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Two dice, a pencil and an eraser are all you need to make your journey. YOU decide which way to go, which dangers to risk and which monsters to fight.

*Cover illustration by John Schuck*



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STEVE JACKSON  
AND IAN LIVINGSTONE

Masks of Mayhem

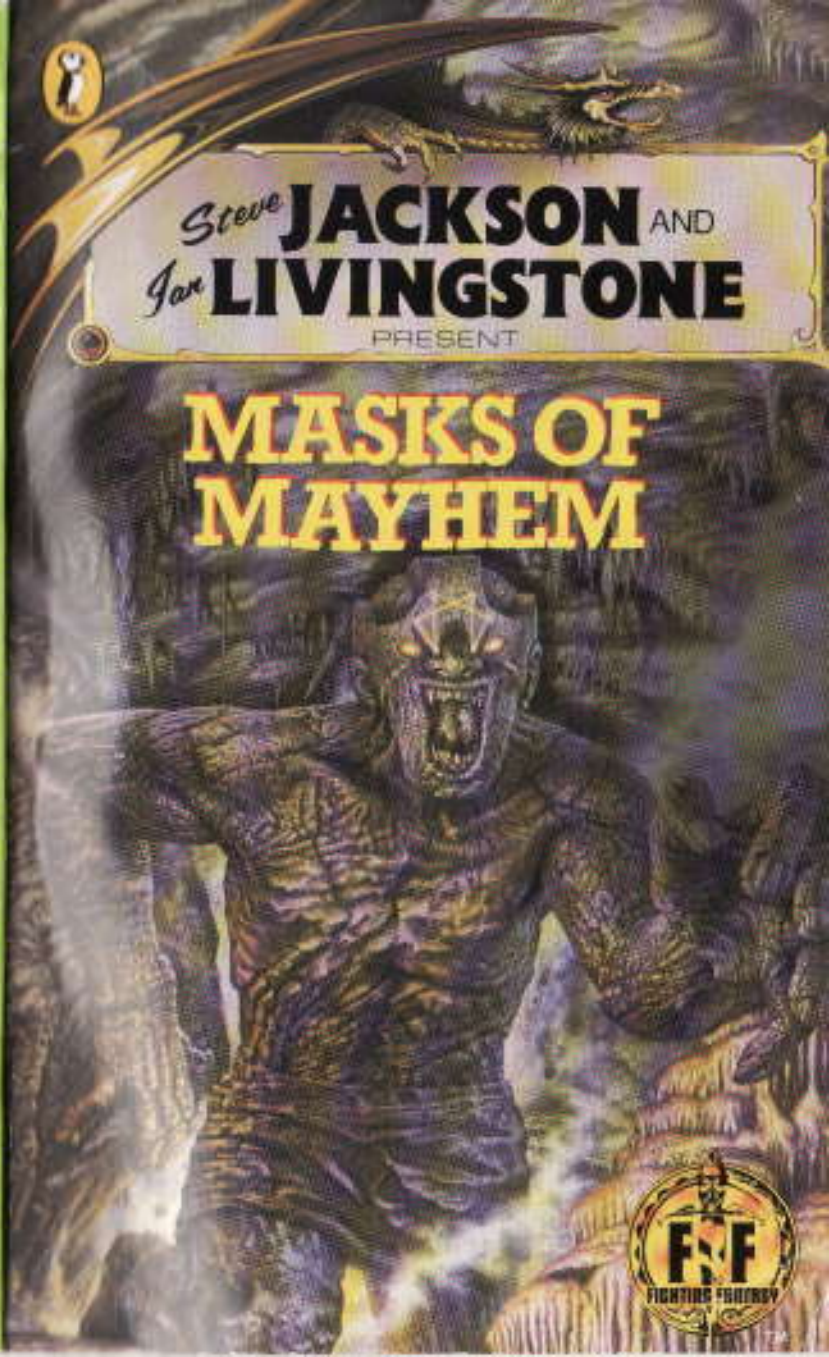
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Steve JACKSON AND  
Ian LIVINGSTONE  
PRESENT

# MASKS OF MAYHEM



PUFFIN BOOKS

## MASKS OF MAYHEM

YOU are the ruler of the city of Arion. Your city is thriving and your people are prosperous – but trouble is brewing! Morgana, the fell sorceress of Krill Garnash, is poised to let loose her dreaded Golems, which will wreak havoc upon the world. None will be able to resist them, for they have been equipped with the Masks of Mayhem, which give them power over all things. Only YOU can end her evil designs. But beware: peril and treachery await you at every turn, and help is hard to find!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to YOU to decide which route to follow, which dangers to risk and which adversaries to fight!

Steve Jackson and Ian Livingstone  
present:



# MASKS OF MAYHEM

Robin Waterfield

*Illustrated by Russ Nicholson*

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*To Philippa Dickinson  
Unsung hero of Titan*

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## HOW TO FIGHT THE CREATURES OF KHUL

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial LUCK, SKILL, and STAMINA scores. On pages 18-19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

### Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your **SKILL** score reflects your swordsmanship and general fighting expertise; the higher the better. Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your **STAMINA** score, the longer you will be able to survive. Your **LUCK** score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

### Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.



First record the creature's **SKILL** and **STAMINA** scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its **SKILL** score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its **STAMINA** score. You may use your **LUCK** here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own **STAMINA** score. Again you may use **LUCK** at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own **STAMINA** scores (and your **LUCK** score if you used **LUCK** – see over).

7. Begin the next Attack Round by repeating steps 1-6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

### Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single opponent; sometimes you will fight each one in turn.

### Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be Lucky or Unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *unlucky*, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point

from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

#### *Using Luck in Battles*

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.



## Restoring Skill, Stamina and Luck

### Skill

Your **SKILL** score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your **SKILL** score. A Magic Weapon may increase your **SKILL**, but remember that only one weapon can be used at a time! You cannot claim two **SKILL** bonuses for carrying two Magic Swords. Your **SKILL** score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your **SKILL** to its *Initial* level at any time.

### Stamina and Provisions

Your **STAMINA** score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your **STAMINA** level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 **STAMINA** points. When you eat a meal, add 4 points to your **STAMINA** score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your **STAMINA** score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your **STAMINA** to its *Initial* level at any time.

### Luck

Additions to your **LUCK** score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with **SKILL** and **STAMINA**, your **LUCK** score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your **LUCK** to its *Initial* level at any time, and increase your *Initial* **LUCK** by 1 point.



## EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points

A Potion of Strength – restores STAMINA points

A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK



These potions may be taken at any time during your adventure (except when engaged in a battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may choose only *one* of the three potions to take on your trip, so choose wisely!



# ADVENTURE SHEET

SKILL

Initial  
Skill=

STAMINA

Initial  
Stamina=

LUCK

Initial  
Luck=

EQUIPMENT

GOLD

POTIONS

NOTES

PROVISIONS  
REMAINING

## ENCOUNTER BOXES

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

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Skill=

Stamina=

Skill=

Stamina=

## BACKGROUND

You are the just and noble ruler of Arion in north-east Khul. Your people prosper and the land flourishes, but trouble is brewing.

One day your court wizard Ifor Tynin summons you. Though you are the ruler, he is your equal, because of his knowledge of sorcery. Each of you relies on the other for the governing of the land. But you can never quite overcome a suspicion of anyone involved in the sorcerous arts.

Ifor Tynin comes straight to the point: 'You have heard, of course, of Morgana, the sorceress whose abode is the five peaks of Krill Garnash in the northern mountains. I have travelled in my astral body to her lair to watch over her evil designs.

'There are twelve forms, the sigils which hold the keys of power over all things. This has long been known to those who pursue the righteous side of my ancient art; without this knowledge we would be unable to assist the thriving of the world.



Morgana has acquired this knowledge, though the Council of Elders bans such as her from it. She has made masks of eleven of the sigils, and fitted them on undead Golems, creatures of stone. She lacks only the twelfth, which binds the others together and makes them effective; then power over all creation will be hers, to do what she will – and she will unleash her Golems over all the world. They will be irresistible, because they will be the essence of all things, and nothing can resist its essence. She plans to create havoc with her undead creatures, and has imbued the masks with the power of mayhem, which awaits only the twelfth to be made actual.

'You must slay Morgana. You are the noblest ruler and the boldest fighter of the land. Only you can succeed.'

You interrupt: 'But why can't your Council do something about her?'

His reply is grim: 'Because in such a magical battle the forces that would be released may cause almost as much damage as the full set of twelve Golems. Only one such as yourself, armed with purity of purpose, is impervious to most of our magical arts, whether good or evil. Yes, it must be you for our plan to succeed.'

His words have filled you with dread and eagerness. Your preparations are swift, and you depart early the next morning. Turn to 1.





## 1

Before setting off, you enter the armoury. Kevin Truehand, your trusted but now aged armorer, has been honing your sword and burnishing your helmet, with its strangely simple device. This helmet has been handed down from generation to generation of rulers of Arion, and legend has it that if it were ever to fall into the wrong hands, chaos would stalk the streets of your city.

As you put on the helmet and buckle your sword to your belt, Truehand whispers to you, as if afraid that someone might hear: 'Majesty, seek first the castle of Hever, lord of Fallow Dale. For you are bound for Krill Garnash, where evil dwells, and Hever has a horn which strikes terror into any evil heart. Therefore I say: seek the halls of Hever, and win from him, however you can, this precious horn.'

With that he turns aside, and you set out, through the paved streets of Arion, and out of the northern gateway – the Gate of Skulls. Turn to 53.

## 2

During the night, fieldmice burrow into your pack and eat 2 lots of your Provisions. At daybreak you carry on northwards, and another day's travel brings you to the end of the grass. The landscape facing you is moorland, dotted with rocks and shrubs, and crisscrossed by numerous streams and rivers. After another night's rest, you carry on. Turn to 68.

3

The mist begins to clear as you follow the trail, which carries on down the other side of the hill. However, it is still thick in the valleys. At one point you look up to assess how much longer the mist will last: the sun is a hazy yellow-orange ball behind the clouds. So you fail to see what is right in front of your feet, and you plummet down a gaping hole in the ground. Roll one die and deduct that many STAMINA points.

When you regain consciousness, you look around. The light streaming in from above reveals a well-shaped tunnel. It looks as though you have landed in an old mine. You cannot chimney your way back up the shaft, since the entrance is too high above your head, and the sides are too sheer. So will you go west (turn to 394) or east (turn to 144)?

4

If you talked to Vashti, turn to 258; otherwise turn to 136.

5

You stutter to a halt in the middle of some feeble story about hunting and getting lost. The shaman curtly tells the chief that you are lying, but not evil. Then he begins to mutter a spell. The village starts to dissolve and you feel yourself floating. After a while you find yourself in mist-shrouded hills. Your hands (if they were tied) are free, but you have been deprived of all your remaining Provisions. The posi-

tion of the sun, dimly perceived behind the mist, tells you that you have been transported to the eastern side of the lake. Will you stay where you are until the mist clears (turn to 27), or press on regardless (turn to 138)?

6

You tread on something, probably a bone, since that is what it sounds like. Turn to 101.

7

You are bowled over in the rush, and narrowly miss knocking your head against a rock. Will you now carry on south towards the fire (turn to 288), or go north with the animals (turn to 47)?

8

The Orc is nowhere to be seen. You soon realize that you could easily get lost among the corridors and staircases of the castle, so you return to your room, and find several other guards, some bending over their comrade, others looking around warily. Turn to 111.



## 9

You slip undetected inside the trunk. So far, so good. But through a knot-hole you see that the Elves are moving roughly in your direction. If you leave the tree-trunk, you will immediately be spotted. Will you stay exactly where you are (turn to 211), or climb up the inside of the tree (turn to 73)?

## 10

Add 1 LUCK point for surviving the bush-fire. You now face a lengthy journey along the edge of the canyon, until you can find some way across or down it. At least there will be plenty of roast meat, from animals which died in the fire, to keep you going on the way; and the streams, though oily and blackened from the fire, still provide water which is refreshing enough. Will you head east (turn to 98) or west (turn to 70) along the cliff?

## 11

As soon as you take hold of the spear, your hand is stuck to it. A vision materializes beside you, of Morgana herself! 'Excellent!' she cries. 'Glad to see you're on your way. Our little plan is working well. Don't worry: I won't kill you . . . yet. But here's a foretaste of my power.' The vision raises her hands



and curses you (lose 2 LUCK points). Then Morgana disappears and you can remove your hand from the spear. You break the spear across your thigh. Will you now carry on north through the village (turn to 56), or leave the village and travel north-east (turn to 323)?

## 12

You succeed in plunging your sword through the horny outer skin of the Kraken, and through to its pulpy insides. The Kraken retreats, mortally wounded, but its tentacles thrash in agony and knock you off your feet. Lose 2 STAMINA points, and turn to 85.

## 13

Several days later (reduce your Provisions by 2) you are faced with your most dangerous situation yet. A bush-fire starts in the south and is racing in your direction, driven by the wind. The front of the fire is many kilometres long: at any rate, even from a distance you cannot see the ends of it. The dry heather and shrubs are excellent kindling for it, and it leaps the streams and small rivers with no apparent pause. It is still a long way away, but you know the speed at which such fires travel. Will you:

Stay where you are?	Turn to 148
Race north away from the fire?	Turn to 47
Try to find the fire's western limit?	Turn to 332
Try to find the fire's eastern limit?	Turn to 62
Move towards the fire?	Turn to 221



14

It is no hard task to halt the thieves. There are six Pygmy Orcs, specially bred for burglary. They look at you with venom. 'Curse you for bringing others,' the leader hisses. 'It is you we want, not your paltry helmet.' He draws a wicked-looking dagger and lunges for you, while the other Orcs engage your companions.

PYGMY ORC

SKILL 7

STAMINA 10

If you win within five Attack Rounds, turn to 268; otherwise, turn to 129.

15

You struggle to the other side of the pool, where it is easy to dispatch the Snake with your sword. Thanking your lucky stars that it was not poisonous as well, you carry on for several more kilometres. If you have not stopped to rest and eat Provisions so far during your underground journey, you must reduce your STAMINA by 2 points.

The monotonous single tunnel eventually comes to a fork. Will you take the left branch (turn to 399) or the right branch (turn to 276)?





## 16

You come to a large cavern, which is not lit by torches. Will you enter the cavern (turn to 59), or turn back and take the side-passage (turn to 306)?

## 17

Unfortunately, by the time the bush-fire reaches you, your own fire has not formed a large enough area for you to escape the suffocating heat. Your adventure is over.

## 18

You land awkwardly (lose 2 STAMINA points), but basically unharmed. Turn to 313.

## 19

If you have the Horn of Hever, turn to 335; otherwise, turn to 72.

## 20

After half a day's travel through the chest-high grass of Pikestaff Plain, nothing more exciting has happened than pollen causing you to sneeze once in a while. The landscape is featureless—just the same grass all around. However, you do come across a tiny trail. It is no more than fifteen centimetres wide, and therefore hard to spot among the stems, but it is a definite trail, running dead straight from south-west to north-east. Will you ignore it and carry on more or less due north (turn to 140), or wait by it (turn to 202)?

## 21

Before long, you reach the first trees. As you walk through the forest, keeping the lake in sight on your right hand, the evergreen trees get older and taller: their branches form a dark canopy above your head, through which only the occasional beam of sunlight breaks. Even these welcome shafts die out as you continue northwards on the first leg of your hazardous journey—but only because night is beginning to fall. Will you camp here by the lakeside (turn to 316), or carry on through the deepening dusk (turn to 242)?

## 22

When you raise the sceptre and orb, a shimmering screen appears between the oaks, and you step through. You immediately come face to face with Vashti the ageless. She nods gravely in recognition of you and the importance of your quest. 'It is good that you have come here,' she says. 'There are still perils for you to overcome, but it is certain that you could not complete your mission without seeing me. But I could not come to you, though I wanted to. For once—it would be a dozen centuries ago by your mortal reckoning—I left this timeless land, but was set upon by countless Greater Demons. During the battle, I lost the means of leaving my land again. I wonder if you know what I mean?' If you do know what she means, turn to the paragraph whose number is the same as the page of the book which gave you the clue. Otherwise, turn to 329.

23

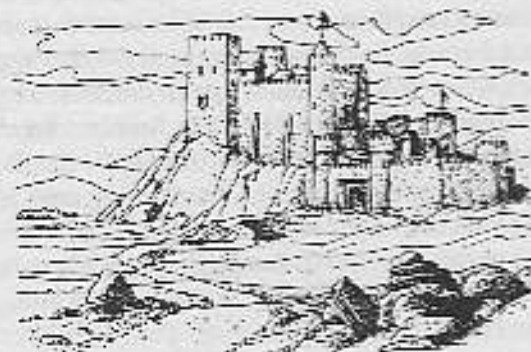
The old woman looks up when you approach. A look of fear flits over her face, then she begins to laugh hysterically. She is obviously crazy. Will you slap her face to shock her out of the hysteria (turn to 164), or sadly leave her in her torment (turn to 336)?

24

Will you continue along the road (turn to 312), or turn to cross the ploughed field you saw earlier (turn to 396)?

25

Not far upstream you come across the prostrate body of a hill-tribe warrior. It is this that is blocking the stream. Several arrows are protruding from her, but she is just alive. If you bought a Healing Potion from the alchemist and have not used it on yourself, you can use it on her, if you want (turn to 338); otherwise, turn to 300.



26

You sleep long and well (restore 2 STAMINA points), and wake up in the morning refreshed and determined to ask Hever immediately about his horn. You find him in the Privy Chamber. He has shown himself to be both friendly and trustworthy, so you tell him about your quest and explain how useful his fabled horn would be. Hever is quiet for a while after you have finished talking. Then he says, 'It is clear that your mission is so dangerous that, were you to take my horn, I might never see it again; and yet it is a bulwark of my reign. If I give it to you, I must have in return something of great value.' If you have a magic crystal mirror, turn to 58; otherwise, turn to 149.

27

The chill mist seeps into your bones. You slap yourself and jump up and down to keep warm, but you still lose 2 STAMINA points. Turn to 362.





## 28

The Wood Elves eventually stop in an empty clearing, speak some words in an arcane, liquid language – and immediately their village is visible in the clearing! Of course: Wood Elves' villages are often protected by magic. You are taken to the largest hut, which is set well apart from the others at the far end of the village. Inside, the chief Elf and his shaman are gazing seriously into a crystal mirror and muttering darkly to each other. They look up when you enter, and astonishment spreads over their faces. They dismiss your guards, and then the chief addresses you. 'Stranger,' he says, 'what is it that you want? What are you doing here?' Will you tell them of your quest (turn to 218), make up some other reason for being in the forest (turn to 5), or try to look in the mirror (turn to 87)?

## 29

It is very awkward to manage the snow-shoes with your hands tied. They require a half-walking, half-sliding motion, and it would help if you could swing your arms. You try to persuade your captor to untie you. *Test your Luck.* If you are Lucky, he unties you, because you are slowing him down. In any case, turn to 173.

## 30

On the base of the statuette are runes which give the goddess's name as Cholumbara, a minor agricultural deity of Khul. Return to 112 and choose again.

31

You start back from the lip, just as the ground gives way beneath your feet. You land heavily on your bottom, but do not fall into the water. You pick yourself up, head in the opposite direction and soon pick up the trail again. Will you turn left (turn to 263) or right (turn to 156)?

32

The door creaks open on rusty hinges, but no immediate danger confronts you. You hear the click of rats' claws across the stone ground as you advance up the tunnel, but you ignore them. There is only one way for you now – forward – and everything else is a distraction. However, the tunnel forks like a serpent's tongue. Will you go left (turn to 19) or right (turn to 224)?

33

Roll two dice. If the total is less than your SKILL score, turn to 64; if the total is more than or equal to your SKILL score, turn to 6.

34

You must eat a lot of Provisions just to keep your strength up. A full night's travel brings you to the end of the grass. The landscape facing you is moorland, dotted with rocks and shrubs, and crisscrossed by numerous streams and rivers, which reflect the dawn sun. You rest for a while and then carry on. Turn to 68.

35

The fall hurts you badly. Roll one die and add 1: you lose this many STAMINA points. If you are still alive, you decide to explore the Dragon's cave instead of attempting the glacier again. Turn to 204.

36

When you peer down the shaft, you can see a series of wooden rungs set into the smooth stone side and disappearing into darkness. A stale smell from the depths of the mine assails your nostrils. Will you go down or not? If not, you leave the area (turn to 343). If you go down, you can either trust to the ladder (turn to 289) or, if you have a rope, you can tie it to a sturdy-looking beam and let yourself down (turn to 225).

37

You camp on the northern side of the hill. During the night, the first snow falls. If you have a Wildcat's pelt or an Antifreeze Potion, turn to 344; otherwise, turn to 227.

38

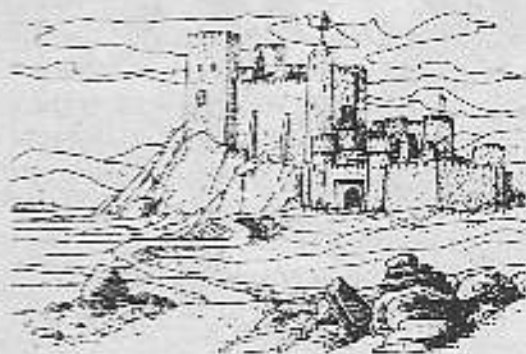
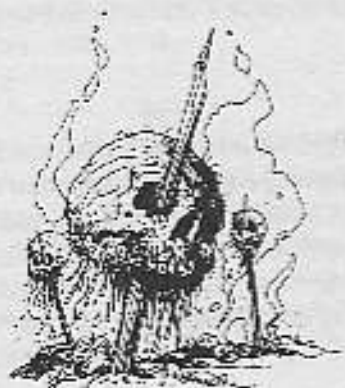
The current grows stronger again, and soon you are alarmed to hear the ominous boom of a large waterfall ahead. Although the cliffs gradually get lower, until the river is bounded on both sides by ordinary banks, the current is now far too strong for you to steer your log over to the side. Before long you can see the lip of the waterfall; fine spray forms a mist



which seems to hang above it, scintillating with rainbow colours. But you don't have time to appreciate the beauty of the scene: more practical features claim your attention. The lip of the waterfall is partially lined with rocks, which jut out of the water at intervals. If you have a rope, you could try to lasso one of the rocks (turn to 302). Alternatively, you could try to turn the log so that it wedges against two of the rocks (turn to 217).

39

You lie down on the bank and dip your flask into the water of a small inlet. All seems fine at first, but when you next come to drink from your flask, you will find that the foul water of the lake has rotted it and made it useless. Until you can find another flask, your Provisions will restore only 3 STAMINA points, instead of the usual 4. You settle down to sleep, in blissful ignorance of your misfortune. Turn to 76.



40

As soon as the sorceress has slumped to the ground, you whirl around – and find just who you expected, with his dagger raised to strike you in the back. He curses you for your cleverness, and lunges at you.

THE TRAITOR

SKILL 8

STAMINA 10

If you win, turn to 400.

41

Your eyes receive the full force of the acid, and you are temporarily blinded. Reduce your SKILL by 5 points for this fight.

SPIT VIPER

SKILL 4

STAMINA 4

If you win, you wait until the worst of the effects have worn off, but you must reduce your SKILL permanently by 1 point. Will you now stay waiting by the ant-trail (turn to 277), or carry on north (turn to 140)?



42

You enter the feast-room. Seated at the tables is a strange assortment of creatures. Humans rub shoulders with Elves; Bird Men are talking with Dwarf warriors; there is even a friendly Giant, tucking into half a roasted ox. But over them all, lord of his own domain, sits Hever, to whom anger and merriment are equally pleasing. You are led to the high table, where the place of honour at Hever's right hand has been kept free for you. 'You are welcome, cousin,' booms Hever. 'For so I think I may address you. Be seated, and forget your tiresome journey for the hours that you pass here. Why don't I have your things taken up to your room?' If you accept, you retain your sword, but your other belongings are taken away by the guard who ushered you into the great hall (turn to 71). If you decline, turn to 389.

43

You meet the Alligator head on. It is not evil, so the Horn of Hever will have no effect on it, and you must reduce your **SKILL** by 1 point for this fight, because the water hampers your movements.

**ALLIGATOR****SKILL 7****STAMINA 10**

If you win, you swim across to the northern shore. Turn to 393.

44

This quietyens her down immediately. 'The ring of my sisters' coven in Affen Forest,' she says in amazement. 'How did you . . . ? Never mind: it's

good to have it back. Now, what was it I had to tell you? Oh, yes. Seek the Juja. I don't know where he lives, but there's supposed to be a clue in a riddle: "I am not earth, but I can support; I am not water, but I can yield; I am not air, but I can belch; I am not fire, but I can explode. What am I?" And that's really all I can tell you; I hope it's helpful.' This is most puzzling. Will you thank her and walk on north (turn to 336) or north-east (turn to 323)? Or will you first ask her what happened to the village (turn to 249)?

## 45

The shaman finds nothing which can convince him of your good intentions towards the Elves' precious forest. 'Well,' says the chief, after some consideration, 'we do not want to hinder you, but we do not want you in our forest any more.' He whispers something to the shaman, who nods and begins to mutter a spell, while the chief unties your hands. The village starts to dissolve and you feel yourself floating. Turn to 382.



## 46

You quickly don the Cloak. It will not keep you invisible long enough to escape from the Dragon altogether, so you simply use it to attack the Dragon more effectively. However, after you have wounded it twice, for 4 STAMINA points of injury, your body warms up as a result of your efforts; this makes mist form around you in the cold air, and the Dragon will be able to see where you are from now on. Still, you now fight it with more chance of success.

## ICE DRAGON

SKILL 10

STAMINA 10

By the time you win (if you do), the Cloak will have lost its powers (cross it off your *Adventure Sheet*). Will you search the Dragon's cave (turn to 204), or push on straight for Krill Garnash (turn to 298)?



## 47

Only a few kilometres north you find an impassable canyon. There is no bridge here across its span of several hundred metres, and the sides are too steep to climb. Animals, fleeing the fire, are jumping over, or being pushed by other beasts, to their deaths in the shallow river at the bottom of the

gorge, about half a kilometre below. If you have rope, it will not reach the bottom, of course, but you could tie one end of the rope to a boulder and let yourself down until the fire burns itself out at this natural fire-break (turn to 90). Alternatively, you could run along the edge of the cliff to the west (turn to 278) or east (turn to 134), hoping to find some way down or across; or you could race away from the cliff and towards the fire (turn to 359).

48

You make your way at a crouch to the dip and roll expertly down the side – and disturb a couple of pheasants, which rise noisily into the air. Apart from the fact that the suddenness of the noise nearly gives you a heart attack, the next time you look up, the dell is ringed by Elves, arrows ready on taut bowstrings. Turn to 358.

49

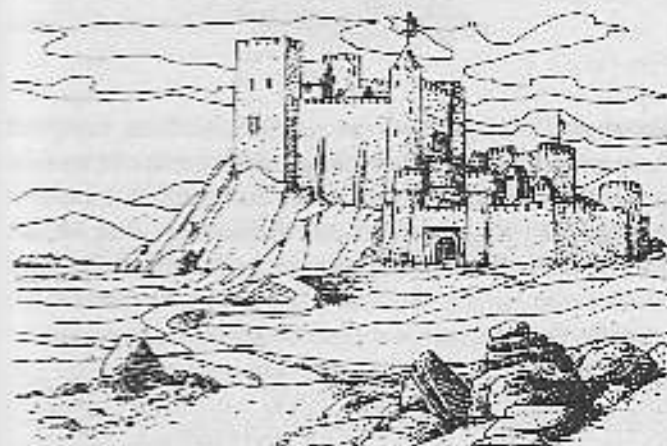
You can tell by a slight draught when you pass a side-passage on your left. Will you take the side-passage (turn to 306) or carry on (turn to 16)?

50

The winner is the one who wanted to take you to Morgana. He draws a dagger and holds it to your throat, while he unties you from the tree, disarms you and ties your hands behind your back. Then he puts his dead companion's snow-shoes on you and takes you at spear-point north towards Krill Garnash. Turn to 29.

51

You find that the tunnel curves. You peep around the corner and see a monstrous silhouette against a star-spangled night sky, visible through the tunnel mouth. *Test your Luck.* If you are Lucky, turn to 33; if you are Unlucky, turn to 6.



52

By the time you have no choice except to enter your fire-break, it is still very hot, and causes you 4 STAMINA points of burns. But at least you are safe. Turn to 114.





53

Truehand's advice seems sound. Not far north of Arion is the vast Lake Nekros; just north of the lake lies Fallow Dale. From there you could head north and slightly east over Pikestaff Plain, leaving Marsh Vile to the west, and through the foothills and mountains, until you came to Krill Garnash itself, with its five ice-capped peaks lost in the clouds.

After a few days of easy travel, with springs and game so plentiful that you still have all your original Provisions, you reach the southern shore of Lake Nekros, and the end of civilization as you know it. Beyond this, the ways are unknown to the people of Arion.

Within memory Lake Nekros has never been crossed. People speak of unfathomable depths spawning hideous monsters, and of strange and mysterious winds and currents which turn the chill,

still waters into whirlpools and ungovernable waves. Nevertheless, your most direct route is across it. Will you, bold hero that you are, build a raft and embark across the lake (turn to 109), or strike out around its eastern edge, through rolling hills (turn to 245), or around its western edge, through Affen Forest (turn to 21)?

54

*Test your Luck.* If you are Lucky, turn to 124; if you are Unlucky, turn to 18.

55

As you walk along, your attention is for some reason drawn to your shadow, which bobs up and down on the boulders you pass, or gets smudged by the shrubs. Suddenly, to your astonishment and alarm, it bulges and changes shape. This cannot be your shadow any more: for a start, you don't have horns on your head. Sheer terror makes the hairs on the back of your neck stand up, when the Shadow Monster detaches itself from your shadow, and launches itself at you, brandishing a trident.

**SHADOW MONSTER** SKILL 7 STAMINA 6

This lesser demon is solid enough to injure you as normal, but you can cause it only 1 STAMINA point of injury every time you win an Attack Round. If you win, you think about changing direction. Will you head north-east (turn to 323) or north (turn to 336)?



56

A little way beyond the village you come to the ruins of what was once a farmhouse and its barns. Sitting in front of the farmhouse is an old woman, threading bones on to a length of twine. She is mumbling to herself, and hasn't noticed you yet. Will you approach her (turn to 23), or make your way around the farmhouse under cover (turn to 336)?

57

The tunnel begins to slope upwards, which makes you hopeful of finding a way out soon. But then the shafts come to an end, and the way ahead is pitch-black and the air gets foul. At first you wonder why the shafts should end; but then you reckon that you may be under the lake. Will you plod on through the darkness (turn to 352), or retrace the kilometre or so you have already travelled, back past the main shaft, in an easterly direction (turn to 388)?

58

You hand over the crystal mirror to Hever. He takes it, frowns in recognition of it and the foolish or evil deed you must have done to get hold of it, and turns it towards you. Turn to 209.

59

Eleven vast shapes loom out of the darkness. One of them lights a torch, and then you can see that the eleven Golems are surrounding you. There is no

time to get anything from your pack. If you can call on Galrin, you will know where to turn; otherwise your body is mangled and your adventure is over.

## 60

The creature's paw slams into your arm. Lose 1 SKILL and 2 STAMINA points; then return to 142 and continue the fight.

## 61

Soon you are crawling on hands and knees; then the tunnel ends. You turn around. On the way back, will you keep pressed to the right-hand wall (turn to 309) or the left-hand wall (turn to 141)?

## 62

Turn to 332.

## 63

You are about halfway across when the bridge snaps. You scramble for a handhold, but find none, and plunge to your death in the canyon below.

## 64

You use your head, and grope for something on the floor - it turns out, by the feel of it, to be a small skull. You toss this so that it lands in the tunnel mouth, and the creature lumbers over there. This enables you to see your opponent clearly. It is a Nandibear, which must have been using the dis-used mine entrance as its den.

You will have to fight it, but you are able to creep up behind it and wound it first (roll one die and reduce its STAMINA by that much), and also to fight it in the tunnel mouth, where your SKILL will not be impaired by darkness.

NANDIBEAR

SKILL 9

STAMINA 11

If you win, turn to 222.

## 65

You are impaled between the spiked door and the wall of the cavern. Your adventure is over.

## 66

The farmer is overjoyed at your gift. 'This will more than compensate,' he says. 'Cholumbara's presence will increase my crops for sure.' You are pleased to have got out of an ugly situation so easily (and also to have shed the weight of the statuette). Add 1 LUCK point. You make your way now to the castle gates. Turn to 78.

## 67

You lie down on the bank and dip your flask into the water of a small inlet. All seems fine at first, but when you next come to drink from your flask, you will find that the foul lake water has rotted it and made it useless. Until you find another flask, your Provisions will restore only 3 STAMINA points, instead of the usual 4. You settle down to sleep, in blissful ignorance of your misfortune. Turn to 226.



68

If you followed the ant-trail at all, turn to 291; otherwise, turn to 350.

69

'Easily done,' says the chief. He whispers something to the shaman, who nods and begins to cast a spell. The village starts to dissolve and you feel yourself floating. Turn to 382.

70

For several days you trudge west. The canyon varies in width and depth, but it is never feasible to attempt a crossing. The sides remain absolutely sheer. The plentiful carrion has attracted many birds: apart from crows and normal birds of prey, you occasionally sight larger winged creatures some way off. Eventually, one of them decides to see if this thing which moves in the burned wilderness is also edible, and you are attacked by a Giant Bloodhawk. This huge creature swoops out of the sky with its four-metre wingspan, talons outstretched to grip you and allow the cruel beak to do its work. If you have the Cloak of Temporary Invisibility, and wish to use it, turn to 103; otherwise turn to 327.





71

The meal is well in progress (restore 4 STAMINA points) when the guard returns with a worrying tale. He was attacked by some Pygmy Orcs inside your room, and knocked unconscious. When he came to, your helmet had gone and there was no sign of the thieves. You immediately ask to be directed to your room, while Hever is busy organizing a search-party. When you get there, you soon find a rope dangling out of the window to the ground below, which is outside the castle walls. Will you grab your belongings and go alone down the rope in pursuit of the thieves (turn to 166), or wait for Hever (turn to 137)?

72

A side-passage opens up to your right. Will you take it (turn to 369) or carry straight on (turn to 170)?

73

The tree has been truncated, so it is no long or difficult climb. From your vantage point at the top, you can see the Elves passing below you. Will you keep quiet and let them pass (turn to 211), or drop down on the last one, who has fallen a little way behind the others (turn to 286)?

74

The skeleton's empty eye-sockets blaze into chill life and transfix you with a deadly beam. Your adventure is over.

75

The plan works (restore 1 LUCK point). For one awful moment your legs are swept over the edge, following the log, but you hang on and haul yourself on to the rock. There are not enough rocks to form a causeway to the north bank, but you could try to make it to the south bank. If you have Boots of Agility, turn to 372; otherwise, turn to 188.

76

You sleep as deeply as if you had no cares in the world. But in the small hours of the morning, something disturbs the quiet surface of the lake. *Test your Luck*. If you are Lucky, turn to 135; if you are Unlucky, turn to 280.



77

In the morning, you set off north again, and travel for a couple of days through the barren landscape. Your uneventful journey, however, makes you less cautious than usual, and when you are walking past

some large boulders, you fail to notice the Wildcat basking on top of one. The tip of its tail flicks from side to side as you approach, and then it leaps on to you, immediately inflicting 2 STAMINA points of injury to you. You toss it off your shoulders on to the ground, and just have time to notice that it is a pretty large specimen, before it springs into the attack again. Wildcats are not evil, just wild, so the Horn of Hever will have no effect; and you have no time to get anything from your pack.

WILDCAT                      SKILL 6                      STAMINA 8

If you win within four Attack Rounds, the cat's pelt is undamaged enough to be worth keeping. Afterwards, turn to 13.

## 78

It is evening when you reach the gates. Two Dwarf guards ask your business, then show you inside to a sparsely furnished waiting-room. One of them returns before long. 'My Lord Hever is dining,' he says, 'and asks whether you will join him.' Will you accept and go straight away (turn to 42), or ask to be shown to your room first (turn to 120)?

## 79

The bank becomes increasingly boggy. Will you now head left through the forest (turn to 171), or continue along the bank (turn to 97)?

## 80

Some of the alchemist's wares are of interest to you: a Potion of Luck, for 3 Gold Pieces, which will restore your LUCK to its *Initial* level; a Potion of Healing, for 5 Gold Pieces, which will restore up to 6 STAMINA points (you can use it now or save it for later); a Cloak of Temporary Invisibility, for 10 Gold Pieces; an Antifreeze Potion, which will protect you against cold, for 5 Gold Pieces; and, for 6 Gold Pieces, Boots of Agility. Buy what you want and can afford, and then return to the paragraph you were at before, and continue on your way.

## 81

If you talked to Vashti, turn to 258; otherwise, turn to 347.

## 82

The remainder of the journey to Fallow Dale is uneventful, apart from the occasional skirmish with a wild beast. At one point you are convinced that you see a Sabre-toothed Tiger slinking through the trees, but by luck – or because the beast was not hungry – it does not come near you. You keep getting lost in the forest, and the journey takes longer than it should: you run out of Provisions a day before breaking out of the forest and finding Fallow Dale spread out before you. Reduce your STAMINA score by 3 points for weakness, then turn to 178.



## 83

Lose 2 LUCK points for cowardice. You have no choice now except to leave Fallow Dale. Turn to 384.

## 84

As you walk on down the main street, you notice other skeletons – but genuinely lifeless ones. The whole village has obviously been wiped out in a fairly recent raid. Will you poke around any of the houses (turn to 315) or not (turn to 56)?

## 85

You sit down to rest after your labours. Then to your amazement a spectral army glides across the surface of the lake. There are at least forty of them, and most are dressed in the battered remnants of armour of bygone days. You jump to your feet in alarm. You can see through them, but you also have no doubt that they are substantial enough to make their presence felt in this earthly realm.

While you are wondering what to do, one of them steps forward on to the bank. He was once a man in the prime of life, long-haired and with noble and stern features. 'Fear not,' his ghostly voice whispers. 'You have done us great service. With the death of the Kraken we, its victims, are released from our bondage to this spectral form. But we repay our debts. Before we go to our final rest in the underworld, we will assist you once in the course of your quest – but my advice would be not to call us except in the direst need. You can summon us by

my name: it is Galrin.' With that, the leader and his host of followers vanish. When the book tells you that you can call on Galrin, turn to 100. For now, add 2 LUCK points. You decide not to spend any more time by the lake shore: you head north and slightly east, through rolling hills. A heavy mist descends at dawn, and you are soon hopelessly lost. Turn to 108.

## 86

Again you safely cross the chasm in the darkness. The gods must be smiling on you. Regain 1 LUCK point. If you have not stopped to eat Provisions so far during your underground journey, lose 2 STAMINA points. Your journey is long, but nothing happens. You pass the spot where the main shaft enters the mine, and carry on eastwards. Turn to 388.

## 87

If your hands are tied, turn to 192; if your hands are free, turn to 150.

## 88

'Excellent!' she exclaims. 'We're all set, then, aren't we? You know about the sigils, the keys of power for which Morgana lusts. But do you know how they are portrayed? If you place six equally spaced marks around a circle and join them in any order, returning to the mark you began with, you will find that there are twelve possible patterns. Now, people - those who are types of people - obey the

laws of the sigils. Morgana has been seizing such people, dead or alive, and transforming their essence into masks for her Golems. You probably know that she's got the bard and the farmer, at any rate, and you'll now realize that the bard's brand, for instance, is a sigil. Now look at your helmet.' You do so, and gasp with astonishment: 'It's one of the sigils!' 'Precisely,' continues Vashti. 'It is the one we call the ruler, which is what you are, after all; it is the one which binds together all the sigils and confirms their power; and it is the one which Morgana is missing.'

The implications of this are enormous. 'But that means I'm walking into a trap!' you cry. 'She wants me there, to turn me into a Golem too!' 'That is true,' says Vashti, 'but it is also true that you are the one to prevent this evil plot. You must continue with your mission.' You are fired with grim resolution, and immediately take your leave of Vashti. She plants two of the seeds you have given her, and they spring up as full-blossomed apple trees. You walk between them back into the world of time, and find yourself right by the oak trees, as if you had just stepped between them. The sun is exactly where it was when you entered Vashti's realm. Turn to 37.





89

You trip over a rock on the way down, and tumble down the slope, landing on your feet in the circle of firelight. Turn to 254.

90

You let yourself down on to a ledge where you can comfortably wait for the fire to end. The fire does eventually die out, but not before it has burned through the end of your rope which is tied to the boulder. You are marooned on your ledge, until starvation or birds of prey finish you off.

91

While you are waiting, you are so intent on watching the ants that you fail to notice a large poisonous snake rustling the grass as it slithers up behind you, until it is almost too late. You whirl around, but it is a Spit Viper, and it spits acid at your eyes. *Test your Luck.* If you are Lucky, turn to 255; if you are Unlucky, turn to 41.

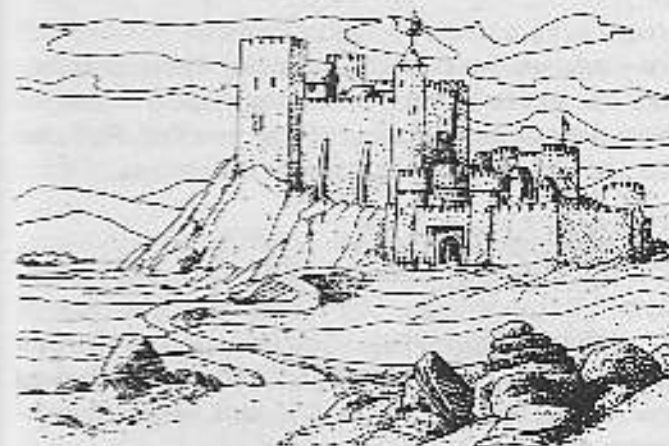
92

You can get nothing more out of him, but while you question him, he sidles off to the side of the room and, cringing, brings back a bundle of rags, which he offers to you. When you unwrap them, you discover a magnificent sceptre. It is made only of iron, but is clearly of great age and has an aura of regal authority. You want to ask the old man about it, but he has collapsed unconscious on the floor. As

you are stowing the sceptre safely in your pack, you notice that it is inscribed with runes, which you translate as 'There should be just one ruler.' Then you leave: turn to 231.

93

With death, Kevin's heroic resistance snaps once and for all, and the evil spirit implanted in his body is able to take control. It too jumps to its feet – that is, Kevin's feet – and it hurls an impenetrable magical barrier around itself and you. But because you have moved closer to Hever, he is caught inside the barrier and helps you in the fight. The spirit, cackling with glee and cracking a fiery nine-tailed whip, has eyes only for you; but every time you win



an Attack Round, you may assume that Hever has been successful too, and reduce the fiend's STAMINA by 3 instead of 2. You cannot kill this demon, but if you win the fight, it will return to the nether regions, leaving Kevin in peace at last.

HELLFIRE SPIRIT SKILL 9 STAMINA 12

If you both win, the barrier dissolves. Turn to 132.



94

They can see from your footprints where you are, and can guess where to aim their spears. One of them throws a spear after you as you flee. Roll one die. On 1-3, turn to 244; on 4-6, turn to 174.

95

You succeed in reaching another place of hiding, behind a tree-trunk. The Elves (there are six of them) have meanwhile surrounded your former hiding-place. Will you make a run for it, while they are otherwise occupied (turn to 297), or continue to creep away (turn to 158)?



96

When you are some way up the glacier, you slip and slide out of control back down the slope. Test your Luck. If you are Lucky, turn to 339; if you are Unlucky, turn to 35.

97

The effort of wading through the clinging mire costs you 2 STAMINA points. But the boggy area does not last too long. Will you now rest for the remainder of the night (turn to 316), or carry on along the bank (turn to 234)?





98

For several days you trudge east. The canyon varies in width and depth, but it is never feasible to attempt a crossing, and the sides remain absolutely sheer. Early one morning you encounter a hostile Hill Giant, who has been roaming the burned wilderness to see what tasty or profitable pickings the bush-fire left in its wake. One look at you convinces him that you could be both tasty and profitable! He lumbers into the attack, wielding a massive club. If you have the Cloak of Temporary Invisibility, and wish to use it, it will be easy to avoid this fight (turn to 180), but then cross the Cloak off your *Adventure Sheet*, because its magic only works once. Otherwise, fight your vast opponent.

HILL GIANT

SKILL 9

STAMINA 11

If you win, you look through the Giant's pack to see what he has found. You find only 3 Gold Pieces and a badly dented, but otherwise plain helmet. Will you try on the helmet (turn to 311), or leave it and continue on your way (turn to 180)?

99

For 1 Gold Piece you can buy food and drink that will restore 2 STAMINA points. Do so, if you can and want to; then you leave the village. Turn to 24.



## 100

The spectral army appears and you stand back to let them do their work. It does not take long. Galrin salutes you, and then he and his followers vanish for ever. You are free to continue – and it soon turns out that the Golems' cavern was the ante-chamber to Morgana's throne-room. You enter a vast cavern. Morgana herself is seated on a black throne in the centre. She shrieks at you: 'So you think you have destroyed my pets, do you? You fool! I can always make more!' You leap towards her throne, to stop her foul mouth for ever. Turn to 295.

## 101

The noise you made has alerted the creature, and you hear it lumbering towards you. An easily recognizable grunt soon lets you know what you are up against – a Nandibear. It must have been using the entrance to the mine as its den. Then it is upon you. Reduce your SKILL by 1 point for this fight, because of the darkness.

NANDIBEAR

SKILL 9

STAMINA 11

If you win, turn to 222.



## 102

You start a small fire and move away north to wait until your fire has, as you hope, created a fire-break between you and the bush-fire. It does nothing of the sort. Your own fire is driven before the wind towards you and even if you can run around it, there will be no time to escape the bush-fire now. Your adventure is over.

## 103

You put on the Cloak. The Bloodhawk squawks in dismay at your disappearance – but then, with the cunning of a natural predator, simply gains enough height to watch and wait. The Cloak's powers will wear off pretty soon (cross it off your *Adventure Sheet*): you have merely delayed the battle. Turn to 327.

## 104

If your STAMINA is less than 12, turn to 197; if it is 12 or more, turn to 15.

## 105

After a couple of hours, the ant-traffic has not noticeably increased, and you have seen no sign of the nest or anything being carried along that is more valuable than a rusty nail. Will you carry on along the trail (turn to 304), or turn north again (turn to 140)?



## 106

The fleeing Spriggans did not gather up all their belongings. You find 10 Gold Pieces and a large garnet ring, but nothing else of value. The Spriggans had evidently been a thieving party. You decide to spend what remains of the night in the welcome light of the Spriggans' magical lamps, which will disappear at full light, but until then, you reckon, will keep any further hostile creatures at bay. In fact, the time does pass quietly. In the morning, with mist from the lake drifting between the trees, you discover two paths, both heading roughly north. Will you take the north-west path (turn to 115) or the north-east path (turn to 398)?

## 107

It takes your eyes a few moments to adjust to the gloom after the bright sunshine outside. Then you see that, although the ceiling is festooned with cobwebs, the floor is fairly free of dust. There is a table with a wooden bowl and spoon on it, and a crudely made stool tucked underneath. Will you leave before the occupant of the hut appears (turn to 231), or look around (turn to 279)?

## 108

Will you stay where you are until the mist clears (turn to 27), or press on regardless (turn to 138)?

## 109

Night has fallen by the time you have completed your raft. Strangely, when you launch it, no ripples

disturb the surface of the lake; and the gibbous moon is not reflected in its dark depths. You have paddled no more than a hundred metres when five thick tentacles pull you for ever under the water.

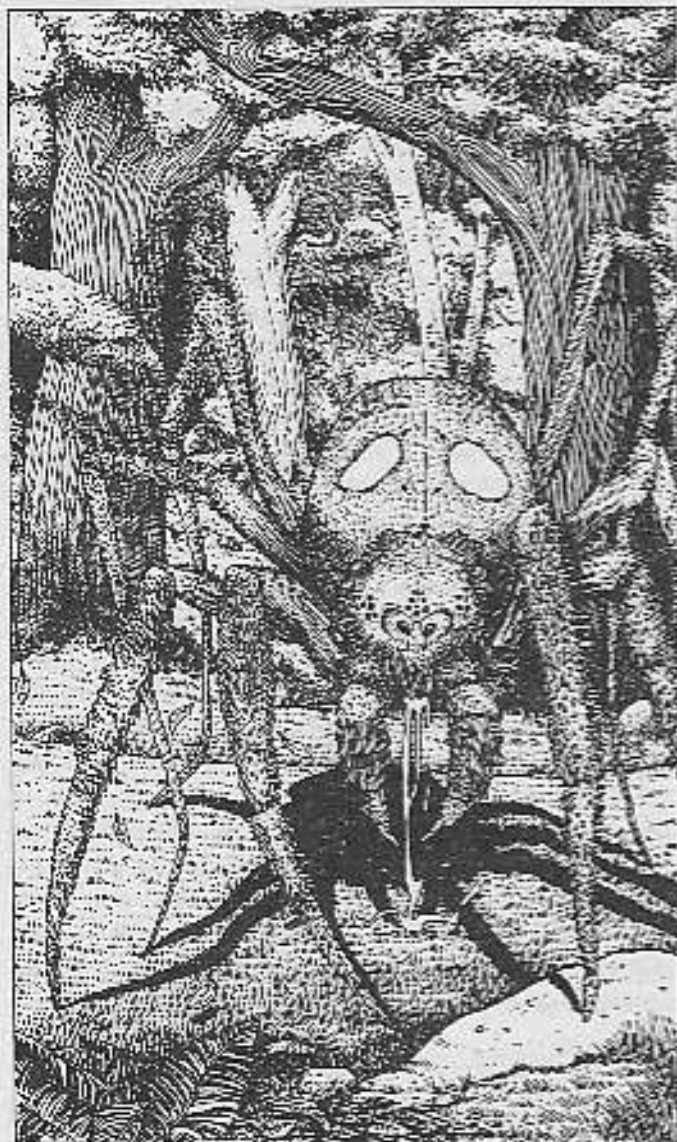
## 110

The old woman greedily snatches the lovely choker and puts it on. The choker promptly lives up to its name and strangles her. You should have known better than to trust anything found on the servants of evil. Lose 1 LUCK point. You quickly make your way out of the area. Will you go north (turn to 336) or north-east (turn to 323)?

## 111

The soldiers don't know you, of course, and there you are with your sword drawn, and there is their friend's corpse: it all looks very suspicious. They push you into your room and post guards outside, while others go off to report the incident. When you look around your room, you see that your helmet is missing, and you soon find a rope dangling out of the window to the ground below. The thief or thieves, who were presumably in league with the Orc, must have escaped that way. Will you grab your things and go down the rope yourself in pursuit (turn to 166), call for help (turn to 377), or await developments (turn to 342)?





## 112

You decide to inspect the items you acquired in the Doragars' lair. You soon find that some of the items are just what they seem. But if you have:

A Snattacat's tusk	Turn to 301
A leather pouch	Turn to 331
A statuette	Turn to 30
None of these	Turn to 121

## 113

The easy journey of the past few days has made you careless. As you walk whistling down the path through the trees, you are set upon by a Giant Bloodsucking Spider. This vile beast, already bloated with the blood of woodland creatures, is delighted to find larger prey, and drops in front of you from a tree. Sheer repulsion at the sight freezes you for an instant, but then your sword is out and ready. You have no time to get anything out of your pack.

# BLOODSUCKING SPIDER

SKILL 6      STAMINA 14

The Spider is too heavy to move very fast: you could try to escape, if you want to (turn to 273). If you stay put and win the fight, you continue cautiously through the copse (turn to 126).

## 114

You are safe within your fire-break, and you follow it to the north, to keep well away from the suffocat-

ing heat of the bush-fire. After a few kilometres, you find that your fire has burned itself out at the edge of a huge canyon, about half a kilometre deep and almost as wide. The sides are too steep to climb and there is no bridge here. Turn to 10.

## 115

Reduce your STAMINA by 2 points if you have not eaten while in the forest. The route you are taking shortly offers you a choice between two paths. If you take the one which disappears into the trees to the north-west, turn to 263. If you take the one which winds between the trees in a north-easterly direction, turn to 82.

## 116

Your plan fails. You are dashed to your death on the sharp rocks at the foot of the waterfall.

## 117

When you reach the bottom, you find that the river, which flows from east to west, is faster and wider than it looked from up on the cliff. The movement of the water makes it impossible to tell how deep it is. You are on a kind of small beach, but the river runs full up to the sheer cliffs on either side of the beach. There are some quite large logs and tree-trunks cast up on the beach, among smaller driftwood. There is a similar beach straight across the river. Will you wade or swim across (turn to 235), or paddle yourself across on a log (turn to 368)?

## 118

This gets you nowhere, but your increasingly frantic and frustrated scrabbling loses you 3 STAMINA points. Eventually you give up and return to try the other branch of the tunnel. Turn to 399.

## 119

The door swings open on to your destruction. It is so swift that you cannot even identify its source, but your adventure is over.

## 120

You are shown to a room in the north-east tower, whose slit window overlooks Fallow Dale and as far as the beginning of Pikestaff Plain. The guard waits outside, while you shed your pack and helmet (but retain your sword), and repair your appearance as much as possible. You are just finishing, when there is a commotion in the corridor outside. You open the door to see a Pygmy Orc withdrawing a dagger from the guard's body. You draw your sword and challenge the Orc. Your opponent may be small, but he is nimble: he ducks your thrusts and is hard to wound.

## PYGMY ORC

SKILL 7

STAMINA 8

After two Attack Rounds, you both hear more soldiers approaching at a run. The Orc darts away around a corner. Will you follow (turn to 8), or wait for these reinforcements (turn to 111)?

## 121

You rest, eat Provisions, and drink fresh water from the nearby spring. If you have no Provisions, restore only 2 STAMINA points for the rest and drink; otherwise, restore the full 4 STAMINA points. In either case, you may add 2 LUCK points for surviving the deadly mine. In the morning you reluctantly leave this haven. Turn to 343.

## 122

When you dived below the water, you saw something extraordinary on the bottom of the pool. A human skeleton was sitting on a throne of weeds. Will you dive down again to investigate this remarkable, but possibly dangerous phenomenon (turn to 261), or will you swim over to the northern shore (turn to 393)?

## 123

When you are three quarters of the way through the pass, the snow all around you starts to move round and round, like a semi-solid whirlpool. You have obviously disturbed the rest of a Chion, deep beneath the snow, and it is now spiralling its way to the surface. This is how these gigantic worm-like creatures trap their prey. The snow collapses into the gap they make when they leave their resting-place, and the terrified victim falls into the gaping hole. If you are wearing snow-shoes or Boots of Agility, turn to 198; otherwise, turn to 363.

## 124

You land safely. Turn to 313.

## 125

You camp for the night on the borders of Marsh Vile. All night long, within the mists and vapours which shroud this ill-famed region, lightning flashes, and the bubbles of marsh gas which form on the surface of the stagnant pools pop and explode. In the morning will you at last turn to the north-east (turn to 374), or will you explore Marsh Vile (turn to 345)?

## 126

You leave the copse behind you and continue up towards the mountains, which now loom large and forbidding in the near distance. The hills grow more steep and bleak, so it is strange to see, crowning one hill, two large and flourishing oak trees, like a portal to the sunset beyond. Will you climb the hill and investigate the trees (turn to 387), or carry determinedly on with your journey (turn to 37)?





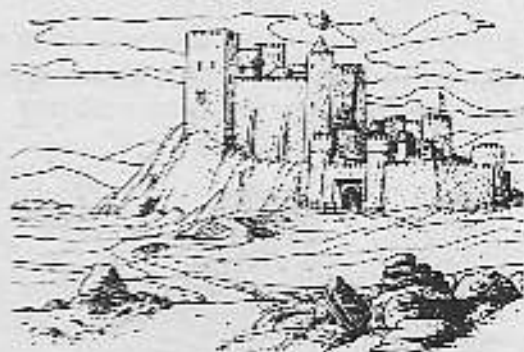


127

Roll two dice. If the total is more than or equal to your **SKILL** score, turn to 203; if it is less than your **SKILL** score, turn to 228.

128

You can see the five peaks of Krill Garnash in the distance ahead, even though you are not yet in the mountain range itself, but on the borders. One morning, you see some extraordinarily large, sliding footprints in the snow. Images of Yeti or Bigfeet enter your mind, but you soon know better. You are confronted by two hill tribesmen, wearing snowshoes. They are dressed in skins and look rather formidable, especially with their short but sturdy thrusting-spears. If you have the Cloak of Temporary Invisibility and wish to use it, turn to 390. Or will you approach the tribesmen peacefully (turn to 383), or attack (turn to 282)?



## 129

One of the other Orcs has defeated his opponent and now joins in the fight against you. You will have to fight them both simultaneously. Choose one of them to fight by the normal combat rules. But also roll for the Attack Strength of the other: if it is higher than your Attack Strength in any Attack Round, he wounds you; if it is lower or equal, you have blocked his blow (so you cannot wound this second opponent, only your main target). Remember that the first Orc may already have been wounded by you and therefore have fewer STAMINA points.

	SKILL	STAMINA
First PYGMY ORC	6	10
Second PYGMY ORC	5	8

If you win, turn to 268.

## 130

*Test your Luck.* If you are Lucky, turn to 297. If you are Unlucky, you fail to escape (turn to 358).

## 131

If your STAMINA score is 10 or less, turn to 153; if it is 11 or more, turn to 354.



## 132

You answer Hever's inevitable questions, but you can only guess what treachery lies behind this incident. Then you leave Fallow Dale. Hever has restocked you with the full amount of 10 lots of Provisions, and given you a new pack and water-flask. Turn to 20.

## 133

The plan works. You pull yourself on to a rock and look around. There are not enough rocks to form a causeway to the north bank, but you could try to make it to the south bank. If you have Boots of Agility, turn to 372; if you have a rope, turn to 188. Otherwise, you have a choice of two extremely risky manoeuvres: you could use the slippery rocks as stepping-stones (turn to 159), or you could get back into the water and try to push your log from one pair of rocks to the next, so that you can move along by stages (turn to 324).

## 134

In the hour or so which it takes for the fire to reach you, you have found no way out of your predicament. You die a quick but agonizing death.



## 135

Your dreams abruptly change, and you suddenly sit bolt upright, crying, 'Kevin! No!' But the memory of your nightmare evaporates when you see, by the moonlight, that the slimy tentacles of a Kraken are sliding out of the lake towards you. You can run (turn to 183) or fight (turn to 307).

## 136

When you met Morgana before, she said 'our little plan'. You have been puzzling about this ever since, and just now she said, 'I've got you where we wanted'. While you are pondering this mystery, an unseen enemy stabs you in the back. Your adventure is over!

## 137

Hever comes to the room and you show him the rope. He says that a search-party of five of his soldiers is waiting for you in the courtyard. 'I know how important that helmet is to your family,' he adds. 'Ifor Tynin sent a message by eagle of your coming, and mentioned the helmet as the sure way to recognize you.' You join the soldiers and set out in pursuit of the thieves. Turn to 166.



## 138

You can see only a few metres ahead of you, so you are pleasantly surprised when you come across a trail, made by animals of some kind, running to your left and right. Will you turn left (turn to 156), right (turn to 263), or continue through the trackless hills (turn to 189)?

## 139

You land with such a thump on the trail that it supports you for no more than an instant before crumbling and plunging you to your death in the chasm below.

## 140

By nightfall there is still no end to the grass. Will you flatten some of it and bed down for the night (turn to 2), or press on (turn to 34)?

## 141

*Test your Luck.* If you are Lucky, turn to 86; if you are Unlucky, turn to 163.





## 142

As you are walking through the pass, you see a large snowball rolling down the eastern slope, and getting larger all the time. The snowball comes to a halt at the foot of the mountain, in front of you. Then, to your surprise, the snowball disintegrates, and out steps an Ice Hulk. These moronic creatures are mutant Yetis (the mutation consisting mainly in the disappearance of the Yeti's already tiny brain). This one probably tripped over its own feet and tumbled down the mountainside! It stares at you uncertainly for a few moments, and then obviously decides that you are edible. You will have to defend yourself, unless you have the Cloak of Temporary Invisibility, in which case you can avoid this encounter, if you want to (turn to 267, but cross the Cloak off your *Adventure Sheet*, as its powers only work once). Since the Ice Hulk is not evil, just stupid, the Horn of Hever has no power over it.

## ICE HULK

SKILL 6

STAMINA 12

The first time you win an Attack Round, turn to 392. If you win, turn to 267.

## 143

You cannot tell at this distance whether or not the figure is moving towards you, or whether your shouts have been heard. Will you call out again (turn to 360), or give up and carry on (turn to 341)?



144

As you walk along, you notice that there are many evenly spaced shafts, drilled through to the ground above. These afford light and air, but are out of reach and just as unclimbable as the one you fell down. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

It turns out that this was a copper mine; the vein is worked out, but you find a nugget of greenish ore, which you keep. Soon a side-passage, from which a remarkably horrid stench is issuing, opens up to your right. Will you take it (turn to 325), or continue along the main tunnel (turn to 370)?

145

On the narrow rope bridge, you have no chance of avoiding the Chimera's fiery breath. Every time it wins an Attack Round, it will cause 3 STAMINA points of injury; and even when it loses an Attack Round, it will cause you 1 STAMINA point of injury. So you are fighting a desperate battle.

CHIMERA                      SKILL 7                      STAMINA 6

During the fight, the Chimera's breath gradually burns through the rope bridge. If you win, you must choose whether to continue across the now weakened bridge (turn to 63) or retreat back towards the cliff (turn to 272).

146

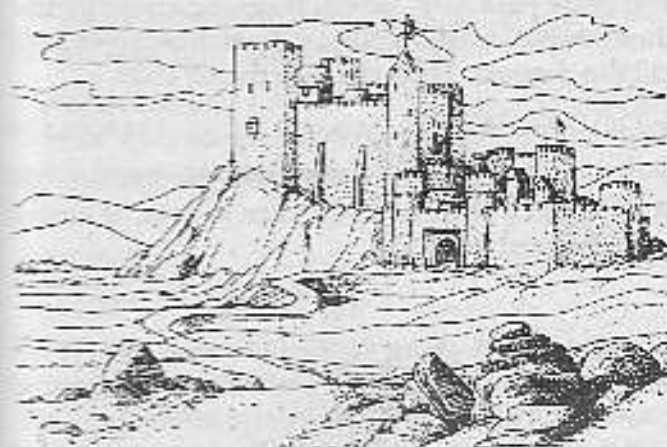
Your captors soon find you. They have obviously decided that you are more trouble than you're worth, because they waste no time in dispatching you with their spears. Your adventure ends here.

147

The tunnel curves, but you are unaware of this in the darkness, and you run straight into the side. Reduce your STAMINA by 1 point, and turn to 101.

148

Roll two dice. If the total is greater than your SKILL score, turn to 134; if the total is less than or equal to your SKILL score, turn to 206.



## 149

'I have nothing of value to offer you except myself,' you say simply. Hever thinks for a moment. 'All right,' he says finally, 'there is something you could do for me. There is an exceptionally large Sabre-toothed Tiger, which has its lair in Affen Forest, but occasionally emerges and roams my lands, killing my people and their flocks. If you can free my land from this beast, I will give you my horn. But it will not be easy: the Tiger is hard to get close to, and extremely dangerous when cornered.' Will you accept the test (turn to 240) or not (turn to 83)?

## 150

The shaman raises his hands to cast a spell, and the chief draws his sword. With one swift movement, you draw your own sword, laughing inwardly that these stupid, trusting Elves did not disarm you, and kill the shaman. Then you face the Elf chief.

WOOD ELF CHIEF SKILL 7 STAMINA 10

If you win, you seize your prize, the mirror. Will you look in it straight away (turn to 209), or keep it for later (turn to 351)?

## 151

When you are about halfway across, the Water Snake which inhabits the pool coils itself around your legs. This really makes it very difficult to walk. Will you poke at the Water Snake with your sword (turn to 127), or carry on struggling through (turn to 104)?

## 152

When you reach the healer's house, she explains that she needs sorrel to make a lotion strong enough to help you. If you have some sorrel, the lotion will restore 4 STAMINA points. Otherwise, you leave the village, reckoning that Hever's hospitality will do you good. Turn to 24.

## 153

In your weakened state, you cannot think clearly, and just plunge into the darkness. As a result, you cannot see that the floor and walls are lined with jagged rocks tipped with poison. You do not fail to step on one. Your adventure is over.

## 154

'You may ask one question of us, to aid you in your quest,' says the chief. Will you ask:

About Calrin?

Turn to 248

What they have seen in the mirror?

Turn to 169

For free passage through the forest?

Turn to 69





## 155

This find convinces them that you are a great warrior, and for the first time they speak to you, asking why you are trespassing on their land. Will you tell them you have come to kill Morgana (turn to 314) or that you are a hunter (turn to 194)?

## 156

Whatever animals made the track were clearly not interested in travelling in straight lines. Even with your limited vision and muddled sense of direction, you can tell that your course is meandering all over the place. Still, you stick to the track, and it eventually takes you to the top of a hill, where ancient monoliths jut like pitted teeth through the swirling mist.

The wind picks up and howls eerily across the hilltop. Then a hollow voice sounds from all around you: 'Who is this who dares disturb the sacred place of the Wights? No matter – the penalty is fixed.' The mist in the centre of the stones solidifies into a figure. On its head is a crown of pale fire, and in its hand a glittering sword. Wherever you run, it seems to block your way. You must stand and fight.

## WIGHT

SKILL 9

STAMINA 12

If you win, you take the Wight's sword, which turns out to be of ancient and noble design – obviously the lost property of some long-dead king, slain in times past by this evil Wight. Add 1 to your SKILL score,

even if this takes you over your *Initial* score. Will you now stay where you are until the mist clears (turn to 362), or continue on your way (turn to 3)?

## 157

Roll two dice. If the total is greater than your **SKILL** score, turn to 216. If the total is less than or equal to your **SKILL** score, turn to 12.

## 158

Two possible next places of refuge present themselves. You could try the hollow trunk of a vast and ancient tree, once blasted by lightning (turn to 9), or a slight dip in the ground, whose sides are covered with ivy and tall bracken (turn to 48).

## 159

There are three rocks to cross. Roll one die three times. If you ever roll 1, you fall in and are swept over the falls to your death. If you ever roll 2, you slip and your helmet (if you still have it) falls off your head and is lost, but you cling on to the rock. If you succeed in reaching the south bank, turn to 293.

## 160

*Test your Luck* again. If you are Lucky, turn to 219; if you are Unlucky, turn to 349.

## 161

The skeleton's empty eye-sockets blaze into chill life, but it offers no resistance. You take the orb and swim over to the northern shore. When you clean

the mud off the orb, you discover the following legend: 'Twenty-one is the number of the ruler's sway.' You stow the orb safely into your pack and climb up the cliff. Once at the top you estimate your position. You think that you have come so far west that the dreaded Marsh Vile now lies to the north, and the foothills to the mountain range of Krill Garnash to the north-east. You know you should avoid Marsh Vile if you possibly can, but will you head north for a while (turn to 357) or north-east (turn to 374)?

## 162

You fail to find a handhold, and slide down the remaining bit of bridge and into space. You prepare yourself for death, but land on the trail after only a few metres. Your helmet (if you still have it) falls off your head and is lost in the chasm below. *Test your Luck* again. If you are Lucky, turn to 259; if you are Unlucky, turn to 139.

## 163

You step into thin air. Your adventure ends at the bottom of a chasm.





## 164

Your slaps change hysterical laughter into uncontrolled sobbing, which eventually subsides. The old woman looks up at you again. 'Give me something precious,' she says slyly, 'and I'll tell you something precious.' You're not convinced that anything she has to say will not be dangerously misleading. Will you offer her something (turn to 326), or leave her and continue on your way (turn to 336)?

## 165

After a spell of this tiring way of moving along, more solid ground appears to your right and left. Will you turn left (turn to 381) or right (turn to 263), or continue jumping from mound to mound straight ahead (turn to 193)?

## 166

It is difficult for you to pick up the trail of the thieves during the night-time, even with the moon out. But some progress is made. By morning, you are on the margins of Pikestaff Plain, heading north, and the tall grass of the plain makes it easy to track the thieves: the bent and crushed stems are clearly visible. Soon the thieves themselves come into view, heads and shoulders bobbing above the grass. If you have companions, turn to 14; if you are alone, turn to 356.



## 167

'You will come to three doors,' he says. 'Be sure to take the wooden one.' Then he guides you back to Pikestaff Plain and points you in the direction of the foothills. Turn to 374.

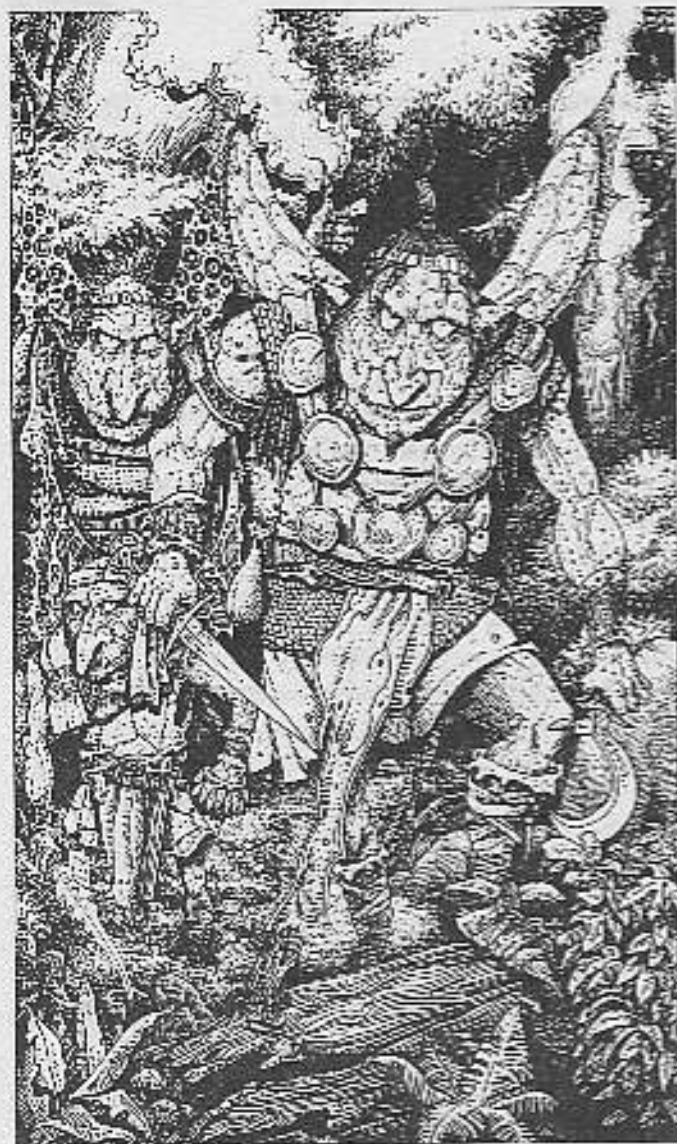
## 168

This is the only possible solution. Your fire will make a desolate area, which you can enter and wait for the bush-fire to burn itself out. But have you enough time for this area to be consumed and cool down, before the bush-fire is upon you? Roll one die. On 1 or 2, turn to 52; on 3 or 4, turn to 17; on 5 or 6, turn to 114.

## 169

'Take a look for yourself,' says the chief, and hands you the mirror. At first, when you look in it, it is cloudy; but presently a brief image of startling clarity and potency emerges. You see yourself standing between two majestic oaks; your arms are raised into the air, and each hand is holding an object. But the image is instantaneous, and you have time only to see that one of the objects is long, before the mirror returns to its former cloudy state. Still, there is no doubt that you will remember this if you ever find yourself in such a spot. Add 1 LUCK point.

You hand the mirror back to the chief. He and the shaman smile at you knowingly. 'There is more that we have seen,' says the shaman, 'but to tell you would deprive you of free choice, which is what



determines a hero. There are riddles for the hearing and sigils for the seeing, and danger at every turn. The true path is narrow. But now you must continue your quest elsewhere.' He mutters a spell: the village begins to dissolve and you feel yourself floating. Turn to 382.

## 170

You have faced death in many forms to get this far, but Morgana's defences are a cut above the rest. Iron grilles slam down in front of and behind you, and seven deadly serpents slither out of cracks in the walls. Your adventure is over.



## 171

You twist and turn your way through the undergrowth, but it does not seriously hinder you. Then, with no forewarning, lights blaze from several trees. You have stumbled into the camp of a band of Spriggans – you recognize them immediately from your childhood nurse's descriptions and warnings. They are a grotesquely ugly branch of the fairy folk, who have not inherited the sweet disposition of their cousins. They are cowardly thieves, who prefer to rob old women, but with their ability to bloat themselves to several times their normal diminutive

size, they will make formidable foes even for you. There are six of them, but if you defeat the first two, the others will run away. The cowards approach one at a time.

	SKILL	STAMINA
First SPRIGGAN	6	8
Second SPRIGGAN	7	8

If you win, turn to 106.

## 172

There is quite a collection of stuff, mostly worthless. You don't have time to make a thorough search, in case the female returns and sees what you've done to her husband; but you have time to grab *three* of the following items: a plain brass ear-ring; a Snattacat's tusk, which has been engraved with delicate interweaving patterns; a leather pouch, which is tightly closed with a drawstring; 5 Gold Pieces; a stone statuette of some goddess; an empty water-flask. Choose what to take, then, since you don't want to meet the rest of the Doragar family, turn east to 141.



## 173

You travel deep into the mountains. The slopes are quite thickly covered with pine trees; occasionally, as the days pass, you hear low, ominous rumblings from the mountains on either side. One afternoon you see a figure ahead of you, black against the white glare of the snow. If you are alone, turn to 287; if you have one companion, turn to 210; if you have two companions, turn to 176.

## 174

The spear catches you right between the shoulder-blades. Your adventure is over.

## 175

On emerging, you see a number of horsemen lining the ridge to the south. You decide not to linger in the area. Turn to 343.

## 176

The tribesmen, if they have spotted the distant figure, seem unconcerned. Perhaps their sharp eyes can tell what yours cannot – whether the figure is moving towards you or away from you. Your voice will carry well in the crisp, clear mountain air, and you decide to call out to the distant figure. *Test your Luck.* If you are Lucky, turn to 378; if you are Unlucky, turn to 360.

## 177

You return in shame to where Hever is waiting with his village headmen at the edge of the forest. The

blue sky, the pennants fluttering in a gentle breeze and the sound of skylarks high above are strangely at odds with your sense of failure. Hever is a man of his word: he does not give you his horn. He escorts you back to the castle. As you are preparing to leave, Hever has food brought to you from the kitchens. Restore 2 STAMINA points and turn to 384.

## 178

As you descend into Fallow Dale, you recall what you know about the place. Several villages are located there, and the population is a mixture of human and other intelligent species. The villages are bound into a loose federation under a single overlord, who occupies a fortified castle in the middle of the Dale. Hever is the present lord of Fallow Dale, and his proud boast is that the fortifications of his castle are purely for external enemies: his villages live at peace with one another and with him.

Apart from this, you have little reliable knowledge: the people of Arion never travel far from their familiar world, and certainly not as far as Fallow Dale; and few traders have passed from Hever's land to yours. You can see the castle a few kilometres away. Your route could take you through a village (turn to 305), or you could bypass the village by crossing a large ploughed field (turn to 396).

## 179

That night, Morgana appears to you in a dream. 'Excellent!' she says. 'Glad to see you're on your way. Our little plan is working well. Don't worry: I won't kill you . . . yet! But here is a foretaste of my power.' The vision raises her hands and curses you (lose 2 LUCK points). You wake up with a start and, even with your eyes open, you seem to see her, floating away in the distance, laughing evilly. Turn to 77.

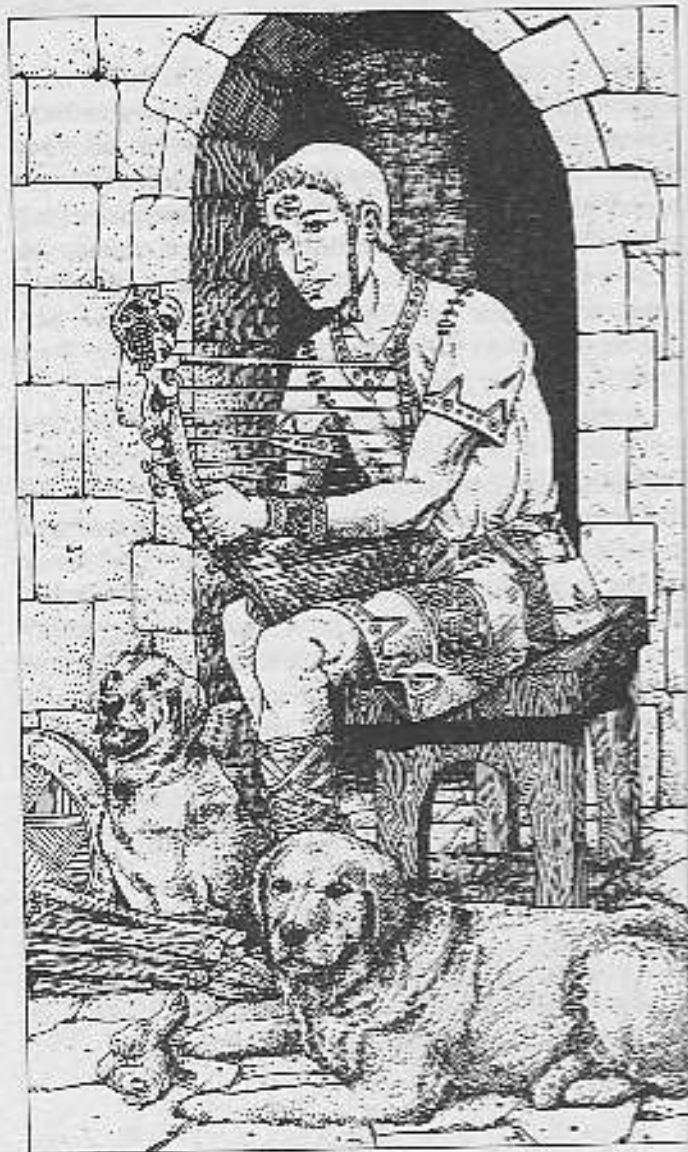
## 180

Early the next day you at last reach a place where the gorge can be crossed. A landslide in the distant past shifted the earth so that there is a rough trail down to the bottom, and you think you can discern a similar trail back up the other side. The gorge is not too deep here either. No doubt because this was the popular place to cross, a rope bridge has also been slung across the chasm, to make the crossing quicker. The rope bridge looks as secure as any such bridges are, and the trail looks precarious but usable. Will you cross the bridge (turn to 247) or go down the trail (turn to 117)?

## 181

Will you investigate the main shaft (turn to 36), the outhouse whose roof has collapsed (turn to 212), or the hut which looks fairly intact (turn to 107)?





## 182

Fortunately, snow falling from a nearby tree distracts the creature at the last moment. Its claws merely graze you for the loss of 1 STAMINA point. Return to 142 and continue the fight.

## 183

In your haste, you drop some Provisions out of your pack. Roll one die: this many lots of Provisions are lost. The moon sets and you wander in darkness through the night, no longer certain of your direction. At dawn, mist rolls in from the lake and makes your situation even worse. Lose 1 STAMINA point for lack of sleep, and turn to 108.

## 184

You and Hever continue the small talk of the table for a while, until you are joined by the bard. He is a young man, branded on the forehead with the traditional mark of his kind, so that wherever he may roam in civilized lands, he will be treated as a sacred guest.

As he tells a few traditional tales, you are struck by the fact that he is not very good! You glance curiously at Hever, and he whispers the reason to you: 'This lad was the apprentice of my former bard, who was the best in the land. But he was abducted a few months ago, and has not been heard of since. Still, this lad is improving: he is learning to weave a song around any tale you want him to.'

This, of course, is the traditional bardic skill. As his

guest, Hever tells you, you can ask the bard to sing something. It would be impolite to turn down this invitation. Will you ask him to sing about the old story of Pyke and the Firefox (turn to 296), or to make up a song about your own visit to Fallow Dale (turn to 232)?

## 185

How do you think the alchemist survives in these dangerous lands? As soon as your aggressive intentions are clear, he blasts you into oblivion. The buffalo looks on with little interest.

## 186

As you turn to leave, you step into a rabbit hole, sprain your ankle (lose 1 SKILL point) and fall to the ground. The butt of your sword clatters against a stone. *Test your Luck.* If you are Lucky, turn to 337; if you are Unlucky, turn to 310.

## 187

One mound turns out to be the head of a huge Slime Sucker. It shrugs you off into the surrounding mire, where you stick fast, so that it can devour you at its leisure. Your adventure is over.



## 188

You decide that your best bet is to lasso each successive rock and hold on to the rope while you step from rock to slippery rock, just in case you fall in. There are four rocks to pass over. Roll one die four times. If you ever roll 1, you fall in, and though your rope holds and you haul yourself back up, your helmet (if you still have it) falls off your head and is lost. When you reach the south bank, turn to 293.

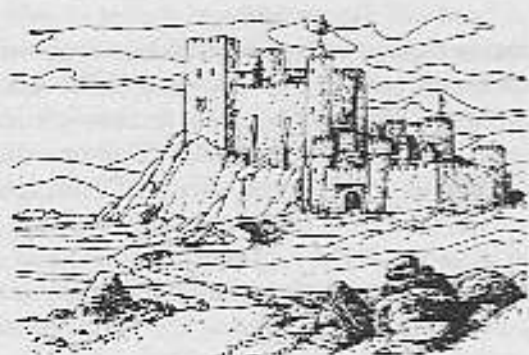
## 189

As you walk through prickly grass and tiny yellow orchids, you suddenly find yourself on the lip of a bank, with the surface of the lake a couple of metres below. *Test your Luck.* If you are Lucky, turn to 31. If you are Unlucky, turn to 340.

## 190

You put on the Cloak (its powers work only once, so cross it off your *Adventure Sheet*), and retreat back towards the cliff, since you cannot squeeze past the Chimera. But the Chimera merely changes tactics: it breathes fire at the rope bridge instead of at you. The bridge is soon in danger of collapsing. Turn to 272.





191

You are bowled over in the rush, and knock yourself unconscious against a rock. Only the agony of the fire consuming your body rouses you for a brief instant. Your adventure is over.

192

The Elves make no move to prevent you from looking in the mirror. But the mirror forms a vortex, which sucks you in, and you are lost for ever.



193

The mounds become fewer. Will you go left (turn to 229), half left (turn to 264) or straight on (turn to 187)?

194

They talk between themselves for a while, arguing whether or not to take you as their prisoner to Morgana, to gain her favour. They decide to do so. You are released from the tree, your hands are tied behind your back and you are taken at spear-point north towards Krill Garnash. Turn to 173.

195

This will be difficult. You are pitting your skill at concealment against that of the wood-wise Elves. Roll one die. On 1-4, turn to 391; on 5 or 6, turn to 95.

196

Turn to 223.





197

It is no good. The Water Snake trips you up and keeps you under the water until you drown.

198

You make it to the outside of the snowy whirlpool, just as the Chion's head, with jaws apart and showing two rows of needle-like teeth, bursts through the snow. It spots you immediately, and squirms into the attack. You have no time to get anything from your pack.

CHION

SKILL 7

STAMINA 13

If you win, turn to 267.

199

You manage to hang on, and then you haul yourself up to the edge of the cliff. You lie panting with exhaustion (lose 1 STAMINA point). When you have recovered, you pick your way down the trail. Turn to 117.

200

The remainder of the journey to Fallow Dale is uneventful, apart from the occasional skirmish with a wild beast. Turn to 178.

201

Early the next day, you notice that the cliffs are getting lower. You contemplate jumping into the river from this height, but then you notice that the river is flowing extremely fast, and soon you hear



the boom of a large waterfall ahead. Before long you come to the lip of the falls. The river is flowing between ordinary banks now, and the fine spray from the falls seems to hover in the air, scintillating with rainbow colours. There is no way across the river at this point. Turn to 293.

## 202

You don't have to wait long before a large red ant passes by. Soon you have seen over a dozen of them. You recognize them as Treasure Ants – so called because they line their nests with any trinkets they can carry. They are quite large (you have already seen four of them dragging a dead fieldmouse along), and their bites can be painful. These ants are passing you by in both directions, but the ones travelling south-west are usually carrying some titbit or other, so obviously their nest is somewhere in that direction. You are tempted to find the nest, to see if they have hoarded anything valuable, but Treasure Ants are known to travel many kilometres, and south-west is out of your way. Will you head south-west along the trail (turn to 105), wait where you are for a while, in case an ant passes by with something valuable (turn to 91), or ignore them and press on northwards (turn to 140)?

## 203

You misjudge your stroke, and jab yourself in the leg. Lose 2 STAMINA points. You decide to push through the pool by sheer strength. Turn to 104.

## 204

When you reach the Dragon's cave, you find that it does not extend very far. After all, what need does an Ice Dragon have for protection against cold? At the back, it narrows into a slit. You go through the slit and find yourself on a ledge, which runs along the mountainside. The ledge is wide enough for you to pass safely along it, until it ends at the mouth to a tunnel. Turn to 236.

## 205

The farmer laughs out loud. 'What would I be wanting with this lump of rubbish?' he asks, tossing it into a hedge (cross it off your *Adventure Sheet*). Return to 396 and choose again.

## 206

You realize that there is little point in running, and that your only hope is to create a fire-break between yourself and the bush-fire. The only means you have of making such a fire-break is to start your own fire, which will burn up the shrubs and leave the bush-fire nothing to catch on. Will you start a fire to the south of where you stand, between yourself and the bush-fire (turn to 102), or north of where you stand (turn to 168)?

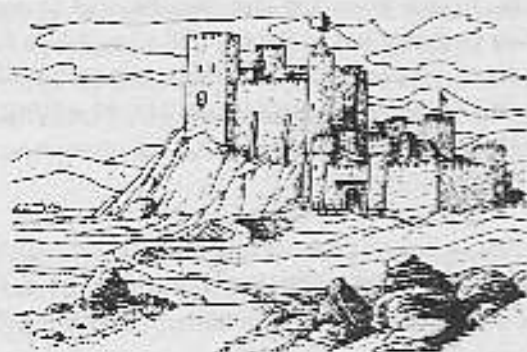
## 207

With your back to a tree and the camp-fire in front of you, you may fight the tentacles one at a time. Before you fight each tentacle, you reach for a

flaming brand from the fire. Roll one die. On 1 or 2, you succeed, in your haste, merely in burning yourself: lose 1 STAMINA point. On 3 or 4, the brand you seize sputters and dies before you have a chance to use it. On 5 or 6, you succeed in getting hold of a securely flaming brand, and every time you win an Attack Round, you inflict 3, rather than the usual 2 STAMINA points of injury.

	SKILL	STAMINA
First TENTACLE	6	6
Second TENTACLE	6	6
Third TENTACLE	6	6
Fourth TENTACLE	6	6
Fifth TENTACLE	6	6

You can escape at any time by turning to 361, though the tentacles will cause you 2 further STAMINA points of injury as you gather up your belongings and flee. If you stay put, and win the battle, turn to 346.



208

'So, the Juja is still alive, is he?' she says. 'Well, that's good to hear. What fun we used to have when the world was young! But knowing how to leave my domain, and actually being able to do so, are two different things, aren't they? Do you have the seeds?' If you do, multiply the number of seeds by the number of dragons depicted on the container, and turn to that paragraph. Otherwise, turn to 329.

209

The mirror forms a vortex, which sucks you in, and you are lost for ever.

210

The tribesman, if he has spotted the distant figure, seems unconcerned. Perhaps his sharp eyes can tell what yours cannot – whether the figure is moving towards you or away from you. Your voice will carry well in the crisp, clear mountain air. You decide to call out to the distant figure. *Test your Luck*. If you are Lucky, turn to 275; if you are Unlucky, turn to 360.

211

The Elves pass you by. Later, when you judge that the coast is clear, you continue north towards Fallow Dale. Turn to 115.

## 212

Not only has the roof collapsed, but, as soon as you step inside the hut, the floor collapses too, rotted away by years of damp and deathwatch beetle. And creatures worse than beetles occupy the cellar into which you have fallen. Rats and gigantic millipedes scutter and writhe when you land with a crash on the ground. Then they are all over you, before you can get to your feet. You brush them off, but will have to fight to make enough space to reach the joists and haul yourself back up. Treat them as a single opponent.

## VERMIN

SKILL 5

STAMINA 6

If you win, you pull yourself out of this hell-hole, but a rat bites your dangling ankle for 1 STAMINA point of injury. Will you now investigate the main shaft (turn to 36) or the more solid hut (turn to 107), or will you leave the site altogether (turn to 343)?

## 213

As you proceed east, you notice that there are evenly spaced shafts, smaller than the one you came down, drilled through to the ground above. These afford light and air, but are out of reach and unclimbable. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

It turns out that this was a copper mine; the vein is worked out, but you find a nugget of greenish ore, and keep it. Later, a side-passage opens up to your



right; a truly horrible smell is issuing from it. Will you take it (turn to 325) or continue along the main tunnel (turn to 370)?

## 214

Once you are well out of the district of the village, will you continue north-east (turn to 323), or turn back on to a northerly route (turn to 336)?

## 215

As you step out, a magical causeway solidifies out of the mist, and you follow it to the home of the Juja. No person and no legend knows his real name, only that this wizard retired here when the world became evil, long ago. His body sits in a shack, surrounded by old books and alchemical apparatus, but his mind journeys far and wide.

When you enter his shack, he greets you and gives you a meal (restore 4 STAMINA points). During the meal, you tell him of your quest. 'Hmm . . . well,' he replies. 'You'd better see Vashti in Maiden's Vale. She knows more than I do about this business.' You ask him how to get to Maiden's Vale. 'Oh, I don't know how you get into it,' he says. 'You should know already. But I did find in one of my books a clue about how to get out, which is just as important, you know.' He gets a tome down from a shelf. Yes, here it is, on page 208: 'The land of no time - oak for in and apple for out.' I hope that will help you. Is there anything else you'd like me to

do?' Gain 2 LUCK points for this vital information. Will you ask him to restore any of your faculties (turn to 308), or how to get into Morgana's lair (turn to 167)?



## 216

Your efforts only enrage the monster, and it swipes you with one of its tentacles. Your sword flies out of your grasp, and before you can recover it, you are drawn into the Kraken's mouth. The acidic waters of the lake will dissolve even your bones.





217

*Test your Luck.* If you are Lucky, turn to 133; if you are Unlucky, turn to 116.

218

'We have seen something of this in the mirror,' says the chief, when you have finished explaining about your quest. If your hands are tied, turn to 319; otherwise turn to 154.



219

You clear the pool and land safely. You carry on for several more kilometres. If you have not stopped to rest and eat Provisions so far during your underground journey, you must reduce your STAMINA by 2 points. The monotonous single tunnel eventually comes to a fork. Will you take the left branch (turn to 399) or the right branch (turn to 276)?



220

Some accurate shooting reduces the number of your Pygmy Orc opponents from six to two, but empties your quiver (you will be able to recover the arrows later). You must face the last two with your sword, but they have been separated from each other in the long grass, and you can approach them one at a time. The first one draws his dagger, snarling, 'Good! It is you we want, not your paltry helmet!'

	SKILL	STAMINA
First PYGMY ORC	6	10
Second PYGMY ORC	5	8

If you win, you recover your helmet, and you may either begin the trek back to Fallow Dale (turn to 321), or forget about Hever's horn and carry on north towards Krill Garnash (turn to 20).

221

Almost immediately you begin to come across countless animals, large and small, fleeing north away from the fire. *Test your Luck.* If you are Lucky, turn to 7; if you are Unlucky, turn to 191.

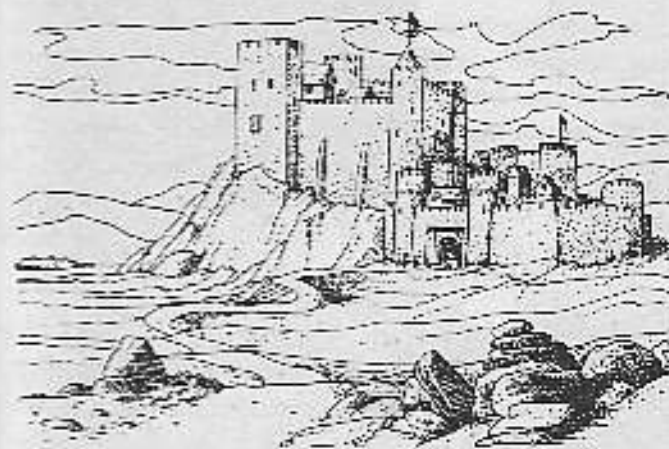
222

You decide to spend the night in the Nandibear's cave. You use your flints and tinder to start a fire out of sticks and logs which you find in and around the cave, and make yourself comfortable. If you met the Doragar family in the mine, turn to 112; otherwise, turn to 121.



223

'That'll do nicely,' she cackles. 'Now listen carefully: seek the Juja. The Juja knows more than I do.' Then she breaks out again into peals of hysterical laughter, and you can get nothing more out of her. Will you now continue north (turn to 336) or north-east (turn to 323)?



224

The torches on the walls are spaced further apart, and then cease altogether, as you walk on down the tunnel. You go back and get a torch to light your way, but a strong and unnatural wind blows it out straight away, and then dies down. Will you continue down this branch (turn to 49), or return and take the other branch (turn to 19)?

225

Just as you reach the bottom, the beam snaps, and the rope lands on top of you. This means that you cannot use it to climb back out again. Still, you have your rope again, and you got down in one piece. When you look up, you notice that the last steps of the ladder are missing, and that the shaft is too wide and sheer to chimney up. So there is no way out!

unless you find an exit somewhere down the tunnels. There is a dank feel to the air; mosses and lichens have sprouted on the floor and walls of the well-made tunnel you are in, and moisture drips and forms puddles on the ground. The tunnel extends in both directions. Will you go west (turn to 237) or east (turn to 213)?

## 226

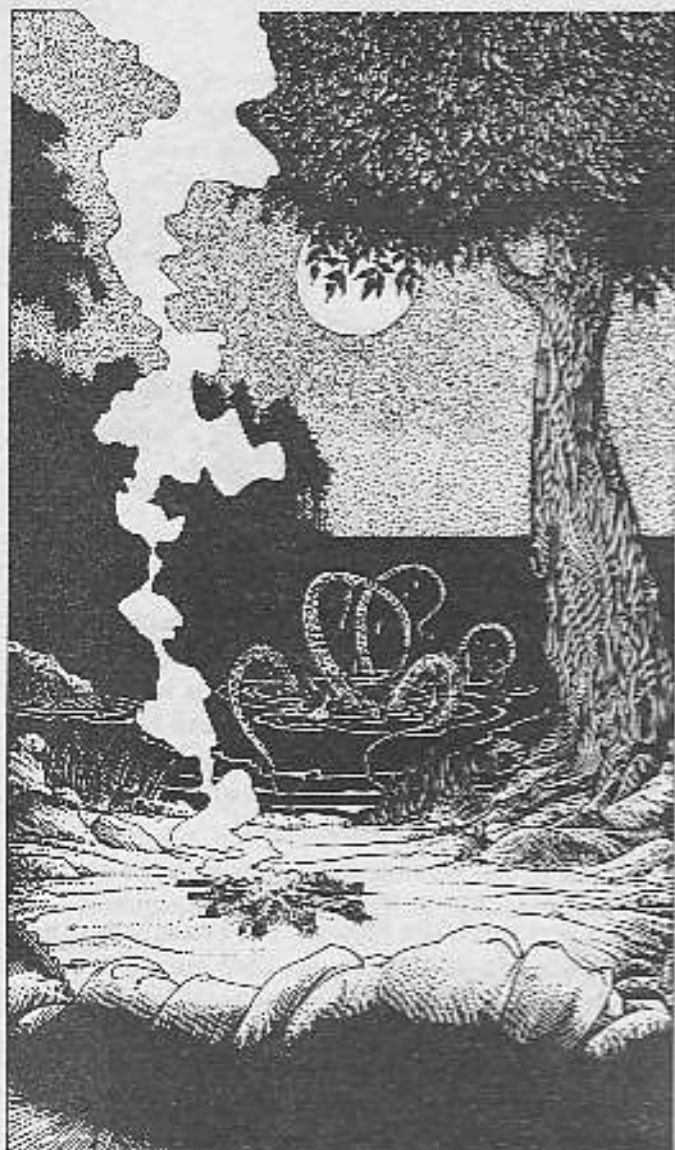
You sleep as deeply as if you had no cares in the world. But in the small hours of the morning, something disturbs the quiet surface of the lake. *Test your Luck.* If you are Lucky, turn to 257; if you are Unlucky, turn to 280.

## 227

From now on, as you progress towards and into the mountains, the snow gets deeper and icy winds moan. Because you have little protection against the cold, your Provisions will restore only 3 STAMINA points, instead of the usual 4. Turn to 128.

## 228

You succeed in wounding the Snake without also injuring yourself. The Snake remains coiled around your legs, but it is now easier for you to wade through the water. Turn to 15.

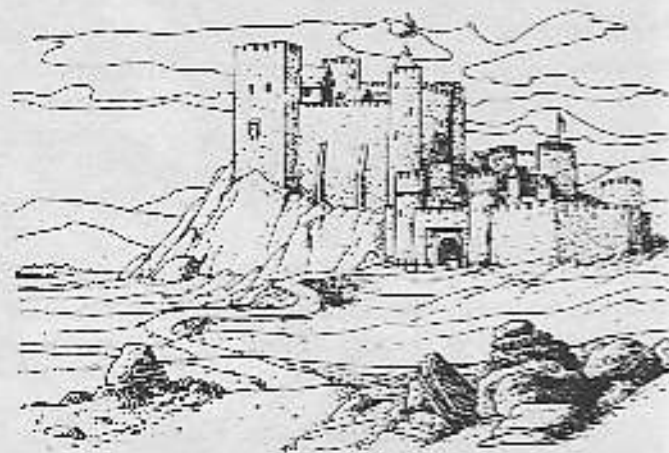


229

A large bubble of marsh gas bursts close by. You are overcome by the poisonous fumes and slump unconscious into the surrounding waters, where unnameable creatures gobble you up. Your adventure is over.

230

There is little wood around to make a fire, even though you've got flints and tinder. You chew on some harsh berries and wash the taste out of your mouth with water from your flask. Will you refill your flask with water from the lake (turn to 39), or settle down to sleep straight away (turn to 76)?



231

Will you investigate the main shaft (turn to 36) or, if you haven't already done so, the collapsed hut (turn to 212)? Or will you leave the area altogether (turn to 343)?

232

The bard stumbles and hesitates a bit, but manages to concoct a short epic, consisting mainly of entirely fanciful episodes, about your trip to Fallow Dale from Arion. The end result is quite pleasing, and certainly flattering: he keeps going on about the power of a sceptre and orb when wielded by a true ruler, until you almost feel that you could complete the rest of your quest, if only you had a sceptre and an orb. Add 1 LUCK point. Afterwards, you go to bed. Turn to 26.





## 233

From your hiding-place you can hear your captors searching for you, but they fail to find you. Meanwhile, you rub the rope which binds your hands against the sharp edge of a rock in the gully in which you have landed. Eventually it breaks. When you judge that the coast is clear, you emerge from the gully. Reduce your STAMINA by 3 for lying so long in the freezing snow. Turn to 250.



## 234

The eastern sky is just beginning to lighten, and mist is rolling in off the lake, signalling that dawn is not too far away. Lose 2 STAMINA points for lack of sleep. You come to a creek, which flows into the lake. You cannot see how wide it is, as the mist and darkness allow you to see only a few metres, and it is wider than that; but it is not too fast-flowing and it is not too deep either, as far as you can see. Will you cross it (turn to 274), or follow it upstream, hoping to cross where it is narrower (turn to 294)?



## 235

The river is deeper than you thought, and the current is so strong that you are swept off your feet and downstream. The river is now surrounded by sheer cliffs, with no beaches or other possible landing-places. The constriction of the cliffs makes the water even more rough. If your SKILL is 8 or over and your STAMINA is 12 or over, you survive; otherwise you drown. If you survive, the river eventually widens again. It is calmer and safer, but the cliffs are just as sheer. You are swept downstream for kilometre upon kilometre (lose 2 STAMINA points). However, you are able to haul yourself over a log, which helps. Day turns into night, and then day again. Turn to 38.





## 236

No serious obstacles present themselves for a while: the streams are either shallow enough to wade or narrow enough to jump over; the land is covered with heather or bilberry shrubs, which often make the going awkward, but by no means impossible.

Before long, a strange sight greets you. A gaily painted caravan is being drawn by a water buffalo in a westerly direction. A robust old man is sitting on the seat of the caravan; the reins hang limply in his hands, and he doesn't seem very concerned about where the caravan goes. The pots and pans strung up around the caravan clash and clang as it passes over the uneven terrain. A sign on the side reads: 'Canches - Alchemist & Trader'.

You call out and Canches stops the caravan; the buffalo immediately begins to tug at some coarse grass. Canches offers to sell you some of his home-made wares. If you have money and want to see what he's got, remember this paragraph number and turn to 80. If you have no money, you can either pass the time of day and then continue north (turn to 397), or attack the alchemist to try to steal his goods (turn to 185).

## 237

As you proceed west, you notice that there are evenly spaced shafts, smaller than the one you came down, drilled through to the ground above. These afford light and air, but are out of reach and unclimbable. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

It turns out that this was a copper mine; the vein is worked out, but you find a nugget of greenish ore, and keep it. Later, a side-passage opens up to your left. Will you take it (turn to 283), or continue along the main tunnel (turn to 364)?

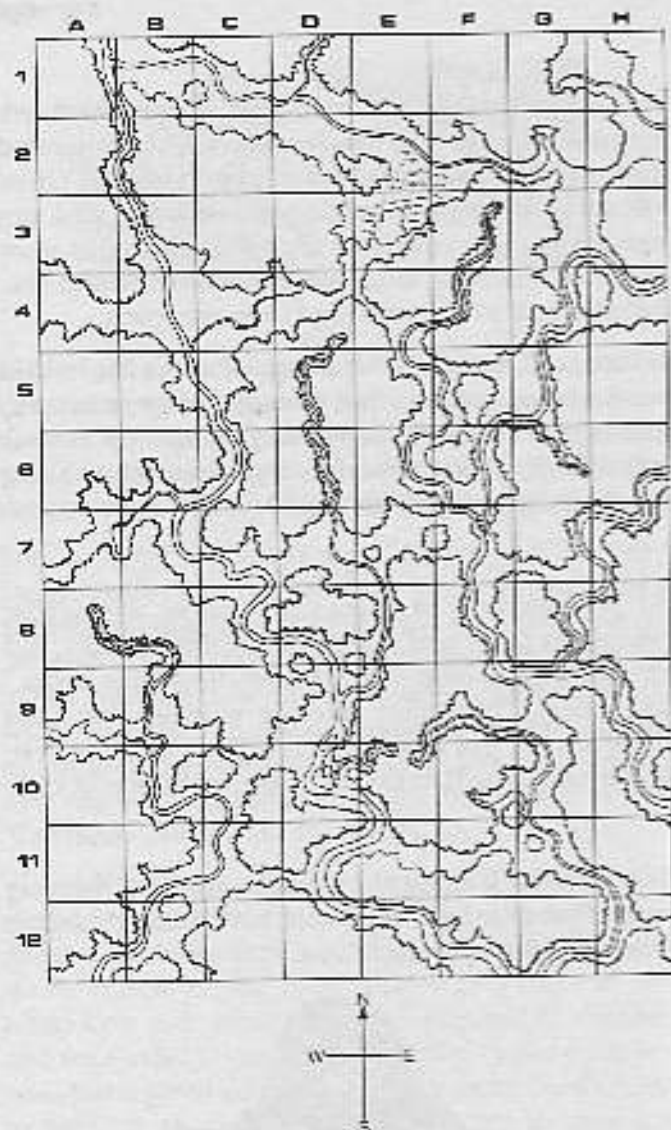
## 238

At the mention of Morgana's name, a shudder seizes her body and she grows visibly weaker. But she has time to help you. 'You will find three doors,' she gasps. 'You must take the wooden one.' But these are her last words. You bury her and carry on, either north (turn to 125) or north-east (turn to 374).

## 239

You pace back along the tunnel to make a running jump. *Test your Luck*. If you are Lucky, turn to 160. If you are Unlucky, turn to 260.





## 240

Hever equips you with a hunting-spear and a pack of hounds, and himself leads you to the part of Affen Forest in which the Tiger is known to be hiding at the moment. On the opposite page is a map of this part of the forest.

You and your hounds enter the forest at E12; the Tiger is hidden in its lair at E4. Track both your progress and the Tiger's in pencil on the map. Each turn, roll one die for your hounds and then one for the Tiger. These rolls are not simultaneous: your hounds may catch up with the Tiger after one of their rolls and before the Tiger has its roll. The effect of the rolls is shown in the following table:

	HOUNDS	TIGER
1	Your hounds have caught the scent. Move one square closer to the tiger in any direction	Move one square south
2	Move one square east	Move one square north
3	Move two squares north	Move one square west
4	Your hounds are well on the trail. Move two squares closer to the tiger in any direction, or any two directions	Move one square east

- 5 Move one square west    The tiger stops to investigate a tree, and does not move this turn
- 6 Your hounds lose the scent, and do not move this turn    Move one square north

You have eight dice rolls to catch up with the Tiger. If you have not done so in eight rolls, or if the Tiger moves off this grid map, then it has escaped (turn to 177). If within eight rolls your hounds reach any of the eight squares surrounding the one where the Tiger is currently located, turn to 371. If you ever land on C9, turn to 262.

## 241

You face a truly formidable foe.

ICE DRAGON    SKILL 10    STAMINA 14

If you win, will you search its cave (turn to 204), or push straight on for Krill Garnash (turn to 298)?



## 242

Will you keep close to the lake, where the trees are thinner and the bank offers a crude path (turn to 79), or turn slightly west into the depths of the forest (turn to 171)?

## 243

You come to a ruined village. Crows and buzzards rise lazily from crumbling stone walls; the scene is desolate and more than a little ominous. Some evil has been done here, and not too long ago, for the ruins are not yet overgrown with weeds. Will you walk through the village (turn to 386), or bypass it (turn to 285)?





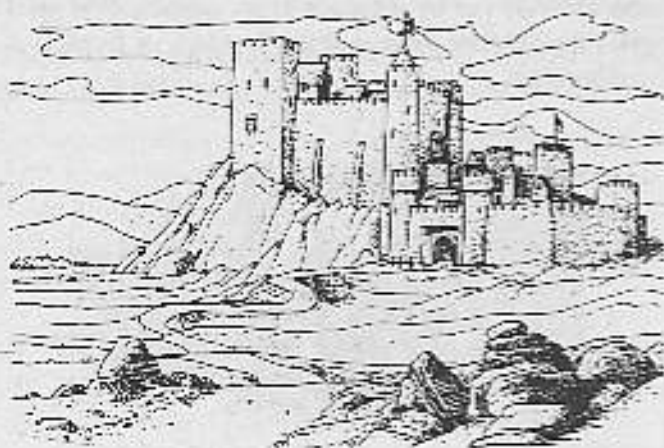
244

The spear misses and you make good your escape. The effects of the Cloak wear off after a while (cross it off your *Adventure Sheet*). Turn to 173.

245

You set off through the hills on the first stage of your hazardous journey. Tiny animals disturb the grass and sorrel; the few trees have been bent into grotesque shapes by decades of wind. You can put some sorrel in your pack, if you want.

The sun sinks gradually below the forest-shrouded hills on the far side of the lake as you continue northwards. Will you camp here by the lakeside (turn to 230), or carry on through the deepening dusk (turn to 303)?



246

You just make it (at a cost of 2 STAMINA points of exertion), but your companion is not so lucky. You find his body crushed under a boulder. You recover your weapons and continue north towards Krill Garnash. Turn to 250.

247

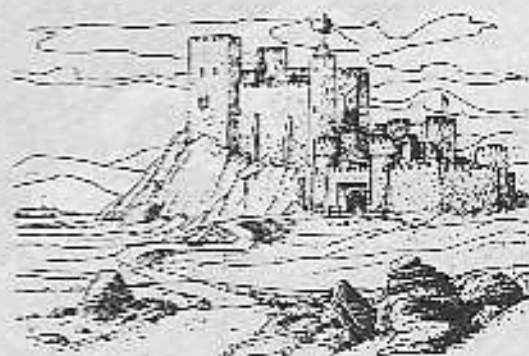
You have gone about fifty metres across the bridge, when a Chimera materializes in front of you and demands to know the password. You don't know it, of course; in fact, there probably isn't one, but the Chimera just wants an excuse for a fight. The Chimera has a lion's head, a goat's body and a serpent's tail; its weapon is the deadly fire it breathes. If you have the Cloak of Temporary Invisibility and wish to use it, turn to 190; otherwise, turn to 145.

248

No sooner do you mention Galrin's name than he appears with his spectral army, and in no time at all they have razed the Elves' village to the ground. Galrin comes up to you. 'Idiot!' he wheezes hoarsely. 'Why summon us when there was no need?' He and his army vanish, and you may not call on them again in this adventure. Still, the pickings from the village are rich: apart from the crystal mirror, you find treasure worth 30 Gold Pieces, and a magical bow, with a quiver of arrows, which will add 1 to your SKILL score, even if that takes it over its *Initial* level. Will you look in the mirror (turn to 209), or stow it away in your pack and continue on your way (turn to 115)?

249

Your question triggers another attack of hysteria. All you can gather is that 'She came . . . the she-devil . . . took my husband . . . he was the farmer.' Then you leave her, hoping she will find peace. Will you head north (turn to 336) or north-east (turn to 323)?



250

When you restart your journey towards Krill Garnash, there is no sign of the distant figure who, without knowing it, secured your freedom. Within two days the peaks of Krill Garnash, half hidden in lowering grey cloud, are so close that they seem to hang over you, like some vast primeval monster. There are two passes. Will you take the one which heads towards the west of Krill Garnash (turn to 284), or the one which heads towards the east (turn to 142)?

251

Peeping between the branches of the bramble which you are using as cover, you can see Wood Elves flitting noiselessly from tree-trunk to tree-trunk, and in this zigzag fashion getting closer to the spot where you are lying. While Wood Elves are decidedly not friendly towards human beings, they



are not usually hostile, unless their beloved woods have, in their opinion, been interfered with. Will you stand up and extend friendly greetings towards the Elves (turn to 334), or, since you cannot see any Elves behind you, try to back out of this confrontation (turn to 195)?

## 252

You are no match for the six Pygmy Orcs you have been following. They allow you to catch up, surround you and then their vicious blades flash in the morning sun. Your adventure is over.

## 253

Your fire creates a desolate area which cools off enough for you to enter it and remain safe from the bush-fire, at a cost of only 2 STAMINA points of burns. Turn to 10.

## 254

You have stumbled into the encampment of two Blackheart hunters. Blackhearts are an evil race, a cross between Orcs and Dark Elves. You had thought them quite extinct, eliminated in the Great War of your ancestor, Brendan Bloodaxe. But here are two of them, presumably from a village not too far away, looking quite as evil and dangerous as legend paints their forebears. They quickly recover from their surprise at your intrusion, pick up jagged scimitars and cautiously approach, one to either side of you.

	SKILL	STAMINA
First BLACKHEART	6	10
Second BLACKHEART	7	10

You will have to fight them simultaneously. Choose one as an opponent and conduct the fight as normal against him. But also roll for the Attack Strength of the other: if it is higher than your Attack Strength, he wounds you; if it is lower or equal, you have merely blocked his assault (in other words, you cannot wound him). If you defeat both Blackhearts, will you use their camp as your own for the night (turn to 269), or quickly make your way out of the area (turn to 367)?

## 255

Only a few drops of the acid splash into your eyes. Reduce your SKILL by 2 points for this fight only.

SPIT VIPER	SKILL 4	STAMINA 4
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If you win, will you stay waiting by the ant-trail (turn to 277), or carry on north (turn to 140)?

## 256

This must be the entrance to Morgana's domain. Guttering torches line the walls, which stretch away in a straight line into the gloom ahead. You summon up all your courage and step into the tunnel. The torches do little to dispel the freezing cold and even though you can see your way, you cannot shake off a sense of blackness. For here Morgana rules, and her heart is cold and black. The tunnel ends with a

choice of three doors, next to one another on the northern wall of a small cavern. Will you take the wooden door in the middle (turn to 32), the stone door (turn to 119) or the iron door (turn to 290)?

## 257

Your dreams abruptly change, and you suddenly wake up, crying, 'Kevin! No!' - only to find something more horrible than your worst nightmare. The five slimy tentacles of a Kraken are reaching out of the lake towards you. You repulse the nearest one with a brand snatched from the fire, which gives you time either to run (turn to 361) or seize your sword and face the Kraken (turn to 322).

## 258

Everything begins to fall into place - the realization that your mission was a trap; Morgana describing the plan as if it were not just hers alone; Kevin treacherously slain. You have been puzzling over all this for some time. If your suspicions have fallen on a particular person, you should be able to work out which paragraph to turn to. Otherwise, turn to 347.





## 259

The trail is narrow, but you manage to stay on it. You have, however, sustained 2 STAMINA points of cuts and bruises in your fall. You dust yourself off, and pick your way down the trail. Turn to 117.

## 260

Your final step, which is intended to launch you over the pool, lands you squarely on a clump of slippery lichen. You fall heavily on your back and bang your head, and your momentum carries you into the pool, where a Water Snake completes your doom. Your adventure is over.

## 261

Closer inspection reveals two things: that the throne of weeds is actually a real throne which has simply become overgrown with weeds (though the skeleton is clean); and that the skeleton is holding an orb in its right hand and wearing a crown on its head. Will you try to take the orb (turn to 320) or the crown (turn to 74), or will you return to the surface and swim over to the northern shore (turn to 393)?

## 262

One of Hever's hunters dug a trap here last week. Your hounds instinctively avoid it (as the Tiger has done), but you blunder in and are impaled on the sharpened spikes at the bottom. Your adventure ends here.

## 263

You walk off through the mist, which closes behind your back. You are never seen again, by man or monster, on this earth.

## 264

The mist becomes thicker and more menacing. Strange lights flicker and fade. You can see nothing but water ahead, but there are mounds to the right and left. Will you go right (turn to 229), left (turn to 381) or straight on (turn to 215)?

## 265

This is the only possible solution. Your fire will make a desolate area, stretching back towards the cliff; you can enter this area to wait for the bush-fire to burn itself out. But by not doing this immediately, you have left yourself very little time. Roll one die. On 1-4, turn to 17; on 5 or 6, turn to 253.

## 266

You offer to pay him by the sweat of your brow. The farmer agrees, and puts you to work cleaning out his pig-sties, which (as he explains) should have been done years ago. Lose 2 STAMINA points for the work, and 1 LUCK point for the ignominy. When you have finished, you make your way to the castle gates. Turn to 78.





## 267

The pass you have taken veers until it joins the other one; Morgana allows only one way to and from her stronghold. As you begin to climb the slopes of Krill Garnash itself, you feel certain that the way is defended. You're not wrong. An Ice Dragon thunders out of its cave and swoops down on you, blasting ice from its nostrils. If you have a Cloak of Temporary Invisibility and want to use it, turn to 46; otherwise, turn to 241.

## 268

There are three of your companions left – but no Orcs. You recover your helmet, and the four of you begin the long trek back to Fallow Dale, resting frequently on the way. Turn to 321.

## 269

The night passes peacefully, and you wake up at dawn. Mist, rolling in from the lake, is already obscuring the surrounding hills, and crows are approaching, eyeing the corpses of the hunters. In the morning light, you spot the Blackhearts' packs, half hidden under a gorse bush. In them you find a length of stout rope and two bearskins. You decide to leave the pelts, since they would weigh you down, but you take the rope. Then you continue on your journey. The density of the mist soon makes you hopelessly lost. Turn to 108.

270

The shaman finds the ring and goes into a trance over it. When he returns from wherever he's been, he describes to the chief, with astonishing accuracy, your encounter with the Spriggans. 'Good,' declares the chief, as he unties your hands. 'The Spriggans are no friends of the forest.' Turn to 154.

271

The winner is the one who approves of your mission. He releases you and lets you carry on with your journey. Turn to 173.

272

You gingerly creep back along the bridge towards the cliff, but the bridge snaps, and the short bit you are on swings towards the face of the cliff. You scramble for a handhold. *Test your Luck.* If you are Lucky, turn to 199; if you are Unlucky, turn to 162. If you are wearing Boots of Agility, they will do you no good here, since your arms, not your feet, are doing the work.



273

As soon as you turn tail, you give the Spider the chance to shoot out a mass of sticky web and hold you fast. Her poisonous fangs sink into your flesh. Your adventure is over.

274

When you are halfway across, the spirits of the waters rise up against you. It all happens in an instant: one moment you are on your feet, the next moment you are flailing about underwater in a confusion of muddy-brown figures, with spray for hair and river-bed rocks for fists. Roll one die and reduce your STAMINA by that many points. It is clear that the creek could kill you if it chose to; but instead it ejects you back on to its southern bank, where you started. You decide to head into the forest, away from anything remotely resembling water, even though the forest is still as black as midnight and untouched by the approaching dawn. Turn to 171.

275

Your companion turns to quieten you, but is too late. The noise starts an avalanche: distant rumbling soon becomes terrifyingly loud, and tons of snow, rocks and tree-trunks are hurtling down the mountainside towards you. You both run frantically for the opposite slope, to try to gain height. If your hands are tied, turn to 317; if they are untied, turn to 246.

276

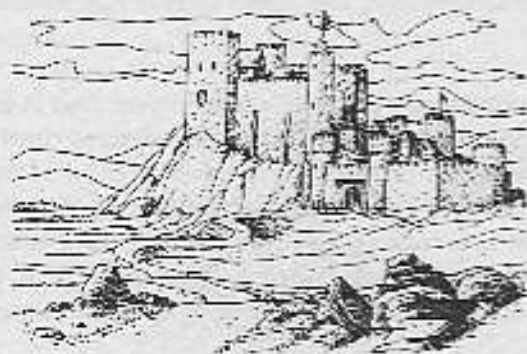
After a couple of hundred metres, you reach a recent cave-in. Although it is pretty solid, you can smell fresh air seeping through the cracks, and faintly hear birds singing from the other side. You could try to clear the rock-fall with your hands (turn to 118) or a pick-axe head, if you have one (turn to 292); or you could despondently return to the fork and try the other branch, hoping that this too leads towards the outside (turn to 399).

277

You wait until the sun is getting low and red, but no ant passes carrying anything more valuable than a rusty nail. Lose 1 LUCK point. You decide to end this pointless exercise, and carry on north. Turn to 140.

278

Turn to 134.



279

When you move further into the hut, a shape detaches itself from the deep shadows of one of the corners and shuffles towards you. At that moment a beam of light, which is pouring through a small hole in the roof, illuminates your helmet. Immediately, the shape stops its shuffling, and you can now see that it is a human hermit or beggar of some kind, and he appears to be fascinated by your helmet.

The next instant, the hermit drops to the floor and grovels at your feet, like an abject servant before his master or mistress. 'They told me,' he whimpers, half in ecstasy, half in fear. 'They told me you would come.' This is a bit alarming. 'Who told you?' you ask. 'The voices, the voices,' is all the reply you get.

The poor man is obviously crazy. Will you leave before the owners of 'the voices' find you there (turn to 231), or question the hermit further (turn to 92)?



280

You do not wake up until five slimy tentacles wrap themselves firmly around your body and draw you into the cavernous mouth of a Kraken. Your adventure is over.



281

With death, Kevin's heroic resistance snaps once and for all, and the evil spirit implanted in his body is able to take control. It too jumps to its feet – that is, Kevin's feet – and it hurls an impenetrable magic barrier around itself and you, so that Hever and his soldiers cannot approach. Cackling with glee, it cracks its fiery nine-tailed whip towards you. You cannot kill this demon, but if you win the fight, it will return to the nether regions, leaving Kevin in peace at last.

HELLFIRE SPIRIT      SKILL 9      STAMINA 12

If you win, the barrier dissolves. Turn to 132.



282

You draw your sword and advance. Their snowshoes, while making long journeys less tiring, also make them less nimble in battle. They will fight you simultaneously, but every time you win an Attack Round against one, he will be out of the fight for the next Attack Round, and you can simply conduct a normal Attack Round against the other. When they are both attacking you at once, however, you must

choose which one of them to conduct a normal Attack Round against, and also roll for the Attack Strength of the other: whether or not you win the Attack Round against your chosen opponent, if the other's Attack Strength is higher than yours, he wounds you, but if it is lower or equal, you have not wounded him, but merely blocked his attack.

	SKILL	STAMINA
First TRIBESMAN	8	10
Second TRIBESMAN	7	12

If you win, you can take a pair of snow-shoes, if you want, and carry on. Turn to 173.

## 283

The passage does not extend very far, and shows signs of having been one of the more recent faces of the mine. You find an old pick-axe: the handle has rotted away, but the head, though rusty, is sound. You can take it, if you want, before returning to the main tunnel. Will you continue west (turn to 364), or return past the main shaft and travel east (turn to 388)?



## 284

The western pass is narrow and choked with snow. If you are not wearing snow-shoes, you may decide to retrace your steps and try the eastern pass (turn to 142); if you remain in the western pass, turn to 123.

## 285

Will you keep well clear of the village by heading due east for a while (turn to 55), or just skirt it by heading north-east (turn to 214)?

## 286

You let yourself fall, simultaneously aiming the butt of your sword at the Elf's head. He crumples unconscious to the ground. But inevitably the other sharp-eared Elves hear what is going on, and you are quickly surrounded and marched away through the forest. Will you make a break for it (turn to 130), or let yourself be taken wherever you are going (turn to 358)?

## 287

Your voice will carry well in the crisp, clear mountain air. Will you call out to the distant figure (turn to 143), or carry on trudging through the snow (turn to 341)?

## 288

The heat soon becomes unbearable. You realize that you will never break through this wall of flame, and now it is too late to do anything else. Your adventure is over.

## 289

The rungs of the ladder remain secure for quite a way down. By this time, you can hear dripping below you, and the dank smell is strong, so you must be getting close to the bottom. But the increased dampness, you find, has rotted the rungs: they get more and more wobbly, and then end altogether. You look down and can see the bottom, but cannot judge exactly how far it is; and the shaft is too wide for you to chimney out again, so once you're down, there will be no exit unless you can find one in the mine itself. Will you climb back out (turn to 175), or let yourself go into space (turn to 54)?

## 290

As soon as you touch the door, long spikes spring out of it and the door slams open towards you. Roll one die. On 1-4, turn to 65; on 5 or 6, turn to 366.

## 291

The most direct route to Krill Garnash now lies somewhat to the north-east. Will you head north-east (turn to 55), or continue north (turn to 243)?

## 292

You manage to clear a few smaller rocks, but then struggle with a larger one, which is thoroughly wedged. But by using the pick-axe as a crowbar, you get enough leverage to dislodge it - and cause the whole roof to crash on top of you. Your adventure is over.

## 293

There is a steep path down the cliff from the top of the waterfall to the large pool which has formed in the canyon below. The cliffs here are craggier and less sheer, and you hope that, if you can cross the pool, you may be able to climb the northern cliff. As you swim across the deep pool, you see that the northern cliff is climbable - but you also see a rather large Alligator waddle from the northern shore into the water, where its snout cuts a furrow in the water towards you. If you have the Cloak of Temporary Invisibility, you cannot use it here: it would be too awkward and time-consuming to get it out of your pack. Will you tread water to meet the Alligator's onslaught in as stable a position as possible (turn to 43), or will you dive underwater in an attempt to get at the creature's underbelly (turn to 380)?

## 294

Dense undergrowth forces you some way from the creek. The going is very hard, especially after your night-time exertions, and after a while you stop to rest. Turn to 398.





295

Now you confront Morgana herself. She is so confident of victory that she allows herself to gloat over you. 'By all the dark forces,' she cries, 'this is perfect! I've got you just where we wanted.' Then she leaps off her throne and at you. Her body is frail, but her magical powers more than compensate for lack of strength. You will be able to inflict only 1 STAMINA point of injury every time you wound her (or 2 if you use LUCK successfully). The Cloak of Temporary Invisibility (if you have it) will not protect you in the slightest against anyone with magic powers.

MORGANA

SKILL 11

STAMINA 6

If you win, and Morgana cursed you on Pikestaff Plain, turn to 4; otherwise, turn to 81.

296

The bard complies with your request quite skilfully, but misses out the bit where Pyke battles the Wyvern of Wailing Island, and has him changing into a buzzard, not an eagle, at the end. Afterwards, you go to bed. Turn to 26.

297

With arrows whistling about your ears, you sprint, crouch and zigzag away from the Elves. They do not seem particularly interested in pursuing you. When you judge that the coast is clear, you head north towards Fallow Dale. Turn to 115.



298

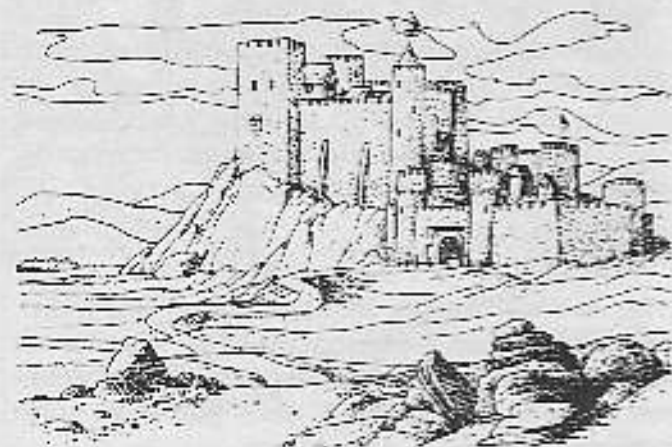
Some of Morgana's defences are formed by the mountain itself. The direct way you are following to Krill Garnash leads to a long glacier, which is steep enough to make walking—or rather, crawling—up it very hazardous. If you have a pick-axe head, turn to 395; otherwise, turn to 96.

299

The farmer grumbles a bit, but accepts the money and lets you cross his land. You make your way to the castle gates. Turn to 78.

300

The warrior dies. Will you continue north (turn to 125) or turn north-east (turn to 374)?



301

On close inspection, the tusk turns out to have eleven tiny dragons intricately engraved on it; it also has a lid, which you screw off. Inside you find eight identical seeds—they look like apple pips to you. Somebody has gone to a lot of trouble over them, so you decide to hang on to them. Return to 112 and choose again.

302

Roll two dice. If the total is greater than your SKILL score, turn to 116; if the total is less than or equal to your SKILL score, turn to 75.



303

Night has well and truly fallen, and a gibbous moon is in the mid-heaven. When you reach the top of one low mound, you see in the dell not far below you a camp-fire, burning bright and welcoming. You see two humanoid shapes by the fire, but cannot quite make out to which race they belong. Will you go down towards the fire for a closer look (turn to 89), or skirt the region and continue your journey (turn to 186)?



304

Your perseverance is rewarded. You come across an open area in the grass, where hard mud is pitted with holes, each of which is about the size of your fist and serves as entrance and exit for countless ants. You dig in the earth with your sword, but while you do so, ants have the opportunity to climb all over you and nip you. You can gain treasure worth up to 10 Gold Pieces, but at a loss of 1 STAMINA point for every 2 Gold Pieces. When you have finished, turn to 140 to head north again.

305

There are few people out in the street. An old woman weaving baskets outside her front door eyes you curiously, and the blacksmith, a hulking man with at least a few pints of Troll blood in his veins, stops working while you pass. Will you go into the village inn (turn to 99), or are you so badly hurt and wounded that you ask the blacksmith for the way to the local healer (turn to 152)?

306

The side-passage is not long and ends at a T-junction. You know that turning left would take you away from your goal, so you turn right. Turn to 170.

307

The Kraken's ghastly head, with its huge beaked mouth snapping, appears out of the water behind its five tentacles. Will you move in close, thus exposing yourself to the tentacles, but hoping for an opportunity to finish the horror off with one blow to its head (turn to 157), or will you slash at the tentacles themselves (turn to 330)?

308

Whichever of your LUCK, STAMINA OR SKILL you choose is restored to its *Initial* level. Then he guides you back to Pikestaff Plain and points you in the direction of the foothills. Turn to 374.





309

After a while the wall abruptly comes to an end. You lose your balance and fall into a room hollowed out of the rock. There are confused scuffles, and then a lamp is lit. Perhaps this was once a guard-room for whatever beings were in charge of the mine, but now it is occupied by a family of Doragars! Doragars are an immensely strong race, a cross between Orcs and Trolls, and were often used for hard physical labour like mining. It may be that this family is descended from the very slaves who once worked the mine. But you have no time to ask this lot about their ancestry. The male Doragar is attacking, wielding an axe, while the female picks up the two young ones and runs screaming down the tunnel to the west.

DORAGAR

SKILL 9

STAMINA 10

If you win, you search the room. Doragars are famous for hoarding trinkets. Turn to 172.

310

Your helmet falls off your head and some way down the slope. You retrieve it, but your momentum carries you further down the slope. Turn to 89.

311

You quickly discover why the helmet is so dented. As soon as you put it on, it presses down on you like a ton of stone; you topple over to the ground and

bang your head. You manage to prise it off, but must lose 1 STAMINA point for slight concussion. Then you continue on your way east. Turn to 180.

## 312

A couple of villagers catch you up. They are somewhat the worse for drink (the local medlar wine is pretty potent). They take up positions, one to either side of you, and then talk as if you weren't there at all. 'A stranger.' 'Yes, I don't hold with strangers.' 'Nor me.' 'Let's roll this one.'

You have no wish to offend Hever by seriously hurting any of his people, but you will have to defend yourself against these two thugs. You lay aside your weapons, roll up your sleeves, and use the noble art of fisticuffs. Roll one die. If you roll 1 or 2, they have managed to hit you, and you must reduce your STAMINA by 1 point; if you roll 3 or 4, you dodge their blows, but they block yours; if you roll 5 or 6, you have succeeded in landing a blow. Once you have hit them three times (i.e. rolled a 5 or 6 three times), they will run away, and you can make your way to the castle gates. Turn to 78.

## 313

You pick yourself up and look around. Mosses and lichens have sprouted on the floor and the well-made walls, and moisture drips and forms puddles. The tunnel extends in both directions. Will you go west (turn to 237) or east (turn to 213)?

## 314

One of them wants to take you as their prisoner to Morgana; the other wants to free you. They argue, and harsh words soon turn to blows, and then a fight to the death. *Test your Luck.* If you are Lucky, turn to 271; if you are Unlucky, turn to 50.

## 315

You find nothing of interest, except that right in the middle of the garden of the largest house a black-shafted spear is stuck into the ground. A blood-red 'M' is sewn on to the black flag which flutters from the end of the spear. This is clearly some kind of challenge from Morgana. Will you grasp the spear to pluck it out of the ground (turn to 11), or leave it and carry on, either north through the village (turn to 56) or north-east away from it (turn to 323)?

## 316

There is plenty of dry wood around to start a fire with your flints and tinder, and you soon have a merry blaze going. You chew on some nuts and drink some water from your flask. Will you refill your flask with water from the lake (turn to 67), or settle down to sleep straight away (turn to 226)?





317

You fail to gain enough height. Scavenging Snow Wolves find your corpse later that night.

318

With this advantage, you can fight them one at a time.

	SKILL	STAMINA
First TRIBESMAN	8	10
Second TRIBESMAN	7	12

If you win, you can take a pair of snow-shoes, if you want, and carry on. The powers of the Cloak wear off after a while (cross it off your *Adventure Sheet*). Turn to 173.

319

'It would indeed be tragic,' continues the chief, 'if Morgana were to unleash her Golems upon the land. Therefore we will aid you, if we can. But first we require some proof that you are not hostile towards our forest.' The shaman rummages through your pack. If he can find a garnet ring, turn to 270; otherwise turn to 45.



320

If you still have your helmet, turn to 161; if you have lost your helmet, turn to 74.

321

When you get back to Fallow Dale and appear before Hever with your helmet, he can see that you are whom you claim to be – the ruler of Arion. At the back of your mind now is the question of Hever's horn and how to ask him about it, but you spend the time discussing more pressing questions. How did the thieves know you were here? How did a message get through to them, and from whom? Eventually Hever suggests that some tales from his bard might take your mind off your worries, if you are not too tired. Will you accept (turn to 184) or go to bed (turn to 26)?

322

The Kraken's ghastly head, with its huge beaked mouth snapping, appears out of the water behind the tentacles. But it is obviously afraid of the fire, and it stays well out of reach: you will have to deal with its tentacles, rather than going for a killing stroke to the beast itself. Will you fight the tentacles with sword alone (turn to 379), or try to snatch burning branches from the fire to use in combination with your sword (turn to 207)?





## 323

No serious obstacles present themselves for quite a while: the streams are either shallow enough to wade or small enough to jump over; the land is covered with heather or bilberry shrubs, which often make the going awkward, but by no means impossible (and provide some food).

In the mid-afternoon of the second day after leaving the grass, you come across a strange sight in such surroundings. A gaily painted caravan is being drawn by a water buffalo, heading west. A robust old man is sitting on the seat of the caravan; the reins hang limply in his hands, and he doesn't seem very concerned about where the caravan goes. The pots and pans strung up around the caravan clash and clang as it passes over the uneven ground. A sign on the side reads: 'Canches - Alchemist & Trader'.

You call out and Canches stops the caravan; the buffalo immediately begins to tug at some coarse grass. Canches offers to sell you some of his home-made wares. If you have money and want to see what he's got, remember this paragraph number and turn to 80. If you have no money, you can either pass the time of day and then continue north-east (turn to 375), or attack the alchemist to try to steal his goods (turn to 185).

## 324

This is doomed to failure. As soon as you start to push the log out of its secure position, you and it are

swept over the falls. The log survives fairly intact, but you don't. Your adventure is over.

## 325

The smell gets worse, and then you lose your footing in the accumulated sludge of generations of bats, whose colony you have entered. Before you can get to your feet, they are flapping all around you, confusing you with their squeaks and scratching you with tiny teeth and claws. You will have to hack your way out. Reduce your **SKILL** by 1 point for this fight because of your disorientation. Treat the many bats as a single opponent.

BATS

SKILL 5

STAMINA 12

If you win, you rejoin the main tunnel and continue east. But when you slipped over, you lost one item or one lot of Provisions from your pack. Choose what to cross off your *Adventure Sheet*, then turn to 370.



## 326

Will you give her:

3 Gold Pieces?

Turn to 223

A jewelled neck-band?

Turn to 110

A garnet ring?

Turn to 44

Cholumbara?

Turn to 196

## 327

There is no escaping the Bloodhawk's piercing gaze.

GIANT

BLOODHAWK

SKILL 7

STAMINA 12

The Bloodhawk is not evil, so the Horn of Hever will have no effect on it. If you win, turn to 201.

## 328

While you delay to investigate the crack, you make an easy target for a Blackheart hunter who happens to look down the shaft from above. Purely out of malice, he fires a black-feathered arrow down the shaft and into your back. A somewhat larger skeleton will join the others.



## 329

'Oh dear,' says Vashti calmly. 'That means you're stuck here with me. Never mind: maybe another traveller will enter this domain, in another few centuries.' Until then, your adventure is over.

## 330

In your exposed position, the tentacles can lash at you two at a time. Thus every time you determine your Attack Strength for normal combat with the first tentacle, you must also determine the Attack Strength of the second tentacle: if its Attack Strength is higher than yours, it wounds you; if it is lower or equal, you have merely avoided it (you cannot wound it). When you have finished with the first tentacle, you turn to deal with the second directly, and the third gets free attacks at you; and so on, until you have finished with them all . . . if you get that far!

	SKILL	STAMINA
First TENTACLE	6	6
Second TENTACLE	6	6
Third TENTACLE	6	6
Fourth TENTACLE	6	6
Fifth TENTACLE	6	6

You can at any time escape by turning to 183, though the tentacles will cause you 2 further STAMINA points of injury as you gather up your belongings and flee. If you remain, and win the battle, turn to 85.

## 331

When you pick up the pouch and loosen the draw-string, you release the tiny Flame Asp which was nestling inside. It bites you on the hand. The poison takes five seconds to paralyse you, and ten to kill you.

## 332

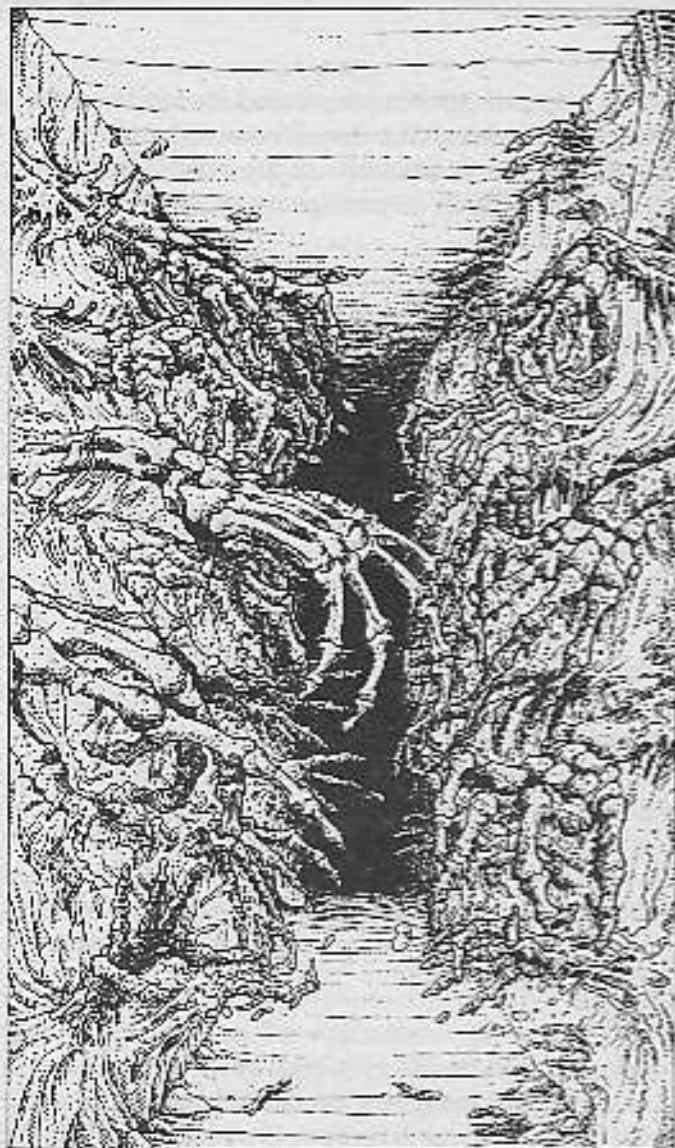
After a while, you think you can see the end of the fire, but it is too far away for you to reach before the fire reaches you. You must think again. There is no point in running in the opposite direction to try to find the other limit of the fire, so will you run north away from the fire (turn to 47) or south towards the fire (turn to 221)?

## 333

You decide to take a set of the Tiger's claws as a memento of this epic battle. Then you return to where Hever is waiting with his village headmen at the edge of the forest. The blue sky, the pennants fluttering in the breeze and the sound of skylarks high above well match your elation at your victory. Hever is delighted with your success. 'You have proven yourself worthy to carry the Horn of Hever,' he says. 'Let us return to the castle to celebrate.' Add 2 LUCK points.

The celebrations continue well into the next day. The mead and medlar wine flow freely. You have to put up with a long procession of local dignitaries, each of whom wants to hear your story and thank





you. Still, you gain 3 STAMINA points. As you prepare to leave the castle, Hever presents you with the horn. It looks just like an ordinary ram's horn, but it came from a Yachar, a Horned Demon, and hence has power over demonic as well as mortal evil. You hang it securely around your neck, so that it is as available to you as your sword. If you sound this horn, you may reduce any opponent's SKILL by 1, unless the book tells you otherwise. Turn to 384.

## 334

Six Wood Elves step up to you, with a mixture of curiosity and caution, and then politely but firmly lead you away. Will you make a break for it (turn to 130), or let yourself be taken wherever you are going (turn to 28)?

## 335

Skeletal arms, some with rotten flesh still hanging from them, emerge from the walls; bony fingers reach for the horn, which you still have hanging around your neck, while others try to trip you up. You will have to hack your way through this horrible gauntlet.

HANDS

SKILL 7

STAMINA 8

If you win, turn to 72.

## 336

No serious obstacles present themselves for quite a while: the streams are either small enough to jump or shallow enough to wade; the land is covered in

heather or bilberry shrubs, which often make the going awkward, but by no means impossible (and provide some food).

In the later afternoon of the second day after leaving the grass, you come across a strange sight in such surroundings. A gaily painted caravan is being drawn by a water buffalo, heading west. A robust old man is sitting on the seat of the caravan; the reins hang limply in his hands, and he doesn't seem very concerned about where the caravan goes. The pots and pans strung up around the caravan clash and clang as it passes over the rough terrain. A sign on the side reads: 'Canches - Alchemist & Trader'.

You call out and Canches stops the caravan; the buffalo immediately begins to tug at some coarse grass. Canches offers to sell you some of his home-made wares. If you have money and want to see what he's got, remember this paragraph number and turn to 80. If you have no money, you can either pass the time of day and then continue north (turn to 13), or attack the alchemist to try to steal his goods (turn to 185).



337

The campers, whoever they are, do not hear you, and you carry on through the night. Lose 2 STAMINA points for lack of sleep. At dawn, mist rolls in from the lake, and you no longer know where you are. Turn to 108.

338

The warrior's eyes flicker and open, and she looks up at you blankly. As you prop her up against a rock, she mutters something about 'the Juja'. Her death is close, but you may be able to ask her one question first. Will you ask her about this Juja (turn to 353), or if she knows how to get into Morgana's lair (turn to 238)?

339

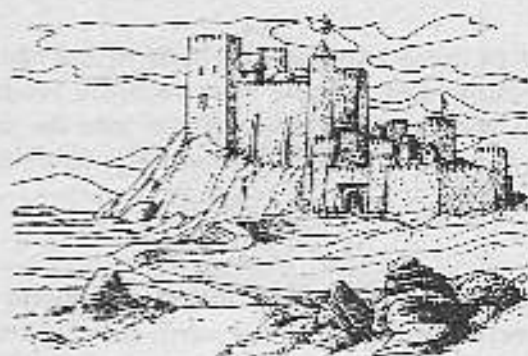
You manage to get enough of a grip on the ice to slow your rate of descent. Lose 2 STAMINA points. You decide to explore the Dragon's cave instead of attempting the glacier again. Turn to 204.

340

You start back from the lip, but the bank gives way beneath your feet, and you slide on your back down into the lake. The noxious water causes you 2 STAMINA points of burns, and ruins *all* your remaining Provisions (and any sorrel you may have). You clamber, cursing, back to solid ground and head in the opposite direction. You soon come across the trail again. Will you turn left (turn to 263) or right (turn to 156)?

341

The figure shortly disappears from sight, and you see no living creature, human or otherwise, for two days – though at night the howling of wolves is often too close for comfort. The peaks of Krill Garnash are now so close that they seem to hang over you, like some vast primeval monster. There are two passes. Will you take the one which heads towards the west of Krill Garnash (turn to 284), or the one which heads towards the east (turn to 142)?



342

Before long, Hever himself enters the room, surrounded by guards ready for the slightest suspicious move from you. He is a huge, black-bearded man, quick to anger and quick to laughter. You tell him what has happened and point out that, as ruler of Arion, you are not used to such treatment. Hever quietly asks you to describe the missing helmet. When you have done so, he smiles with relief and steps forward to embrace you. 'You are welcome, cousin,' he booms. 'Ifor Tynin sent word by eagle of your coming. Now, how may we help?' You show him the rope. Hever arranges for a search-party (six in all, including yourself) to go in pursuit of the thieves. Turn to 166.

343

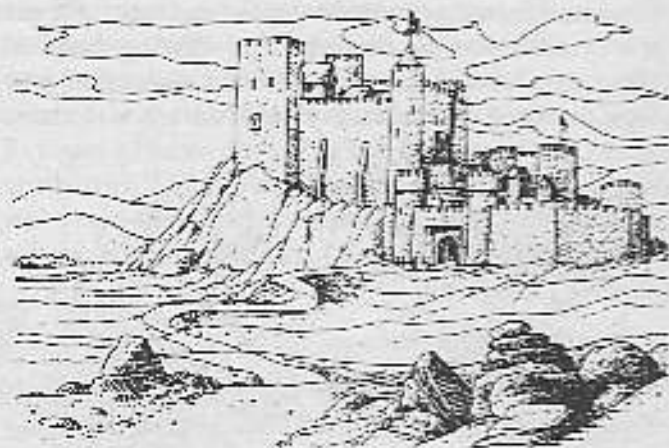
You set your course by the sun for Fallow Dale. If you have two or fewer lots of Provisions left, turn to 376. Otherwise, turn to 200.

## 344

Either of these will keep the cold of the northern mountains from sapping your strength. From now on, as you progress towards and into the mountains, the snow gets deeper and icy winds moan. Turn to 128.

## 345

Boggy ground soon turns to pools with no more than occasional mounds of earth to support you. There is nothing of interest to be seen. Will you turn back and then head north-east towards Krill Garnash (turn to 374)? Or will you jump from mound to mound, deeper into the marsh, to the left (turn to 187), right (turn to 229) or straight on (turn to 165)?



## 346

You sit down to rest after your exertions. Then to your amazement a spectral army glides across the surface of the lake. There are at least forty of them, and most are dressed in the battered remnants of armour of bygone days. You jump to your feet in alarm. You can see through them, but you also have no doubt that they are substantial enough to make their presence felt in this earthly realm.

While you are wondering what to do, one of them steps forward on to the bank. He was once a man in the prime of life, long-haired and with noble and stern features. 'Fear not,' his ghostly voice whispers. 'You have done us great service. With the death of the Kraken we, its victims, are released from our bondage to this spectral form. But we repay our debts. Before we go to our final rest in the underworld, we will assist you once in the course of your quest - but my advice would be not to call us except in the direst need. You can summon us by





my name: it is Galrin.' With that, the leader and his host of followers vanish. When the book tells you that you can call on Galrin, turn to 100. For now, add 2 LUCK points and turn to 385.

347

No sooner has Morgana slumped to the ground than an unseen enemy stabs you in the back. You die, with a puzzled expression frozen on your face. Your adventure is over.

348

With a lucky strike of its paws, the Tiger splinters your spear as though it were made of straw. Now you will have to fight it at close quarters, with your sword. Return to 371 and continue the fight, but every time the Tiger's claws rake you, it will inflict 4 instead of 2 points of STAMINA injury.



349

You just clear the pool, but land on a clump of slippery lichen, and fall over backwards into the water. A Water Snake coils itself around your neck and holds you under until you drown.



350

Will you head north, which is the most direct route to Krill Garnash from where you are (turn to 236), or slightly north-west (turn to 55)?

351

You sneak out of the chief's hut, which is easy since it is set apart from the other huts, and continue towards Fallow Dale. Turn to 115.

352

*Test your Luck.* If you are Lucky, turn to 373. If you are Unlucky, turn to 163.

353

'I was searching for him,' she says, though the effort of speaking visibly weakens her. He is close. I don't know exactly where; I only know a rhyme: "Do not wander, do not stray; always take the middle way."' But these are her last words. You bury her and carry on, either north (turn to 125) or north-east (turn to 374).



354

You are still able to think clearly, so you seize a torch from a wall-bracket to light your way. This is just as well, because you soon see that the floor and walls are lined with jagged rocks. The litter of animal skeletons shows that they are poisoned. There is no way through here. Will you try the stone door (turn to 119) or the wooden door (turn to 32)?



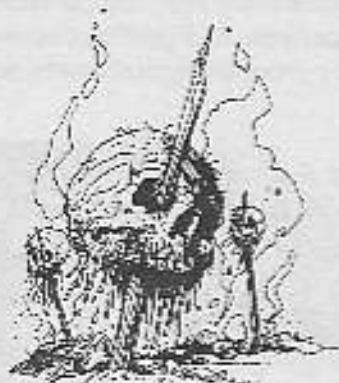


355

Later, a side-passage opens up on your left. Will you take it (turn to 283), or continue along the main tunnel (turn to 364)?

356

Why, you wonder, have the thieves made it so easy for you to follow them? The rope, the easy trail – it's as if they want you to catch them up. If you have a bow and arrows, turn to 220; otherwise, turn to 252.



357

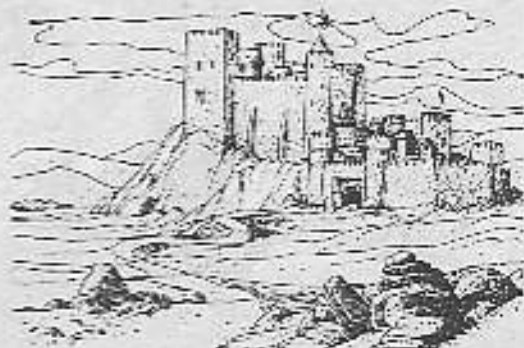
As you continue north, you soon begin to see, some way ahead, the pall of vapour which continually covers Marsh Vile. Among the many streams and rivulets which crisscross this part of the plain, you come across one which has been reduced to a mere trickle; the exposed mud is still damp. Will you follow it upstream to find out what is blocking it (turn to 25) or continue north (turn to 125)?

358

The Elves tie your hands behind your back and keep a close watch on you as they march you off towards their village. Turn to 28.

359

Half a kilometre away from the cliff, you pause for thought. Roll two dice. If the total is greater than your SKILL score, turn to 134; if the total is less than or equal to your SKILL score, turn to 365.





360

Your shouts have no effect on the distant figure – but dramatic effects otherwise. The noise starts an avalanche, and you are soon crushed under tons of snow, rocks and tree-trunks.

361

In your haste, you drop some Provisions out of your pack. Roll one die: this many lots of Provisions are lost. The moon sets and you wander in the pitch-dark forest, no longer certain of your direction, until a slight lightening of the gloom and the mist rolling in from the lake herald dawn. Lose 1 STAMINA point for lack of sleep. Will you slump down against a tree to rest (turn to 398), or press on (turn to 171)?

362

As the mist begins to clear, you can see buildings in the shallow valley below you. You duck down behind a stone. When you dare to peek around the stone, you find that the buildings are in fact the dilapidated remains of a mine of some kind. They are obviously uninhabited – at any rate, by their former inhabitants. Will you have a look around (turn to 181), or skirt the area (turn to 343)?

363

You fall into the Chion's trap, and it is impossible to climb up the sides of crumbling snow. The Chion makes short work of swallowing you. Your adventure is over.



364

Directly underneath one of the air-shafts, you find a litter of small skeletons – presumably of animals that have fallen down – which are partially concealing a small fissure, no more than three centimetres wide. Will you investigate (turn to 328) or carry on (turn to 57)?

365

You realize that you need to create a fire-break between yourself and the bush-fire, but you have left yourself little time. The only means you have of making such a fire-break is to start your own fire, which will burn up the shrubs and leave the bush-fire nothing to catch on. Will you start a fire to the south of where you stand, between yourself and the bush-fire (turn to 102), or north of where you stand, between yourself and the cliff (turn to 265)?

366

You leap back in time to avoid the door. Will you go through it into a dark tunnel (turn to 131), or try the stone door (turn to 119) or the wooden door (turn to 32)?



367

A sudden noise from some nearby undergrowth startles you and you rush away, imagining a whole host of Blackheart warriors. Turn to 183.

368

You launch yourself into the river. The force of the current immediately sweeps you downstream, well out of the way of the beach. The sheer cliffs now press in on either side of the river, and the water becomes even more rough. There are no beaches or other possible landing-places. However, you manage to cling on to your log, as you are swept along for kilometre upon kilometre. The river eventually widens again. It is calmer and safer, but the cliffs are just as sheer. Day turns into night, and then day again. Turn to 38.

369

The passage is not long, and ends at a T-junction. You know that turning right would take you away from your goal, so you turn left. Turn to 16.

370

Shortly, you reach a spot where the floor has subsided, and a pool of stagnant water has formed, which is about a metre deep and three metres wide. Will you try to jump over the pool (turn to 239), or wade through it (turn to 151)?

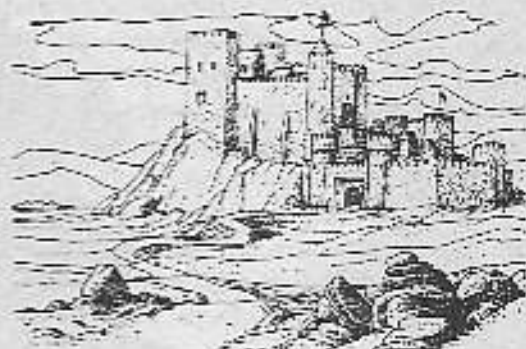
371

The massive Sabre-toothed Tiger bursts out of cover, slaving at the mouth, and sets about the pack of hounds with its huge paws. You must fight it with your spear. First roll one die: your hounds manage to injure the beast for this amount of STAMINA damage before you call them off and engage it yourself. If they cause it 5 or 6 points of STAMINA injury, you may also reduce its SKILL by 1 point.

#### SABRE-TOOTHED TIGER

SKILL 11 STAMINA 12

If you have not defeated it after four rounds of combat, turn to 348. If you win, turn to 333. If your STAMINA is getting dangerously low, you may decide that the Horn of Hever is not worth it, and break off from the fight (turn to 177).



372

You step safely from rock to slippery rock, until you reach the south bank. Turn to 293.

373

You walk on and on, unaware that you have fortunately crossed a narrow span of stone over a chasm. Much later, the tunnel narrows, and you keep pressed to the wall to avoid bumping into the sides all the time. Will you keep to the right-hand wall (turn to 61) or the left-hand wall (turn to 309)?

374

You travel by easy stages to the foothills of the northern mountain range. There is quite a bit of game, so you use up only 1 lot of Provisions. One night you camp by a copse. In the morning, will you walk through the copse (turn to 113) or around it (turn to 126)?



## 375

The following night, your camp-fire attracts some unwelcome visitors. A couple of Mordidas are patrolling their territory and resent your intrusion. Mordidas are scavengers – they are rather like huge hyenas – and are usually too cowardly to approach anything which might fight back. But to judge by the state of these two, they have not had anything to eat for quite a while and are desperate. If you have the Cloak of Temporary Invisibility, it will do you no good here, as the Mordidas' powerful sense of smell is just as effective as their sight. They adopt the method of attack peculiar to their kind, and each attacks you in alternate Attack Rounds.

	SKILL	STAMINA
First MORDIDA	5	8
Second MORDIDA	7	10

The first Mordida is weakened by disease, and has become rabid. If it wins any Attack Rounds against you, you will have to cut the poison out of the wound it has inflicted: this will cause you 2 further STAMINA points of injury. But you can do this only if you survive the battle, of course. If you survive, turn to 13.

## 376

The remainder of the journey to Fallow Dale is uneventful, but you soon run out of Provisions. Reduce your STAMINA score by 6 points for two days of hard walking with no food or water. If you survive, turn to 178.

## 377

The guards are still inclined to think that anything you do may be a trick, so they simply knock you unconscious to keep you quiet. Lose 3 STAMINA points. When you come to, turn to 342.

## 378

Your companions turn to quieten you, but it is too late. The noise starts an avalanche: distant rumbling soon becomes terrifyingly loud, and tons of snow, rocks and tree-trunks are hurtling down the mountainside towards you. Fortunately, you are all close to the opposite slope, and you are able to run out of reach of the avalanche, though in the panic you become separated from your captors. You fall into a snow-drift, which hides you from view. Roll one die: on 1-3, turn to 146; on 4-6, turn to 233.

## 379

With your back to a tree and the camp-fire in front of you, you can fight the tentacles one at a time. They try to wrap themselves around you and pull you into the gaping mouth of the Kraken.

	SKILL	STAMINA
First TENTACLE	6	6
Second TENTACLE	6	6
Third TENTACLE	6	6
Fourth TENTACLE	6	6
Fifth TENTACLE	6	6

You can escape at any time by turning to 361, though the tentacles will cause you 2 further

STAMINA points of injury as you gather up your belongings and flee. If you stay put, and win the battle, turn to 346.

## 380

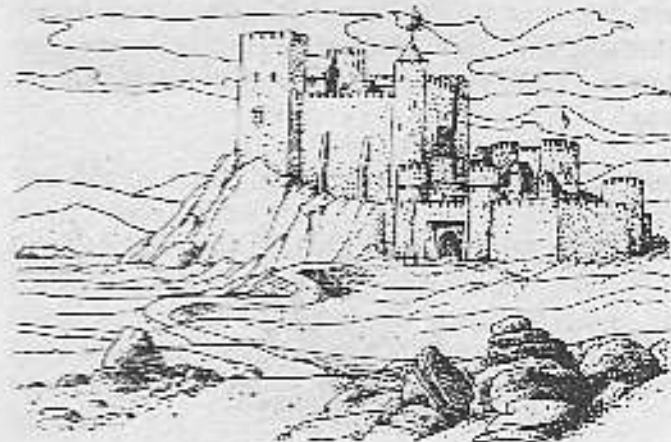
You manage to wound the Alligator before it too dives to meet you. The battle is on, sometimes under water, sometimes on the surface. The Alligator is not evil, so the Horn of Hever will have no effect on it, and you must reduce your SKILL by 1 point for this fight, because the water hampers your movements.

ALLIGATOR

SKILL 7

STAMINA 8

If you win, roll two dice. If the total is 4-10, turn to 393; otherwise turn to 122.





## 381

A bolt of the lightning which constantly plays in this marsh strikes you dead. Your adventure is over.

## 382

You find yourself among mist-shrouded hills. The position of the sun, dimly perceived behind the mist, tells you that you have been transported to the eastern side of the lake, well away from the Elves' forest. Will you stay where you are until the mist clears (turn to 27), or press on regardless (turn to 138)?

## 383

This may be a mistake. The tribe to which these men belong has long been under the rule of Morgana. They pay her tribute, because they fear her; but they would rather be free. When you approach them with your sword still in its sheath, they seize you roughly and tie you against a tree. They search through your pack. If they can find a set of Sabretoothed Tiger's claws, turn to 155; otherwise, turn to 194.



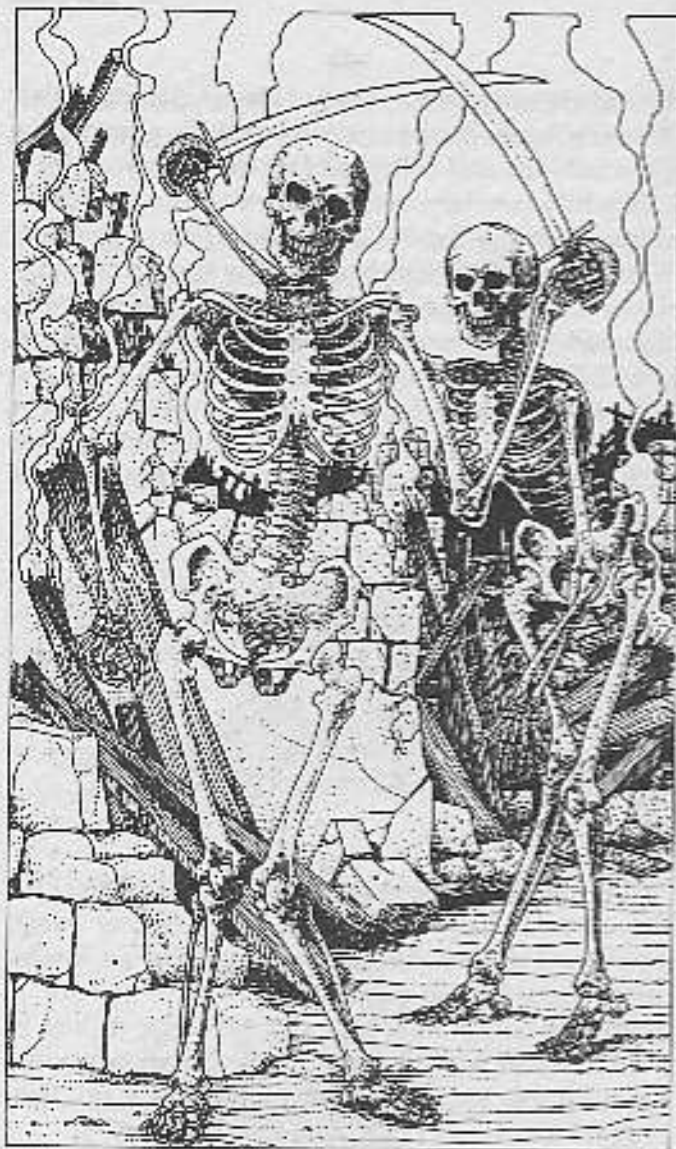
## 384

As you are taking your leave of Hever, a bruised and bleeding figure thrusts his way past the guards into the courtyard and collapses face down at your feet. You gently turn him over, and have difficulty at first in recognizing Kevin Truehand, your armourer from Arion. He is barely alive. He speaks through cracked lips with a great effort, as if resisting the approach of death or of something worse: 'Majesty, I tried . . . black magic . . . must not give in . . .' Then he chokes and breathes his last. You jump to your feet. Will you go over to discuss this matter with Hever (turn to 93), or stay thinking about it yourself (turn to 281)?



## 385

You decide not to spend any more time by the lake shore, and strike off north and slightly west, through the dark forest, until you are no longer certain how far you have come or where you are. A slight lightening of the gloom and mist rolling in from the lake herald dawn. Will you slump down against a tree to rest (turn to 398), or press on (turn to 171)?



## 386

Two animated Skeletons emerge, jerking like puppets, from behind a devastated house. They attack you simultaneously with their cutlasses, but fortunately they are rather uncoordinated. Choose one to attack, and use the normal combat rules against it. The other may wound you, but you may not wound it: roll for its Attack Strength too, and if it is higher than yours, it wounds you; if it is lower or equal, you have dodged its spasmodic assault.

	SKILL	STAMINA
First SKELETON	5	8
Second SKELETON	5	7

If you win, you may take a bejewelled choker which one of the Skeletons was wearing. Will you then continue north through the village (turn to 84), or weave through the village in a north-easterly direction, in order to get away from it as soon as possible (turn to 214)?

## 387

If you can guess what you are supposed to do here, add together the numbers of the items involved and turn to the paragraph with that number. Otherwise, the trees shimmer mysteriously, but nothing happens to make you stay there. You carry on with your journey. Turn to 37.



388

About half a kilometre beyond the main shaft, a side-passage opens up to your right; a truly horrible smell is issuing from it. Will you take it (turn to 325) or continue along the main tunnel (turn to 370)?

389

'No matter, no matter,' laughs Hever, 'if that's how you want to sit at the table.' You talk about your respective cultures during the feast, although at the back of your mind is the matter of Hever's horn and how to ask him about it. When the meal is over (restore 4 STAMINA points), Hever invites you to join him in his Privy Chamber to listen to the castle bard. The wine you drank at the feast is already making your limbs feel like lead. Refreshing sleep seems not just desirable, but necessary. Will you politely refuse Hever's invitation and ask to be shown to your room (turn to 26), or will you go with him (turn to 184)?

390

The look on their faces when you vanish is so comical that you almost give yourself away by laughing out loud. But your footprints in the snow are more of a problem. Will you try to run away (turn to 94), or simply use your invisibility to fight them with a clear advantage (turn to 318)?

391

You are almost immediately spotted and surrounded. Turn to 358.



392

Since the Ice Hulk has no brain to speak of, it takes quite a time for the creature to register the pain of the wound you have inflicted on it. You withdraw your sword from its side, expecting at least to slow the beast down, and are therefore unprepared for it to continue coming at you, swinging its great paws like claw-tipped mallets. *Test your Luck*. If you are Lucky, turn to 182; if you are Unlucky, turn to 60.

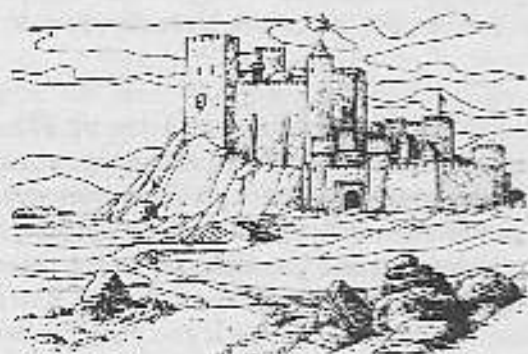
393

You reach the northern shore and dry off. The climb up the cliff is fairly easy. Once at the top, you pause to estimate your position. You think that you have come so far west that the dreaded Marsh Vile now lies to the north, and the foothills to the mountain range of Krill Garnash to the north-east. You know you should avoid Marsh Vile if you possibly can, but will you head north for a while (turn to 357) or north-east (turn to 374)?

394

As you walk along, you notice that there are many evenly spaced shafts, drilled through to the ground above. These afford light and air, but are out of reach and just as unclimbable as the one you fell down. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

It turns out that this was a copper mine; the vein is worked out, but you find a nugget of greenish ore, which you keep. You soon come to what is obviously the main shaft, but any hopes of escaping are quickly dashed when you see that the ladder has rotted away, and the entrance is too wide to chimney up. You sit down and complain to yourself for a while, but then determine to find some other way out. Will you now continue west (turn to 355) or turn east (turn to 388)?



395

You can use this to get a better grip on the ice. You make it safely to the end of the glacier, and climb up to the entrance of a tunnel. Turn to 256.

396

When you reach the far side of the field, you stop to remove the mud which has stuck to your boots and is weighing them down. When you look up from your task, you find the farmer glowering at you. By his side are two snarling Kalagarian Ridgebacks – half dog, half wolf, highly intelligent killers. No doubt you could take all three of them on, but you don't want to offend Hever by harming any of his people, so when the farmer rages at you for tramping over his newly seeded field, you offer to pay for any damage you may have caused. Will you offer:

2 Gold Pieces?

Turn to 299

Cholumbara?

Turn to 66

A copper nugget?

Turn to 205

If you have none of these, turn to 266.

397

One evening, just as you are thinking about finding somewhere to rest for the night, you come across a large rock, which the wind has hollowed out until it is like an arch. Will you spend the night in the shelter of the arch (turn to 179) or elsewhere (turn to 77)?





398

Reduce your **STAMINA** by 2 points if you have not eaten during the night. When you resume your interrupted journey, wisps of mist are still drifting between the trunks of the tall evergreen trees and . . . what was that? Was it just a patch of mist at the edge of your vision? Or was it some living creature? An arrow thudding into a tree-trunk centimetres from your head soon answers these questions. Will you remain motionless (turn to 334), or duck down into the undergrowth (turn to 251)?

399

As you trudge down this seemingly endless tunnel, the light fades from the shafts: it is night. But eventually you hear ahead of you the chuckling of a spring and, to judge by the lack of echo, it is not enclosed, but out in the open. The tunnel is coming to an exit! However, you also start to hear the shuffling of a large creature of some kind. It is impossible to tell in the darkness how far ahead it might be. Will you press on stealthily (turn to 51), or risk a sprint for the open air (turn to 147)?

400

Victory is yours! The Masks of Mayhem will not be released upon the land – at any rate, not in your lifetime . . .