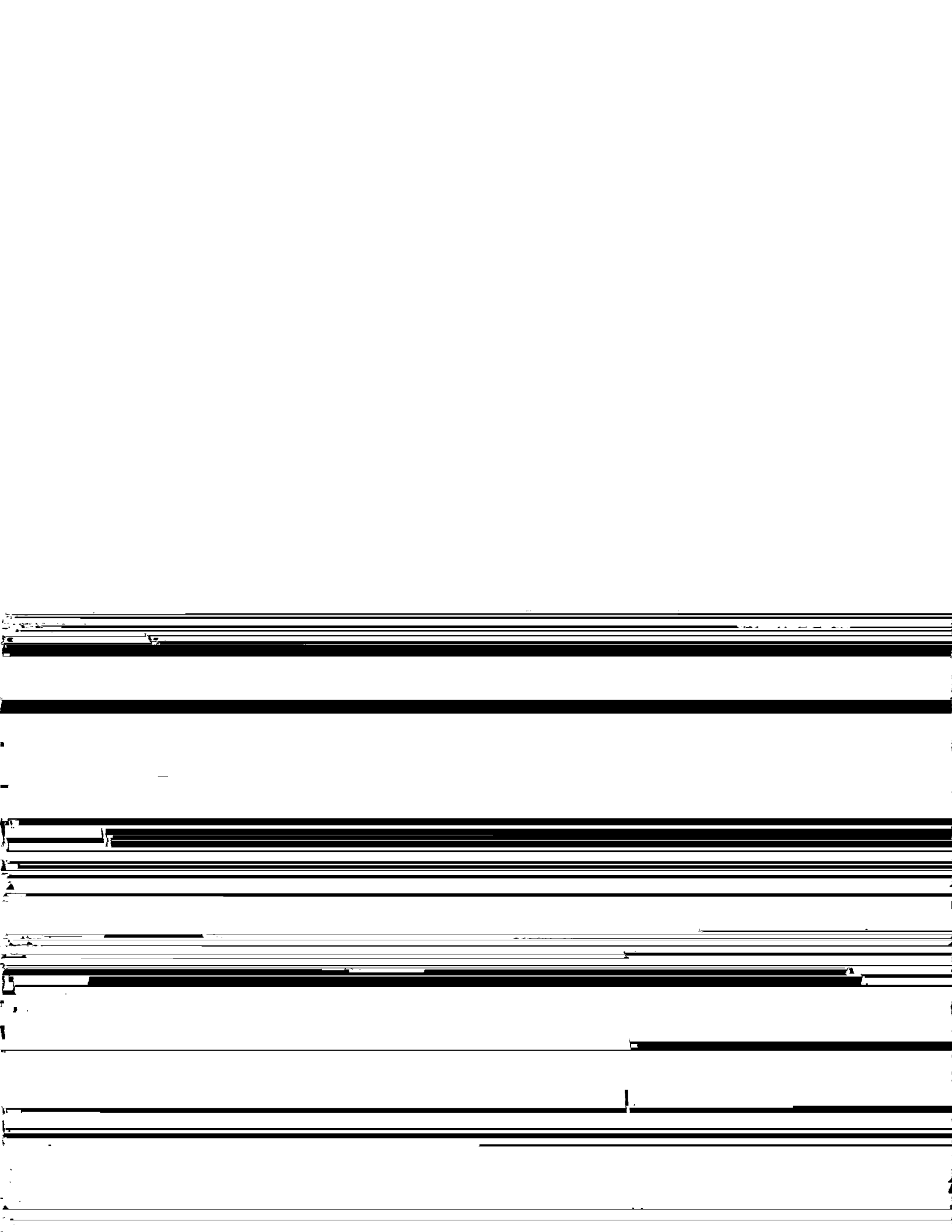






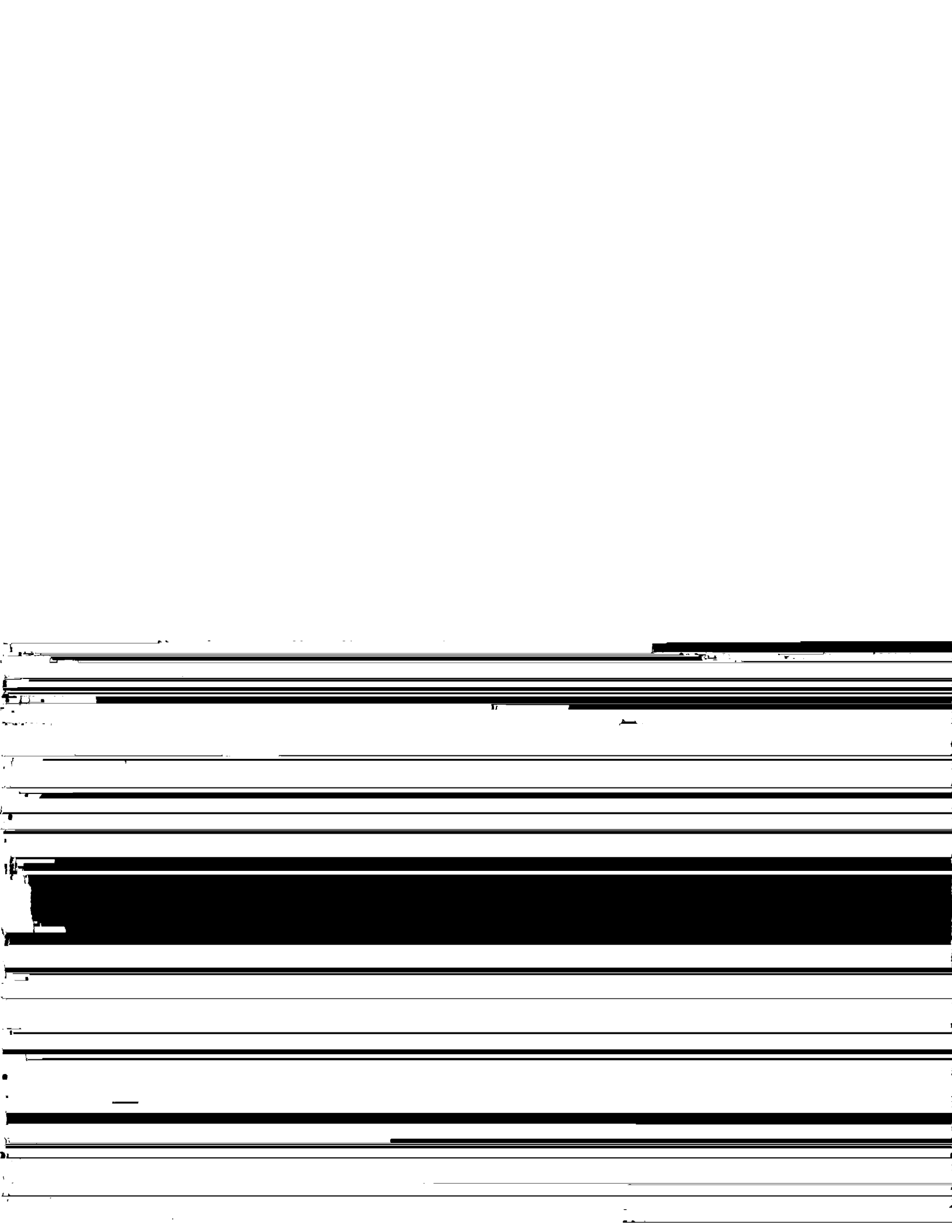


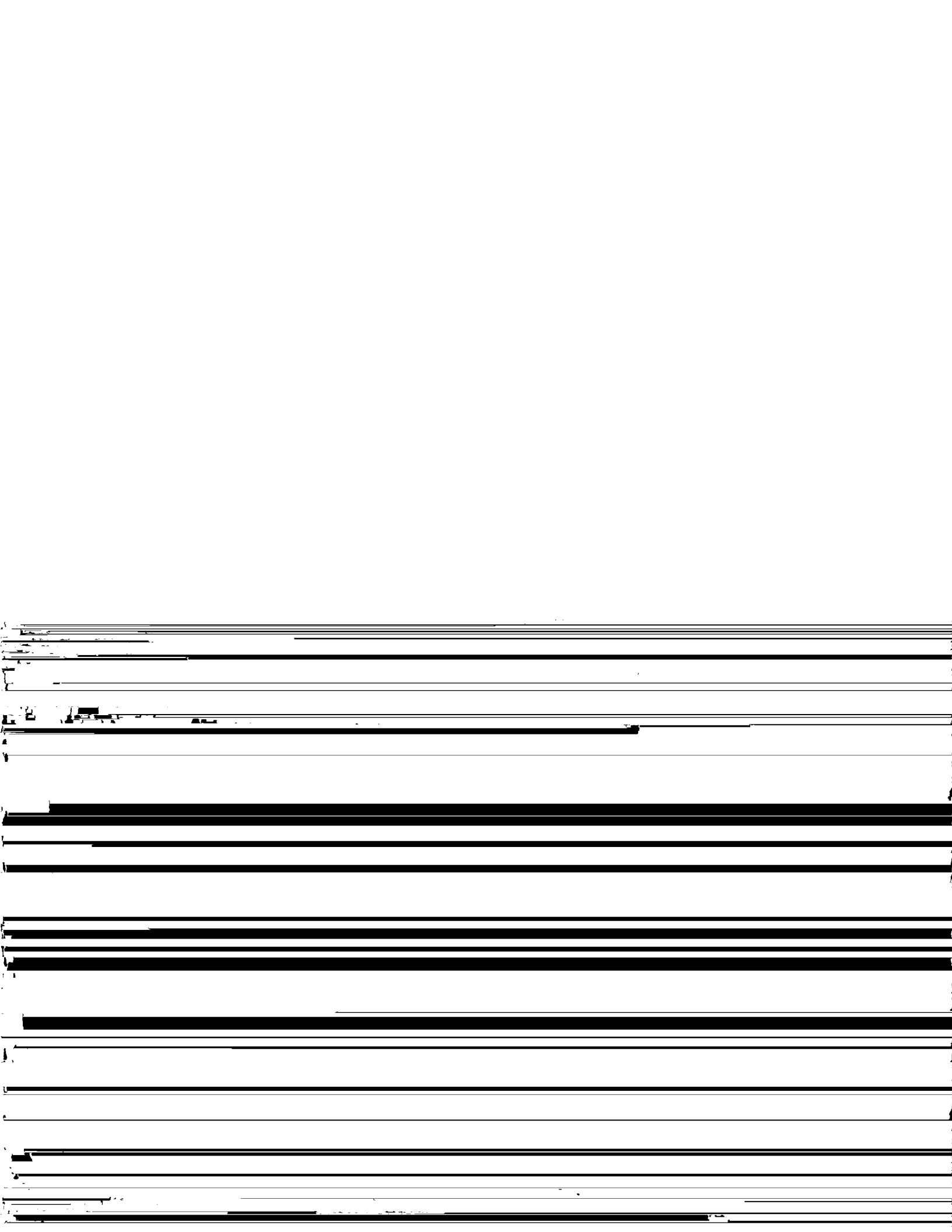




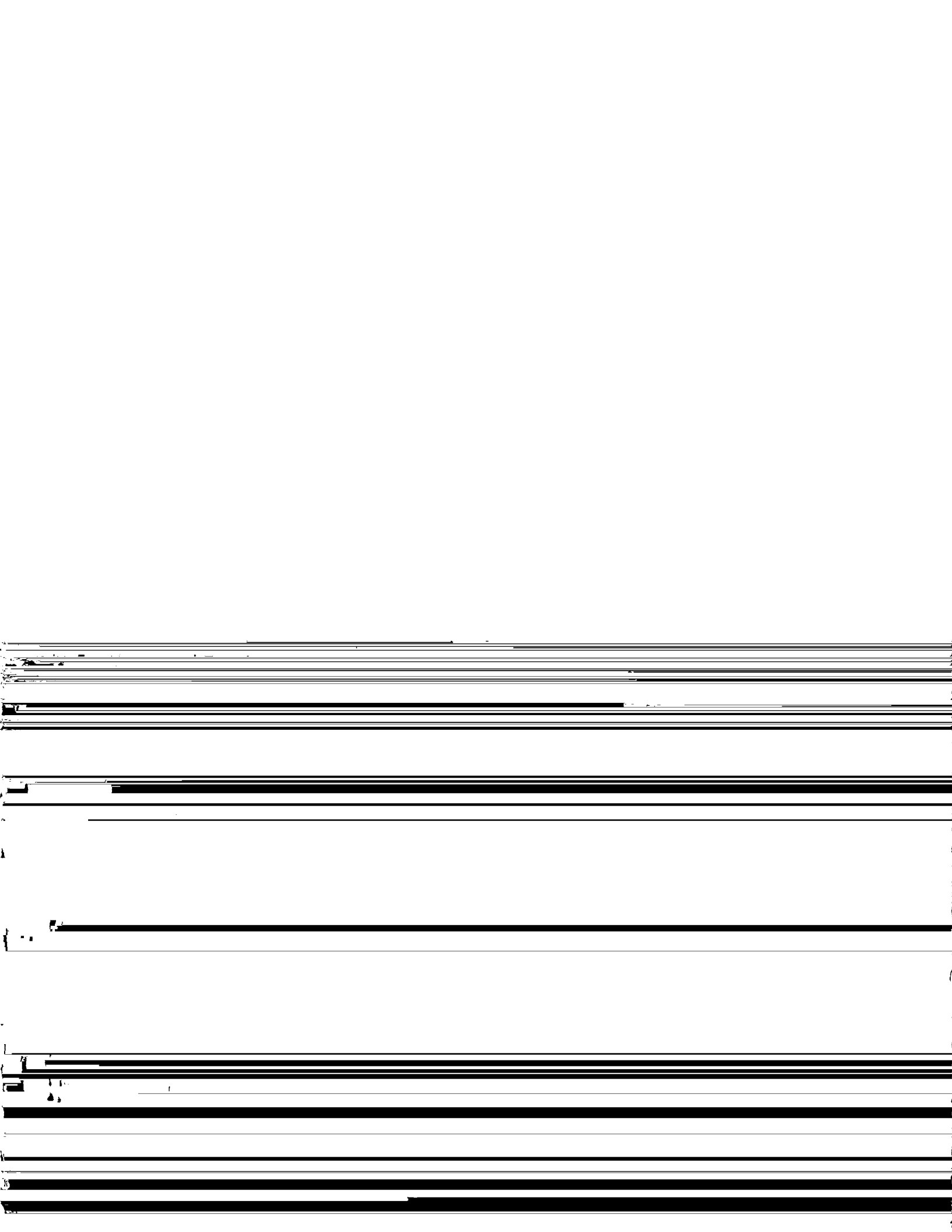


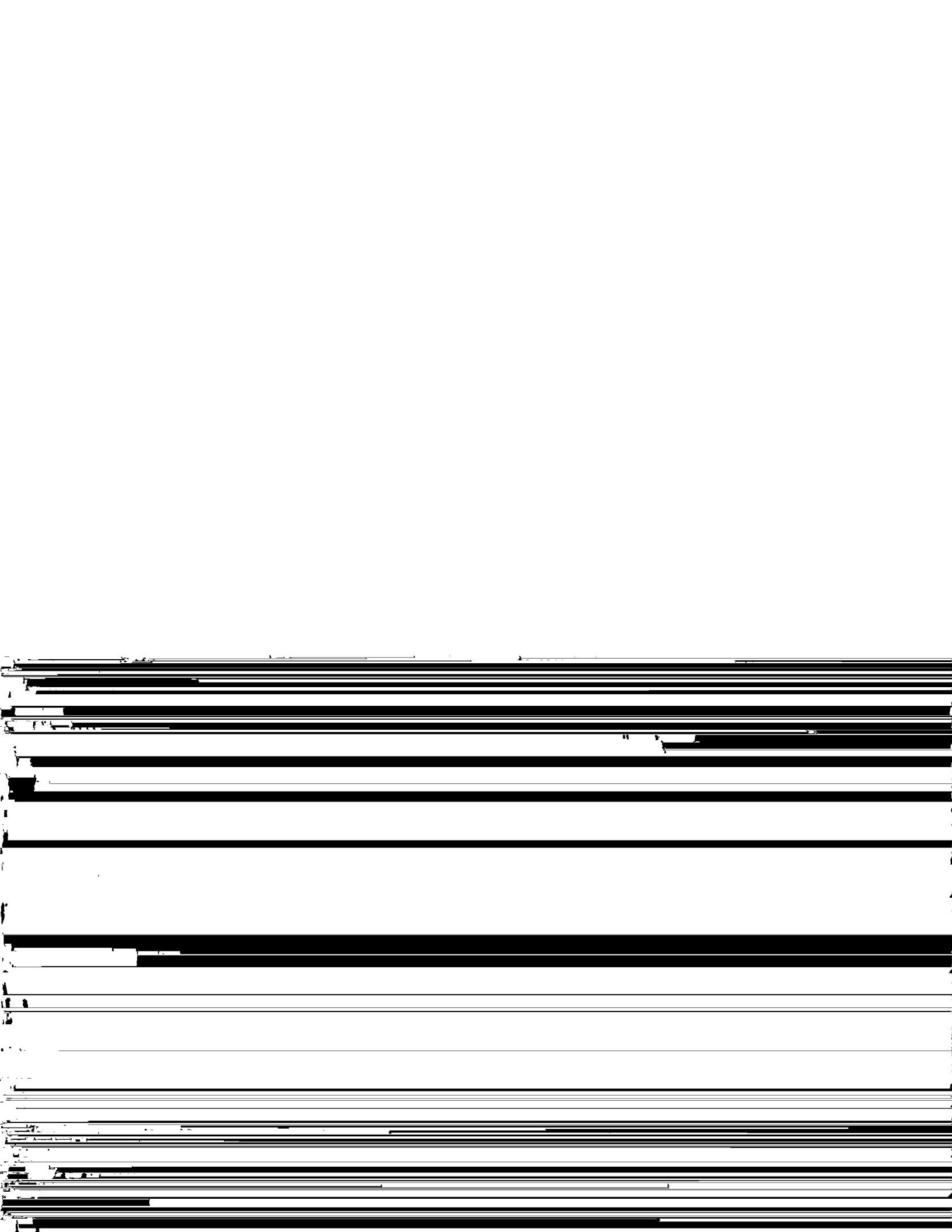




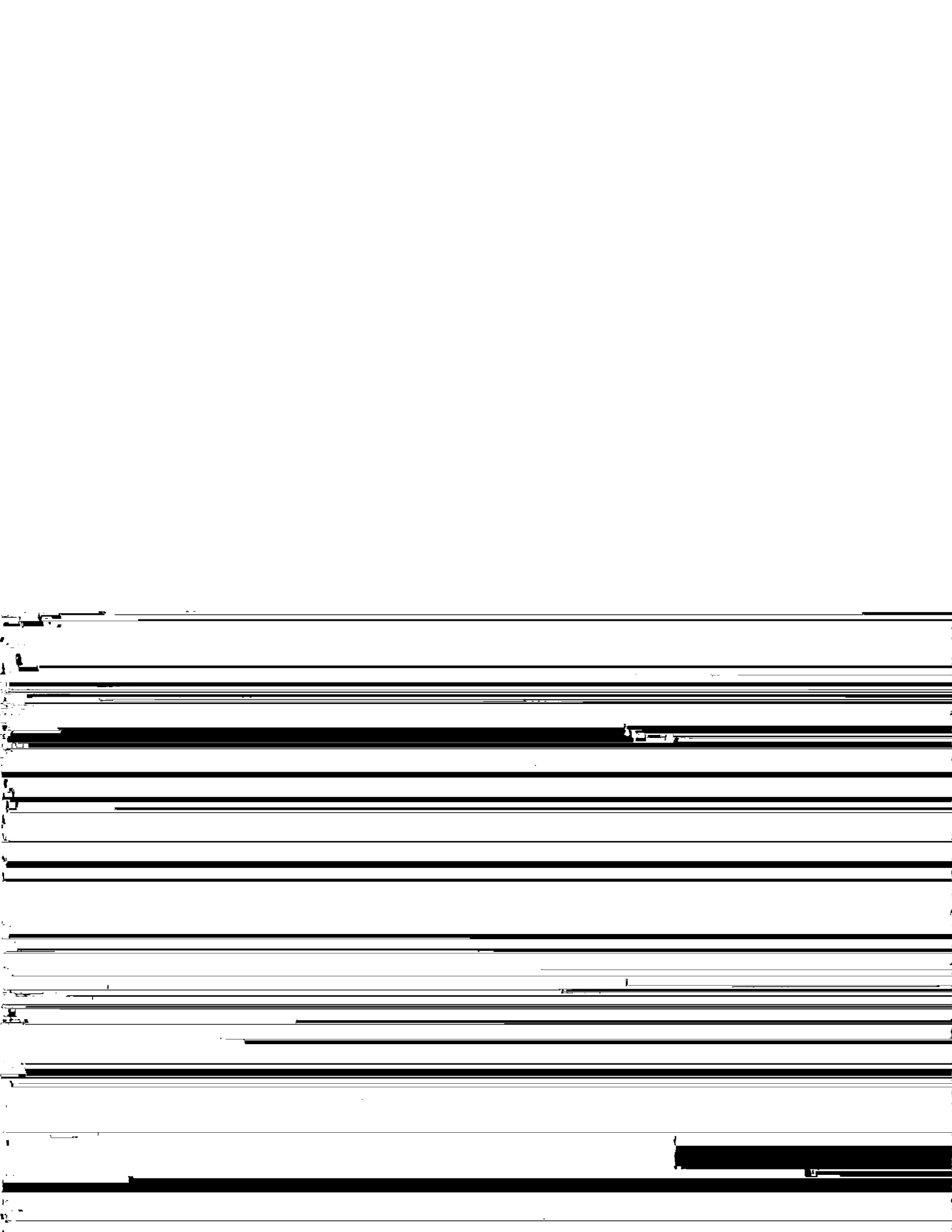




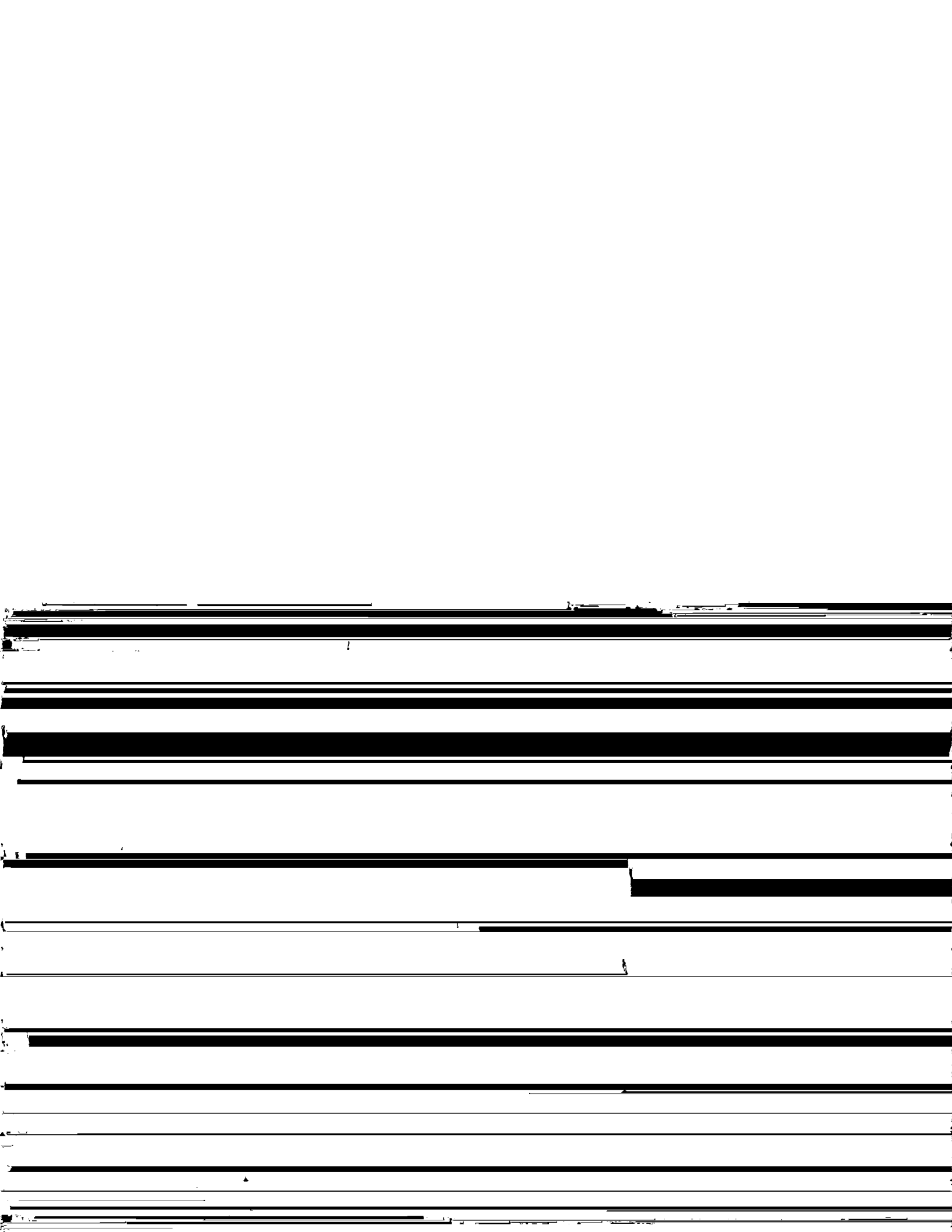








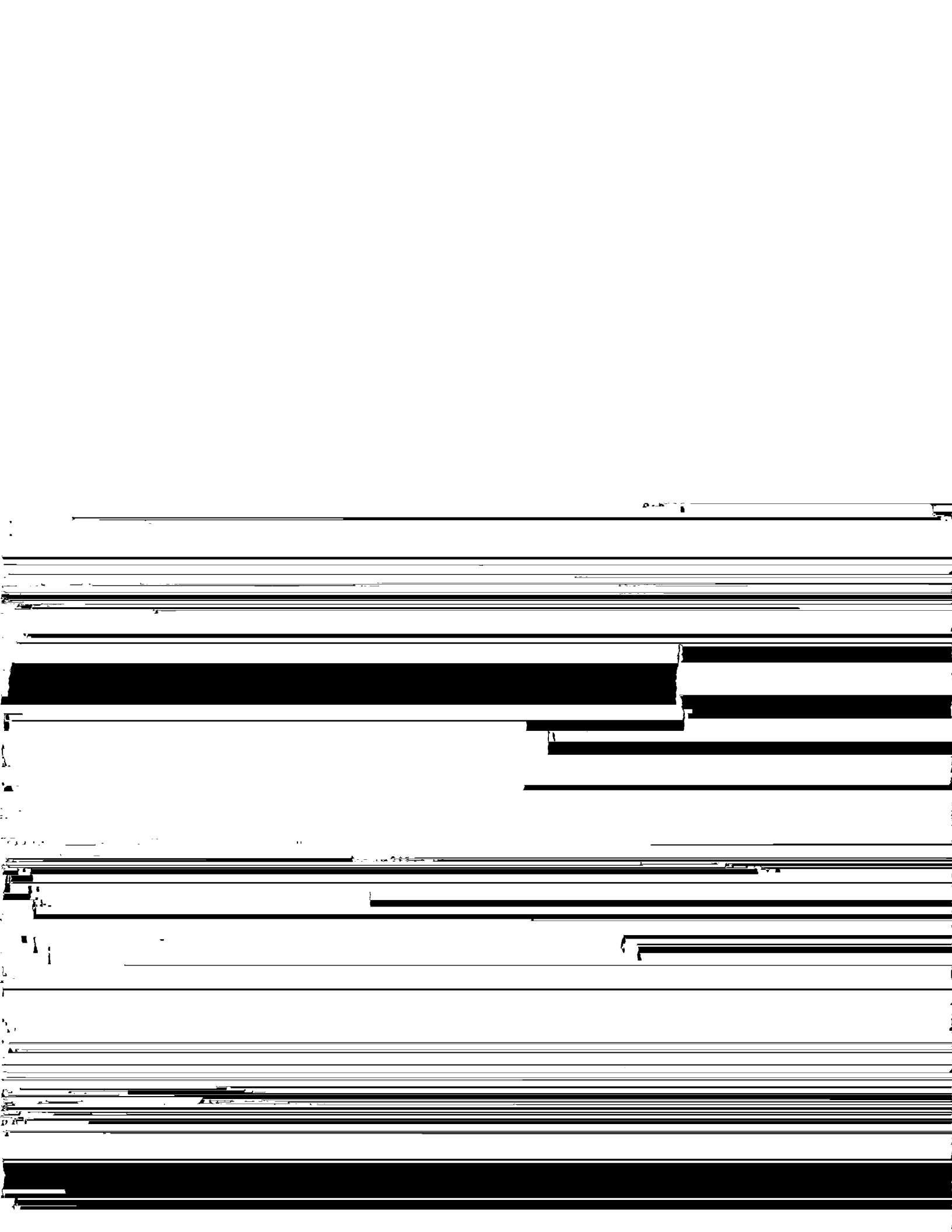


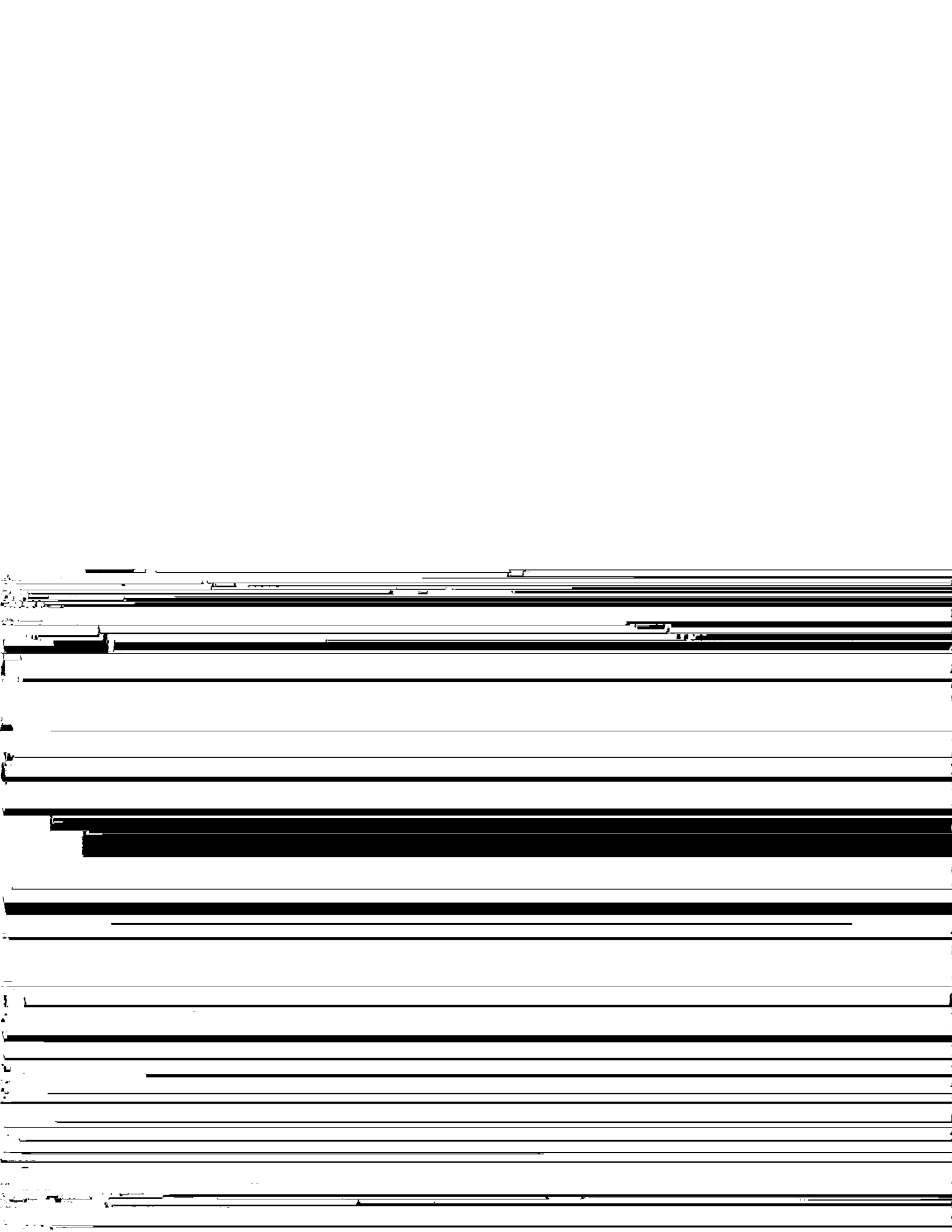


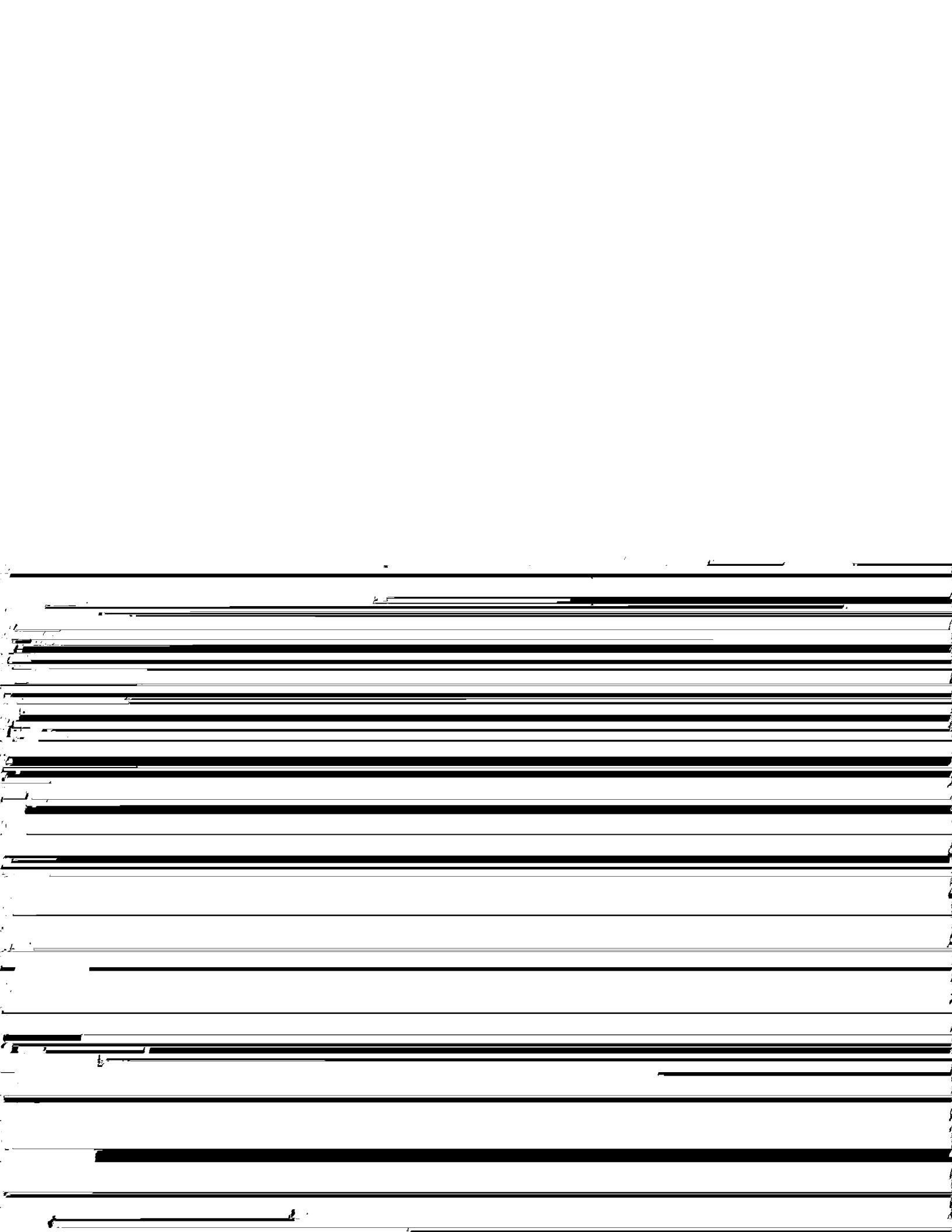


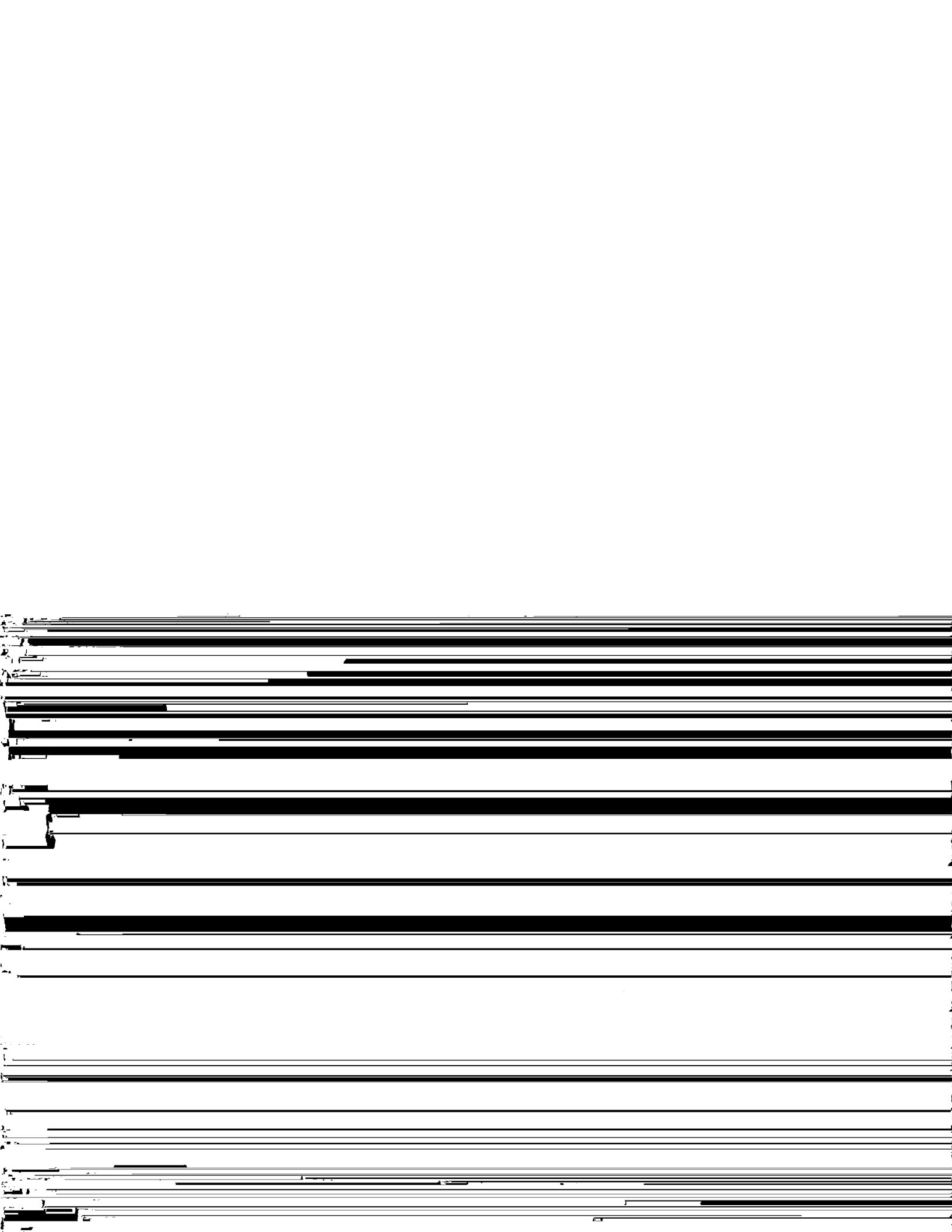




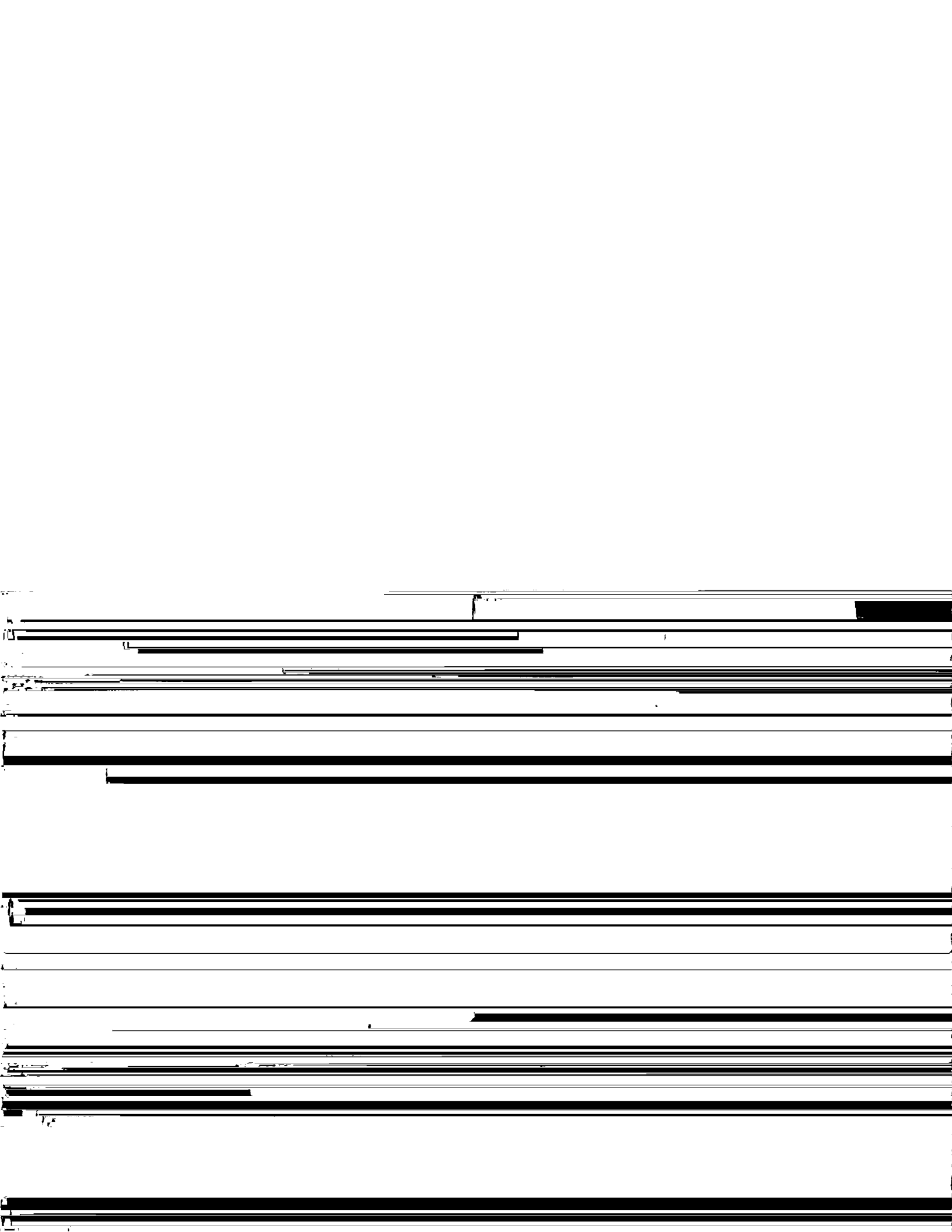




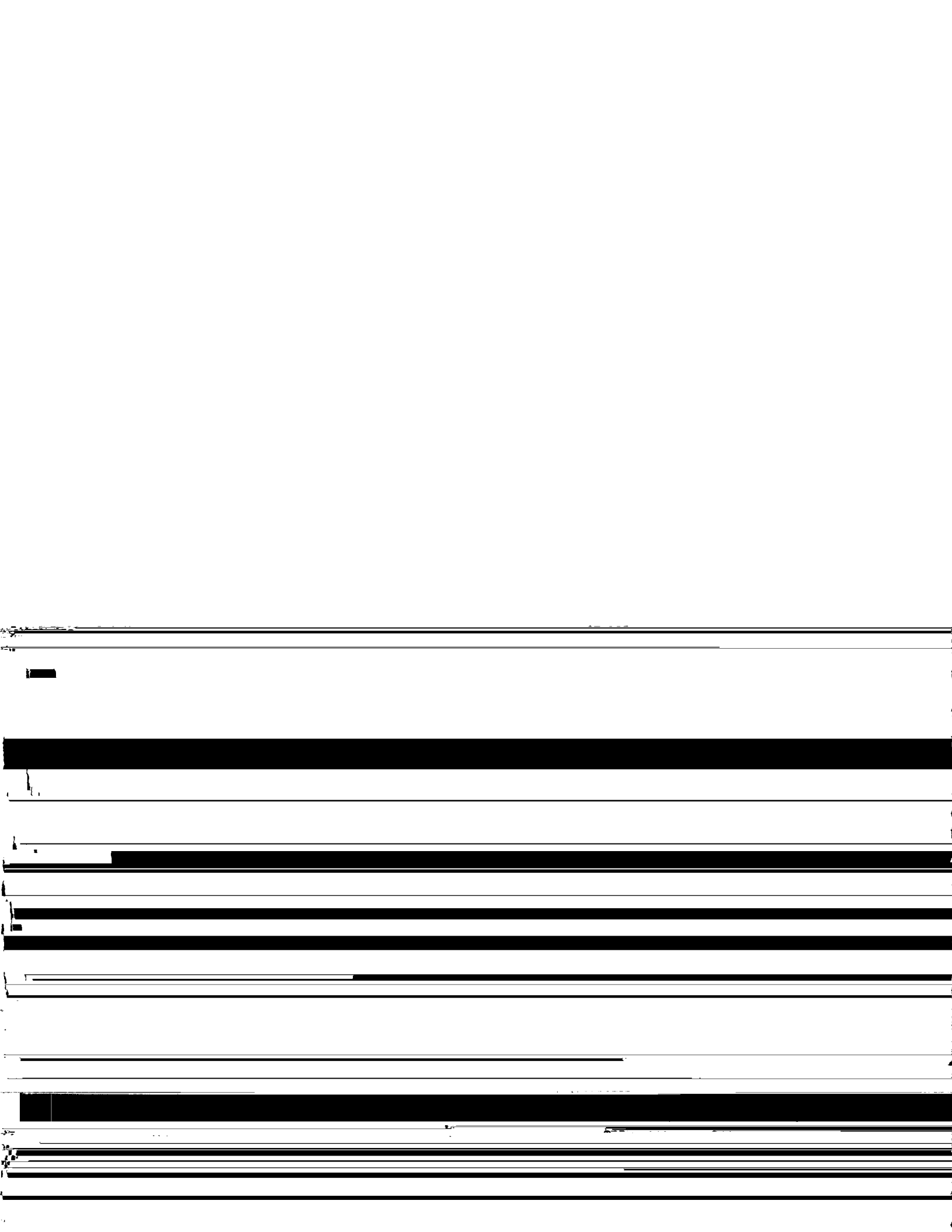












*He's just an orc...*

*He's just an orc...*

*He's just an orc...*

oh yes, he's just an orc . . . but he may be the *Radisha*, the fabled leader the orcs have waited generations to behold and follow.

**The RADISHA must die!!**

In just a short time, he's welded an excellent fighting force out of the scattered orc-tribes of the Peace Mountains. The staunch fortress of High Crag has fallen to him, and the orcs are looking for revenge after generations of groveling before the other races.

**The RADISHA must die!!**

He's too dangerous to let live. Even if he's not their prophesied Great Leader, he's a superb general, and he's doing what hasn't been done in over three hundred years, gathering the tribes, and you remember what happened then!

**The RADISHA must die!!**

and you are the ones who must go into the orc camp (in disguise, of course), and make sure he doesn't lead the tribes any further. A great prize of gold awaits you if you are successful, and the vengeance of a thousand maddened orcs if you fail.

**The RADISHA must die!!**

**Can you succeed where others are sure to fail?**

And there is an expedition into the recently rediscovered tomb of an ancient master of illusion to discover what special treasures lie hidden within its depths, plus new expansions of combat rules which reflect the true worth of armor and shields. All in one of the best issues of **Thieves' Guild** to hit the stands yet . . .