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**The fire of the Sentinels must be rekindled!**

Six massive stone dragons guard the tiny kingdom of Zamarra. But the fire they breathe has been extinguished. And now Zamarra is under siege by Ostragoth the Grim and his swarming hordes. His aim is to destroy the twelve wizards of the Mage-Order and spread the evil of the enchanter Jaxartes throughout Khul! The Sentinels' fire must be restored to its former power – and YOU have volunteered for the task! Your terrifying mission will take you to the white-hot core of the volcano known as the FANGS OF FURY and there is no time to lose!

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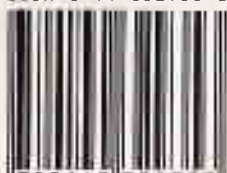
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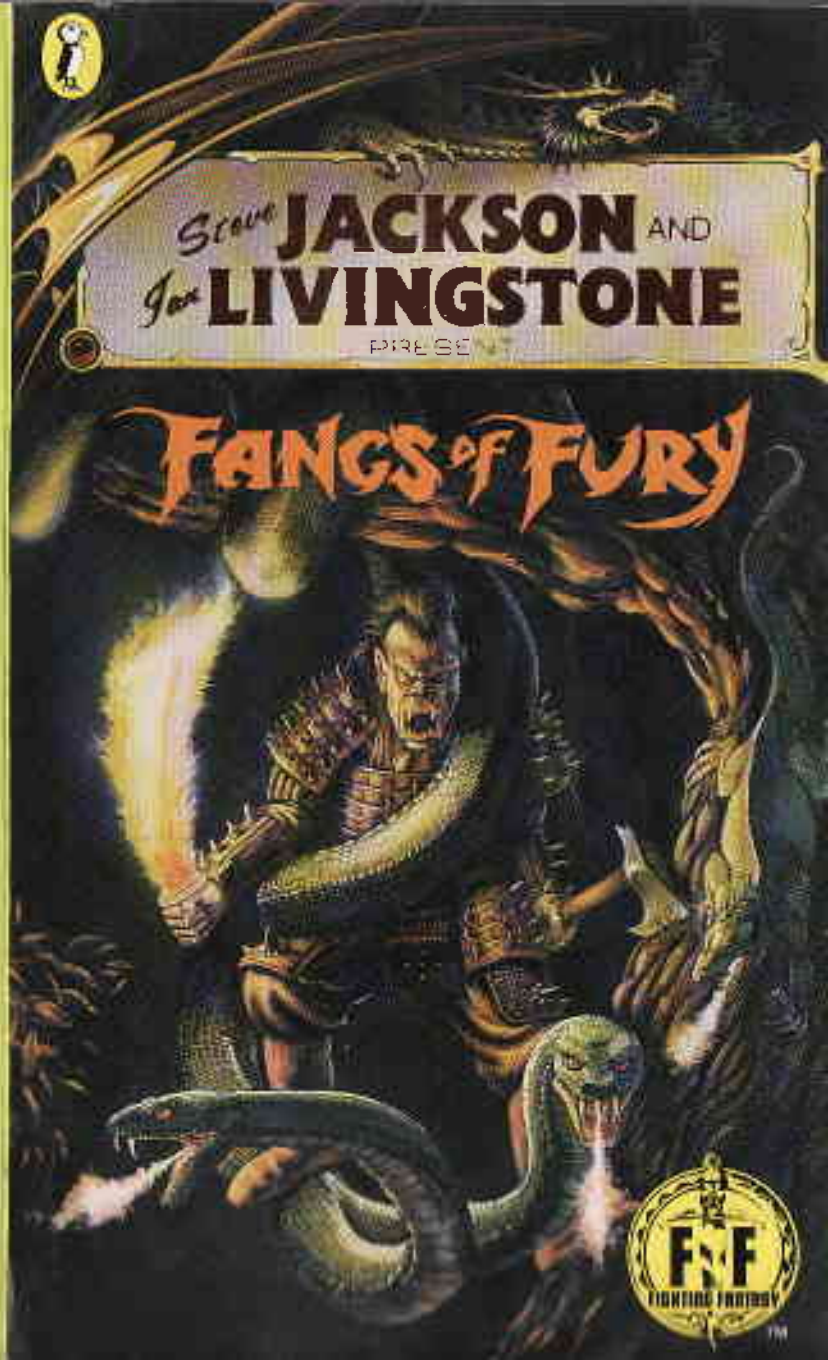


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STEVE JACKSON  
AND IAN LIVINGSTONE

Fangs of Fury





## PUFFIN BOOKS FANGS OF FURY

Six massive fire-breathing Stone Sentinels guard the Kingdom of Zamarra, but their flame has been extinguished and the city is under siege. Ostragoth and his swarming hordes aim to destroy the twelve Wizards of the Mage Order and spread the Evil of the Enchanter Jaxartes throughout Khul. The Sentinels' Fire must be rekindled.

You are an elite warrior of the city of Zamarra, and YOU have volunteered for the task. Your terrifying mission will take you to the white-hot core of the volcano known as the Fangs of Fury and there is no time to lose!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is 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. YOU decide which routes to follow, which dangers to risk and which adversaries to fight!

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# FANGS OF FURY



**Luke Sharp**

*Illustrated by David Gallagher*

**Puffin Books**

**PUFFIN BOOKS**

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*To Jake and Elwood Blues,  
John T. Chance, Ricky Blain, Kambei, Kikuchiyo,  
Gorobei, Kyuzo, Heihachi, Shichiroji, Katsushiro,  
Shino and the Motley Crew.  
Real heroes every one.*

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## HOW TO FIGHT THE CREATURES OF ZAMARRA

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must work out your initial **LUCK**, **SKILL** and **STAMINA** scores. You may use the *Adventure Sheet* on pages 18–19 to record all the details of your adventure. Here you will find boxes for recording your **SKILL**, **STAMINA** and **LUCK** scores. If it is possible to make a photocopy of this page, do so. Otherwise record all details in pencil.

### **Skill, Stamina and Luck**

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

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



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 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 the creature's, 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 or parried 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 **LUCK** here to do additional damage (see below).
5. The creature has wounded you, so subtract 2 points from your own **STAMINA**. Again you may use **LUCK** at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own **STAMINA** scores (and your **LUCK** score if you used **LUCK** – see below).
7. Begin the next Attack Round by repeating steps 1 to 6. This sequence continues until the **STAMINA** score of either you or the creature you are fighting reaches 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. Usually you will fight each one in turn.

## Luck

At various times during your adventure, either in battles or when you come across other situations in which you could either be Lucky or Unlucky (details of these are given on the relevant pages), 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 you 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 and 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 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 paragraph may give you instructions to increase or decrease your SKILL score. Your SKILL can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see below) 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** 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 below) 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 in the appropriate paragraph of the book. Remember that, as with **SKILL** and **STAMINA**, your **LUCK** score may never exceed its *Initial* value, unless specifically instructed in a paragraph. Drinking the **Potion of Fortune** (see below) 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 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 any **Provisions** and any treasures you may come across. **Zamarran Gold Coins** are small, so you can easily carry as many as you can find.

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:

**Potion of Skill** – restores **SKILL** points

**Potion of Strength** – restores **STAMINA** points

**Potion of Fortune** – restores **LUCK** points and increases *Initial* **LUCK** by 1

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 only once during an adventure. Make a note on your *Adventure Sheet* when you have consumed the potion.

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



### Gold, Gems and Cubes

You begin the adventure with 10 Gold Coins: mark these on your *Adventure Sheet* in the Gold box. You are also given 4 Black Cubes: add these to the upper section of the Cube box. The *Adventure Sheet* also contains a Gem box. Mark any jewels you pick up on your travels and make sure you indicate what type they are – Star Crystals, Blue Gems, Yellow Gems, etc.







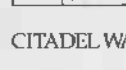






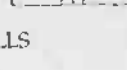


### The Citadel Walls

You are in a race against time. The besieging armies of Ostragoth the Grim will be attempting to breach the fourteen Zamarran Walls of Defence to kill the twelve Wizards. You have a Bracelet attached to your wrist that will glow each time one of the walls of the defence has been breached. When the last wall has been penetrated, the Wizards will be killed and the Bracelet you wear will kill you. Each time the Bracelet glows you must replace the white flag of King Elidor of Zamarra with the black flag of the Ostragoth-Jaxartes Alliance (pencil in the white flag on the *Adventure Sheet*). When all fourteen walls are flying the black standard then you have run out of time. The Bracelet will perform its grisly task and you will die instantly!



# ADVENTURE SHEET

<b>SKILL</b> Initial Skill =	<b>STAMINA</b> Initial Stamina =	<b>LUCK</b> Initial Luck =	<b>PROVISIONS</b>
      	      	<b>NOTES</b>	<b>GOLD</b>
			<b>GEMS</b>
			<b>CUBES</b>
		<b>CLUES, OBJECTS FOUND</b>	

CITADEL WALLS

## MONSTER ENCOUNTER BOXES

Skill = Stamina =	Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =	Skill = Stamina =

## BACKGROUND

Just after you took that one step forward, you knew that it was a mistake. You remembered the training camp: the old lags, men and women who had been through all the wars, used to say, 'Never volunteer. That's Rule One.' And here you are, in a besieged citadel, one step forward, with the rest of the troop chuckling behind you.

Captain Laski smiles and marches you to the inner chambers. Occasionally you hear a crash and the ground shakes as another large rock is catapulted against the citadel's massive walls. You are angry at yourself for your lapse and hope that you're just wanted for something like an extra watch or a sortie for prisoners, or perhaps a water detail.

You are marched straight to the King's Chamber. It is warm and comfortable inside. King Elidor is standing by a huge round table and around him are the twelve Wizards. There are other attendants and bodyguards in the shadows.

The King is studying a large map. Now and again, a fine dust settles on the table and Snuffserk, the King's Chancellor, wipes it away with a red cloth. 'Your Majesty, I have the volunteer,' Captain Laski proudly announces.

The King looks you up and down, 'Step closer, brave warrior.' Your heart sinks as the others stare at you. From what the King just said you know that you've volunteered for something dangerous.

'You have explained the situation to the volunteer?' one of the Wizards asks Captain Laski.

'My troops were all informed that it was an extremely hazardous mission.' You look at Laski, but know that you can't contradict an officer; even less change your mind.

'Well, I think it's time the volunteer knew all the details.' The Wizard bids you follow him to the table, sits you down and begins to explain.

'My name is Astragal. I am one of the Mage Order, and these,' he points to the others, 'are my fellow Wizards from the surrounding lands. As you are well aware, the Citadel of Zamarra is under siege by a massive force led by Ostragoth the Grim, but what you may not understand is the reason for this attack on a small city kingdom. Ostragoth wants to kill us.' He points again to all the Wizards; they all look a little uncomfortable. 'He wishes to conquer all the southern lands of Khul and knows that the Wizards of the Mage Order will only work for Good, never Evil. Under the influence of the Evil Enchanter Jaxartes, Ostragoth decided to strike at us once and for all when we met here. He has waited seven years for this opportunity and has mustered a massive force. If we are all killed, the land will be prey to the Evil magic of Jaxartes, once the most powerful of

our Order but cast out for delving into the Dark Arts. You have seen the size of the fleet and army numbered against this tiny kingdom of Zamarra. If he succeeds here, Gorak, Kazan, Transoxalia, all of south-west Khul will fall to his power.

'You may well ask why we did not foresee such a danger. For your answer, look out of that window at one of the six Stone Sentinels of Zamarra. They are not just massive statues of Dragons, they are our defence. They breathe the Fire from the Fangs of Fury. They were charged to destroy any Evil force with a speed and viciousness undreamt of by any mortal.'

You stare at the vast stone creature and can only utter, 'But why . . .?'

'Yes, why do they not attack now? Because their Fire, their living Flame has been extinguished. Some traitor has craftily Spell-broken their Eternal Breath. Which brings me to YOU.' Your heart sinks as Astragal points to an object on the table.

He picks it up and hands it to you: intricately carved with all manner of symbols, it is made from a white horn-like substance in the shape of a small torch.



'All twelve Wizards here have combined their power to produce this apparently insignificant item. The Stone Sentinels' Fire must be rekindled. If this Torch is lit at the Fangs of Fury, the Dragons' Breath will flow again and the creatures may perform their hideous task of destruction. Jaxartes will have knowledge of the Torch, the traitor will see to that. And Jaxartes will want it in his possession. He has invested too much of himself in attempting our destruction, so he fears this Torch and its bearer. There have been rumours of black-cloaked figures appearing on the battlefields outside the Citadel. If these prove to be his Mage Warriors, you must be ever-cautious, for they are extremely powerful and dangerous.



'I am certain that Jaxartes will try to extinguish the great Flame at the core of Fury, therefore speed is of the essence. There is no time for careful penetration of the siege lines. We have, however, one ray of hope. The volcano is the centre of a strange religious sect. The name of the religion is not known but its adherents are called Wazarri. They it was who supplied the original flame for the Sentinels. They may help you, but beware, no other may carry the Torch to the Furnace!

'Your task is this: you must break through the siege, and head north towards the high mountains and find the volcano known as the Fangs of Fury.' He points to the map which shows a drawing of five fangs clustered together. 'You must go into the depths, to the very core. There, you must thrust the Torch into the white-hot inferno. At that moment the Sentinels will awaken. But you must beware! Jaxartes knows the secrets of the Fangs of Fury; it will be guarded by all manner of Fell Beasts.'

Astragal walks away from the table and takes a sip from a flagon handed to him by an attendant. King Elidor then speaks to you. 'It is my belief that one determined person can pierce the siege lines better than a host of knights. It was my decision to use none of the Knights of the Order: their faces are too well known in Zamarra. If you wish to refuse the mission, do so now.' You know that this is your only chance to go back and not get involved in this risky venture, but somehow you find you cannot say anything.



Astragal comes back. 'The heat of the core will be intense. You must protect yourself with these.' He hands you four small Black Cubes. 'Each one will absorb the power of a white-hot sheet of fire on one occasion and then disintegrate. Unfortunately, we have no others here. If you find any more, take all you can for you will surely need them.'

You notice that there is some plain leather armour on one of the chairs. Captain Laski motions for you to go over and to put it on. Just as you slip off your liveried jerkin, another Wizard appears in front of you. He has dark, distrustful eyes and holds a bracelet. 'I have convinced the Mage Order to fit this on your wrist. It will glow when Ostragoth's force has broken through each of the fourteen Citadel Walls. If the final wall is breached and we are killed, you will also die, so do not think of escaping once you have got through the siege lines. You cannot remove the Bracelet. However, if you succeed it will fall off and you may keep it. It will make you very wealthy.'

'Thank you, Morgrek,' Astragal says with a slight air of distaste. 'I can hear the battering-rams pounding at the main gate. Ostragoth's creatures must have crossed the moat. There is no time to lose!'

Now, turn to 1.



## 1

You are taken to the deepest part of the Citadel. Captain Laski and two soldiers march in front of you and the twelve Wizards shuffle along behind you. Astragal looks at you, shakes your hand warmly and wishes you good luck. He then stands back with the others.

Captain Laski orders the soldiers to lift one of the slabs in the chamber. They prise it up to reveal a set of stone steps leading into a tunnel. The Captain then gives you some advice: 'Keep to the left-hand wall. Don't light a torch, you might be seen. And . . . well . . . good luck.' You are amazed to hear a good word from your hard-bitten Captain. You check your pack, equipment and the all-important Torch hidden in the secret panel of your leather armour, and step down into the dark hole.

Just then, the ground shakes as another boulder slams into the Citadel walls. You look up. Captain Laski pokes his head into the hole and screams at you, 'And make sure you succeed. I won't have you besmirching the honour of the Seventh Foot-sloggers.' His head disappears and the slab is dropped back down. You are in complete darkness.

You feel your way along the left side of the wall for about 400 paces and then you fall over a pile of rubble. You get up to find the tunnel ahead is blocked. You listen carefully and can hear shouting and screaming. You also smell faint whiffs of fresh air. You feel around in the dark and find another



smaller tunnel to the right. Your first instinct is to go back but you realize that from here on there is no going back. What do you decide? Do you take the tunnel to the right (turn to 260) or do you climb the pile of rubble (turn to 118)?



You run fast and drop down before anyone can see you. You weave in and out making sure that you are not followed. You make your way out of the town. Turn to 398.



You walk into a village and notice a lot of activity. The villagers are bringing in their sacks of grain and rice and stacking them in a central store. They eye you with suspicion but let you pass. You head for an inn and sit down on a bench outside the building and rest (add 4 points to your STAMINA). A little girl skips past you with a bag of rice. Suddenly, the bag breaks and all the rice spills on to the ground. She begins to cry that she's already late for school and gets down on her knees to pick up the grains. Do you help her (turn to 182) or do you sit back and relax (turn to 60)?

4

Nobody takes much notice of you on board. You keep your head down and follow a group who are heading below deck. Turn to 132.

5

Occasionally, you hear screams coming from a metal door at the side of the wagon. After a few hours, the door is opened and a haggard-looking man is thrown into the prison cell. He crawls about trying to hide his face in the filthy straw and shouting, 'No! No!' The guard, an Ogre wearing a black hood, comes in and orders you out. As you leave, you look at the monk. He is still smiling. The door is bolted behind you. You are in complete darkness, then someone lights a candle and you see the face of a woman. She smiles a wicked smile and begins to pace up and down. She wears a uniform of black leather with the personal insignia of Ostragoth the Grim. 'Eventually, you will tell me everything and more. I will not touch a hair on your head but you will be hurt by . . . yourself.' Suddenly, you see an image of yourself covered in wounds and blood. It attacks you and you find a sword in your hand. You must fight yourself, with your own SKILL and STAMINA scores.

YOURSELF

SKILL

STAMINA

If you lose, you will tell all to the Inquisitor (turn to 321). If you win, you are thrown back into the wagon (turn to 83).

## 6

The Elves congregate in a huge stone stadium encircling a smooth green field. Cloris the Elf-maiden explains the rules. 'The team is made up of five men and women. Two teams compete to carry a circular rock across the opposing team's territory. Each player plays individually against his or her opponent. The player must move twelve paces four times (forty-eight paces) while the opponent tries to stop him or her with body blows.'

Throw three dice and total. If you get 12 or over, repeat three more times. If you fail to make 12 or over, then you must deduct the shortfall from your STAMINA and add it to the next group of 12 paces. (For example:  $5+3+3 = 11$ . This is 1 under; deduct 1 point from your STAMINA and you must make 13 on your second attempt.) If you succeed in getting through, turn to 145. If you fail, turn to 37.



## 7

You mount the horse. You guess that it belonged to Orc cavalry by the row of heads hanging from the saddle. Shuddering, you detach these quickly and then gallop away. You see a small purse inside the saddle-bag and reach in to find 10 Gold Coins. (Add these to your *Adventure Sheet* and increase your LUCK by 1 point.) Turn to 335.



## 8

You poke your sword into the stream and find a very good ford; it's quite shallow and easy to cross without getting too wet. You cross the stream. The camp-fire is very close to the edge of the forest. You hear a distant noise to the left and see a flame rising into the sky. It has the distinct shape of a fist. Do you head towards it to investigate (turn to 104) or do you approach the camp-fire (turn to 276)?

## 9

The monk speaks. 'Your path is perilous. Jaxartes awaits you with his Evil at every turn. He knows your aim, the nearer you get to the Fangs of Fury the more intense his watchfulness. You must enter the Homrath Caves and seek the Key. The Key may then be . . .' Suddenly, the three monks keel over and begin to blaze. The Dragon becomes a thin wisp of smoke and then disappears. A trapdoor falls open in the floor in front of you. Do you go down through the trapdoor (turn to 281) or go back out of the door (turn to 138)?

## 10

You walk into a packed room. Some of the people are wearing Ostragoth's insignia but most are sailors swilling their grog. They all stop and stare for a moment. You know that you are in the wrong place. You turn to check your exit when someone clubs you over the head (deduct 1 point from your STAMINA). You black out. Turn to 230.



## 11

The chamber contains three very small Dragonmen. They are playing with some Multi-Coloured Gems. They look at you, drop the Gems and approach. They bite your legs but they do not hurt. Do you wish to pick up the 10 Gems (turn to 354) or do you leave them and carry on (turn to 226)?



## 12

You continue in a direction that you hope will get you away from Ostragoth's siege armies. You head for the coast and eventually come to the cliffs. Below you is a sandy cove. Just then, you see a figure swept in to the shore by the waves. The figure lies on the beach, motionless. Do you climb down to investigate (turn to 312) or do you decide to walk further along the clifftop (turn to 207)?



## 13

You run into the darkness. The Giant calls out to you, 'No, you play game. Come back!' He stomps after you, picks up a handful of stones and throws them at you. Throw a die. This is the number of stones that hit you. Deduct the number from your STAMINA on the *Adventure Sheet*.

You race along until you reach the end of the cave. You feel around for a bolt-hole as the Giant lumbers towards you. You find a wooden trapdoor in the floor. You pull on it and it opens easily. You jump in and shut it behind you. The Giant is too big to follow but you can hear him shouting, 'The litt'uns will get you.' As you wonder about his threat, you turn around and then you see exactly what he means. A large group of Gremlins, all looking murderous, are emerging from the walls, ceiling and floor into a corridor leading to a large wooden door. You have no choice but to run through them. They stab at you with their daggers.



Throw three dice. This is the number of stabs aimed at you. Throw three dice again for the number you manage to ward off. If the stabbings are greater, then reduce your STAMINA by the difference multiplied by 2.

If you manage to reach the door, it opens easily and you rush through and bolt it behind you. Turn to 279.

## 14

The water is refreshing and tastes very sweet. It quenches your thirst. Increase your STAMINA by 3 points. You carry on along the road. Turn to 352.

## 15

You clamber down the steep rocky path and when you reach the bottom you spy an old man dressed in seafaring clothes. He wears large sea-boots and carries a rusty cutlass. He also has a patch over one eye. He is sitting by a charcoal fire and is cooking a large white bird, complete with feathers. You approach carefully but he looks too ancient to cause you any trouble. To his left is a sea-rod, some nets and a couple of lightweight reed boats. He sees you and points his good eye at you. 'Aye, there be another brave deserter. I suppose you'll be wanting a boat to the island to get a merchantman out of here, like the others? Well, the price has gone up, lots of demand now, y'see. Three Gold Coins! I'll take no less.' Do you accept the offer (turn to 240) or, if you refuse or have not the gold, do you climb back up the path and walk along the clifftop (turn to 207)?

## 16

You follow the narrow track. The bushes get thicker and thicker. Eventually the path forks again but on a tree in front of you you see the carved shape of a

figure holding a shield and a dagger. The shield hand points south-west and the dagger hand points north-east. Do you follow the left path (turn to 217) or do you choose the right-hand track (turn to 74)?

## 17

*Test your Luck.* If you are Unlucky, a stake pierces your thigh: deduct 1 point from your SKILL and 4 points from your STAMINA. If you are Lucky, the stake glances off your leather armour. You get up and look around. In the gloomy light you see a small wooden trapdoor that must have once been used by the trap's constructors. You push it open and find a narrow crawl-way that eventually leads to another trap. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). You continue through a whole series of traps until you come to another trap that has been sprung. Here you find the seated figure of an old monk. In his hands he holds a small box. His eyes are open but he does not breathe. Do you try to open the box (turn to 291) or do you leave it alone and continue through the tunnels (turn to 192)?



## 18

The Flame rekindles and begins to blaze with an intense fury that you cannot bear. Jaxartes' laughter now turns to a hideous scream. You remember the purpose of your mission and detach the Torch from the secret panel of your armour. You stagger towards the heat and plunge the Torch into the Flame. It splutters, then lights and burns with a multi-coloured blaze. The Torch leaves your hand and settles into a hole next to the inferno. You stagger away. Turn to 273.

## 19

You pull out your gold and hand it over (deduct all the Gold Coins from your *Adventure Sheet*). The captain takes it all, bites a few coins with his disgusting teeth and throws some to his two companions. 'Don't worry, you'll get lots of booty when we get in there,' he points to the Citadel. 'Stick with us and you'll be rich at the end of this campaign.' He tries to get his foot into his boot but the leather rips down the side. He curses and waddles off. Turn to 218.

## 20

You walk for a while across the long grass. The river is further away than it had first appeared. Eventually you reach the bank. The water is not swift flowing but it is clear and clean. You take a drink (add 2 points to your STAMINA). When you raise your head, you see two sets of small red boots. You lift your head up further and see that the owners of

the boots are Dwarfs. They both smile. One of them bows slightly and formally introduces himself as Skiff and his colleague as Sprig. They both point to a rowing-boat. Skiff explains that customers wishing to travel up-river are few and far between now that the siege is on. He asks if you want to hire a boat to go up-river (at a very reasonable cost of 1 Gold Coin). If you agree, deduct 1 Gold Coin from your *Adventure Sheet*, and turn to 208. If you refuse (or cannot afford it) and wish to carry on alone, turn to 109.

## 21

You take out the Torch and hand it over to Snuffserk. He smiles, pulls out a curved dagger and stabs you. You collapse as you see the illusion of the Wizard fade away. The Mage Warrior comes over and takes the Torch. 'Well done, Snuffserk, you will be well rewarded. Now, I will finish the job.' You are helpless as he raises a sword over your head. Your mission is over.

## 22

You slip into the tent to get out of the way of the patrol. Just then, someone shouts at you. 'Hey, come here! I've been waiting for you. Help me get this breast-plate on. I'm due out on the northern patrol soon.' You realize that you have a golden opportunity. You stand behind the knight and prepare to hit him over the head. But he is too fast for you, spins around and pulls out a sword. 'Do you

think you can pull that trick with one of the Elite Knights,' he screams.

ELITE KNIGHT SKILL 9 STAMINA 10

If you survive, you put on the armour and helmet. Turn to 154.

23

'So, nobody wants to play with me. Well you know what happens now.' He raises his hands into the air and the room is plunged into darkness. Hideous screams and horrible fire-breathing monsters fill the room. You are terrified (deduct 2 points from your STAMINA). Everybody screams and most of them look at you because you are the only one dressed for combat. You decide to face the danger. You leave the inn. Turn to 171.

24

You remember Captain Laski's words: 'Run in straight lines through an arrow shower. Never change direction, that will only slow you down and make you an easier target.' You count yourself lucky that you remembered that advice. Add 1 LUCK point.

You look back and see that the Goblin has been hit by an arrow through the neck. You know that you will be safer in a crowd. Ahead, you see a group of mounted Orcs waiting for an attack. They each have an attendant. Do you head for this group hoping to lose yourself (turn to 280), or do you follow a group

trotting towards the beach to rescue a siege catapult that's stuck in the sand (turn to 70)?



25

You wake up sopping wet in a wooden cage. Two Garks are looking at you. One of them speaks. 'Kill the scum now, I'm sure that's the same face. We'll say the scum tried to escape. It'll save us a lot of bother.' The other creature stares at you then speaks. 'But He ordered "Alive if possible". He wants something or some information. He even ordered "intact and unsearched". If He finds out we took the valuables . . .'

You feel in your pouch for the gold and Gems. Whatever you had has gone. Deduct all Gold Coins and Gems from your *Adventure Sheet*.

The Garks argue over your fate and do not notice a two-headed Serpent weaving its way towards them and you. Suddenly the Serpent breathes two sheets of flame at your captors and the cage. The Garks scream in terror as the flames engulf them. The wooden cage is completely destroyed. If you have any Black Cubes in your possession, turn to 372. If not, then turn to 71.





26

The Dwarf seems to know exactly where he is going. You dodge past two Orcs and then stand stock-still by a large oak-tree. The guards and soldiers begin to run away from you. You are amazed and are wondering why when, suddenly, a group of riders bursts into the camp. They are an irregular mass that seem to fight with a terrifying ferocity. They are all female and the one shouting orders rides on the back of two Fangtigers. They crash through the Goblins and Orcs heading for the oak-tree. You are picked up and find yourself on the back of a horse riding away from the camp. They eventually stop by the roadside and the leader comes over and looks at you carefully. She curses, finds the Dwarf and then hits him over the head. 'Fool, we've rescued the wrong one . . . I gave you a good drawing and you . . .' The Dwarf is struck again and starts to run off. She kicks him and then comes over to you. 'Apologies, you are not the one we expected. But a rescue is a rescue. It'll cost you 40 Gold Coins, or, say, 3 Blue Gems, or 4 Yellow Gems. I'm afraid it's pay up or give my mercenaries some entertainment.' If you can afford to pay up and wish to, make the appropriate adjustments on the *Adventure Sheet*. You are left alone on the road. Turn to 59. If you cannot afford the price or do not wish to pay, turn to 84.



27

You dodge away as a sword grazes the leather of your armour. You see an armed Goblin who's holding three black bottles in one hand. His mouth is open as if to scream but no sound comes out. You attack.

GOBLIN

SKILL 6

STAMINA 6

If you win, you notice that the two Orcs have collapsed, insensible, on the floor. You look around but find no one else about. You set off up the stairs. Turn to 193.

28

You can sense the axe being raised and hear the swing as it cuts the air above your head but you do not move a muscle. Nothing happens. The monk then asks you to open your eyes. You see the axe-head a hair's breadth from your temple. 'Without trust there is nothing. A fine spirit dwells within you. Now sit here.' He points to a grassy bank. He sits cross-legged, shuts his eyes and makes a box-like sign with his hands. He murmurs something in a strange tongue. Turn to 256.



29

You prefer to stay outside. You watch the small Dragonmen begin to squawk at the adult creature. The Dragonman roars at the youngsters; they scuttle under its wings. The Dragonman then breathes a fearful fire that engulfs you. *Test your Luck.* If you are Unlucky, you step backwards and fall into a very deep pit. You die instantly. Your mission ends here. If you are Lucky, you avoid the pit and run through the flames into the cave (deduct 1 Black Cube or 4 points from your STAMINA). Turn to 115.



30

You run fast as the schizoid Genie sends fireballs crashing all round you.

Throw a die six times to mark your random positions on the run. Mark the series on the *Adventure Sheet*. Now throw a second series of six dice and mark the result under the previous one. This is where the fireballs strike. If any in the series match, you are badly hit; deduct 1 from your SKILL and 4 from your STAMINA. If you are hit twice, you die. Your quest ends here.

If you survive, you manage to escape. A plaintive voice calls after you, 'I'm sorry, come back!' You do not stop running. Turn to 176.

## 31

You run into the darkness but you can still hear the Giant lumbering after you, shouting 'Djakk' and 'Fee-fi-fo-fum'. You can see nothing in the dark but, just then, you feel something at your feet. It seems to be a thick creeper growing downwards into another chamber. Do you climb down the creeper (turn to 134) or do you wish to continue along the cave (turn to 13)?

## 32

Out in the fresh air again, you hurry back to the village. Peg-Leg is still sitting where you last saw him. He holds a mug of beer up in mock salute. You go into the trading-post. The owner is impressed with your haul and is quite happy to hand over the Gold Coins in return for your Gems and Crystals. (Convert your Gems and Crystals into Gold Coins and then deduct 500 Gold Coins from your *Adventure Sheet*.) You leave the shop and hand the heavy bag over to Peg-Leg. He takes the gold. 'I won't count it. I trust you. Now you'll be wanting your property.' He whistles and a small monkey drops down from the tallest tree on to your shoulder and hands you the Torch. 'He stole it in the first place; I suppose the money is his,' Peg-Leg tells you, unable to restrain his laughter. He takes the monkey back and limps away. You are angry at the delay. You set off again. You notice the Bracelet glows TWICE. (Mark the penetration of two Citadel Walls on the *Adventure Sheet*.) Turn to 131.

## 33

Cautiously, you move towards the chest. It has now sunk much further into the morass but you can see the glimmer of Gold Coins and Gems. You can just prise it open enough to get a hand in. Throw a die to see what you manage to get out before the chest sinks into the marsh. If you throw 1-2, you pull out 10 Blue Gems; 3-4, you grab 10 Multi-Coloured Gems; and if you throw 5-6, you get 100 Gold Coins. You pull out your last handful and watch the chest sink into the mire. Mark the addition on the *Adventure Sheet*.

Carefully you make your way out of the marsh. Turn to 292.



## 34

You walk along the tunnel and have the feeling that someone is watching you. You turn round to find Jaxartes standing in front of three Mage Warriors. But just then, the Mage Warriors begin to wilt, slowly collapsing until they are small black bundles

on the ground. Jaxartes is angry, 'Now, I must do it myself.' He waves his arm and the tunnel collapses on top of you. *Test your Luck*. If you are Lucky, you survive but are badly injured. Deduct 2 SKILL points and 6 STAMINA points. You get out of the rubble and crawl along the tunnel after Jaxartes. Turn to 381. If you are Unlucky, you are crushed. You fail to complete your mission.

## 35

You stab at the ring of flesh. It cuts easily but you are spattered by the green slime. You rip through. Throw a die for the number of drops that land on you. Deduct the result from your STAMINA. You run off along the beach. Turn to 97.

## 36

Looking out over the mountain top, you see thick smoke emanating from what you guess must be the Fangs of Fury. Just then, you hear the sound of large wings flapping and see three Dragonmen flying towards you, each holding a curved blazing sabre. If you possess Elf-wings, put them on now, turn to 373. If not, turn to 304.

## 37

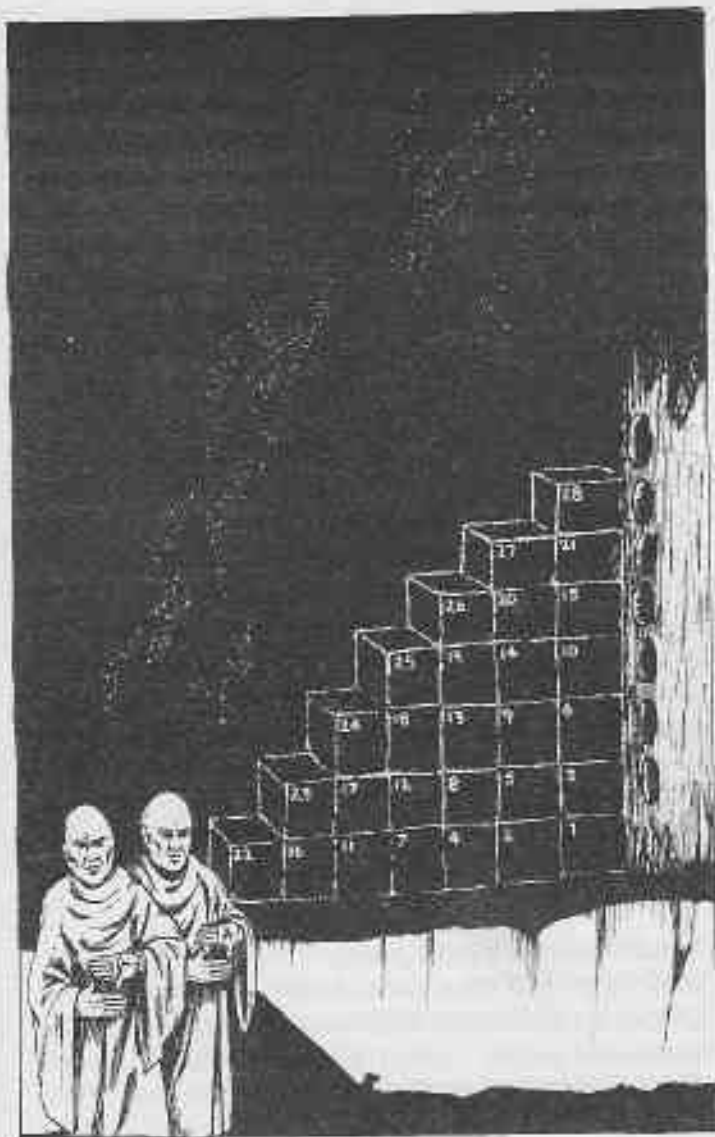
You fail and unfortunately your whole team fails also. The Elves cheer you none the less (some have staked money that you *would* lose). You are given 1 Blue Gem for taking part (mark it on your *Adventure Sheet*), and you are given a guide out of the Battleground of the Giants. Turn to 294.



## 38

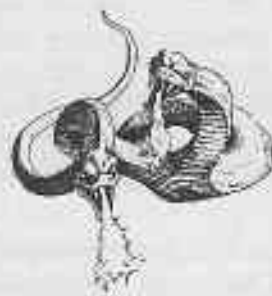
You get into the boat. The prisoners are given the oars and chained up. The two Goblins begin to whip them as you set off into the crashing surf. You keep up with the second boat until you get about halfway across to the island, then the waves get bigger and the boat begins to take on water. The prisoners are told to bail out the water but the waves keep filling the boat up again. It begins to look as though the boat will sink and the Goblins and other guards abandon it, swimming towards the second boat. The prisoners are still chained up and you try to help them but can do nothing as the boat slowly sinks and then turns over. You too have to swim to the other boat.

Throw two dice for the strength needed to get there. If this is greater than your STAMINA, then deduct 3 STAMINA points and throw again. Repeat until you make it or perish, exhausted in the crashing waves. If you succeed, you climb on to the other boat. Turn to 305.



39

The cavern is huge. A bridge across a chasm leads to a vertical row of seven entrances on the right. Suddenly, out of a smoky mist in front of you, there appear two monks making the sign of the cube with their hands. At first they are mere phantoms but gradually they become more solid. You hear two sing-song voices chanting in harmony, 'Welcome stranger to the Fangs of Fury, the centre of the Wazarri and the Religion-whose-name-cannot-be-uttered, and at whose core lives the Flame. If you have been shown the Way and have accumulated White Cubes in your mind's eye, then place the number you have in the indicated position.' A shimmering pattern appears, tracing stairways up to all Seven Levels. 'Now climb to your own Level. We deem you worthy to enter the core of Fury: you will not be harmed by the holy Flame.' The monks fade away.



Add up the numbers you have entered in the White Cube box of the *Adventure Sheet* to find your True

Level. If you have no knowledge of White Cubes, then you must enter at Level 1. If you have more than 28, then you must enter at Level 7. Which Level is your True Way?

#### White Cubes

1-2 = Level 1	Turn to 299
3-5 = Level 2	Turn to 57
6-9 = Level 3	Turn to 79
10-14 = Level 4	Turn to 165
15-20 = Level 5	Turn to 191
21-27 = Level 6	Turn to 357
28+ = Level 7	Turn to 396

#### 40

You are in a completely empty chamber. There are three exits. Do you choose:

Exit 1?	Turn to 342
Exit 2?	Turn to 135
Exit 3?	Turn to 349

#### 41

You lie under a foul-smelling clump of bushes for a while, and see the Bracelet glowing (mark a Citadel Wall captured by Ostragoth's forces on the *Adventure Sheet*).

You watch several squads of cavalry and infantry go past you in battle formation. Just then you see a little vagabond standing in front of you. He's about 7 or 8 years old. 'I've been watching you. You're hiding from them soldiers. You give me something or I'll

tell them.' You decide to give him 1 Gold Coin (deduct it from your *Adventure Sheet*). He seems satisfied but then speaks again. 'You want to get away from here? I know a way. It'll cost you 4 more Gold Coins.' Do you agree (turn to 127) or are you content just to buy his silence and sneak away (turn to 150)?

#### 42

You pick up 1 Black Cube (add it to the Cube box of your *Adventure Sheet*).

Suddenly, the cavern is filled with dust and a huge stone block falls from the ceiling above you. *Test your Luck*. If you are Unlucky, it crushes you. Your quest ends here. If you are Lucky, it misses but you are badly shaken (deduct 1 point from your SKILL). Turn to 246.

#### 43

You think that the four Orcs are far more dangerous, but before you can join the woman you see an amazing display of swordfighting. Four clean blows are enough. Then, as she turns towards you, you feel a stabbing pain in your back. The Goblin has struck at you (deduct 1 point from your SKILL and 4 points from your STAMINA). The woman deals with the creature and then drags you to a tent. In the corner lies another dead body and next to it an open chest with all your possessions including the Torch. She does not say anything but motions for you to pick up your things. Turn to 203.

44

You stop and sit inside the dark cave. Add 2 STAMINA points. Suddenly, a black hairy feeler wraps itself around your neck. You prise it off and pull out your sword. You are facing a large round black creature with seemingly innumerable feelers that shiver and shake at you.

BLACK FEELER BEAST SKILL 6 STAMINA 6

If you win, you notice the Bracelet glowing (mark another captured Citadel Wall on your *Adventure Sheet*). You scamper out and carry on climbing. Turn to 261.



45

You are led to the ship through a maze of alleyways. You are met on the corner opposite the quay. There are two ships in harbour. The one on the left is the *Gargu-Ran*. The organization is very efficient: you are handed a bale with three others and you carry it aboard. A sailor asks you for 5 Gold Coins (deduct them from your *Adventure Sheet*) and you are told to get below. The ship is soon under way and you depart from Karakum Island. Turn to 132.



46

Stealthily, you work your way to a point that has good cover and slip into the cold water. As you start to swim, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). The water is fast-flowing but you are grateful that there is no surge, a well-known phenomenon on the Potamos river. Half-way across, however, you feel a slight tremor and before you know it a wall of water lifts you up and pushes you along down-river. Throw two dice to indicate the power of the surge. If this is greater than your STAMINA then you are carried along for a great distance. Deduct 2 STAMINA points, turn to 313. If your STAMINA is greater than or equal to the power of the surge, then you manage to get across the river. You find cover, dry yourself, and then set off again along the road. Turn to 172.

47

The Flame burns with an intense heat that takes you by surprise. You are weakened by the fire but you begin to suffocate as the blaze uses up all the air. You collapse and die. Your quest ends here.



48

You know that there is Evil magic here and guess that the Wand might be useful. You pull it out and stare at it. By some unknown power it produces a shaft of light that makes it look like a sword. You slice through the branches and stumble out of the magic woods. Turn to 392.



49

They grab you and one of them holds a strange round mirror up to your face. The Goblin looks at you. 'No, not of noble birth. Let's see . . . Bring the Book.' A large book is brought and he flicks through it very deliberately. You notice that it is full of drawings of King Elidor's knights, squires and nobles. You also see representations of the twelve Wizards. 'No, there's no such face and I cannot detect Magic Illusions. Release the prisoner! You will be taken to Captain Stinger and you will be allowed to take your chances with the Irregulars.' Just then, the Bracelet glows (mark a captured Citadel Wall on your *Adventure Sheet*). Turn to 101.

50

The Giant drops you into a large sack. He walks off humming something like 'Fee-fi-fo-fum'. Inside the sack there are various bits of animals, vegetables and lumps of coal. After a long time all the contents of the sack are upended. You fall on to a rocky floor and find yourself in a cave with a large blazing fire at the entrance. The rest of the cave is strewn with all manner of rubbish. You look at the Giant. He has sat down and is staring at you as he munches at a piece of cow. He then speaks in a booming voice. 'Where is Djakk?' He looks at you expectantly and then puts on a high voice, 'I don't know.' He repeats the question, 'Where is Djakk?' You think that he is demented. Do you humour him and give him a location for Djakk, whoever he might be (turn to 186), or do you tell him you don't know (turn to 323)?



51

The body of a monk falls into your arms. He is wounded in the throat but is still alive. You lay him down on the floor. He looks at you and smiles. 'Yes, you are the . . . spoken of . . . you must . . . go upstairs . . . the door . . . be careful . . . do not . . . the door . . . No.' The monk's smile fades and he dies. You look around the room, see nothing else, then go outside. Turn to 251.



52

You pull out your sword and run up the stone stairs. The small boy is screaming. You reach the top and the Dragonmen fly away in surprise. You chop at the chains and the boy breaks free, then looks up at you and begins to laugh. Suddenly, his whole body bursts open and magically another Dragonman appears. All three then gather together and attack. Fight each in turn.

	SKILL	STAMINA
First DRAGONMAN	8	10
Second DRAGONMAN	8	10
Third DRAGONMAN	9	8

If you survive, you notice the Bracelet glowing as you climb down the tower (mark a captured Citadel Wall on the *Adventure Sheet*). You look around. Do you decide to head for a flat-topped mountain to your left (turn to **194**) or the track to your right (turn to **99**)?



## 53

The Elves take you back to the point where you met them. Then they glide off a cliff and disappear from sight. There is no distinct path to follow and the going is very tough. After a few hours you get very tired (deduct 2 points from your STAMINA) and notice the Bracelet glowing (mark a captured Citadel Wall on the *Adventure Sheet*). Eventually, you notice smoke coming from somewhere deep down in a canyon. Do you decide to climb down (turn to 212) or do you ignore it and keep on climbing up (turn to 264)?

## 54

You follow the left-hand tunnel. But after several hundred paces it begins to break up. The walls become soft sand and you sink into a sandy mire up to your knees. Walking becomes very difficult (deduct 2 points from your STAMINA). Suddenly, something slithers around your foot. You hear a swishing sound as tentacles appear out of the sand. One of them stings you (deduct 2 points from your STAMINA). You strike at the wet sand hoping to hit the creature.

*Test your Luck.* If you are Lucky, you cut the creature's tentacles. If you are Unlucky, throw a die for the number of stings you suffer and then deduct 2 STAMINA points for each sting. If you throw a 6, you must deduct 1 point from your SKILL as well.

You carry on in the dark. As you reach out, your hand comes into contact with a Star Crystal and you

take it (add it to the Gem box of your *Adventure Sheet*). Finally you are brought to a halt by what feels like a mound of sand and you have no other option but to dig your way out. Turn to 199.



## 55

You are in a cave with a large metal door. In front of the door are six square holes marked: Triangle, Crescent Moon, Cross, Circle, Box, and Mushroom. If you have any blocks, place them in the correct holes. If you have all six, add up the numbers on the reverse sides and turn to that paragraph.

If you don't have all the blocks you must return into the caves. Leave the blocks you have here. Deduct 4 points from your STAMINA. The Bracelet on your wrist glows. Mark another Citadel Wall captured on your *Adventure Sheet*. There is one open exit (turn to 349).

## 56

You reach the clump of rocks just as three Wolves jump out of the bushes. You pull out your sword but not before one of them has sunk its fangs into

your leg (deduct 2 points from your STAMINA). You kill the first Wolf with one blow, then wait for the other two to attack. Fight each in turn.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	7	6

If you survive, you cannot hear your pursuers. You must now decide on a direction to take. Do you choose the sandy coast just ahead (turn to 197) or do you prefer to take a track heading west (turn to 267)?



57

You enter on Level 2. You stand in an intricately carved cave. A voice echoes from a distance. 'The Way is hard for a stranger to the Religion-whose-name-cannot-be-uttered.' Suddenly, three fire-breathing Serpents fall out of the ceiling and come to life in front of you. They attack. Fight each in turn

	SKILL	STAMINA
First FLAME SERPENT	6	7
Second FLAME SERPENT	7	7
Third FLAME SERPENT	8	6

If you survive, turn to 387.

58

You make your way along the track. When you hear hoofbeats, you quickly take cover. Suddenly, a horse gallops towards you dragging an Orc with his foot caught in the stirrup. The horse stops in front of you. The Orc is dead and you release his foot. Do you take the horse (turn to 181) or leave it where it is (turn to 194)?

59

You make good progress on the road but you are still cautious of troops. You pass a watering trough. Do you choose to take a drink (turn to 14) or ignore it and carry on (turn to 352)?

60

You sit back and take a rest (add 2 STAMINA points). You watch the people heading off to the left to the sound of trumpets and snorting horses. Do you get up to investigate (turn to 158) or do you wish to stay where you are (turn to 269)?

61

You walk into a dark tunnel. A figure moves in front of you then speaks in a cultivated voice. It is the rich, melodic voice of the Evil Wizard. 'You want to fight with swords, I will fight you with a sword.' He pulls out a gleaming scimitar and attacks. Fight as normal, but you cannot kill a Wizard with sword-play. He, on the other hand, can kill you!

JAXARTES

SKILL 10

STAMINA 12

If you survive, the Wizard laughs, gets up and disappears. The tunnel slopes downwards and then forks. Which branch do you take: the left (turn to 229) or the right (turn to 393)?



62

You walk down the stream. It just covers your ankles and keeps your feet nicely cool (add 1 STAMINA point). You keep your eye on several large birds that are soaring at a great height but then you can see nothing as the stream enters a forest. At that moment, the Bracelet glows (mark a captured Citadel Wall on your *Adventure Sheet*). You stay in the water until you come to a waterfall. The stream pours into a deep craggy pool below. Ahead, the forest is spread out like a green tapestry but you must climb down the cliff before you can continue. If you have Elf-wings, turn to 344. If not, then turn to 196.



63

You raise your sword. The Giant sniggers and swings his club over his head then attacks.

GIANT

SKILL 9

STAMINA 10

If you survive, you wait for the flames to die down before venturing out of the cave. You stumble out and notice the Bracelet glowing on your wrist (mark a Citadel Wall captured on the *Adventure Sheet*). You look around and see a forest by the side of a grassy plain. Both are vaguely in the direction you wish to travel. Which do you choose: the forest (turn to 210) or the plain (turn to 282)?

64

Occasionally, the child begins to cry but then suddenly remembers herself and is once again rather outspoken. 'You're a bit dirty. You should have a jolly good wash.'

She leads you on a meandering path into the plain that lies below the low mountains. It is completely encircled by a wall of fire. Outside the wall you see a contingent of Goblins and Dark Elves. They have several catapults firing stones at the fort. The girl leads you to the edge of the flame wall.

*Test your Luck.* If you are Lucky, turn to 119. If you are Unlucky, turn to 239.



65

You walk among the reeds. The ground gets softer and soon you are having to step on clumps of reeds and grasses to stop yourself falling into a marsh-like ground. Eventually, you find a set of irregular stepping stones and begin to follow them. After a short time, several scaly, clawed hands begin to appear out of the swamp. They stretch and claw at you. Then two Fiend-like heads appear, blinking as though they have woken from a deep sleep. They clutch at you but without any real strength. Something screams in the far distance just as the path of stones divides in two. Both paths head in the general direction of the Citadel. Which do you take: the left (turn to 146) or the right (turn to 178)?

66

You chop at the tentacle. It falls in your lap exuding a nasty-smelling green slime that begins to choke you. Then three more tentacles appear and wrap themselves round your neck and body. You are dragged into the deep. You cannot escape the clutches of the Giant Octopod. Your quest is over.

67

You follow the right-hand river valley. It gets very overgrown and you have to start chopping your way through it. Suddenly, you hear an agonized yowl. You plunge your sword into the bush in front of you again and there is a similar scream, then long trailing creepers shoot out and begin to wrap themselves around your body. Spiky thorns begin to cut

you. You realize that the bush is a creature and begin to fight it.

UNDERGROWTH      SKILL 4      STAMINA 9

If you survive, you notice more quivering bushes ahead. You think that it might be better to retrace your steps and head for one of the other two valleys. Which do you choose: the left valley (turn to 126) or the central one (turn to 200)?



68

You struggle through the gap and drop into a dank, damp corridor. A murky light appears in the distance. You trudge onwards, occasionally tripping over small, furry creatures. You walk for many hours until you reach a stone-built corridor. Just then, the Bracelet glows (mark another captured Citadel Wall on the *Adventure Sheet*). At the end of the corridor is a wooden door. You find that it opens easily. Turn to 279.



69

The door opens easily to reveal what you guess to be a Wizard's den. Someone lies in the corner clutching an empty bottle and muttering. You look around quickly. There are all sorts of magical substances but you don't want to dabble in things you don't understand. You notice an object lying on the table that you know *must* be a Wand. If you wish to, you may take the Wand and mark it on the *Adventure Sheet*.

There is no other exit so you leave by the same door. Outside, do you choose to enter the other door (turn to 202) or go up the staircase (turn to 351)?



70

You run smartly over to the group and lend your weight to the struggle to push the huge wooden wheels out of the sand. With a great deal of effort and a lot of shouting from the sergeant you succeed (deduct 1 point from your STAMINA). You push the catapult beside some others and leave it there.

Before you have a chance to slip away, an Orc mounted on a black charger gallops up and hisses at the group of men and women you are with. He



points to you and several others, 'Come with me, scum. You're lucky to be away from the battlefield. I've seen you shiver and shake as we Orcs do the real fighting.' He rides round the group, hurling abuse and then points to a tower in the distance and tells you to get there sharpish, 'or I'll have your guts for gauntlets'. You trot off with the others. You pass several bushes and gnarled trees. Do you choose to slink off and hide in one of the bushes (turn to 41) or do you continue with the group (turn to 386)?

## 71

The fact that you are sopping wet helps but the flames from the Serpent heads are intense. The cage breaks up and the two Garks begin to scream. *Test your Luck*. If you are Unlucky, the flames are just too much for you. You perish and so do your hopes of the quest. If you are Lucky (deduct 1 SKILL point and 4 points from your STAMINA), you manage to break out of the conflagration and hurl yourself into the stream. You turn back to see the Garks' final agonies. You set off as fast as possible. Turn to 133.



## 72

You leap up on to the knight's horse and ride through the mêlée. Arrows are fired at you. Some pass over your shoulder. *Test your Luck*. If you are Unlucky, one arrow hits you in the shoulder but you pull it out easily (deduct 2 points from your STAMINA).

You try to ride away from the fighting but two mounted Orcs begin to give chase. You set off at a gallop across the battlefield.

Throw two dice for your speed on the horse and then throw two dice again for the speed of the Orcs. If their speed is greater than yours, they catch up with you (turn to 123); otherwise, you escape (turn to 335).

## 73

The rock slips under you and hurtles down into the pass, crashing into the echoing chasm. You have no choice but to scramble up to the top and face the Mage Warriors. They see you and immediately pull out Wands which transform into fine blue-tinged swords. If you have a Wand, you may fight as normal. If not, then deduct 3 points from your SKILL for this combat only.

	SKILL	STAMINA
First MAGE WARRIOR	8	10
Second MAGE WARRIOR	9	10

If you survive, you continue along the clifftop. Turn to 36.

74

You hear some very strange noises as you trudge along. You come to a sudden drop into a small river valley. In front of you is a tall tree that has an inscription carved on it. You look at it carefully:



Do you scramble down towards the river (turn to 270) or climb the tree and look around (turn to 322)?

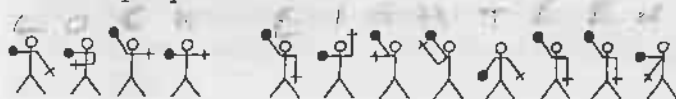
75

He explains that above you lies the village of Teriyakit. He also explains that his job is that of muck-shoveller. 'No one else will do it,' he says. He shows you the way out by a rope ladder hanging against the side of a wall. You thank him and climb the ladder. You find yourself in the fresh air and also in the central square of the village. Looking around, you see two inns and feel an almost instant need for refreshment. Which inn do you choose: the Ferret's Claws (turn to 169) or the Gannet's Nest (turn to 122)?



76

You are in a cave with an inscription carved into a wooden plaque:



There are four exits to the cave. Do you choose:

Exit 1?

Exit 2?

Exit 3?

Exit 4?

Turn to 107

Turn to 241

Turn to 366

Turn to 395



77

The cart pulls up just below you. You cannot see who is inside but just then a horseman rides towards the cart. The rider is wearing a long black cape with a large hood. The mounted figure stops by the cart and the driver hands over a small chest. The rider passes a rolled-up parchment to him. Nothing is said. They then part. Do you decide to follow the rider who is walking his horse carefully along the rocks (turn to 371), do you follow the cart (turn to 136) or do you choose to steer clear of both of them and get on with your mission (turn to 12)?

78

You hack at the chains. Your sword is well-tempered but cannot cut through the hard metal. Suddenly, a war-chariot appears in the distance and hurtles down towards you. You strike at the chains even harder.

Throw five dice and total the result, this is the strength of the chains. Throw two dice and the result is the strength of the sword. Add this to your STAMINA. If the chain strength is greater than that of the blade and your STAMINA, turn to 190. If it is equal or less, then turn to 324.

79

You enter on Level 3 and stand inside an intricately carved corridor. A voice echoes from a great distance, 'This Way is hard but there is hope. Mark the name-that-cannot-be-uttered.' Just then two metal grilles drop down and isolate you. A pedestal appears in front of you with an inscription and numbers under each letter. You look at it carefully, trying to make sense of it:

THERE IS NO ESCAPE

3 2 5 4 7 7 6 3 4 9 8 9 7 6 1

BUT A NON EXIT IN

2 3 4 4 6 6 1 1 3 9 9 2 2

REVERSE

5 2 2 3 0 3 4

Suddenly, small sharp metal spikes begin to drop



into the cage area. You press at the numbers. If you know which numbers to press, go to that section. You will be told at once if you are correct. If you fail, you are hit on the head (deduct 4 points from your STAMINA). You feel dizzy, then find yourself entering another Level. Turn to 299.



80

You are very suspicious of him so you decide not to talk to him. Just then a troop of five Goblins led by a Dark Elf arrive. They stop, approach one of the other guards and show him a parchment. He nods, pulls out his sword and they all walk towards you. You are bewildered. How could they know? Then you remember Astragal's warning about the traitor and realize that it must be someone very high up. You scamper off into cover. Turn to 111.



81

There is no way out of the chasm but to climb out. You look for handholds or footholds. Throw a series of four dice and note the result on the *Adventure Sheet*. These are the footholds. Then throw a dice to match each of those numbers and deduct 1 STAMINA point for each failure to match. This is your struggle to reach the footholds. If you succeed, turn to 195.



82

You make the deal and pull out your sword. You approach the Orcs as they are loading a large sack on to the cart. They see you, drop the sack and attack. Fight each in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you survive, the Elder hands you 20 Gold Coins (add these to your *Adventure Sheet* total). You ask how they intend fending off the other Orcs. He replies that they will hide everything at once and tell the others that these Orcs have made off with the goods; a typical Orc trick apparently. He shakes your hand and you walk briskly out of the village. Turn to 316.



83

You find yourself next to the smiling monk. He looks at you and whispers without moving his lips. 'Trust, that is the Way. Tell me, do you have the Torch?' Do you tell him the truth (turn to 263) or do you think it might be a trick and so refuse to speak (turn to 391)?

84

In a large clearing surrounded by rocks, the mercenaries light a ring of fire. You stand in the middle and watch them as they rub their hands with glee and make bets on how long they think you will survive. Suddenly, two Fangtigers are released into the circle of fire. They prowl round you then attack. Fight each in turn.

	SKILL	STAMINA
First FANGTIGER	5	9
Second FANGTIGER	6	8

If you survive, the group, somewhat subdued and disappointed, mount their horses and ride off without another word. But the circle of fire has meanwhile grown in intensity. You cannot wait for it to

die down for fear of Orcs, so are forced to jump through the wall of fire. If you have a Black Cube, turn to 348. If not, then turn to 296.



85

You ride away. Throw two dice to indicate your speed and then throw two dice for the speed of your pursuer. If your speed is greater than or equal to hers, then you leave her behind (turn to 206). If her speed is the greater, then you are forced to fight (turn to 255).



86

You look into the water but can see no sign of the sea creature. Suddenly you realize that you are moving off the ground. The sand shifts and you look down to see the body of a Giant Crab beneath your feet. It begins to fold its great claws back in order to get at you. You leap off its back and land well. It gives chase and you are forced to fight it.

GIANT CRAB	SKILL 7	STAMINA 9
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If you survive, you run off after the woman. Turn to 144.



87

At the end of the corridor there are two doors. Which do you choose to enter? The one on the left (turn to 266) or the one on the right (turn to 152)?

88

You discover that you can use your legs. You run fast but can hear no sound of pursuit, only laughter. Suddenly, you pull up short when you feel a stabbing pain (deduct 2 points from your STAMINA). You turn to see a wispy trail of smoke. It pulls you back to the Orcs, 'Aye, none can doubt it, His magic is strong,' says one of them. 'And so are our boots,' says the other as he kicks you (deduct 1 point from your STAMINA). Turn to 205.



89

In the deep shadows you trip on a rock. There is a general stirring among the Dragonmen and one of them flaps over to where you lie. It breathes a shaft of fire at you when it sees you. If you do not have 1 Black Cube, you are badly burnt (deduct 1 SKILL point and 4 STAMINA points); if you do, just deduct 1 Black Cube.

You run and grab the key, but it attacks you just as you get it into the lock of the door.

DRAGONMAN SKILL 9 STAMINA 10

If you survive, you get into the room and lock the door behind you. Turn to 259



90

You sit and wait patiently. The tentacle slithers into the boat and on to your body. The small suckers scratch your arm slightly. You shiver but do not move, even when you see the Bracelet glowing (mark a captured Citadel Wall on the *Adventure Sheet*). Eventually, the tentacle drops back into the sea with a quiet plop and you begin to paddle swiftly towards the island. You are being carried away from the north-west of the island; do you put all your effort into landing where you were advised (turn to 188) or do you let the current dump you where it will (turn to 346)?



91

You see one of the Sentinels break free from the Zamarra Citadel Walls. Then you see all six come alive. They all set about the besieging army with the most hideous ferocity until all is waste. The girl takes the crystal from you. 'You have saved the Wizards and our sacred religion. Your deeds will be celebrated in ballads for many ages to come among the faithful. Our people are all but destroyed but now we must look to the future.' Turn to 400.

92

You enter the volcano and find yourself in a torchlit chamber. There are two tunnels that lead off from here; they are both marked with an inscription.

The left one is marked:



The right one is marked:



Which direction do you choose: the left (turn to 142) or the right (turn to 360)?

93

'Good! That scum. That's the way to treat 'em.' Behind you stands a huge Goblin. You move quickly and try to shield your face from the other prisoners. When the group get to the shore you see

two large boats. The prisoners are ordered into the boats. The waves crash all around you and you see bits of other boats littering the rocks. Two Goblins get into each boat, but which craft do you choose: the left one (turn to 38) or the right (turn to 160)?

## 94

You pull at the key. The ground gives way below you and you drop into a stake-filled trench. A sharp stake kills you instantly. Your quest is over.

## 95

'Hungry, eh? Here's some of my favourite.' He produces a runny, yellow, sticky gunge out of his hat and hands it to you on a small wooden plate. It's not what you were expecting but nevertheless you taste it. It makes you feel great (add 1 point to your SKILL and 6 points to your STAMINA). The boy then disappears around a street corner. The villagers are taking a lively interest in you. Some Rogue Catchers are looking at a parchment and then at you. You decide to leave the village and do so quickly. Turn to 398.



## 96

You put your head down to protect your face and run as fast as you can through the flames. If you have a Black Cube, turn to 350. If not, then turn to 105.

## 97

Eventually, you stop to rest (add 4 points to your STAMINA). Sitting there, your eye is caught by the glow of the Bracelet (mark a captured Citadel Wall on the *Adventure Sheet*). Then, feeling refreshed, you get up and carry on walking along a sandy track. Turn to 267.

## 98

The road is dead straight. It leads to a small village. You stop to rest outside the village (add 4 STAMINA points). Seeing some riders in the distance you hide behind some rocks to let them pass. Just then, your mind is plagued with worry about the Torch. You have no idea why, but you decide to check that it is safe. You reach to open the leather flap and find it already loose and the Torch GONE! The most important thing in your quest! Quickly, you begin to retrace your steps but then you hear someone cough behind you. You turn round to see a strange man of nautical appearance. He has a wooden leg, a patch over one eye, wears a three-cornered hat and a bright green coat. 'Beggin' your pardon, but have you lost something?' You reply that you have. 'Aah, that is good. I believe it is an object similar to a torch. I have it. Come!' He stomps off towards the village.



Do you attack and search him (turn to 147) or follow him as requested (turn to 370)?

99

You follow the track for several hundred paces. It leads to a gap between a vast outcrop of rock that forms a massive wall in front of you. You know that if Ostragoth and Jaxartes wish to stop you getting to the Fangs of Fury, this would be a good place to guard. Do you continue through the pass (turn to 116) or begin to climb the rock (turn to 368)?

100

You keep your eyes to the ground and spot 5 Multi-Coloured Gems which you take (add them to your *Adventure Sheet*). You carry on but can hear furtive movements and some heavy breathing. The tunnel forks again. Do you go left (turn to 268) or right (turn to 157)?



101

You are marched to a large field full of men, women, children, Orcs, Ogres, every type of creature. There is no apparent military order. Everyone wears an assortment of armour and you see an amazing range of weapons, some that you recognize as Zamarran. The Goblin speaks to one of the roughest-looking men there. He sits on a rock massaging his feet. The Goblin then leaves. The man, who's also very fat, gets up and waddles over to you. He calls two others to join you. He faces you, 'So you want to join our illustrious regiment. In normal times we would accept none but the most high-born but, seeing as there's a war on,' the other two are sniggering and laughing, 'just give me all your money and you're in.' Do you refuse to give them your gold, which is your only option if you have no gold (turn to 148), give them half your Gold Coins (turn to 328) or agree to give them all your gold (turn to 19)?



## 102

They take you to their house. The old man asks the girl to prepare for her trip and when she skips away he introduces himself as Ono-maki, a monk of the Wazarri. The girl, he explains, is his ward. She is due to travel to the great monastery for initiation. 'But these times are dangerous, the old religion is deemed heretical by those that conquer. I hope that you are the One that legends speak of but nevertheless I must put you to the Test.' You agree to be tested. He takes you to a room full of circles painted on the floor and hands you a cube with dice markings.

```

9
o 8
o o 7
o o o 6
o o o o 5
o o o o o 4
o o o o o o 3
o o o o o o o 2
o o o o o o o o 1
A o o o o o o o o o

```

You stand on circle A. Ono-maki explains that you must throw the cube to find your True Path and to indicate the Awareness of your Being. Throw a die. If you throw 1-3, move up by one circle. If you throw 4 or 5, move right by one circle. If you throw a 6, do not move and deduct 1 point from your STAMINA. Repeat as many times as it is necessary to get to Levels 1-9.

If you achieve Levels 1 or 2, turn to 314. If you achieve Levels 3 or 4, turn to 343. If you achieve Levels 5-9, turn to 247.



## 103

You do not understand what he means but taking just enough Gold Coins for your immediate needs you hurry on through the trapdoor and keep your eyes shut. The tunnel is very long and twisting and eventually leads you into a wide space. You still have your eyes closed when something breathes down your neck, drags a huge claw across your chest and then around your throat. You do not dare open your eyes but you are left to stumble out unhindered. Turn to 32.





## 104

You reach a slight rise and look towards the flame. You see a female knight standing on top of a hill surrounded by creatures from Ostragoth's armies. The flame burns bright in the shape of a fist. You do not hesitate to help her. You run up the hill and plough into the back of three Garks. Fight each in turn.

	SKILL	STAMINA
First GARK	7	11
Second GARK	7	11
Third GARK	7	11

If you survive, you look up and see that she has made short work of the others. She is a supreme fighter and you wonder idly what Captain Laski would make of her. She greets you with a handshake but does not speak, then she indicates that you must follow her. Turn to 288.



## 105

You leap through the flames that burn your flesh. You collapse on the other side of the wall of fire (deduct 1 point from your SKILL and 5 points from your STAMINA). You feel very weak so you rest for

a while, keeping watch for any more of those creatures. The glow of the Bracelet (mark another Citadel Wall breached on the *Adventure Sheet*) makes you get up and hurry on along the path. Turn to 176.

## 106

You are assigned to work in the rigging. It appears that you have to live and eat up there, taking orders from below about which sail to unfurl and which to hitch up. After several hours' hard work, you hear the crow's-nest calling out, 'Sail-a-starboard'. You look in that direction and see a large ship that flies no recognizable flag. It moves very fast and catches you up in no time. One of your companions calls out, 'Pirates!' They board the ship and the captain gives up without a fight. They loot the ship and then proceed to set light to it. Everybody is left to fend for themselves. You leap into the ocean and begin to swim towards an empty raft. Just then you see the fin of a Slaughterer Shark cutting through the still water. You make it in time and get on to the raft as a thick mist settles (add 1 point to your LUCK score). You sit there listening to the cries of the other sailors. Turn to 297.

## 107

You are in a cave with blocks of stone marked with a triangle pattern. Each has the number 15 on its reverse.

Each block weighs 10 Zamarra Weights. The most you can carry is 60. If you wish to take a block, mark

the weight on the *Adventure Sheet*. Do not exceed your maximum capability.

There are four exits from the cave. Do you choose:

Exit 1?	Turn to 162
Exit 2?	Turn to 76
Exit 3?	Turn to 395
Exit 4?	Turn to 262

## 108

You look around you. The alley is empty so you walk downhill to the harbour. There are many soldiers and sailors milling about. Just then, you see three Orcs riding towards the quayside. They are wearing unusual black cloaks with large hoods and constantly sniff the air. Then they begin to stop each individual they see. You don't know if your mission is known to the enemy but you recall that Astragal did mention something about a traitor. A Goblin starts ordering groups of soldiers into two lines. They are irregularly dressed like yourself, and you think that it will be safer to be among them than on your own. Which line do you choose: the left (turn to 227) or the right (turn to 394)?



## 109

You walk for many hours following a goat-track. There is nobody about. You stop to rest in a good defensive position on top of a grassy hillock (add 3 STAMINA points). You set off again and the goat-track eventually meets a more defined cart-track. You look at the track then see smoke rising from a small village to the left. Do you carry on along the track (turn to 365) or prefer to head into the village (turn to 3)?

## 110

You swing your sword to no effect. It merely passes through it like a shadow. The Fire Demon strikes its scimitar at a table and slices it into two burnt chunks. It advances to the sound of manic laughter. Do you possess a Wand? If you do, then turn to 340. If you do not, then you run to the back of the counter and cower with the others. Turn to 242.

## 111

You run fast, keeping silent, in a way that would please Captain Laski. You hear no sound of pursuit, but you notice the Bracelet glow (mark a captured Citadel Wall on the *Adventure Sheet*). The forest gets thicker and darker as you cross a small path that leads to a stone hut. You stop to look at it carefully. While you are watching, the door opens and an emaciated man, dressed in rags with a broken chain around his wrist, comes out. He calls out to you, 'Come over here, quick!' Do you go into the hut

(turn to 331) or do you carry on running through the forest (turn to 177)?

## 112

You carry on along the road. The lack of any traffic makes you suspicious that someone is stopping it at the Potamos bridge up ahead. Sure enough, when you get to within sight of the bridge, you see a patrol. They have detained all passing individuals in a small enclosure. You approach the road-block carefully, moving from cover to cover. You know that you cannot go back and that you must cross the river. There are two simple options: run across the bridge (turn to 221) or swim across the river (turn to 46).

## 113

You run into the bulk of the arrows. *Test your Luck*. If you are Unlucky, throw a die for the number of arrows that hit you and deduct 3 STAMINA points for each. If you are Lucky, only one arrow hits you. You manage to pull it out (deduct 2 points from your STAMINA).

You look back and see that the Goblin has been hit by an arrow through the neck.

You know that you are conspicuous on your own so you look around. You see a group of mounted Orcs waiting for an attack. Some have attendants helping them. Do you head towards this group and try to lose yourself amongst them (turn to 280) or do you follow a troop who are trotting towards a siege catapult that is stuck on the beach (turn to 70)?

114

The tunnel opens out into a chamber that's dimly lit by small flames burning above you in a high ceiling. It's very hot and as you walk along you see rows and rows of huge eggs. Each has a small Multi-Coloured Gem sitting on its top. In the gloom ahead you see the outline of a very large figure. Do you carry on along the chamber and pick up the Gems (turn to 170) or do you decide to return to the other tunnel (turn to 362)?



115

You run into the dark cave. By the murky light, you can see a hoard of jewels and Gems but you do not tarry to pick anything up. Sure enough the mouth of the cave is immediately engulfed in flames. You run deeper into the cave, fast and silent, until the roof gets so low that you are forced to stoop. It is pitch black and you walk on for many hours. At one point you see the Bracelet on your wrist glowing (mark a captured Citadel Wall on the *Adventure Sheet*).



Eventually, you get to a chamber that is lit by the glow of a strange green stone. You see a pool and two boats. Two Marsh Goblins are swearing and struggling with a large treasure chest. They finally get it into one of the boats and row away. The pool seems to be part of an underground river. You look up and are startled to see daylight a long way above you. There seems to be a possibility of climbing up. Do you climb up the side of the cavern (turn to 264) or do you get into the second boat and follow the Marsh Goblins (turn to 234)?

116

You walk through the pass, moving cautiously from cover to cover. When you have passed the most exposed part you begin to relax but suddenly you tread on a trap that springs a shower of crossbow bolts from either side of you.

Throw a die six times and mark the series on the *Adventure Sheet*. This is the random spray of bolts. Now throw a die six more times to indicate your random path to avoid the bolts. If two numbers match in the series, you have been hit. Deduct 2 STAMINA points for each hit. If you deduct 8 or more STAMINA points, then reduce your SKILL by 1. If you have been hit, you pull out the bolts.

The noise awakens a group of Orcs; they begin to blow horns and charge out at you. Looking around, you see a vast set of rock-hewn steps. Do you choose to run up the steps (turn to 326) or do you stand and fight (turn to 258)?



117

The tower looms up in front of you. You walk up to it and find that it is derelict. Suddenly, a Dragonman bursts out of the tower walls and attacks you with its great claws. If you have not seen one before, it looks like a cross between a human and a Dragon. It stands upright and has large flapping wings, a spiky tail and strong claws at the end of its scaly arms. It moves very fast. You hope your sword can pierce the thick skin when suddenly the Dragonman breathes out a shaft of fire. If you have at least 1 Black Cube, you are unhurt (deduct 1 Black Cube from the *Adventure Sheet*). If not, then deduct 4 points from your STAMINA score.

DRAGONMAN

SKILL 9

STAMINA 10

If you survive, the fumes from the lifeless body make you stagger and fall against some rocks. You soon recover and find an old road that heads north. Turn to 98.

118

You scramble up the pile of rubble. It moves under you and, suddenly, you see bright sunlight. You scamper up and at once hear gruff voices shouting commands. Just then you slip, and a large warty hand stretches down and helps you up. You stand there blinking in the bright light and see a Goblin smiling at you. Behind him a group of soldiers are pushing a giant battering-ram against the huge outer defences of the Citadel. There is dust and

smoke everywhere. You look down to see the rubble move again and the hole you emerged from seal itself. The Goblin shouts at you, 'Watch your step. Next time I'll let you get buried. Now, who are you and what regiment are you marked for? I don't see any insignia.' Do you admit that you don't have a regiment (turn to 289) or do you give him a name (turn to 378)?

## 119

The girl picks up a flat stone and makes a sign with her hands. An opening appears in the flame wall and looking through it you see a path heading to the fort. You both run into the opening. Two Goblins spot you and give chase but they get caught when the flame wall closes again. You can still hear their screams when you enter the fort through a recently opened metal door. Inside the fort a scene of devastation confronts you. There are no more than a dozen knights, a few squires and several children. They stop and stare at you, more in wonder than surprise. Then one of the squires comes over and speaks to the girl. She nods and points to you. The squire bows and addresses you, 'You have fulfilled the Prophecy. The Wazarri know you as the Torchbearer, the One chosen to rekindle the Flame at the Fangs of Fury. Follow me.' You thank the girl and do as you are requested. Turn to 315.

## 120

You pick up a bale and walk up the gangplank with a group of others. You drop the bale and begin to

help with the stacking, when suddenly a squad of Orcs march on to the ship. They bring aboard a number of reluctant-looking sailors and fire orders at them. You realize that you are on a ship that has been commandeered by Ostragoth's fleet. Three Orcs stand by the gangplank as you try to get off. 'Where's your badge, scum?' The others all have small leather badges sewn on the inside of their jerkins. You try to rush off but a strong scaly arm stops you. 'This one'll do to make up the numbers,' is the last thing you hear before you are hit over the head (deduct 2 points from your STAMINA) and lose consciousness. Turn to 230.



## 121

You follow the road and notice the Bracelet glow (mark a captured Citadel Wall on the *Adventure Sheet*). The road gets wider and better made but you see no one on it until you spot someone sitting at its side. He looks like a tinker and has a box open in front of him. On seeing you he gets up, 'Look at my wares. You must buy!' You think he might be a little mad and on looking at his box, you are sure of it.



The box is full of curly bits of wire. You ask him what they are. 'The finest lock-picking devices in Khul, yours for . . . 10 Gold Coins.' If you can afford it, do you wish to buy one (turn to 155) or do you shrug him off and continue walking (turn to 257)?

## 122

The Gannet's Nest is not a popular tavern. There are a couple of Dwarfs and a few locals at the tables. In the corner are three rough-looking men. They carry an array of weapons and look like they've seen a few battles. They laugh, swear and curse at a bald man who's trying to sell them some sort of trinkets. The bald man is unperturbed. He passes you and asks if you want to buy a crystal ball for good luck, 'Only 1 Gold Coin.' Do you agree (turn to 363) or refuse the offer (turn to 213)?

## 123

You turn to fight. The Orcs seem a little surprised that you should do so. The leading Orc growls at you, 'I don't care about you damn Irregulars, but give us that horse, there's good money there.' Do you let the Orcs have your horse (turn to 355) or refuse and prepare to fight (turn to 184)?

## 124

You dig up the bag from the sand and open it carefully. Inside, you find three bones, a rotting apple core, some claw clippings and a very hard piece of bread. Just then, two other Great Orcs appear. One of them shouts, 'Gripper! Where is that

idiot?' Then he sees you and the body. Fight each in turn.

	SKILL	STAMINA
First GREAT ORC	7	6
Second GREAT ORC	7	6

If you survive, this time you do not hang around. You get away as fast as possible. Turn to 333.



## 125

You come to a river that runs parallel with the path for a time and then weaves away. Your sense of direction tells you to cross the river. Do you do so (turn to 270) or do you wish to stay on the path (turn to 217)?



## 126

You trudge down the dry river for a long time. It's very hot and you are plagued by particularly nasty river-flies. Suddenly you hear the sound of rushing water and, before you can move, a roaring torrent crashes into you and carries you along. Large rocks are also picked up by the water and they smash into your body.

Throw a die for the number of rocks that hit you and then a die for their size. Add the two numbers and deduct this from your STAMINA. If you are still alive, you are eventually dumped and the water drains away. You crawl out of the river valley and look around. The forest has thinned out to reveal a road (turn to 121), and a small path leading to a reedy plain (turn to 137). Which way do you choose?



## 127

You know that he may have knowledge of a way through the siege lines so you hand over the 4 Gold Coins (deduct 4 Gold Coins from the Gold box on your *Adventure Sheet*). He is pleased and tells you to follow him. He takes you to a rocky cove and digs a small boat out of the sand. The boy hands you an oar and points to Karakum, the small island off the coast. 'Take the boat to the island. Land on the north-west coast and then head for the port. There, look out for the ship, the *Gargu-Ran*. Get on board and work your passage. It'll take you away from here and land you somewhere on the southern coast.' You suspect that the boy thinks you a deserter and it is obvious that you have stumbled on

an escape route away from Ostragoth's conscription. You get into the reed boat and paddle. Half-way across, you hear a sucking sound and a large tentacle appears over the side of the flimsy boat. Do you chop at it (turn to 302) or sit patiently (turn to 90)?

## 128

'Aye, that is your decision. We Elves of Aetos are not malicious folk. We will release you where we found you and if you are lucky you may escape from the Battleground of the Giants. No one has ever done so before . . .' Are you sure you still wish to be released now (turn to 53)? If you change your mind, turn to 6.

## 129

You run fast but not before Snuffserk has pulled out a dagger and stabbed you in the side (deduct 2 STAMINA points). Looking back, you see the image of the Wizard fade. The Mage Warrior screams at Snuffserk, 'Fool, fool, you should have made sure! You have been paid enough.' He strikes his Wand-sword at the traitor. You run away, fearing pursuit or more trickery.

After a while, you catch your first glimpse of the Fangs of Fury. Before you have had a chance to marvel at the volcano, you hear heavy feet marching on the rocks ahead. Do you dive to the left and fall into a hole that seals above you (turn to 262) or do you get into a small trench on the right (turn to 325)?



130

You take pity on the old woman. She carries a small tabby cat and strokes it as tears roll down her cheeks. You get into the large bucket and she lowers you into the well. It is very gloomy but you can see no sign of the fiddle. You are sure you hear cackling laughter and then she shouts down into the echoing deep. 'There you are, my beauty, more food for you.' Suddenly, a Horned Devil lunges out of the water, grabs you and pulls you under. You already have your sword out. Reduce your **SKILL** by 2 for this combat only.

**HORNED DEVIL**      **SKILL** 5      **STAMINA** 6

If you survive, you look up from the water and see the rope still hanging down. Then you see a gap in the stone blocks to the side of the well. What do you choose to do: go through the gap (turn to 68) or climb the rope (turn to 284)?



131

You reach the edge of the lower northern mountains. You follow the path for several hours and get

very lost. Eventually, you come to a tavern all on its own in the rocky lowlands. 'The Dwarf's Hammer' proclaims the sign. There seems to be no one about and the door is locked. Do you bang on the door to ask for directions (turn to 214) or carry on without advertising your presence (turn to 290)?

## 132

You are made to stand in two lines by the bosun. Throw a die. If you throw 1-3, you join the left line. If you throw 4-6, the right line. You are then addressed by the Captain, a small imposing man with a patch over his good eye. He occasionally lifts the patch to look at you. 'Now I don't want to know who you are or why you are here and I'm sure you've paid various people handsomely to get on this ship. All I ask of you is good honest work and I'll put you down on some safe beach far away from all this slaughter.' He decides on the work you are to do. If you are on the left, turn to 306. If you are on the right, turn to 106.

## 133

You come to a slight rise above a great road. You jump down on to the cobbled route knowing that you must make a decision: either follow the road and take the consequences of being seen but get there faster (turn to 376), or cross the road into the plain that slopes up towards the northern mountains and take a slower, less obvious, path (turn to 290). Which do you choose?



## 134

You climb down the creeper. It is a long way and seems to lead into a vast cavern. You finally reach the bottom and then peer up into the gloom. The Giant is climbing down after you. Do you choose to hack the creeper down with your sword (turn to 327) or run off as fast as possible into the dark (turn to 13)?

## 135

You are in a cave containing blocks of stone with a cube shape on them and the number 22 inscribed on the reverse.

Each block weighs 10 Zamarra Weights. The most you can carry is 60. If you wish to take a block, mark the weight on the *Adventure Sheet*. Do not exceed your maximum capability.

There are six exits from the cave. Do you choose:

Exit 1?	Turn to 395
Exit 2?	Turn to 366
Exit 3?	Turn to 342
Exit 4?	Turn to 40
Exit 5?	Turn to 233
Exit 6?	Turn to 187



## 136

You run alongside the cart as it heads away from the Citadel. You suspect that the rider was the traitor and you want to see what information has changed hands. You leap on to the back of the cart. The driver feels the jolt as you land, turns round, drops the reins and pulls out a sword.

CART DRIVER      SKILL 6      STAMINA 9

If you win, you stop the horses and search around for the parchment. You find two sheets, one has a likeness of King Elidor's new Knight Gathonian of Korr. The second has a hastily written message: 'J. Beware: the Torchbearer has departed for the North. A drawing and more details will follow. S.' You roll up the parchment and are about to destroy the paper when a Grypvulture suddenly sweeps down, seizes them out of your hands and flies off. You run away. Turn to 12.



## 137

You trudge along the reedy plain. You walk for many hours on a rough northerly heading with only the rather vicious marsh-flies to relieve the boredom (deduct 1 point from your STAMINA) and the glow of the Bracelet stressing the urgency of your mission (mark a captured Citadel Wall on the *Adventure Sheet*). Turn to 356.



## 138

You go out of the other room, open the door, and see four Orcs standing there. One of them screams, 'I told you someone was in there!' They attack. Fight each in turn.

	SKILL	STAMINA
First ORC	6	6
Second ORC	7	7
Third ORC	6	6
Fourth ORC	7	6

If you survive, you re-enter the secret room, seal the door and rush down through the trapdoor. Turn to 281.

139

You pull out your sword and strike at the Goblin. The blow glances off his thick skin. He draws his sword. 'Scum, you are never to be trusted. You will now die.' He spits and charges at you.

GOBLIN GUARD      SKILL 5      STAMINA 5

If you survive, turn to 283.



140

The tunnel is empty but for 5 Star Crystals. You pick them up and put them into your pack (mark them on your *Adventure Sheet*). As you are picking up the last one, a small, hairy creature pokes its head out of the ground and bites your hand (deduct 2 points from your STAMINA). You feel giddy but carry on along the tunnel. You come to another fork. Do you go left (turn to 157) or right (turn to 248)?



141

'Advice, eh?' You ask him the safest and quickest way to get to the Fangs of Fury. He scratches his head, 'Never heard of it. But I'll give you some really good advice: get out of here fast. The Rogue Catchers have got your face on a "wanted" parchment and there's a price on your head.' The boy disappears around a corner. The villagers are now taking an interest in you. You decide to leave the village quickly. Turn to 398.

142

You follow a trail of bones and the smell of putrid flesh. The torchlight fades as you get further into the cave. You trip over several bodies and then, suddenly, something large and hairy grabs your arms and legs and tries to separate them from your body. Once more you thank the Captain for his rigorous training. 'Collapse in on yourself,' he used to advise. 'Nil resistance will lead to a lessening of an enemy's grip.' You try it and it works. You break free, somersault away and pull out your sword.

BEAST OF FURY      SKILL 8      STAMINA 10

If you win, another Beast appears but you manage to run through a small hole and drop down into another tunnel. Turn to 274.



## 143

You are correct! You have spoken the number of the name-that-cannot-be-uttered. A door opens in the wall. You walk into a room and see three monks sitting in front of you. Above them is a swirling Dragon that seems to move towards you. Your eyes meet those of the monk in the middle and he speaks. 'Torchbearer, apologies for the deceptions. We are the last of our Age. He, curse him, has killed all save us because we guard the Flame, the Flame that will be his undoing when the Sentinels re-awaken and wreak the havoc that is his due. Now choose your Fate. Do you wish one of three bottles (turn to 374) or the Black Cubes (turn to 209)?'

## 144

The woman leaps up the cliff-track. She says nothing but when she reaches a certain point, she stops, sits cross-legged and shuts her eyes. You stand next to her, not knowing what to do. Eventually she opens her eyes, points to you and indicates a path that goes back up and along the clifftop. She then smoothes out a patch in the dusty ground and draws a tent with an insignia of Vulture's Wings. You try to talk to her but she goes back into a trance. You leave her there and take the route she advised, trudging along the cliff.

The track leads you back into the siege lines but down below, amid the mess of a campaign army, you see a series of tents like the one drawn by the woman. Do you go down at once (turn to 338) or stay where you are to observe (turn to 175)?

145

You succeed. *Test your Luck.* If you are Lucky, your team has also won. The Elves cheer you and some collect on bets made with each other. You are presented with a set of six Blue Gems, Elf-Flyer wings and an Elf-guide out of the land known as the Battleground of the Giants. If you are Unlucky, your team has lost but you get 2 Blue Gems, a set of Elf-wings and a guide.

Make the appropriate adjustments on the *Adventure Sheet*. Turn to 294.



146

You make your way along the steps when suddenly, a Marsh Fiend, a creature covered in thick mud with a row of curved horns down its back and sharp thin claws on its fingers, leaps straight out of the swamp and stands in front of you, reaching out for your throat.

MARSH FIEND      SKILL 7      STAMINA 10

If you survive, you suspect that other similar creatures are waiting on this path, so you decide to retrace your steps and take the other path. Turn to 178.

147

You attack but he spins round with amazing speed and throws some dust into the air. Your blows do not touch him. Deduct 1 LUCK point. 'You underestimate me, my friend,' he says, 'When young, I was apprenticed to Mandrekk the Wizard. Anyway, I do not have the object on my person.' Turn to 370.

148

You stand there not saying anything. The Captain sits down on an upturned stump and tries to put his boot back on. 'All right, you two. A third share each.' The two soldiers draw swords and attack. Fight each in turn.

	SKILL	STAMINA
First KNUCLER	5	8
Second KNUCLER	6	7

If you win, the Captain finally gets his boot on and looks up. 'Good,' he pronounces. 'You're in. Do something about these bodies.' Turn to 218.





149

You run into a troop of Goblins camped in the bushes. In the distance, you can hear other horns sounding accompanied by screams and shouts. Three Goblins in front of you pull out their swords and attack. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	6	6
Third GOBLIN	6	6

If you survive, you see no way out so you are forced to run back towards the Dwarf. You find that he too has dispatched three soldiers. He smiles at you and leads you into the middle of the camp. Turn to 26.



150

You move from cover to cover, hoping to meet no one. Just then, you see a troop of mounted Orcs charging across your path. The next moment, a

phalanx of Zamarran Knights charges in the same direction. Everything seems to be confusion. And then you notice a monk, right in front of you. He is sitting on top of a large rock with an enigmatic smile on his face. His hands are frozen in the sign of the Cube and balanced on his knee is a black box. You walk around the rock and see four arrows sticking out of his back. Do you open the box (turn to 249) or continue on your way (turn to 12)?

151

You want to make your story sound plausible. 'From the Citadel, eh? And you're deserting . . . you'd better come with me.' He keeps his sword against your back and marches you through an intricate series of trenches some of which are still being completed. You are taken to a great wooden wagon that has metal bars at one end. The Goblin places your sword in a barrel and you are thrust into the wagon. The door is locked behind you. 'Wait there,' shouts the Goblin. 'You will see the Inquisitor. She never fails to unearth the truth.'

As he marches off, you notice the Bracelet glowing (mark a captured Citadel Wall on the *Adventure Sheet*). You look at your fellow prisoners. There are two other soldiers, a woman in rags and a bald-headed man in monk's garb. He is sitting cross-legged, staring at you with a smile on his face. He is apart from the others and proceeds to call you over with a beckoning hand. Do you go to him (turn to 308) or keep to yourself (turn to 5)?

## 152

You stretch your hand out to open the door but it swings open before you touch it. In front of you stands a tall, black-cloaked woman holding a fiery Wand. She scowls at you, 'Is it the One? Perhaps my time has not been wasted, if *he* is the One.' She swings the Wand in the air and it turns into a long fiery sword which she then turns on you.

If you possess a Wand or 1 Black Cube, fight as normal. If you have neither, you have no chance: she kills you in one fell blow. Your quest ends here.

JINXANA SKILL 8 STAMINA 10

If you win, you watch the now-transparent body waft away on the breeze accompanied by a hideous scream. You enter the room. Turn to 330.

## 153

You pull out your sword and strike at the axe. The Goblin turns around and attacks.

GOBLIN IRREGULAR SKILL 6 STAMINA 6

If you survive, Peric thinks that you were fighting over who was going to kill him. 'You'll never have the honour of besting a Zamarran Knight,' he shouts. He then proceeds to swallow something, collapses and dies. You try to get away but strong fat arms grab you. You are hauled up in front of the Captain. He tells you that you now have an appointment with the executioner. They begin to search you, then one of them hits you and you black out. Deduct 2 points from your STAMINA. Turn to 286.



## 154

You get outside with your helmet on, visor firmly down. You clank off towards a waiting horse that has the same insignia as your armour. Two Dwarfs rush up to help you get on to the horse. They make a mounting block out of their bodies; they are chained up and seem to be around solely for that purpose. You canter off but you are suddenly joined by six other riders.

You ride in silence, far out beyond the siege lines to the north. You know that you must get rid of the patrol so you send five of them on a sortie east. The one remaining rider will not leave you when asked to. She, it appears, is your bodyguard. Do you try to out-ride her (turn to 85) or just turn round and attack (turn to 255)?

## 155

You hand over the money. (Deduct the amount from your *Adventure Sheet*.) You pick up the device. Looking at it end-on, it resembles the number 18. This strikes you as odd and you make a mental note of it. The Tinker is very pleased with his sale; he calls out as you leave him that you won't regret it. Turn to 257.



## 156

The black-cloaked figure takes you to a tall stone tower. You are dragged along to a metal gate. It opens and then shuts behind you. You are left entirely on your own. Then, you are propelled forwards into the presence of the Wizard Jaxartes. He sits on a large throne between two wolves. At his feet lie two prostrate Dwarfs. 'So you are the Torchbearer. The drawing is accurate.' He looks at a parchment and then at you. 'Now, hand me the Torch. That is all I need.' His hands stir the two wolves that sit on either side of his throne. They begin to snarl at you. You step back and look around. Apart from the two Dwarfs there is no one else in the room. Jaxartes seems to know what you are thinking. 'You feeble scum, you cannot escape my Power. I can . . . what?' Just then he grips his temple, 'An attack . . . but I must, no . . . I will come.' He stands up and addresses the wolves. 'Torture our guest, my sweets. My Power must be directed towards battle.' He disappears and the wolves attack. Behind you is a spiral staircase. Do you run up it (turn to 351) or down it (turn to 380)?

## 157

The tunnel continues across a deep chasm. There is no other way over but to leap. If you do not wish to jump, then you must take another tunnel on the left (turn to 268).

If you wish to leap, throw three dice to indicate the distance, then throw one die and add it to your

**STAMINA** to indicate the jump. If the jump is equal to or greater than the distance, then you succeed. If not, then you fall and die at the bottom of the deep chasm. Your quest ends here.

If you make it across, you stumble upon 5 Triangular Crystals and 5 Star Crystals. If you have enough for the ransom, you may return to the entrance (you will encounter no difficulties), turn to 32. If you still need to find the ransom, you continue walking and come to another fork in the tunnel. Do you go to the left (turn to 114) or do you go right (turn to 362)?

## 158

You get to the grain and rice store in the central square of the village. Two drunken Orcs have smashed down the main door and are helping themselves, loading sacks into a cart. They keep shouting that the goods have been requisitioned and that compensation will be paid. They laugh among themselves that there are no fighting men left in the village to stop them. One of the locals, an elderly man sees you and pleads for your help. He offers 20 Gold Coins. Do you listen to the plea (turn to 82) or do you stay away from trouble and leave the village (turn to 316)?



## 159

You run, but your feet stick in the marsh. The Goblins catch you when you have sunk in up to your knees. You cannot manoeuvre to fight properly. Reduce your **SKILL** by 2 for this combat only. Fight each in turn.

	SKILL	STAMINA
First MARSH GOBLIN	6	6
Second MARSH GOBLIN	6	6

If you survive, you extricate yourself from the muddy mess. Do you go back for the chest (turn to 33) or do you quickly try to find a way out of the marshes (turn to 292)?



## 160

You get into the boat and the Goblin begins to whip the prisoners, getting them to row faster. Half-way across to Karakum Island, the waves get very big and begin to wash over the boat. You look across at the other boat and see that it is sinking. The chained-up prisoners are all screaming. The Goblins and the other guards abandon the boat and swim over to your vessel. Your boat makes it safely across and you land in a small harbour. The prisoners are marched off and you are told to join one of two lines of soldiers. Which line do you join: the left (turn to 227) or the right (turn to 394)?

## 161

She points at the three figures then points to herself. You memorize the figures: they are all alike except that dagger hands and shield hands are in different compass positions.

	FIRST	SECOND	THIRD
Dagger			
Hand:	North-West	South	South-West
Shield			
Hand:	South-West	North-West	West

She then makes the sign of the Cube with her open palms. Turn to 277.

## 162

You are in a cave with a key hanging on the wall by a thin cord. Beside it hangs an inscription:



Do you decide to cut the key down (turn to 183) or pull at it (turn to 94)? There are three exits if you do not want a key or already have one. Do you choose:

Exit 1?	Turn to 201
Exit 2?	Turn to 107
Exit 3?	Turn to 342



## 163

You rush down to help the girl. You pluck her up and carry her into a clump of bushes. The Orcs return to the scene of the attack and begin ranting and screaming at each other (add 2 points to your LUCK score). When they eventually go, you sit the girl down. She sounds remarkably calm now. 'You are the Torchbearer, the One sent to rekindle the Flame that will destroy our oppressors. I am Kim-Ona, a Seer and Wazarri-to-be. You must accompany me to the Bastion. There you will receive important knowledge. We are the Hope of the Future, of the Religion-whose-name-cannot-be-uttered.' You are amazed by her knowledge and promptly agree to go with her. Turn to 64.



164

You do as you are directed and drop into a field. You look back at the road leading to the main village gate. Six black-cloaked riders are patrolling up and down. You keep in low profile, cross streams back and forth, double-double-back, jump a few trees: in fact you do all the things that Captain Laski taught you in 'losing the scent' exercises. When you are sufficiently clear of the environs of the village, you climb a tree and look around. Ahead you see a great forest (turn to 367) and to the right is a road that may or may not be Salik's Way (turn to 172). Which route do you take?



165

You have entered on Level 4. You are in an intricately carved corridor. A voice booms out from a distance, 'Yours is the Way of Balance. Look forward. Fear not and cross the chasm.' A narrow rope appears in front of you across a chasm. Throw two dice until you throw a double. Count the number of times it takes you to do so. Deduct the number from your STAMINA. Turn to 231.

166

You leap through the white-hot flames and coals. If you have a Black Cube in your possession the flames feel strangely cool. You get outside the cave unharmed (deduct 1 Black Cube from your *Adventure Sheet*). If you have no Black Cube, then throw a die and deduct the result from your STAMINA, then reduce your SKILL by 1 point. You have been badly injured but have escaped the Giant, who does not follow you.

You look around at the countryside. You see a wood to your left and a flat plain in front of you. Both lead north. Which way do you choose: towards the woods (turn to 210) or the plain (turn to 282)?

167

You walk out of the inn as though unconcerned. The man following you eventually puts his hand on your shoulder and stops you. He turns you around, peers carefully at your face and then pulls out his sword, saying, 'You're mine! Prepare to die.'

ROGUE CATCHER SKILL 6 STAMINA 8

If you win, you run off and leave the village quickly. Turn to 398.

168

The tunnel heads ever downwards. Suddenly, four sheets of fire appear at various distances in front of you. You must cross them. If you have 4 Black Cubes (deduct them from your *Adventure Sheet*), you cross safely. If you lack any cubes, you must brave the inferno. Deduct 3 from your STAMINA for any fire wall you must pass without a Black Cube.

If you survive, the tunnel divides left (turn to 229) and right (turn to 393). Which turning do you take?





169

You enter a bustling inn, full of men, women, Dwarfs, Elves and Goblins. There is so much noise you have to shout your order to the man at the bar and you pay with a few iron coins. You relax in a friendly atmosphere for several hours (add 4 points to your STAMINA). You are reawakened to the urgency of your quest by the glow of your Bracelet (mark another breached Citadel Wall on the *Adventure Sheet*).

You get up to leave when, suddenly, the door bursts open. There stands a blazing Fire Demon holding a burning scimitar and wearing strange fiery armour around its large wings. The inn is in turmoil, chairs are upset in the rush to get away from the creature. Do you stand and fight (turn to 110) or run behind the bar, like most of the others (turn to 242)?

170

You walk along a row of giant eggs and take 1 Multi-Coloured Gem from the top of each one. The eggs crack and spew forth a foul-smelling liquid as the Gem is taken. You get more than enough for the ransom but, suddenly, a giant claw grabs you by the chest and lifts you up. You see a huge King-Dragonman. The creature closes its grip on you and your body is crushed. Your quest ends here.

171

Out in the street, the boy sits on a fence. At his side is a vast, horrible creature. It is covered in hair and

towers over you, grunting and clutching an axe. The boy is obviously excited. 'I will bet you can't beat the Thing here. Come on, I want to see a fight.' You feel yourself being pushed towards the creature. You have no choice but to pull out your sword and attack.

## THE THING

SKILL 5

STAMINA 9

If you survive, the boy seems a little disappointed. He begins to amble away but you remind him of the bet. He remembers, 'Oh, yes. A Sorcerer must keep his word. What's it to be: money, food, or advice? That's what you people are always asking for.' What is it to be:

Money?

Turn to 237

Food?

Turn to 95

Advice?

Turn to 141



172

The well-made road enables you to travel at a good pace. You can also get warning of riders approaching from a great distance by listening carefully. You feel safer now, away from the siege lines. Suddenly, one of the cobbles in the road flips over and a metal trap springs out, catching your ankle. You are trapped! Then you see two rogues coming out of the bushes. They are dirty and ragged but have a wild look in their eyes. You pull out your sword as they approach. 'Peace, traveller. We do not want to fight

. . . if you give us all your valuables. Now what say you?' Do you agree to let them have all your Gold, Gems and Crystals (turn to 253) or do you sternly refuse (if you have no valuables, you must refuse; turn to 78)?

173

The man stands by a tree-trunk with his axe over his shoulder. He speaks to you in gentle, harmonious tones. 'You are the Torchbearer. The quest has been prophesied. To begin . . . we must have complete Trust. Shut your eyes.' You do so and feel the swish of the axe-blade over your head. Do you move to parry the blow (turn to 369) or stand stock-still (turn to 28)?

174

The Wazarri Knight looks to the squire who speaks. 'You have fulfilled the Prophecy of Kei-Okano. You must go to the Homrath Caves and find the Key.' He pulls out a bag. 'These will help you pass walls of fire.' He hands you 6 Black Cubes (add them to your *Adventure Sheet*). You are then fed and rested (add 1 point to your SKILL and 6 points to your STAMINA).

The squire takes you to the gate and points out a flat-topped mountain. 'There lie the Homrath Caves that lead to the Fangs of Fury. They hold the Key.' Nothing else is said. You pass through another opening in the wall of fire, but this time you see no sign of the besiegers.



You find the path very easy to follow and continue along it for several hours. Eventually, you come to a very strange spectacle: on top of a tall pillar is chained a young boy. He is being attacked by two Dragonmen. The boy screams for help. Do you help (turn to 52) or carry on towards the mountain (turn to 194)?

## 175

You observe the activity below you in the camp. Suddenly, you hear a twig break behind you (add 1 point to your LUCK score). You turn round to see two rogues creeping up on you. They carry bundles of swag, swords and pieces of armour. You guess that they are making a living by waylaying solitary soldiers. They attack. Fight each in turn.

	SKILL	STAMINA
First ROGUE	4	6
Second ROGUE	5	7

If you win, you make your way down to the tents. Turn to 338.

## 176

The forest path becomes quite dark. The tall trees tower over you, large dark birds flap overhead and small furry creatures scuttle about the lower branches. Occasionally, you see twin shafts of flame that burn for a moment then go out. Just then, the path skirts around a smooth mound. Do you climb up the mound (turn to 232) or carry on along the path (turn to 317)?



## 177

You can hear vague sounds of pursuit but you are grateful for the forest that keeps you hidden. Suddenly, an arrow crashes through the leaves and implants itself in a tree-trunk. You look at it as a smoky mist is released and then hear a scream, 'I have detected the One you seek. Fire in that direction!' You are immediately showered by a mass of arrows.

*Test your Luck.* If you are Unlucky, one of them hits you in the arm. Throw a die for the amount of STAMINA you lose.

You weave in and out of the bushes, making yourself a more difficult target. Do you decide to climb a tree (turn to 358) or head for an outcrop of rocks just ahead (turn to 56)?

## 178

The stepping-stones get bigger, the nearer you get to the fortress. From a soldier's point of view the building does not look very easy to defend: too many windows, not enough firing angles and

vulnerable to catapult attack. You find a set of stone steps that lead to an open gateway. There is nobody about. Once inside, you realize that you are in a monastery; religious symbols, bells, prayer cubes abound but there are no people to be seen. In the middle of the central courtyard stands a giant cauldron that is belching out a heavy black smoke. You decide to look around. Which way do you choose: left to some doors leading off the courtyard (turn to 300) or up the stairs on the right (turn to 193)?



179

You run into the doorway. The handle turns and the door opens easily. It is dark and you stumble around until you fall over a large box. Someone calls out to you to be quiet; you do not move. Eventually, a Dwarf comes in, 'It's all right, they've gone.' The shutters are opened and you find yourself among a group of a dozen men and women. One man, who smells of tar, asks you what you want. You reply in all honesty, 'To leave the island and get away from the siege.' Another old salt with tarred pig-tails stumbles up. 'Aye, they all want that,' he points to the rest of the group. 'It'll cost yer 5 Gold Coins.' Do you accept the offer (turn to 45) or, if you cannot or do not want to pay, refuse and leave the room (turn to 108)?

180

Turning round quickly, you feel a sword stab you in the side (deduct 1 point from your SKILL and 4 points from your STAMINA). You face a terrified Goblin who is holding three bottles in one hand. You reach for your sword as he calls out to the others, 'It's the one Jax wants. Come on, you two.' They both turn round. One of them is incapable and collapses on the stone floor. The other Orc is fiercer under the influence of the drink. Fight each in turn.

	SKILL	STAMINA
GOBLIN	6	6
ORC	7	7

If you survive, you know that you'll have to be very careful. You suspect that all this devastation is connected with your mission. You decide to investigate upstairs. Turn to 193.

181

You mount the horse, grab the reins and slip your feet into the stirrups. The horse begins to walk back in the direction it had come from. Suddenly, the reins ensnare your hands and your feet stick in the stirrups. You are powerless to do anything as the horse gallops off and eventually stops in the middle of a group of black-cloaked mounted figures who then begin to squawk with delight. Your quest is over. You have been caught by Jaxartes' own Mage Warriors. You are powerless to escape.



## 182

The girl is in tears. She thanks you, hands the sack to a waiting cart-driver and then runs off to the door of a building on the left. You guess that it is the village school. A minute or two later you hear screaming and a coarse, threatening voice, 'I'll teach you to get here on time.' You hear the sound of a cane swishing through the air and then a tearful scream. You go to the window and look in. The teacher is hitting the little girl. You cannot hold back, so you enter the classroom to explain but the teacher does not listen. He attacks you with the cane and hits you over the shoulder. You get angry, pull out your sword, and slice the cane in two. You grab him by the shirt front and lift him off the ground until he has understood the reason for the girl's lateness. Reluctantly, he accepts the story and you leave the classroom. Just then, a trumpet sounds and all the people in the road run towards the west side of the village. Do you follow them (turn to 158) or do you stay to see that the girl is all right (turn to 287)?

## 183

You cut the cord and take the key. Another key magically appears in its place (mark the key on the *Adventure Sheet*).

There are three exits. Do you choose:

Exit 1?

Turn to 201

Exit 2?

Turn to 107

Exit 3?

Turn to 342

## 184

They stop when they realize that they've got a fight on their hands. One of them places something in his mouth and you hear a high-pitched whistle. Your horse begins to rear violently and throws you to the ground. *Test your Luck*. If you are Unlucky, one of the hoofs hits your head (deduct 1 point from your SKILL).

The Orcs laugh, take the horse and ride off. You get up and dust yourself down. Then you stand on a tall rock and look over the smoky battlefield. Turn to 243.

## 185

You get to the clearing. It opens out into a reedy plain, featureless but for the spiky reeds. You are bitten mercilessly by particularly nasty marsh-flies (deduct 1 point from your STAMINA). Turn to 356.

## 186

He looks at you expectantly, as though he knows the answer he wants. You look around the cave and point to the dark end of the cave. He grabs you in one hand and a burning log in the other and takes you deep into the cave. It is littered with skeletons. 'Yes, here is Djakk!' he screams, pointing to one of the skeletons laid out on a pedestal. He begins to laugh and thinks this a great joke. He drops you and you land on a vast hoard of Gold Coins. 'Take gold and run!' he shouts at you. You grab a handful (throw four dice for the number you take and mark

them on the *Adventure Sheet*). You realize that he is re-enacting some kind of ritual. Do you run towards the dark end of the cave (turn to 31) or do you race towards the front (turn to 272)?

## 187

You are in an empty cave. There are some chalk marks on the wall:



There are three exits. Do you take:

Exit 1?

Turn to 245

Exit 2?

Turn to 135

Exit 3?

Turn to 233

## 188

The small craft is difficult to control in the strong surf but you persevere (deduct 2 points from your STAMINA). Eventually, you land safely on the north-west side of the island. The coast is deserted. You leave the sandy bay and follow a goat-track up to a rise where you catch sight of the little, smoky harbour. The track leads you into the back alleys of the port. Sloping cobbled stone alleyways lead down towards the quayside. Suddenly, you hear screams and several people run past you into doorways. Someone shouts, 'Run! It's Ostragoth's Press-Gang!' Do you run into a door to the left (turn to 179), one on the right (turn to 10) or do you choose to run back the way you came (turn to 236)?

## 189

You know that you must try to stay with a crowd. You look purposeful and head towards the group when, suddenly, a Goblin sergeant grabs you by the shoulder.

'Where do you think you're going, scum!' You point to the field of soldiers. 'Those are ELITE troops, while YOU are SCUM and obviously NEW to this army. (Curse these conscripts.) YOU will come with ME. It's the Irregulars for YOU. Left . . . Left.' Turn to 101.

## 190

You cannot do it. The war-chariot thunders down at you. *Test your Luck*. If you are Lucky, the chariot wheels break the chains but you are hit by one of the horse's hoofs and knocked out. Turn to 303. If you are Unlucky, you stare in horror as the chariot heads straight for you. The driver does not bother to stop. Your quest is over.

## 191

You enter on Level 5. You are in an intricately carved corridor. A voice booms out. 'You have found Elements of the True Way. Proceed.' A red light floods the corridor and you feel strong and confident. Restore either SKILL or LUCK to your original score. Turn to 231.



## 192

Crawling through the traps, you are amazed at the work involved in building them in just a few weeks. You stop at a pile of rubble, look up and then you see a glimmer of light. Turn to 118.

## 193

You walk upstairs. There are cubes of various sizes all over the place, some are hanging like bells from the ceiling and ring gently in the light breeze. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). At the top of the stairs, you find a long gallery with a number of doors leading off it. Scattered and burnt parchments flutter about in the dense black smoke that rises from the cauldron. Which side of the gallery do you walk along first: the left (turn to 319) or the right (turn to 87)?

## 194

You begin to climb towards the flat-topped mountain. It is a long and arduous climb that involves dropping down into canyons and then climbing up out again. (If you possess no Elf-Flyer wings, deduct 4 points from your STAMINA.) Eventually you get to the top of the mountain. It is strangely flat and smooth with three holes, each 100 paces from each other, forming the points of a triangle. If you wish to jump down into one of these holes, turn to 339. If you want to carry on over the mountain and pick up a track on the other side, turn to 99.



## 195

You continue to climb until you reach the top of a rocky crag. You see some high chalk cliffs ahead that are far too steep to climb when, suddenly, something leaps over the top and swoops down at you. A metal claw gleams in the sunlight. You pull out your sword but recognize an Elf. He sees the sword and veers to one side. He has a wing-like structure attached and stretched between his hands and feet that gives him great aerial prowess. You attack but miss just as others appear over the top of the cliff. You begin to run.

*Test your Luck.* If you are Lucky, you drop into a smoky valley that shields you from the eyes of the Flyers. Turn to 212. If you are Unlucky, a heavy object hits you on the head and you lose consciousness. Deduct 2 points from your STAMINA. Turn to 244.

## 196

You begin to look for footholds on the sheer cliff. Throw a die six times and mark the series of numbers on the *Adventure Sheet*. This is the random position of usable holds. Throw a die six times again, this is the line of descent. If any numbers match in the series, you find good footholds, otherwise you will have to spend time and energy hacking out new ones. Deduct 1 STAMINA point for each of the six footholds you have to chisel out with your sword. Eventually, you reach the bottom. Turn to 219.

## 197

You walk along the sand for several hundred paces until you come across a skeleton. It doesn't look all that old and has traces of blood still on it. You continue and are yet again puzzled when you reach another stripped skeleton. You draw out your sword and carry on. This time you come to an old sea-chest, half-buried in the sand. Through a small gap you can see many Gems inside. Do you open the chest and grab a handful of Gems (turn to 397) or do you leave it alone (turn to 97)?

## 198

You pull out the cork. There is a foul smell and a slight hissing noise. You peer into the bottle and then drop it. You turn around to see a fat man dressed in golden bangles and exotic robes. He breathes in the air. 'Aah, free at last! Thank you, kind traveller. It has been an Age since I last breathed the air.' He draws out a Star Crystal from his pocket and hands it to you. You take it (add the Crystal to the Gem box of your *Adventure Sheet*). He walks away, then after a few paces stops and turns around with a very ugly look on his face. He picks up a piece of driftwood and slams it against a rock. The rock explodes. 'Kill, kill, kill,' he screams at you. Do you run (turn to 30) or choose to fight (turn to 329)?

## 199

You begin to dig. Although at first easy, you soon realize that the more you dig along the wall, the

more the sand falls in from above. (Deduct 2 points from your STAMINA.) Eventually, with a great heave you push the last of the sand away and you are blinded by the sunlight. You ease your way out of the sandy hole. You find yourself close to the sea, by a sand dune to the east of the Citadel. Ahead of you, in the Bay of Sharks, Ostragoth's War Fleet lies at anchor. Just then, a gruff voice shouts at you, 'That scum, come here!' You turn round to see a man in a sergeant's uniform and a group of soldiers straining against a siege catapult that has got stuck in the sand. Do you run over to help (turn to 70) or rush off in the opposite direction and hide in the sand dunes (turn to 278)?



## 200

The shallow river-path seems endless but eventually the trees are not so tall and begin to be more spaced out, and the sunlight begins to filter through to the ground. You hear the sound of rushing water and stop at a deeper river that meets your tributary. Across the river is a sturdy wooden bridge and just

discernible on the other side is a camp-fire with three figures sitting around it cooking something that smells very good. Do you cross the bridge (turn to 309) or cautiously avoid it and cross the rushing stream (turn to 8)?

## 201

You are in a cave full of blocks of stone marked with the symbol of a mushroom. Each block has the number 50 engraved on the reverse.

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do not exceed the maximum.

There are four exits. Do you choose:

Exit 1?	Turn to 241
Exit 2?	Turn to 162
Exit 3?	Turn to 342
Exit 4?	Turn to 366

## 202

The door opens easily. You are in a library, full of old books, half-open, piled up on top of each other. You flick through the papers and find a stack of parchments with drawings of all the Zamarran Knights. Each has a scrawled description and is signed 'S'. You realize that these must have been supplied by the traitor. Just then, you come across your own likeness in the pile, with the legend 'Torchbearer' inscribed underneath. Suddenly, you

hear a yowling sound and decide to leave but you knock over a ledger that appears to account for Spy Expenses. Do you take time to flick through it (turn to 254) or rush out and up the stairs (turn to 351)?

## 203

You follow the woman out of the tent. She moves quickly and stealthily from cover to cover, then drops down into a trench. You try to keep up with her as she takes you through a repair yard, past some chained-up Elves and into a clump of woods. Here, she sits down and you rest (add 6 STAMINA points). She does not say a word. You ask her who she is and why she helped you, but all she does is draw something in the dirt. All of a sudden you hear something crashing through the undergrowth. Do you wish to look at the drawing more closely (turn to 161) or not (turn to 277)?

## 204

Satisfied that you are *not* whoever they are looking for, the riders set off. You stare at Peg-Leg and then remember the 500 Gold Coins. 'But I don't have it,' you tell him. 'I know you don't, but I also know where you can get it. Out there in the Dragonlands! Dragonmen love hoarding jewels, Gems and the like. Take this path out to the Caves. Return with enough Gems to trade for 500 Gold Coins over there.' He points to a trading-post. 'I'll be waiting here.' You get up and walk into the trading-post to check the market value of various Gems. Turn to 399.





205

The Orcs lead you towards the west. One of them holds a small open chest and is in the process of dividing up what you guess to be the old man's Gems. The Orc hands his companion one Gem. 'One for you . . . one for me.' He gives him another Gem, 'Two for you . . .' and takes two for himself, 'two for me.' The second Orc cannot work out what's wrong but is getting suspicious. The smart Orc hands him another Gem, 'That makes three for you,' and then takes three for himself, 'and three for me!' The gullible Orc eventually stops him. 'Hang on a minute!' he shouts. They stop to argue. You stand there by a small pool of water, remembering the old man's last words. Do you leap in the pool (turn to 293) or do you try to get the Orcs to fight between themselves (turn to 224)?



206

You get off the horse when all is clear and take off the hot heavy armour. When the armour crashes to the ground, the horse breaks away from the branch you tied it to and gallops off. Inside the armour you find a small purse containing 5 Gold Coins (add these to your *Adventure Sheet*). You rest and look around (add 2 points to your STAMINA). Then you notice the Bracelet on your wrist glowing (mark a captured Citadel Wall on the *Adventure Sheet*) and, recalling the urgency of your mission, you get moving again. You find a track leading to what looks like the river (turn to 20) and another leading to a wider road (turn to 365). Which way do you go?



207

You walk along the clifftop until you find yourself at the main siege camp. You are amazed at the difficulty you are having getting away from the siege lines. Below, you notice rows of tents each with commanders' ornamental armour standing outside. The path heads down. Do you go down the path at once (turn to 338) or do you stay to observe for a while (turn to 175)?

208

You get into a brightly coloured rowboat and the Dwarfs begin to pull at the oars. They are very pleased at getting a customer. The boat is old and leaks. Now and then, one of the Dwarfs bails out the water with a green cup. You are grateful for the rest. You ask them of any dangers ahead to the north. Skiff tells you of troops of Orcs, soldiers and Goblins on raids of plunder but nothing else. Suddenly, Sprig shouts 'Giant' and both of them disappear over the side of the boat. You turn around just as a giant hammer crashes into the boat. *Test your Luck*. If you are Unlucky, you are showered with wooden splinters (throw a die and deduct the result from your STAMINA points).

The boat sinks with you in it. Then a large arm reaches into the water and plucks you out. Do you draw your sword and stab at the Giant (turn to 388) or go quietly without a struggle (turn to 50)?

209

You stretch out a hand and grab at the pile of Black Cubes (throw two dice for the amount you seize). If any remain, they disappear. Turn to 9.

210

As soon as you enter the woods you feel an eerie foreboding. The trees are twisted and gnarled, warped and hideous. You feel that someone is watching you and glimpse furtive movements out of the corner of your eye. What strikes you as odd is



the lack of any bird life or noise of any kind. What strikes you as even stranger is the way the path you were following is now completely blocked both in front and behind. Everything gets darker and the trees appear to grow visibly in front of you. You decide to get out, so you strike at the branches with your sword but to no effect. If you have a Wand, turn to 48. If not, then turn to 295.

## 211

You reach for the key and remove it slowly from the hook. Suddenly a sheet of flame envelops you. If you do not have 1 Black Cube, deduct 1 point from your SKILL and 4 points from your STAMINA: you are badly hurt. If you do, just deduct 1 Black Cube. You put the key in the lock and open the heavy door. You enter and lock it behind you. Turn to 259.

## 212

When you get to the bottom, you can see nothing. Suddenly, you see the source of the smoke and hear the playful squeal of two very young Dragonmen. They scurry around, flapping their wings and breathing fire at each other. You see broken eggshells nearby and guess that they are only recently hatched. Seeing you, they scuttle to you and run in circles around your feet. You realize that where there are young there will be adult creatures not very far away and sure enough you hear the flapping of very large wings. You try to get to cover. Do you run into a nearby cave (turn to 115) or stay outside behind a rock (turn to 29)?

## 213

The old man stands near you, still insistent, but is pushed out of the way by one of the three from the corner table. He looks at you carefully, then consults a parchment. You suddenly realize that he and his friends are Rogue Catchers, mercenaries who live off the rewards offered for criminals. He pulls out his sword as he shouts to his two companions. They gather and attack. Fight each in turn.

	SKILL	STAMINA
First ROGUE CATCHER	6	6
Second ROGUE CATCHER	5	8
Third ROGUE CATCHER	6	7

If you survive, you make a rapid exit out of the village. Turn to 398.



## 214

You bang on the door. Eventually, a sleepy Dwarf appears and shouts through the thick barred door. 'Go away, we're closed.' You ask for help in getting your bearings north. Suddenly, he looks at you as though for the first time and perks up. The door flies open. He comes out of the inn holding a short-sword, looks at you carefully and then turns round

to look at a parchment stuck on the inn wall with your face drawn on it. 'And why might you be wanting to go there?' You say nothing. The Dwarf smiles, 'Come in, I am a friend. The sign of your coming has been passed by the Wazarri. You have no time to lose. Ostragoth and Jaxartes have sealed the area to the north. They are expecting you. They have shut all meeting-places, and imposed a curfew. Anyone seen outside will be killed and bodies are to be searched by Mage Warriors only. Now, keep to the higher land, follow this path, and look for a flat-topped mountain. Find the three holes at the top, they are all entrances to the Homrath Caves. The True Path to the Fangs of Fury.' He makes the sign of the Cube with his index finger and bows. 'Now go quickly, and good luck.' Add 1 to your LUCK score. He shakes your hand. You set off. Turn to 58.



215

The Goblin pokes his sword at the Dwarf's neck, relishing the sport. Then he sees you and gets another idea. 'Come here, scum. You let this Dwarf

escape, so *you* will also die. That's the law in this army.' He whistles and a second Goblin arrives. You have no option but to pull out your sword and attack first. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	5

If you survive, you notice the Bracelet glowing (mark a captured Citadel Wall on your *Adventure Sheet*). Turn to 283.

216

The path gets very bushy and you suffer several bad scratches on your face from thorns (deduct 1 point from your STAMINA). Eventually, the path splits. You look to the left and see a small clearing with what looks like a pile of bones on the ground. Do you go towards the clearing (turn to 307) or do you keep to the right-hand track (turn to 74)?

217

You walk along the forest path for many hours. There seems to be no end to it, so you stop to rest for a moment (add 2 points to your STAMINA). When the Bracelet on your wrist glows (mark a captured Citadel Wall on the *Adventure Sheet*), you force yourself up again, but just then you notice an old black bottle lying by a tree root. You pick it up but can see nothing inside. Do you pull out the stopper and open it (turn to 198) or leave it and carry on walking (turn to 341)?

## 218

After several hours of sitting around, watching the well-disciplined regiments march past, you realize why they're called the Irregulars. There is no order at all. Disputes flare up, fights break out, people stab each other. Suddenly, however, with no word of command being issued, everybody gets up, picks up their own particular weapons and moves as a mass towards the siege lines. You walk with the rabble and see a company of mounted Orcs waiting to engage a force of Zamarran Knights who have just charged out of the Citadel. The tactics are very simple. The Irregulars charge at the Knights, slow them down and any that get through are dealt with by the Orcs.

A squad of Zamarran Knights charges straight at your group. One Zamarran, who you recognize as Peric of Innac, is unseated close to you. The weight of his armour holds him down. A Goblin runs over and prepares to cut his head off with an axe. Do you decide to help Peric (turn to 153) or do you choose to mount his horse and break out (turn to 72)?



## 219

You walk alongside the deep pool then pick up a small track. At various places you find burnt-out camp-fires. At one of them you kick something round and white. It turns out to be a skull. To one side you see 2 Black Cubes and you pick them up. Add them to your *Adventure Sheet*. Turn to 74.



## 220

You trudge through the mountain valley breathing in the pungent smoke from the volcano. Just before you climb up a small rise you unexpectedly come across the richly dressed figure of Snuffserk, King Elidor's Chancellor. He has a very worried look on his face as he approaches. 'Thank Heavens you've come. They've captured the Wizard Astragal and myself. They will kill him if you don't hand over the Torch. They've sent me to negotiate.' He leads you to a small cave. Astragal is chained up and a black-cloaked Mage Warrior is about to plunge a Death-Spell Dagger into him. 'Don't do it. Never mind our lives. Go! Get away!' screams the Wizard. Snuffserk stands there waiting for you to hand over the Torch. You touch him on the shoulder, fearing an illusion, but one touch confirms that it is really he. Do you hand over the Torch (turn to 21) or run away as fast as you can (turn to 129)?



221

You know that you are fast on your feet and that you hold the element of surprise. As you secure your pack, ready to run, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). You take a deep breath and race across the bridge. Six Orcs see you and are soon giving chase, some running much faster than others. Throw a die for the number that keep up with you. This number does not relent and after a long race you are forced to turn and fight. Fight the number of Orcs shown by the die.

BRIDGE GUARD ORC(S) SKILL 7 STAMINA 6

If you survive, you race on. Turn to 172.

222

You stagger on when, suddenly, a fireball comes hurtling towards you. You duck down and scramble in the dirt as it passes over you. If you possess 1 Black Cube, you are unhurt. Deduct the cube from your *Adventure Sheet* total. If you have no Black Cube, deduct 4 points from your STAMINA. Turn to 274.





## 223

You enter the tent and find a cloaked figure in the dark recesses. He speaks to you. 'I have been waiting for you. Come, put on this armour.' You look astonished and distrustful. He sees this on your face. 'Fear not,' he whispers, 'the Word has been written and passed among the Wazarri warriors. They and their allies will help you whenever they can. You are the Prophecy come true of the New Age. The Winter will be over; you will fire the Spring. I am what you may term a spy. I gather information for the Silent Knights. Now, quickly, put on this armour, helmet and visor. You must ride a patrol north. The rest is up to you. Good Luck.' Add 1 point to your LUCK score. Turn to 154.

## 224

You point out the mistake to the one who's losing out. He looks very cross, pulls out a sword and the two begin to fight. Then the unbelievable happens: they manage to stab and wound each other fatally. You can only just hobble away to a nearby bush before a large war-chariot arrives and a black-cloaked figure walks about sniffing at your trail. The figure sees the dead Orcs, spits and curses them.

Just then, you hear a sweet melodious voice, 'Come back here. You must come back.' It has a magical attraction that you find hard to resist. Throw two dice. If the result is greater than your STAMINA you cannot stop yourself from hobbling back to the figure. He throws you on to the chariot and races off at great speed. Turn to 156.

If your STAMINA is equal to or greater than the attraction, you resist by concentrating on an image of Astragal the Wizard. The figure sits down, exhausted, and the magic call fades away. The figure finally leaves, and at last the magic bonds release you. You find a track and proceed cautiously along it. Turn to 267.



## 225

Everybody in the inn keeps very still and seems to be waiting for something to happen. The Fire Demon suddenly disappears. Then the deep booming voice gets louder and heavy steps sound until a small boy appears, wearing cut-down magician's robes and a hat that's far too big for him. He looks

around at the mess and speaks in a high-pitched voice: 'I want someone to play with.' The other people all cower and try not to catch his eye. 'Who's it to be?' Do you volunteer (turn to 301) or keep quiet like the rest (turn to 23)?

## 226

You light another torch as a group of bats flutter around the top of the tunnel. Looking up you see Blue Gems embedded in the roof of the tunnel. You stretch up and hack at them with your sword. Throw a die for the number you chop out, but deduct 1 point from your STAMINA for each one. If you continue, the tunnel leads down to a large cavern. You put your torch out as you see an amazing sight ahead of you: two dozen Dragonmen are sitting around gorging themselves on bloody carcasses. A large fire blazes in the centre of the cave. Just then, one of them opens a large chest and you see that it is full of Gems. It pulls out a Gem and places it between two of its scales. Then it shuts the chest and takes it to a room on the left. It locks a metal door and places the key on a hook by the wall. Do you attempt to get the key (turn to 390) or do you pass by and carry on along the tunnel (turn to 157)?



## 227

You are marched off to a long field surrounded by a high wooden fence. The Goblin in charge marches up and down in front of you, shouting, 'You are the dregs, you need stiffening up. I've noticed you wavering in several recent attacks. This group will be made an example of. Now line up.' You are made to line up. Throw one or two dice (your choice) to determine a position in the line. The Goblin points to an archer at the other end of the field and a trench half-way along. 'Walk to the trench and you will be safe. Anyone running or going in a different direction will be killed immediately by other means.' He toys with a Wand in his hand. The group begins to walk towards the trench as the archer begins to fire at them. Throw one die twice, then two dice twice for where the arrows hit. If any of the four numbers generated coincides with your position, then you are hit by an arrow through the chest. You do not survive. Your quest is over. If you get to the trench, the group is rounded up. Turn to 394.



## 228

You place the last block in position and the door opens to reveal your first view of the Fangs of Fury. It is larger than you imagined but very distinctive, like five upraised dragon fangs around a smoking



centre. A path sweeps down towards it. The door clangs shut behind you and then disappears into the rock. A black shadow crosses in front of the sun. You look up to see a Grypvulture circling high above you. You know that Jaxartes will have anticipated your arrival here so you hurry on. There are three distinct paths to follow into the volcano. Which do you take: the left (turn to 383), the right (turn to 92) or the centre path (turn to 285)?



229

You enter a chamber full of dead bodies laid out on tombs. Each body is that of a monk of great age. Scattered about the floor are several skeletons of Mage Warriors. They are charred and fleshless but their clothing remains untouched. Suddenly an ape-like creature holding a long tube steps out of a recess and speaks in a grunting, guttural voice. 'I am Grokkar, defender of the Tombs of the Dead.

You have trespassed into the most sacred of places. Prepare to die.' Fireballs suddenly shoot out from the end of the tube straight at you. *Test your Luck* three times. If you are Unlucky on any one occasion, deduct 4 points from your **STAMINA**; if you are Unlucky twice, deduct 2 points from your **SKILL** as well. If you are Unlucky on all three occasions, you are killed, your quest is over.

If you survive, you run towards two tunnels. Which do you take: the left (turn to 375) or the right (turn to 34)?

230

You wake up when someone throws a bucket of water over you. You find yourself among a group of thirty sitting in the forward hold. Your eyes begin to focus and you see the glow of the Bracelet on your wrist (mark a captured Citadel Wall on the *Adventure Sheet*). A Sea Orc stomps past and orders you all to assemble by the mizzen-mast. The others trot off and you follow. You wait for the arrival of the Captain. He arrives and you recognize him: Cory-Ander, a criminal who escaped the gibbet in Zamarra a few years ago. He paces up and down striking out with a whip at anyone within reach. 'You,' he points his whip at the group, 'have the honour of fighting in Ostragoth's Fleet of Conquest. You are pressed for life or 25 years (whichever is the shortest). Now, form two lines.' Do you join the line on the left (turn to 306) or the one on the right (turn to 106)?

## 231

You walk into a large square room. There are two dead charred figures slumped on the floor and one standing with his back to you. The figure spins round. It is the Evil Wizard Jaxartes. 'So, you have come here to rekindle the Flame? You think that you can defeat me, the mightiest of wizards? Come to the core of the furnace; I will be waiting for you around every corner.' The figure disappears. In front of you are two tunnels. Which do you decide to follow: the one on the left (turn to 168) or the tunnel on the right (turn to 61)?



## 232

You climb the mound and look round. At the top is a large block of stone. You brush away some leaves to reveal this message carved on the rock:

He that hath the Axe now speak the  
13 2343 5471 549 827 533 29687 333  
numbers  
1909345

Of the name that cannot be uttered  
12 553 4541 6670 344777 39 1192856

Search for the religion whose name 'cannot be uttered', and go to the paragraph indicated by the numbers below it. You will be told at once if you are correct. If you do not know it, then you leave the mound and carry on walking along the path. Turn to 317.

## 233

You are in an empty cave. You stand in the middle and watch as the ground drops away in front of each of the three exits. The distance is twelve Zamarran paces long. Your jump is your STAMINA less the number of stone blocks you are carrying. If the distance is greater than your jump then you fall and die. Your quest is over.

If you succeed, there are three exits. Do you choose:

Exit 1?	Turn to 187
Exit 2?	Turn to 135
Exit 3?	Turn to 349

As you leave, the holes magically fill up again.





## 234

You soon discover why the boat was left behind, when it begins to leak. You have to bale out water and paddle at the same time. Eventually, you see light at the end of the tunnel. The underground river runs into a pool. You proceed cautiously as you hear raised voices and then the sound of a struggle. You notice that the river has merged with a thick marsh and that the Goblins are struggling with the chest that seems to be stuck in the mud. In the foreground is a dead body. When they see you, the Goblins pull out small daggers and attack. Do you run away (turn to 159) or stand and fight (turn to 320)?

## 235

You grab the parchment. If you have 1 Black Cube (deduct it from the *Adventure Sheet*), you are unhurt; if not, then deduct 2 points from your STAMINA. You hold the parchment and read the strange cyphers:



You drop the paper and continue into the other tunnel. Turn to 381.

## 236

You begin to run but the Press-Gang see you. They give chase. Can you out-distance them? Throw two dice for their speed and compare this to your

**STAMINA.** If their speed is the greater, they catch you and hit you over the head. You black out. Turn to 230. If you out-run them, you duck down a narrow alleyway. Turn to 108.

## 237

'Yes, it's usually money. How much? Thirty Gold Coins enough? Tell you what,' he then produces some dice, 'highest roll: double or nothing.' You do not have a choice in the matter with this weird, powerful boy sorcerer. Throw two dice for the boy and then two dice for yourself. Highest wins; if throws are equal, throw again. If you win, he produces a purse with exactly 60 Gold Coins and hands it to you. Add them to your *Adventure Sheet*.

The boy is satisfied with the game of chance and wanders off. The villagers all breathe a sigh of relief but many of them are taking a lively interest in you. Some Rogue Catchers are looking at a parchment and pointing to you. You decide to leave the village quickly. Turn to 398.

## 238

You act like a true soldier of the elite corps: sword out, move fast, and dive to the ground. You point your sword at a strange, filthy-looking being dressed in leather cap and apron. He holds a shovel and seems to be a cross between a Dwarf and a man-Orc. You get up and notice that you have dived into a pile of green muck. The smell lingers and makes you feel quite sick for the remainder of your mission

(deduct 1 point from your **SKILL**). 'Ahem, are you lost?' he squeaks at you. Turn to 75.

## 239

Three Goblins have spotted you. They rush out of their hiding-place and attack. The girl is scrabbling around in the rocks looking for something. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	6	6
Third GOBLIN	6	6

If you win, turn to 119.

## 240

You hand over the 3 Gold Coins (deduct them from your *Adventure Sheet*). He also tells you that there is a likely merchantman in the harbour about to sail, 'The *Gargu-Ran* by name.' He tells you to head for the north-west coast of the island and then take the track to the port. You launch the small boat and paddle furiously to get through the waves.

When you are about half-way across, a large tentacle slithers up the side of the boat and over your knees. You stop paddling. Do you pull out your sword and chop at it (turn to 66) or sit there and wait patiently (turn to 90)?

## 241

You are in a cave with an illegible inscription on a

wooden plaque. There are two exits. Which do you choose: Exit 1 (turn to 201) or Exit 2 (turn to 76)?

## 242

When you get there it's obvious that the Fire Demon is only bent on destruction. It rampages around punching great fiery holes in the walls, floor and ceiling. It then speaks in a rushing, crackling voice, 'My master comes . . . my master comes.' You turn to look at the landlord; his face has turned ashen. Turn to 225.

## 243

All is still now, except for the moans of the wounded. A thick mist descends upon the grim landscape and you hear the creaking of a cart coming towards you. Do you move quickly away from here (turn to 12) or take a risk and lie on the rock to see who is in the cart (turn to 77)?

## 244

You wake up and find yourself lying on a rocky shelf overlooking a large green field. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). There are many Elves milling around wearing brightly coloured clothing. There is a buzz of excitement and a lot of high-pitched chatter. There are stalls and games of skill and pipe-playing competitions taking place across the field. You try to get up but find yourself held down by a thin cord. It should be easy to break, but when you pull out your sword you find that you cannot cut it.

An Elven maid floats out of the shadows towards you. 'Well met, stranger. You are fortunate indeed. The Flyers kill on sight in these troubled times but as it is the Feast of Bradyliam and we are one short for the Game . . . I assume you will agree to play?' Do you agree to play (turn to 6) or refuse (turn to 128)?

## 245

You are in a cave full of blocks of stone marked with the motif of a crescent moon. Each block has the number 75 on the reverse.

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do not exceed the maximum.

There are three exits. Do you choose:

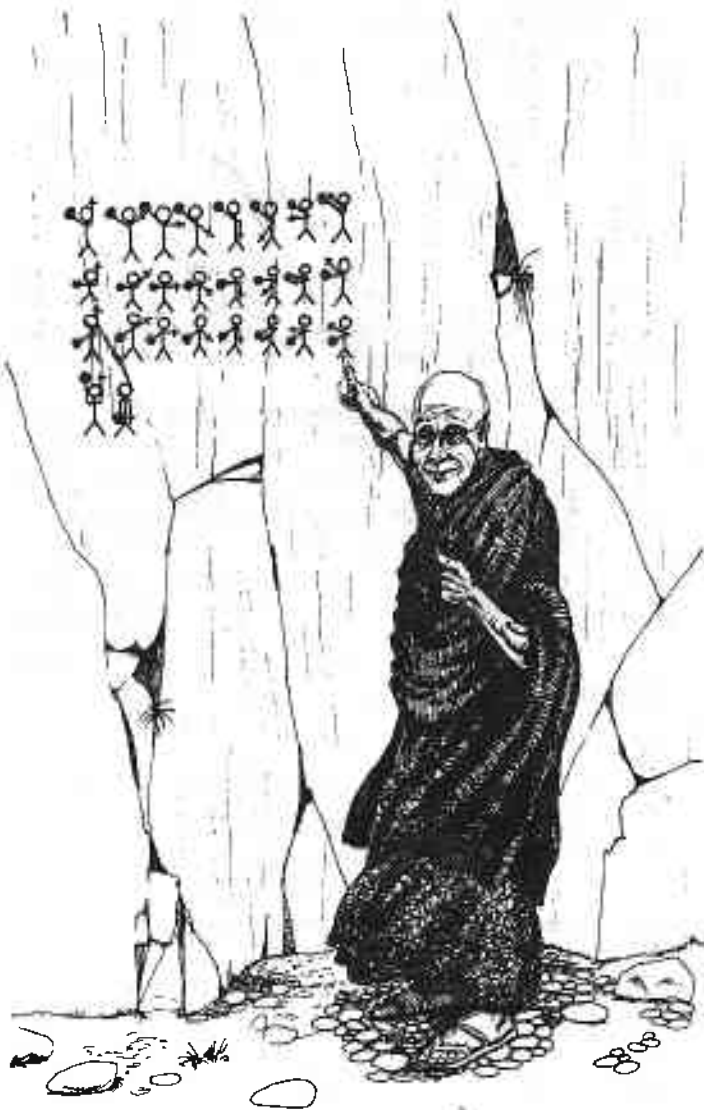
Exit 1?	Turn to 262
Exit 2?	Turn to 395
Exit 3?	Turn to 187

## 246

You follow the tunnel and come to a staircase leading down. On a landing you see a black-cloaked Mage Warrior waiting for you, holding a fiery Wand-sword. If you carry a Wand, fight as normal. If not, then reduce your SKILL by 2 points for this combat only.

MAGE WARRIOR      SKILL 8      STAMINA 10

If you win, the stairs lead to a very large cavern. Turn to 39.



247

The monk smiles and leads you into another room. It has no windows and has been carved out of the solid rock. Two torches light up the room. He stands in front of a series of symbols that represent warriors holding daggers and shields in various positions of the compass. 'Look carefully and learn the Alphabet of Talin. A warrior language that has long ago fallen into disuse among the others of this country, it is still taught to the young in this village, especially those destined to be Wazarri. It may be of great help when you need it most.' He points at the symbols from top left to right, 'These are the letters a to h in the vulgar tongue. The symbols from middle left to right represent the letters i to p, the third row left to right are those from q to x, and the last two symbols are y and z.' He sits in silence for a while as you concentrate on the characters.

He then asks you if you know the name-that-cannot-be-uttered. If you *do*, do not read the next paragraph.

He sighs, then begins to speak again. 'I will now utter the name. It means that I will die in a year and a day, but, no matter, my time is soon. XEN is the secret name of the religion. Look for it and you may pass into secret places.'

The monk then pulls out a bag and hands you six Black Cubes (add them to your Cube box). You thank him for all his help, and he shows you the path to take out of the village: over a wall and into

the nearby fields. You thank him again. 'But it is we that must thank you,' he replies, 'for you have the great task. You are the Torchbearer who may save us from our oppressors.' Turn to 164.

## 248

You hear chirping and squawking in the tunnel and see a small chamber to the left. Do you go into the chamber (turn to 11) or carry on along the tunnel (turn to 226)?

## 249

The small box opens easily. Inside, there is a small Black Cube, nothing else. If you want to take it, mark it on your *Adventure Sheet*. Turn to 12.

## 250

You pretend to be simple and stutter that you want to join the elite regiment. You think that the Goblin is convinced. 'I'll tell you where you're going, you're being conscripted into Knucklers Irregulars. You'll enjoy it there if you live long enough. Sprikk! Another recruit for the Irregulars.' Another Goblin appears and marches you out into the trench. Turn to 101.

## 251

There are other doors further along the corridor. You are sure that you can hear murmuring behind one of them. Do you go to investigate (turn to 337) or go up the stairs (turn to 193)?



## 252

The Dark Elf notices the exchange between you and the prisoner. He rides over to you and peers into your eyes, then looks at the now-silent prisoner. He snarls his orders at you. 'The prisoner spoke to you in an impertinent manner. For that he must be punished. Kill him!' He watches you carefully as you make a movement with your sword. You know that you cannot kill anyone in cold blood even for the sake of the mission. The Dark Elf sees this in your eyes and drops a small object in the sand. It exudes a foul stench. You cannot move. He calls a Goblin over and orders him to take you for interrogation and then rides away. The paralysis wears off but you are now well guarded. The Goblin asks you where you come from and you reply, 'The Citadel.' Turn to 151.

## 253

They are rogues but not killers. They ask you to throw your valuables across to them. You can hear the sound of hoofbeats on the cobbled road. You cannot free yourself, so you decide to comply with their wishes but only throw them half of your Gold

Coins, Gems and Crystals (make the appropriate adjustments to your *Adventure Sheet*).

They seem satisfied with the result and release a small monkey who clutches a small key. The monkey leaps over to the trap and unlocks it then bounds off into the undergrowth. You scramble off the road just before a war-chariot hurtles past, followed by a troop of mounted Orcs. They are obviously heading north, perhaps after you. Do you stay on the road (turn to 59) or slip away on a thin trail heading into the woods on your left (turn to 216).

## 254

You flick over the pages of the ledger and, to your surprise, come to a page headed, 'Snuffserk, King Elidor's Chancellor'. It looks as though he has received thousands of Gold Coins over the last few months from Ostragoth and Jaxartes. You are astounded. Suddenly you hear the voice of the Evil Wizard. 'I have not forgotten you. I will be back soon, but in the meanwhile here is a little friend of mine to keep you amused.' A hideous double-headed Devil with long spiked tail and horns on both heads appears and attacks you with bright red, clawed hands.

## DOUBLE-HEADED

DEVIL

SKILL 7

STAMINA 10

If you survive, you get out of the room and leap up the spiral staircase three steps at a time. Turn to 351.

## 255

You attack your bodyguard. Although she is not a full knight, she is very well trained.

BODYGUARD KNIGHT SKILL 8 STAMINA 9

If you survive, turn to 206.

## 256

The monk then opens his eyes, looks at you and speaks. 'There is no need for explanations, the Prophecy has told me all. The Way you follow is very hard and I am here to be of some little help.' He opens his palm to reveal a large white die, he hands it to you and as you reach out to take it, it disappears, but you have a vision of it spinning in your mind. 'This is the Die of the Seven Levels of the Wazarri. In your travels to the Fangs of Fury you must look clearly and carefully even at times of the greatest danger. If you see a vision of a piece of thread linking six white cubes, you may spin the die in your mind and aim for your True Level. Be true to yourself. You will not physically handle anything but the number of White Cubes you have will be known to others when you reach our sacred centre.'

Throughout your mission you must look carefully at the page illustrations you encounter for the thread and the six white cubes. If you see them, throw a die and mark the number rolled in the lower Cube box of the *Adventure Sheet*. If you see less than six white cubes, then you may only have up to the maximum you see; if your die roll exceeds the number of cubes



you can see, you must round the roll *down* to the number of cubes you can see.

The monk then stands up. 'I see the need for explanation in your eyes. I have no time to go into details, others may do that. It is enough to know that Jaxartes is killing our people, the Guardians of the Furnace, and is trying to extinguish our noble Flame at the Fangs of Fury. Look to the Novices, the fighting arm of our Order, those that are forbidden to speak, the Wazarri Silent Knights. They will help whenever they can but even they cannot hold out against the massive Evil sweeping the land.'

The monk picks up the axe and places it on his shoulder. 'I will now entrust you with the greatest secret. I will utter the name of our religion - that will consign me to death in one year and one day. Look to XEN, it will help you pass gates that cannot be passed. Now the True Way is yours to find.' The monk swings at a tree and cuts it with a single blow. 'Go! They know you are here.' You look across to see a Dark Elf and several Goblins conferring. You drop down into the bushes. Do you run off to the right (turn to 177) or to the left (turn to 111)?



257

You continue along the road and eventually cross a small bridge. Now you must decide whether to continue on the fast road (turn to 376) or go towards a plain just ahead of you (turn to 290).



258

You stand firm, sword in hand, ready for the Orcs. But suddenly they stop and look over your shoulder. You glance back to see a black-cloaked figure in the process of throwing something at you. You are immediately surrounded by white-hot flames. You begin to suffocate as the air is quickly used up. You are forced to charge out of the ring of fire. If you have 1 Black Cube (mark it off on the *Adventure Sheet*) you plough through it unharmed, but a waiting Orc stabs you (deduct 4 points from your STAMINA). You rush up the steps. Turn to 326.

If you have no Black Cubes, the heat is intense and you collapse just outside the circle. Your quest is over.



259

You stare at undreamt-of riches: the Dragonmen's Hoard. The room is full of Gold Coins, Gems and Crystals. However, when you get to the centre of the room you see a Dragon's skeleton and sitting inside its rib-cage is a Dwarf. He holds a handful of Gems and speaks: 'Take only what you require. Greed will not benefit you; many have tried but few have succeeded.'

You work out exactly how much you require to pay the ransom for the Torch and take just that amount (add this to your *Adventure Sheet*). You look towards the metal door at the end of the cave: it is bright red and beginning to melt. You do not understand what the Dwarf is doing there but before you can say anything, he begins to speak. 'This is my Fate. Worry not about me. I am a Seer from the Iron Hills that were melted down to produce the essence of the Fangs of Fury. I see your quest in my mind and bid you seek the Homrath Caves. The path to Fury lies there. We Dwarfs built it for the Wazarri in a greater age. Now, the Dragonmen are close to breaking through. Under the chest is a trapdoor, follow it and, whatever happens, keep your eyes shut until you feel fresh air on your face.' Turn to 103.



260

You feel your way along the tunnel. Occasionally, you walk into thick cobwebs and hear scurrying sounds on the ground. Something bites your ankle and pierces the thick leather of your boot (deduct 1 point from your STAMINA). The tunnel begins to slope upwards and then feels very damp underfoot. Now and then you can hear the sound of waves crashing against rocks. Suddenly, you walk into a wall. Stumbling around, you find two tunnels both sloping downwards. Do you choose to take the left-hand tunnel (turn to 54) or the right (turn to 353)?

261

You reach the top of the cliff and are about to scramble up a large overhanging rock when you hear talking. You stop to listen: 'Jax wants this Torchbearer badly now. It would appear that the very essence of his power is at stake, if the Flame is re-lit and the Sentinels awakened. He must be . . . The shadow of a black cloak falls across your face. Just then the rock you are crouching on moves. *Test your Luck.* If you are Lucky, turn to 385. If you are Unlucky, turn to 73.



262

You are in an empty cave with nothing more to be seen than a drawing of a broken phial and a skull and cross-bones on the wall. There are two exits. Do you choose Exit 1 (turn to 107) or Exit 2 (turn to 245)?



263

You whisper that you have the Torch hidden, but he does not seem interested. He is satisfied with your trust. He says nothing for several minutes then speaks. 'You must leave this place. I will help you. My name is Kendoki, a monk from the Order of Wazarri. There is no need for explanations, the Prophecy has told us all. The Way you follow is very hard and I am here to be of some little help.' He opens his palm to reveal a large white die. He hands it to you and, as you reach out to take it, it disappears but you have a vision of it spinning in your mind. 'This is the Die of the Seven Levels of the Wazarri. In your travels to the Fangs of Fury you must look clearly and carefully even at times of the greatest danger. If you see a vision of a piece of

thread linking six white cubes, you may spin the die in your mind and aim for your True Level. Be true to yourself. You will not physically handle anything but the number of White Cubes you have will be known to others when you reach our sacred centre.'



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fighting arm of our Order, those that are forbidden to speak, the Wazarri Silent Knights. They will help whenever they can but even they cannot hold out against the massive evil sweeping the land.



'I will now entrust you with the greatest secret. I will utter the name of our religion – that will consign me to death in one year and one day. Look to XEN, it will help you pass gates that cannot be passed. Now the True Way is yours to find, and you must leave.'



He stands up and gets hold of the metal bars and pushes them apart with seeming ease. 'XEN is powerful but I cannot profit by it. I must stay here.' He bids you farewell and sits down again. The other prisoners charge out of the prison and you follow. You step down and find your sword in the barrel and duck down under the wagon. In a few minutes the alarm is raised by coarse-sounding bugles. You know that you would be better concealed in a group. Do you head for a group of infantry resting in a nearby field (turn to 189) or for a company of Orc cavalry with attendants waiting to the right of the camp (turn to 280)?

264

You keep climbing until you reach the top of a large rocky outcrop. Suddenly, a huge hand lifts you up by the scruff of your neck. You see a Giant in front of you, three times your height. He smiles a smelly, fang-toothed smile and shakes you to see if you are alive. Turn to 50.

265

You drop on to the sand and cover as much of yourself as you can, leaving a small gap to breathe through. You wait, not daring to move a muscle. Eventually, the creature sinks back into the sand and you get up. You run off along the beach. Add 1 point to your LUCK. Turn to 97.

266

You open the door and step in. There are a few more burnt remains of parchments and books in this room. There is also a small window looking into the next room. You hear shouting and peek carefully into the other room. You see a black-cloaked figure, muttering to herself. 'I know they're here somewhere. They can't hide from me, the right hand of Jaxartes. By the Spells of Unuk Kochaar, Open! I command it, by all that's foul.' She kicks at a plaque in the wall and then storms out. You can hear her stomping down the gallery calling for Klinker. You wait for a few minutes then go out and enter the other room. Turn to 330.

267

You continue along the track and after a while you catch sight of the small port. There are a couple of ships in the harbour. You are careful to stay within sight of cover and eventually reach the outlying buildings of the port. You keep to the smaller alleyways and make your way to the quayside. You look at the two ships. They look very similar, the one on the left is called the *Gargu-Ran* but you can see no name on the other ship. There are no guards about and the main activity seems to be loading. It seems very simple to sneak on board by picking up a bale and following the ship-hands. Which ship do you choose: the *Gargu-Ran* (turn to 4) or the one on the right (turn to 120)?

268

You carry on and see a light ahead. It flashes on, then off, and before you realize what's happening a Dragonman flutters past and drops behind you. He screams a word that sounds like 'thief' and attacks.

DRAGONMAN SKILL 9 STAMINA 10

If you survive, you discover that the Dragonman's wings are studded with Gems (10 Multi-Coloured, 5 Yellow, 2 Blue). If you have enough to pay the ransom, turn to 32. If you have to continue, the tunnel forks. Do you go left (turn to 114) or right (turn to 362)?



269

Suddenly, three Orcs come from the direction of the commotion. They are carrying all manner of plunder. You recognize the insignia as Ostragoth's. One of them stops, with a shout, 'Hey, lads, I forgot this.' He pulls out a parchment from his jerkin pocket and pins it to a tree with a couple of nails. Then they stagger away. One or two locals walk over to read the notice. Do you also go to the tree (turn to 347) or cautiously walk away and see what's happening in the village (turn to 158)?

270

You scamper down to the side of the river and look across. The water does not seem too deep and there are no visible dangers; only a few small fish. You wade in up to your thighs. Just then there is a disturbance in the water, one of the small fish flies out of the water and bites your elbow (deduct 2 points from your STAMINA). You hurry across, but more flying Flesh Fish flip out at you. Throw two dice for the number that jump out and then two dice for the number you manage to ward off with your sword. If any get through, they bite you. Deduct 2 points from your STAMINA for each bite received. Across the river, you have the choice of heading for a rough clearing (turn to 185) or along a defined path (turn to 176). Which way do you go?



271

At the top of the tower, you see a Gargoyle. It is striding about flapping its long wings. It notices you and prepares to attack but then it stoops over and a voice from its beak tells you to get on its back. The voice sounds like the Wizard Astragal's. You get on and hold tight as the Gargoyle takes off and sweeps you away from Jaxartes' lair. 'This is the last help we can give you,' squawks the creature. 'Even this has cost us dearly. Jaxartes is very powerful now, he has staked everything on extinguishing the Flame at the Fangs of Fury. You must hurry and . . . monks of Wazarri . . .' The message is indistinct, then stops. The creature dumps you in a grassy field and then limps off exhausted. You look around. There are no signs of the siege here. You see a river ahead: do you head there (turn to 20)? Or do you continue along the field (turn to 109)?



272

The fire at the entrance is intense. The Giant is chasing you, intent on murder. Do you run through the fire (turn to 166) or stand and fight (turn to 63)?



273

Jaxartes screams a scream like the combined torments of Hell. He is consumed by the fire until you can only see his face in the white-hot conflagration. The fury of the volcano is unleashed. You collapse in the intense heat. You dream that you are floating through the tunnels out into the fresh air.

When you awake you feel a cool hand on your brow. You are in a large airy room overlooking a lush green valley. A girl is wiping your forehead. You suddenly remember your mission. 'How are the Wizards? And the siege? What has happened? Where am I?' The girl smiles. 'You are in the Wazarri monastery of Hei-okji. You are safe, do not worry.' She then produces a small crystal ball and places it in your hand. 'Look deep into the glass,' she tells you. Turn to 91.



274

You carry on and enter a whole series of tunnels and chambers that take many hours to pass. The Bracelet glows twice in the time you are there (mark two Citadel Walls breached by Ostragoth's forces on the *Adventure Sheet*). The path eventually passes a sheer drop. Do you climb down (turn to 364) or do you carry on along the tunnel (turn to 246)?

275

You are correct. You have spoken the numbers of XEN, the name-that-cannot-be-uttered. A thin blue mist rises from the block and then there appears the small figure of a monk. 'Greetings. If you are the Torchbearer spoken of in Prophecies, speed is now of the essence. The Evil of Jaxartes has penetrated even these monastery walls. If by previous advice you were asked to seek the three Wazarri guides, do not do so for they have been killed. Follow the forest path, ever forwards, until you reach the bridge. Do not cross the bridge, but look for the warrior with the fist of fire. She will take . . .' Suddenly, there is a scream and you see two manic eyes looking at you. 'Torchbearer . . .' You shudder at the madness in them and step off the mound. Turn to 317.



276

The warriors get up and smile as they greet you. They seem to know your face. They say nothing but slap you on the back and offer you some of their roast meat. As you get a good grip of a huge lump of tender meat, one of the warriors stabs you in the back! You turn to see the face of a Gark. Deduct 1 point from your SKILL and 4 points from your STAMINA. You run off into the river but collapse in the water as poison courses through your blood. You black out. Turn to 25.



277

The crashing gets nearer and you can hear sniffing and shouting. You realize that they are probably looking for you. The woman pulls out a sword. It is clear that she intends to make a stand to give you a chance to get away. She points out a direction for you to follow. You leave her, knowing that she is very capable. You scramble away and after a few minutes you can hear screams and the sound of crashing steel. Just then you see the Bracelet glow (mark a captured Citadel Wall on the *Adventure Sheet*). You reach the cliffs opposite the island of Karakum and are faced with two courses of action: down to the sandy cove below (turn to 15) or carrying on along the cliff-top path (turn to 207). Which do you choose?



278

You run over the sand dunes, drop down the other side and nearly land on a Great Orc who is burying something in the sand. He turns round and swipes at you with his hand. 'Spy! I bet he sent you to spy on me, but you won't get it.' He charges at you as he pulls out a short, stabbing sword. You try to say you're not interested in what he's doing, but he does not listen. You are forced to defend yourself.

GREAT ORC                      SKILL 7                      STAMINA 6

If you win, do you get away from that place at once (turn to 333) or do you dig up the object he was burying (turn to 124)?



279

You are in a torchlit tunnel. There are various things lying around: buckets, shoes, hats, bones, rotting fruit and a pile of sludge that smells awful. You walk along and the smell gets worse. Eventually you get to a shaft or well. You look down to see a pit full of the sludge and look up to see daylight. Just then, somebody coughs behind you. Do you pull out your sword and attack (turn to 238) or calmly turn around and see who it is first (turn to 334)?



280

You march towards the Orc cavalry. Each Orc has a miserable-looking attendant and as you move between the horses, one of the Orcs calls to you: 'You, hold this horse and give my boots a clean.' You look up and ask what with. 'Your clothes,' replies the furious Orc. 'D'you think we keep you here to look smart?' You do as you are bid; then he hands you a lance and tells you to keep up. The cavalry walk their mounts forward in readiness for an attack. All the attendants trot behind with various bundles. You get to the scene of the battle exhausted (deduct 2 points from your STAMINA). They are attacking the forward southern tower of the Citadel. You hear the whistling of a shower of arrows and then the Orcs charge. All you can see is smoke and you can hear shouting. Suddenly, a riderless horse trots up to you and stops. Do you choose to get on it and ride away (turn to 7) or do you prefer to sneak away on foot (turn to 150)?

281

You land way below the fortress on some soft turf, a little shaken but nothing serious. You can hear orders being shouted from above. You suspect that you have been spotted. You set off as fast as possible. Ahead, on the horizon, you see the beginnings of the northern mountains. Turn to 131.

282

You walk across the grassy plain for many hours. You notice the Bracelet on your wrist glowing (mark a captured Citadel Wall on the *Adventure Sheet*). There is no one around but occasionally you catch sight of groups of wild horses. Eventually, you come into a small valley. At its head stands a statue of a monk making the sign of a cube with his palms. The statue has been daubed in blood and the head half chopped off. The track continues towards a small village just visible on the horizon. Turn to 3.

283

You hide the grim remains of the fight, wipe your blade and look around for the Dwarf but see no sign of him. You return and tell a Goblin guard that the Dwarf has escaped and that others are giving chase. A Dark Elf, sitting in the shade of a great oak, yawns and speaks up. 'It's always the same, no one's ever escaped from here. They'll get him.' You stand on guard, wondering how to get away when you spy a strange, bald man who could be a monk. He wields an axe with unnatural power: three strikes and a tree crashes to the ground. You move over to get a better view and he speaks to you. 'Stranger, I know your secret. Come into that clump of bushes. I wish to talk.' Do you decide to follow him (turn to 173) or do you ignore him (turn to 80)?



284

It's a long way up. You climb hand over hand and have the odd rest but it is very tiring (deduct 2 points from your STAMINA). Just when you are close to the top, you see the flash of a knife and the rope is cut. *Test your Luck*. If you are Lucky, you find a handhold on the side of the well and climb out. You can see no trace of the old woman but the kitten is standing on the roof of the well. Turn to 112.

If you are Unlucky, you cannot cling on to anything and crash down (deduct 6 points from your STAMINA). If you survive, you scamper into the hole you found (turn to 68).



285

You reach the entrance to the Fangs of Fury without any sign of pursuit. You enter a torchlit cave and walk along a wide corridor that splits into two smaller corridors. Do you go to the left (turn to 246) or to the right (turn to 379)?



## 286

You open your eyes, blink and shut them again when you feel a thudding pain at the back of your head. When you manage to focus your eyes, you begin to wish you were still asleep. You see an Orc executioner standing above you with two Goblins by his side. Your head is resting on a bloody block and you are being watched by a group of disinterested spectators. The Orc raises the axe over his head when suddenly a small dart plants itself in the side of his thick neck. He freezes for a moment then topples over. Your bonds are suddenly cut by a female warrior. She throws you a sword before turning to face four Orcs who are running at her. Do you help the warrior (turn to 43) or engage a Goblin who is heading your way with dagger raised (turn to 382)?

## 287

The disturbance seems to get worse and a lot of the parents come to the school to take their children away. You notice that the little girl is met by an elderly monk. They pass you and the girl points you out. The old man smiles and thanks you; he then stops for a moment and comes to look you in the eyes. 'Come with me,' he commands. Do you follow (turn to 102) or walk away and head for the disturbance (turn to 158)?

## 288

The girl leads you through a series of difficult paths and secret tracks that lead into the lower northern

mountains. Eventually, you look down at a large fort encircled by a massive ring of fire. Milling around outside it is a squadron of Goblins, led by a Dark Elf. You climb down and get close to the flame wall. Turn to 119.



289

You don't want to risk an outright lie so you admit to having just arrived that day from the north and wanting to join up. 'So you've heard in the Citadel about the booty to be had, eh? Well you look strong enough for Knuclers Irregulars. Come with me.' He leads you through the lines. Everything is in great confusion. Occasionally a stray arrow slams into the mud. The Goblin leads you into a trench and then into a room dug out of the earth. He calls to some others, 'Grab this one!' Two large rough types run towards you. Do you pull out your sword and fight (turn to 318) or let yourself be taken (turn to 49)?



290

You trudge on for several hundred paces and trip over a Compass Stone in the thick grass. It clearly

points the correct direction to take (add 1 point to your LUCK score) and you pick up a path that seems to head that way. You walk for many hours and notice the Bracelet on your wrist glow once (mark another Citadel Wall captured by Ostragoth's army on the *Adventure Sheet*). Suddenly, two fireballs crash on the ground to your right. They unroll to reveal two Fire Demons, winged creatures breathing a belching white-hot flame and holding flaming swords. If you have a Wand or 1 Black Cube (deduct 1 Black Cube from your *Adventure Sheet*), fight as normal and fight each in turn. If you have neither of these, reduce your SKILL by 2 points for this combat only.

	SKILL	STAMINA
First FIRE DEMON	7	9
Second FIRE DEMON	8	8

If you survive, you realize that there is an evil magic aura here and you sense the hand of Jaxartes. You walk on along the twisting path, until you come to a tall pillar of rock. A boy, chained to the top, is being attacked by two Dragonmen. Do you help (turn to 52) or concentrate on your urgent mission (turn to 99)?



291

The figure remains perfectly still. You take the box and open the lid. It contains 6 Black Cubes. If you wish to take them, add them to the Cube box of your *Adventure Sheet*. You continue your progress through the trapdoors. Turn to 192.



292

The ground gets firmer and rises until you get out of the steamy marsh and up on to a small grassy hill. You look to the north: just ahead, there is a grassy plain (turn to 282) flanked by a great wood (turn to 210). Which way do you go?



293

You drop into the pool. Your bonds are freed immediately and you manage to swim away from the Orcs. Suddenly, the chasing Orcs stop still as a war-chariot crashes through the bushes driven by a

black-cloaked figure. You get out of the water. Somehow, the strange newcomer detects you. He shouts at the Orcs, 'You fools, he's there!' The Orcs give chase and catch you up for you cannot move fast with sopping wet clothes and pack. Fight each in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	6

If you survive, you turn to run but find yourself surrounded by a black mist. You feel huge hands grabbing you and hauling you into the chariot. In a matter of seconds you are lying on its floor, hurtling along at a terrific speed. Turn to 156.

294

The Elf-guide introduces himself as Orgelas. He is nimble across the craggy rocks and does not favour conversation. He takes you to the end of the rocky land and points to the north. You see a grassy plain and a great wood. As a parting gesture he takes from his pocket a small pancake. 'Eat this when you are in the greatest need. It will provide good sustenance.' (Add the pancake to your *Adventure Sheet*; it will have the same effect as a Potion of Strength.) He bids you farewell and you have to choose between entering the wood (turn to 210) or walking on to the plain (turn to 282).





295

You unpack your flint, strike a few sparks and get a fire started. The bushes stop moving as you create a raging inferno. You hear a hideous wail and the trees begin to move away from you. But, by now, you are surrounded by a great wall of fire. There is no other option but to jump through the flames to get away. If you have a Black Cube (deduct 1 Black Cube from your *Adventure Sheet* total), you are unharmed. If you have no Black Cube, throw a die and deduct the result from your STAMINA for the harmful effects of the fire. You stumble out of the magic woods. Turn to 392.

296

The flames scorch your clothes and burn at your skin (deduct 1 point from your SKILL and 4 points from your STAMINA). You catch your breath and then, painfully, carry on with your mission. Turn to 121.

297

The Bracelet glows (mark another Citadel Wall breached on the *Adventure Sheet*). Just then, another sailor swims alongside and you help him up on to the raft. He is very muscular and heavy, and almost sinks it. He looks at you and tells you that there's

only room for one person on the raft. 'I think I'll kill you,' he declares as he reaches for his sword. You fight in the restricted space.

ROGUE SAILOR SKILL 4 STAMINA 6

If you survive, the raft finally beaches itself on a wide sandy coast. Ahead, you can see a small settlement (turn to 3) and to the left a mass of giant rocks (turn to 361). Which way do you go?



298

The smoke rises up and you begin to choke as you breathe it in. The path ahead becomes a wall of scorching heat. You try to swing your sword but cannot get near the double-headed Serpent. Then another Serpent drops down from a branch above you. On its massive trunk it carries a warrior of terrifying appearance. He is well armoured and carries an axe in one hand and a flaming scimitar in the other. He drops to the ground, grunts and swings the scimitar at you.

KRAGAAR SKILL 8 STAMINA 10

If you survive, the Serpents become very agitated and begin to encircle you with a wall of fire. Do you run through the flames (turn to 96) or wait for the flames to die down (turn to 47)?



## 299

You enter the cave at the First Level. You stand by a fiery chasm and a strange hooded figure stands in front of you. The figure has a dark face, blazing eyes and clasps a flaming spear. Across the chasm is a bridge and on the bridge are carved spaces for six cubes. The figure speaks in a booming voice. 'Your way is the hardest but if you are strong and resolute you will win through.' It moves backwards and slides away into the tunnel. You look at the bridge and try to walk across. As you approach the first square hole, a wall of fire flares up from the chasm. If you have 6 Black Cubes, use them now and place them in the holes (deduct the number from your *Adventure Sheet*). For each Black Cube you lack, deduct 2 points from your *STAMINA* as the flames leap out at you. If you survive, you cross the chasm and enter another tunnel. Turn to 310.

## 300

The first door you open leads into a room which contains a few chairs and tables. Everything is overturned and there is a pile of ashes in the centre of the room. You pick up a partly burnt parchment but all you can make out are a few meaningless words. You open a second door and this leads to another room. You go in and find blood stains on the walls and floor. You then hear a knocking sound from a small cupboard on the left. Do you open the cupboard door (turn to 51) or go outside back into the courtyard (turn to 251)?

301

You walk forward and present yourself. He leaps up and down, pleased with himself. 'Come outside!' he calls, and you go outside. Turn to 171.

302

The tentacle wraps itself around the end of the small craft and gently slithers towards you. You pull out your sword and chop it off in one blow. There is a scream and a rush of air from the water below and several, much larger tentacles appear. They pull at the boat and it snaps in half. You fall into the water and begin to swim. The current sweeps you back towards the mainland.

Throw two dice: this is the strength needed to swim to avoid the creature. If this is greater than your STAMINA then you fail and you are dragged under by the creature. Your quest ends here.

If you succeed, you collapse on the beach (deduct 4 points from your STAMINA). You do not know where you are, so you climb up a cliff-path and look around. Below you is another cove. Lying on the beach, half in, half out of the water, is a figure dressed in warrior's clothes. Do you go down to investigate (turn to 312) or carry on along the cliff (turn to 207)?



303

You wake up and find yourself in a small wooden compound. You sit up and see a Dwarf in front of you and two small Orcs in the corner. The Orcs seem to be constantly moaning, 'I told you we'd never get away with it, now they'll put us in a front-line regiment. I told you there was nothing wrong with the blacksmiths' squadron but no . . .' The Dwarf just stares blankly as though waiting for something. Several other soldiers are brought in but what strikes you as strange is that no one is relieved of weapons or possessions. Yours are all intact. You then hear one of the guards talking: ' . . . and he's searching them all himself. Never seen the likes of it. Stops our perks, then comes here to take what little we can steal. Flaming liberty, I call it . . .' Just then, the Dwarf pulls out a small horn and blows it three times. Then he chops at the fence with an axe and, in seconds, makes a hole big enough to get through. He calls you over and you both charge through it. Instead of going the way you expected, away from the camp, he heads for its centre. Do you follow him there (turn to 26) or do you head off towards good cover (turn to 149)?



## 304

You have no other option but to scramble down the other side of the mountain while you are being attacked by the Dragonmen. Reduce your **SKILL** by 1 point for this combat only. Fight each in turn.

	SKILL	STAMINA
First DRAGONMAN	7	7
Second DRAGONMAN	7	8
Third DRAGONMAN	8	9

If you win, you reach the bottom of the cliff and scramble for cover. Turn to 220.



## 305

You get to the island, and land the boat in a small harbour. You look around: the island is also being used for mast repairs, food preparation, and the construction of siege weapons. Most of the work is being carried out by chain-gangs. The prisoners are unchained and marched off and your group of guards is told to form two lines. Which do you choose: the left line (turn to 227) or the right (turn to 394)?

## 306

You are assigned work below deck, deep in the bowels of the ship. You have to shift huge boxes into various holds (deduct 2 points from your **STAMINA**). Two hours out, you hear a commotion above. Orders are shouted and you can hear strange screams. Suddenly, the side of the hold you are working in is burst open by a massive ship's battering-ram. Water spurts in and the hold fills up. You cannot get out of the door for it has already been shut and bolted. You hold your breath as you feel the ship shudder and begin to sink. Throw two dice: if you throw a double, you find a large-enough hole in the side of the hold to get out into the ocean. If you do not throw a double, try again but deduct 4 points from your **STAMINA**. Repeat until you get out or die.

If you get out, you float to the surface just in time to see the mast of the ship go down. Then a thick mist descends and you cannot see anything else. Shortly after, a piece of wood from the deck floats by (add 1 point to your **LUCK** score), and you clamber on. Turn to 297.



307

You pass over the pile of bones. There are other objects scattered around: bits of old leather armour, broken swords and two leather purses. You pick up the purses and open them. One contains 10 Gold Coins and the other 15 Gold Coins. You pocket these (add 25 Gold Coins to your *Adventure Sheet* and 1 LUCK point) and continue walking. The forest path forks. Do you go to the right (turn to 217) or the left (turn to 125)?



308

You go over to him and sit down. He looks at you with intense, fiery eyes. 'Yes, Trust is the Way. I know your mission will be hard. You must trust me, there is no other choice. Do you have the Torch?' You are shocked by this question. What do you reply? Do you say that you have it (turn to 263) or say nothing and move away from the old man (turn to 5)?

309

You pull out your sword and stride across the bridge. When you are exactly in the middle, it collapses under you, then folds up magically into a wooden cage. You hear the sound of laughter as you plunge into the cold water. You black out. Turn to 25.

310

The tunnel is covered by intricate carvings and drawings. You feel like an intruder at the centre of a sacred monument but you have no time to stop. At that moment you notice two Flame Warriors. At first they stand stock-still, then come to life in a blazing fury. Your own sword begins to blaze magically. Fight each in turn.

	SKILL	STAMINA
First FLAME WARRIOR	7	9
Second FLAME WARRIOR	8	10

If you survive, turn to 387.

311

You have pressed the correct sequence. The spikes stop falling and the cage opens. You walk on. Turn to 231.





312

You approach, looking carefully at the scene. The figure is a female warrior and she is about to be dragged into the water by an Octopod creature. Its tentacles already have a hold on one of her legs. You pull out your sword and chop at the tentacle. It takes you three hefty strikes before you cut it off. The woman gets up and runs away from the beach with surprising agility. Do you follow her (turn to 144) or carefully look around for any other creature (turn to 86)?



313

The surge loses its power a long way up-river. You swim towards the shore and notice the glow of the Bracelet (mark a captured Citadel Wall on your *Adventure Sheet*). Just then, something grabs your collar and you are lifted up by a Giant who is straddling the river. Do you draw your sword and stab at the Giant (turn to 388) or go quietly without a struggle (turn to 50)?



314

The monk looks disappointed. 'You have endeavoured to find the True Way, but fortune has not

smiled upon you. Fear not, you may still succeed in your mission. Good luck. Our ways must part here.' He lets you out of the room by a door that leads to the street. You follow the road towards the central square. Turn to 158.

## 315

The Wazarri Bastion is woefully undermanned. The warriors look like they haven't slept for weeks. You are led to a very grand chamber that contains a great throne. A bearded knight sits on the throne and you notice that he is badly wounded in several places. He does not speak but stares at you. On either side of the throne there are two stone chairs and you suddenly realize that he is waiting for you to sit on one of them. You realize that it must be some sort of test. Which chair do you sit on: the left (turn to 174) or the right (turn to 389)?

## 316

You leave the village and follow a track that heads north towards the mountains. You are at first suspicious of every clump of trees and bushes but after several hours you are somewhat lax in your precautions against ambushers or rogues. You stop for a rest (add 4 points to your STAMINA) and then climb a tall tree to spy out the land ahead. You see that the most direct path goes into a forest (turn to 367) but other paths lead off to a flat plain (turn to 137) and towards a wide well-made road that could be Salik's Way, the great trade route north (turn to 172). Which way do you choose?

## 317

You continue to follow the forest path. It gets narrower and narrower until it descends into a dry river channel that branches off into three tributaries, also devoid of water. Which do you follow:

The left one?

Turn to 126

The right one?

Turn to 67

The centre one?

Turn to 200



## 318

You run along the trench away from the Goblin towards the two Irregulars. There is no room to pass them, so you are forced to fight them in turn to get past. One clutches a spiky mace, the other swings a menacing ball and chain.

	SKILL	STAMINA
First IRREGULAR	6	8
Second IRREGULAR	7	8

If you survive, you leap up out of the trench as the Goblin shouts commands for others to chase you. Suddenly there is a shower of long-bow arrows from the Citadel. There is no cover. Do you dodge to the left (turn to 113) or run straight on (turn to 24)?



319

You walk along the gallery and enter the first door you find. Inside, there are scattered papers and bloodstains but there is no evidence of bodies. You are about to leave when suddenly a trapdoor opens in the floor. Out pops a grubby-looking Goblin, saying, 'No, master. No sign of it there.' He gets out, turns and sees you. He screams and pulls out a sword.

GOBLIN

SKILL 6

STAMINA 6

If you win, you wonder who the 'master' is. You find nothing but the same mess further along the gallery so you return to check the other side. Turn to 87.



320

You realize that any rapid movement would make you sink into the marsh so you stand still. Fight each in turn.

	SKILL	STAMINA
First MARSH GOBLIN	6	6
Second MARSH GOBLIN	6	6

If you survive, do you go to the chest (turn to 33) or quickly try to find a way out of the marsh (turn to 292)?



321

The Inquisitor is pleased with herself. She holds the Torch in her hand and drops some doughy balls on the floor. 'You will make me very rich once I get Jaxartes to cough up for this little item. Eat these. You will recover enough to attend your execution.' You eat the food; your will has been sapped but you feel better (add 4 points to your STAMINA). You are placed in a small, dark, wooden box. You cannot lie down but soon you lose consciousness. Turn to 286.



322

You climb the tree. At the top you find a platform and 4 Black Cubes. If you wish to take them, mark them on your *Adventure Sheet*. You then notice a tree-creeper tied to this side of the river and work out that it should be possible to swing across the river on it. You get across and land on another platform. Climbing down, you find a path that goes deeper into the thick forest. You stumble along in the darkness for several hours until you suddenly fall over something. You get up and come face to face with a huge two-headed Serpent. The creature opens and shuts its mouth to reveal long curved fangs and then breathes out a tremendous shaft of fire. The surrounding trees and bushes begin to burn and a thick black smoke encircles you. Do you run away from it (turn to 96) or stand and fight it (turn to 298)?



323

You tell him, in all truth, that you don't know. He gets very angry at this and repeats, 'I don't know,' in a high-pitched voice. He picks up a large wooden club and strikes the ground close to you. You decide that you must run or get crushed, but in which direction? Towards the entrance to the cave (turn to 272) or into the dark depths (turn to 31)?



324

Just in time, you break clear and roll off the road into some bushes. The chariot stops and you hear the deep voice of the driver, 'Where's the body? I thought I hit it.' One of his companions replies, 'I cannot see it, your Majesty, but the Sniffer Orcs are among the mounted battalion following us.'

The figure mounts the chariot again. 'Never mind, time presses.' He whips the horses and they gallop off.

The idea of staying on the road does not seem to be such a good one any more. You look to either side and see a shallow stream on the left (turn to 62) and a small path leading to a reedy plain on the right (turn to 137). Which way do you go?



## 325

Only one figure passes but it makes a terrific noise on the rock. The noise then stops and you look up and see a single warrior on guard. A path divides into three and all three appear to lead into the volcano. The guard is heavily armed but stands very still. He eventually creaks into action. You strike the first blow before he manages to parry, but your sword clangs as though striking granite. The warrior seems to have a stone skin. He advances slowly and deliberately. You know that swordplay is useless against this enemy, and that your only hope is to topple him over. Throw two dice for the weight of the Stone-Skin Warrior and compare this to your STAMINA. If your STAMINA is equal to or greater than the weight, you crash your body against his and he tips over and smashes into little pieces. If it is not, deduct 2 points from your STAMINA and try again. If you fail again, he strikes you a deadly blow and you collapse. Your mission ends here.

If you survive, you walk over the stone rubble and decide which path to take: the left (turn to 383), the right (turn to 92) or the centre (turn to 285)?

## 326

You climb up the crumbling steps, three at a time, but you are still pursued by four Orcs. They shout and scream as they clatter up. One of them releases a message eagle. You decide to stand and fight them in turn as they reach you on the narrow stairs.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	5
Third ORC	7	6
Fourth ORC	7	6

If you survive, you get to the top of the cliff. Turn to 36.

## 327

The creeper suddenly snaps. The Giant comes hurtling down and crashes on to the rock floor. You walk over to the massive inert body but just as you are about to step over his arm, he grabs your foot and begins to chortle, 'Good game, Djakk. Play again, good joke.' He takes you back to the cave and chains you up. He makes you play 'games' again and again, until the Bracelet has stopped glowing. You know then that the mission has failed. You die very soon after.

## 328

You hand over half your gold (deduct half your Gold Coins from the Gold box on your *Adventure Sheet*). The Captain whistles and calls someone from behind you. 'We always say, "Gold has a tendency to stick in strange places"; this creature will help you find the rest of it.' A wolf-like beast appears, it has a long snout and sharp fangs and begins to rip at your side where you keep the rest of your gold. You pull out your sword and fight back.

SNOUT-WOLF      SKILL 4      STAMINA 7

If you survive, the Captain stands up and, still unable to get his boot on, limps off. He speaks to you from over his shoulder. 'You're in. Go and get some food from the kitchen. Oh, and take the creature for skinning. Tell them I want it roasted tonight.' Turn to 218.



## 329

You turn to fight, pull out your sword, and swing at the Genie. The sword passes through it but the Genie throws a fireball that explodes in front of you (deduct 2 points from your STAMINA). If you have no Wand, turn to 30.

If you have a Wand, you pull it out. It produces a long shaft of blue light that shimmers and buzzes. Fight the Genie as in normal combat.

SCHIZOID GENIE      SKILL 6      STAMINA 10

If you survive, you run off. Turn to 176.



## 330

You walk into the room and shut the door behind you. It is large and may once have been a well-stocked library. All the books and parchments that



remain are in a large pile in the middle of the floor, half-burnt. Your eye is caught by a plaque on the wall. You read the message and, as you touch it, a set of numbers appears below each letter:

THE OXEN LIE DOWN WITH

3 2 3 8 1 4 3 4 6 6 7 9 9 4 6 6 6 1

THE WOLVES

5 2 4 2 4 6 7 7 7

You hear a voice above you. 'Speak the numbers of the name-that-cannot-be-uttered.' You look carefully. If you know the name and see it, read out the numbers below the name and go to that paragraph. You will be told at once if you are correct.

If you do not know the name, you may guess six times but when you utter the sixth wrong guess a trapdoor opens under your feet and you crash into a chute: deduct 4 points from your STAMINA and turn to 281.

### 331

You pull out your sword and enter cautiously. The man welcomes you and shuts the door. He speaks in a mad, disjointed way, but seems very knowledgeable on the subject of your mission. 'Yes, they seek you, the Wizards' hope, the Torchbearer. They say HE knows, HE knows everything. Now you must be strong, eat, eat.' He produces a large bowl and places it in front of you. There is nothing inside but three black beans. To humour the man you pick one up but it explodes in your face (deduct 2 points

from your STAMINA). A trail of smoke is produced that winds itself around your body and binds you firmly. The man begins to leap up and down. 'I did it, see, I did it. Now give me my Gems. Oh where are my treasures?' He is looking up at the roof of the hut. Just then, two Orcs jump down and look at you. 'D'you think it's him?' one of them asks.

'HE wants you back alive, come on.' You can just about hobble out of the hut. But the old man follows screaming, 'My Gems, where are my Gems?' The Orcs laugh and one of them pulls out a sword and stabs the old man. He stares at you and with his dying breath says one word, 'Water', then falls down. Do you try to run for it (turn to 88) or bide your time to find a better opportunity (turn to 205)?

### 332

You walk along the corridor and a large jar suddenly appears in front of you. It is full of Black Cubes. There is just enough room for one hand in the opening. You choose to grab a handful. Throw two dice for the number you pull out before the jar seals itself again (add the Black Cubes to your Cube box on the *Adventure Sheet* and add 1 point to your SKILL). Turn to 231.

### 333

You reach a stretch of beach that has obviously been tampered with by the besieging army. Ahead, you find some sprung traps. You peer into one and see

the remains of several Zamarran foot-soldiers. They are all impaled on sharp metal spikes. You suddenly realize that there must be other traps here. You try to retrace your steps but there are so many footprints that you do not know which are yours. Throw a die four times and mark the numbers in a series on the *Adventure Sheet*. This is the random position of the traps. Now throw a die four times to indicate your progress across the sand. If any two numbers in the sequence match up, you fall into a trap (turn to 17). If you survive, you get away from the danger area and eventually stop at a clump of bushes (turn to 41).

## 334

You come face to face with a strange little creature, seemingly a cross between a Dwarf and a man-Orc, wearing a spattered leather apron and cap. He is holding a dirty shovel. He coughs and speaks, 'Ahem, careful not to fall into this muck, the smell lingers.' You sniff him and agree with his statement. 'Are you lost?' he squeaks at you. Turn to 75.

## 335

The horse has a very fast and smooth gallop. You were never a great rider (that's why you joined the infantry) and you begin to feel that you will not be able to stop it. Ahead, a fallen tree looms up, but the horse jumps over it very easily. Then you see a row of tall stakes pointing towards you, part of the besieger's anti-cavalry devices. The horse puts in a

tremendous jump and clears it easily but also manages to unseat you.

*Test your Luck.* If you are Unlucky, throw a die. If you throw 1-3, you are transfixed upon a stake. You die instantly. If you throw 4-6, you are wounded (deduct 1 point from your SKILL and 4 points from your STAMINA). If you are Lucky, you land well (deduct 1 point from your STAMINA).

If you survive, you get up and stand on a rock looking out over the battlefield. Turn to 243.

## 336

You carry on and pass the dead monks. When you have passed the last of the six, a small pedestal rises out of the floor. It has a tray of 6 Black Cubes on the top. A distant voice bids you take them, so you comply (add them to your Cube box on the *Adventure Sheet*). You carry on. Turn to 246.

## 337

You get close to the door and can hear coarse voices singing. Carefully you open the door and peer into the room. In the monastery kitchen you see two Orcs. They are sitting on a large table swaying from side to side singing a ballad about what they do to little furry creatures. Beside them, there is a large pile of empty bottles. Just then, your soldier's instinct tells you that someone is standing behind you. *Test your Luck.* If you are Lucky, turn to 27. If you are Unlucky, turn to 180.



338

Your eye is distracted by the glow from the Bracelet on your wrist (mark a captured Citadel Wall on the *Adventure Sheet*). Then, surveying the scene, you can see lots of activity: weapons, siege engines and towers are being moved hither and thither. No one takes much notice of you. All of a sudden a squad of long-nosed Orcs appears. You guess that they are the legendary Sniffer Orcs. They are marching towards you. You know that you must hide. There are three tents in front of you with their own peculiar insignia. Which do you choose to hide in:

The Skull with Horns?  
The Clawed Hand?  
The Vulture's Wings?

Turn to 22  
Turn to 384  
Turn to 223



339

You peer into all three before making a decision, but they are all equally dark and uninviting. Which do you choose? Whichever you do choose, you will jump in and land in a torchlit chamber. There will be no sign of the hole from which you entered.

Hole 1  
Hole 2  
Hole 3

Turn to 76  
Turn to 245  
Turn to 135

340

The Wand begins to vibrate in your belt. You realize the power that it must have. You pull it out and it forms a blue blade of buzzing fire. The Fire Demon attacks and you swing the Wand at it.

FIRE DEMON      SKILL 7      STAMINA 8

If you survive, you hear the sound of manic laughter. The landlord tries to clear up the mess and hands out a general warning, 'Oh, he'll be here soon, and cross with it, I don't doubt.' Turn to 225.

341

You decide to drop it and carry on. You then hear grunting sounds from some bushes behind you and decide to walk faster. The noise gets nearer so you begin to run. Suddenly, you are brought to a halt by a Wild Boar with huge tusks straddling your path. You turn round to see another one behind you. Fight each in turn.

	SKILL	STAMINA
First WILD BOAR	5	12
Second WILD BOAR	4	14

If you survive, you hear more grunting behind you, so you run off. Turn to 176.



342

You are in a cave full of blocks of stone marked with the symbol of a mushroom. Each block has the number 50 engraved on the reverse. Just then the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*).

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do not exceed the maximum.

There are five exits. Do you choose:

Exit 1?	Turn to 366
Exit 2?	Turn to 201
Exit 3?	Turn to 162
Exit 4?	Turn to 40
Exit 5?	Turn to 135

343

'You have endeavoured to find the True Path but have narrowly failed. Fortune has not smiled upon you today. Despair not. I will give you this.' He hands you a bag containing 6 Black Cubes (add them to your Cube box).

'Now go, and good luck.' He bids you farewell and opens a door on to the street. You head back towards the centre of the village. Turn to 158.

344

You fit the Elf-wings. You leap off the clifftop and glide down in a gentle sweeping flight. When you land you see a bright Star Crystal lodged in the ground by the pool. You pack the wings away, marvelling at the Elven ingenuity in making them fold away so small, and you pick up the Crystal. Add the Crystal to the Gem box of your *Adventure Sheet* and turn to 219.

345

You hide when you hear the Orcs returning on their horses. They are weighed down with all manner of plunder. One of them rides at the little girl and sweeps her up with one arm, then sits her on the saddle behind him. The four horses begin to snort and stamp as though they can smell something. Just then another rider appears. This one is wearing a black cloak and is riding a black steed. He rises from the saddle and sniffs the air. 'There is someone close. Go find!' he orders the others. The four Orcs charge off in various directions. Unfortunately, one of them finds you and attacks.

**MOUNTED ORC**      **SKILL 8**      **STAMINA 9**

If you survive, you run from cover to cover until you think you are no longer pursued. Turn to 290.



346

The boat takes you to the north side of the island and is then swept about by the crashing waves. You have no hope of steering and realize that there are sharp rocks just below the surface of the water. Suddenly a wave lifts you up and hurls you into a group of fang-like rocks. *Test your Luck*. If you are Unlucky, the boat crashes against the rocks and you are thrown into them (deduct 4 points from your **STAMINA**). If you are Lucky, the boat just scrapes over them in the swell but you are thrown into the water.

Sopping wet, you swim to the shallows and land in a sandy cove. Turn to 197.

347

You walk over to the tree. There, you see a reward parchment with your face accurately drawn on it: 'Preferably Alive by order of His Supreme Majesty, Ostragoth the Grim.' One of the other people studying the poster glances at you, then looks at you more closely and compares your face with the drawing. Suddenly, he calls to the Orcs that he's claiming the reward. The Orcs turn towards you, pulling out their blades. Fight each in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	5
Third ORC	7	6

If you survive, you run off to the right and leave the betrayer still screaming for the reward. You have lost your sense of direction in all the commotion so, as you pass a small boy playing with a kitten, you ask for the quickest way out of the village. The boy points to a wall and tells you to jump over it. Turn to 164.

## 348

You leap through the scorching flames unharmed. Deduct 1 Black Cube from your *Adventure Sheet*. After a good rest (add 2 points to your STAMINA), you set off again. Turn to 121.

## 349

You are in a room full of phials set in the rock. They are all the same. If you wish to open a phial, turn to 377.



Otherwise, there are three exits. Do you choose:

Exit 1?	Turn to 233
Exit 2?	Turn to 40
Exit 3?	Turn to 55

## 350

You get through the flames without feeling any pain (deduct 1 Black Cube from your Cube box on the *Adventure Sheet*). Nothing is burnt or blackened by the fierce blaze. You run away from the fire, staying on the same path. Turn to 176.

## 351

You race up the spiral stairway. You hear snarling as two wolves race after you. There seems to be no place to hide. You turn to face them. They stop still and look at you; then before your eyes they grow to twice their size. You plunge your sword into the leading wolf, but to no effect. Just as they are about to pounce, they begin to whimper and cower away. They then run off down the stairs and are replaced by the image of the Wizard Astragal. 'I have little time to explain, but we have done all we can to protect you. Our knights have mounted a foolhardy attack to divert Jaxartes' power, but I fear we have lost a line of defence.' The Bracelet glows as he speaks (mark the loss of one Citadel Wall on the *Adventure Sheet*). 'Go to the top of the tower, and wait for the signal. We will use our concerted power to get you away.' You run up the steps to the top of the tower. Turn to 271.

352

You continue along the road. To your right, the woods open out into a reedy plain. A smaller path branches off towards the plain (turn to 137). Do you choose to go this way? Or do you stay on the road (turn to 121)?

353

The tunnel continues to slope, but the air, although still musty and stale, has a salty smell. You feel the crunch of sand and shells underfoot until, suddenly, you discover a wall of sand ahead of you and nowhere else to go. You stab your sword into the sand and it seems fairly easy to dig. Do you wish to dig yourself out (turn to 199) or return and take the left-hand tunnel (turn to 54)?

354

The young Dragonmen stare at you as you pick up the 10 Multi-Coloured Gems (add them to your Gem box on the *Adventure Sheet*). But then they begin to make a hideous wailing noise and, before you have a chance to leave the cave, two fully-grown Dragonmen appear and attack with their thick claws. Fight each in turn.

	SKILL	STAMINA
First DRAGONMAN	9	10
Second DRAGONMAN	8	10

If you survive, you rush out of the cave. If you have the value to pay the ransom, turn to 32. If not, then you must continue (turn to 226).

355

You get off your horse and let the first Orc take the reins. He trots off with it. The second Orc then swears at you. 'Knucler scum, stealing our booty. I'll teach you . . .' He hits you with a whip across the face then rides away. Your face is cut and stings terribly. You suspect that the Orc has soaked the whip in poison. Deduct 3 points from your STAMINA.

You are left standing on a huge rock, overlooking the smoky emptiness of the battlefield. Turn to 243.



356

You come to a slight rise in the monotonous landscape and take the opportunity to survey the land ahead. You see two distinct features in the shimmering heat-haze: ahead is a rocky outcrop with a citadel-like building perched on the top. Black smoke is belching out from the building's centre. To the left, the land becomes desert-like; there are no reeds or trees or bushes, just one thing is visible: a tower on the horizon. Which way do you choose to follow: towards the citadel (turn to 65) or towards the tower (turn to 117)?

357

You enter on the Sixth Level. You are in an intricately carved corridor and a deep voice booms out at you. 'Your Way is one of success. Your heart is True. Take your fill of more goodness.' Suddenly, you feel invigorated (restore your STAMINA to your original score plus 2 points). You walk on, turn to 332.



358

You scamper up the tree, then leap across three other trees. You have heard tales of the legendary Sniffer Orcs, so you do your best to hide your scent. Just then, six wolves appear and make for the tree you originally climbed. They are silent and sit in a circle around the thick trunk, until a squad of Orcs arrives. The Orcs search the tree and when they find no trace they scream at the dumb animals, 'Stupid beasts, you'll be tonight's hot-pot if you don't do better than this.' They do not see you, hugging a thick branch just four trees away. When they leave, you climb to the very top of the tree and spy out the land. The sandy coast is very close. Do you make your way to the beach (turn to 197) or carefully head back to the small port (turn to 267)?



359

The riders are dressed in black, military capes. They are from a regular cavalry regiment in Ostragoth's army. They trot in circles around you. You cannot run off without raising suspicion. They look at you; then at the man, then they consult a rolled-up parchment. One of them dismounts and walks over to you, 'You, you're under arrest!' You pull out your sword.

BLACK RIDER

SKILL 7

STAMINA 8

If you win, the other two leap down and charge towards you. Suddenly Peg-Leg speaks to them, 'I don't think it's the one we are looking for. Let's go.' Both riders repeat the statement, pick up their stricken comrade and mount their horses. Turn to 204.





360

You follow the tunnel and come to a pile of dead bodies: Goblins, Orcs lie scattered all around. It looks like the aftermath of a great battle. Under the thickest pile of bodies are just two Wazarri Knights. To one side is a row of broken weapons. You notice something inside an empty scabbard and, when you lift it out, discover a Wand. If you already have one, you take it anyway. Mark the Wand on the *Adventure Sheet*.

The tunnel ends at a newly dug hole that seems to drop into a lower tunnel. Do you jump down into this tunnel (turn to 246) or do you choose to return and take the left-hand tunnel encountered earlier (turn to 142)?



361

You decide to head for the difficult ground. It's very hard going and you have to climb steep rock-faces but you think it might be safer. Suddenly, on the edge of a deep chasm, a flat rock flips over. *Test your Luck*. If you are Unlucky, you fall into the chasm (deduct 4 points from your STAMINA). Turn to 81.

If you are Lucky, you jump clear across the chasm to safety. Turn to 195.



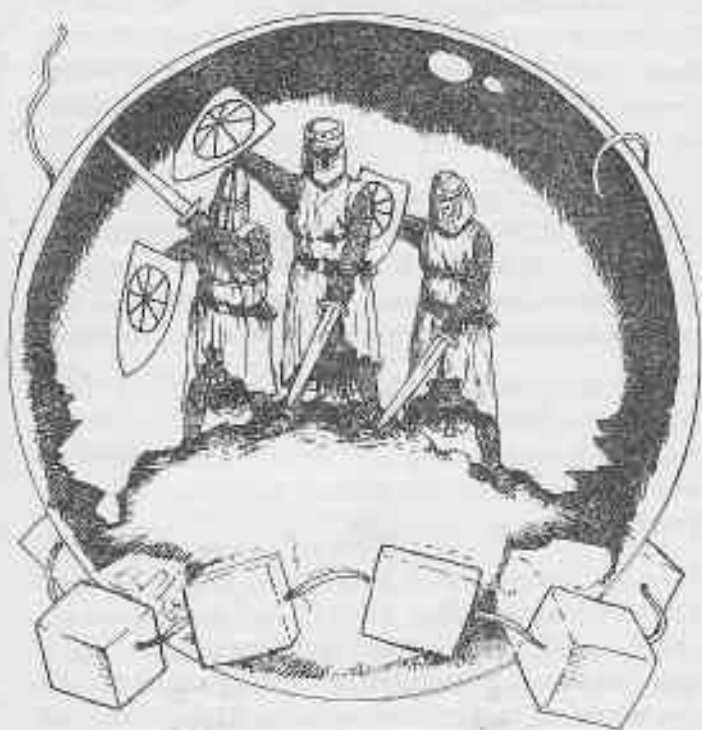
362

You have exhausted your supply of torches. In the dark, you kick something and pick it up. It feels like a Star Crystal (add it to your *Adventure Sheet*). Just then, flames begin to blaze high above you and then sweep down as fire-breathing Bats begin to attack.

Throw three dice for the number that attack. Then throw one die and add it to your STAMINA for the number that can be warded off. If the first number is the greater, then you deduct the difference from your STAMINA.

You run away quickly and trip over the headless bodies of two Goblins. They lie half in, half out of a small, newly dug tunnel. The Bats are flocking in great numbers. You have no option but to get into the tunnel. You crawl along for a while, then suddenly drop into a torchlit room. Turn to 259.





363

The man places the crystal ball on the table. You move to hand over the coin. 'Put your money away,' he whispers, 'and look closely.' The crystal shows an image of three knights on a grassy hillock holding broadsword and shield in various positions. You look back to the old man. 'Seek the three Wazarri Novices. They will guide you to your goal, for there are, e'en now, many dangers.' He looks at the group in the corner. 'Your face has been posted, Rogue Catchers are interested in you. Beware! Head for the Forest, pass the domain of the Kragaar (the snake people) to Sikla's Barrow where the Wazarri await. Now leave quickly!' You get up to go but one of the three in the corner also gets up and follows you. Do you run away and duck down the nearest alley (turn to 2) or walk away casually (turn to 167)?

364

You climb down. (If you have Elf-wings, you have found that they have now disintegrated and are therefore useless.) Deduct 2 points from your STAMINA. You come to a strange cavern. In front of you sit six dead monks, each smiling, each with 1 Black Cube on a pedestal in front of him. Do you take any of the cubes (turn to 42) or carry on without touching anything (turn to 336)?

365

You know that speed is of the essence, so you choose to risk the road. The road is deserted. After several hour's march, you see a roofed watering-

well ahead. Leaning against the rock structure is a withered figure dressed in rags. You get closer and discover that it is a very old woman. She is crying. She turns towards you, not surprised that you are there, and tells you that she has dropped her master's valuable fiddle into the well. She pleads with you to help her recover it, for she will be beaten if the loss is not made good. Do you agree to help and climb down the well (turn to 130) or refuse any assistance and carry on walking (turn to 112)?



366

You are in a cave full of blocks of stone marked with a circle. On the reverse of each is carved the number 27.

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do not exceed the maximum.

There are four exits. Do you choose:

Exit 1?  
Exit 2?  
Exit 3?  
Exit 4?

Turn to 76  
Turn to 201  
Turn to 342  
Turn to 135

367

The track takes you into the forest. You proceed carefully. Eventually, you find that the path forks and on a tree stump is carved a figure holding a shield pointing west and a dagger pointing south-east. Do you have any clue to the correct path to take? Left (turn to 16) or right (turn to 216)?

368

You slowly examine the rock for footholds and handholds to help you up. The climbing is very difficult.

Throw two dice three times. If you do not throw a double, deduct 2 points from your STAMINA and repeat until you do.

Half-way up, you come to a cave. Do you stop to rest in the cave (turn to 44) or press on (turn to 261)?

369

You raise your sword and the axe strikes the blade. You feel a strange pain deep inside your chest (deduct 3 points from your STAMINA). The monk speaks again. 'Ah, there is no Trust, and with no Trust there is no Truth, for that is the Way. Will you refuse a second time?' This time you feel you must trust the strange monk. Turn to 28.

370

The man hobbles to a stone bench by a fountain. You stand in the middle of a small village square. He

smiles a gap-toothed smile, wipes the back of his head with a grubby handkerchief and speaks in a coarse voice. 'Aye, it is not Power I seek, merely Gold Coins. I hold your "object" for ransom and the price to pay for its return is . . . 500 Gold Coins!' You are staggered by the amount and remain speechless when three riders trot past and then stop and stare at you. *Test your Luck*. If you are Lucky, turn to 204. If you are Unlucky turn to 359.

## 371

You are intrigued by the horseman, for the horse looks familiar. You know you've seen it somewhere in the Zamarran stable-blocks. You suspect that this is the traitor Astragal warned you about. You stride along a rocky ridge tracking the rider. In the thick mist you can just see that the siege barriers have been opened up to let the riders pass. No one challenges him. You decide to unmask the traitor. You leap off the rock and manage to knock him to the ground but he gets up and holds his hand out. A thin wisp of smoke wraps itself around your neck, restraining you. He does not pay you very much attention and gets back on his horse and rides off. You collapse on the ground, but after a while you suddenly find you are free of the magic. Looking up, you see the siege barriers now replaced and well guarded. Turn to 12.

## 372

You are unharmed by the intense heat as you run through the blaze. Pausing to look behind you, you

see the Serpent makes short work of the Garks. It is not long before they are devoured whole. Deduct 1 Black Cube from the *Adventure Sheet*. Turn to 133.

## 373

You attach the Elf-wings and glide down the cliff-face with consummate ease. The Dragonmen lose you among the rocks (add 1 point to your LUCK). Turn to 220.

## 374

You pick up the middle bottle and open it. A wispy, sweet-smelling gas seeps out and you breathe it in. You feel very good. The monks smile. Add 2 points to your SKILL, 6 points to your STAMINA, and 2 points to your LUCK score. Turn to 9.

## 375

The tunnel leads to a chamber full of books. Many have been ripped apart and burnt. On the floor lie two bodies of Mage Warriors. Just then, a scrap of burning parchment wafts towards you. Do you grab at it (turn to 235) or let it flutter past you and continue into another tunnel (turn to 381)?





376

You move at a good pace along the road. After an hour or so you hear screaming and Orcs shouting. You stop to peer over a slight rise towards a small river. You see the aftermath of an Orc attack on a cart. The cart is broken and three bodies lie dead on the road. To one side is a small girl. She is sitting on a rock, crying. You can hear the Orcs riding back towards her, intent on more devilry. Do you rush down to the cart to save the girl (turn to 163) or do you stay out of sight and out of trouble (turn to 345)?

377

You open the phial very carefully. A dense black smoke bursts forth and wraps itself around your throat. There is the sound of maniacal laughter, then a voice screams, 'Thank you, so kind of you to unleash the Evil doomed to an eternity of imprisonment. Now, you will be my very first victim . . .' You cannot move as you are slowly strangled by the mist. Your mission ends here.

378

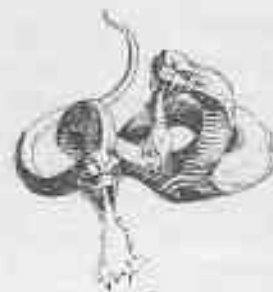
In Zamarra, you've heard stories about the Bonecrusher Battalions so you decide to use that name. The Goblin immediately pulls out a sword and holds it to your throat. 'The Bonecrushers have not landed yet, Coney!' He calls out to one of the soldiers, 'Get the list. I think we have another spy.' The Goblin marches you to a deep earth dug-out as another Goblin arrives clutching a large battered book. He looks at you, then flicks through the

pages. The book seems to contain information about King Elidor's knights, squires and nobles. The Goblin shuts the book, disappointed. 'Nobody important, no ransom, kill him.' Do you shout out that what you meant to say was that you want to join the Bonecrushers (turn to 250) or 'admit' that you've deserted from the Citadel garrison (turn to 151)?



379

The tunnel leads to a small chamber. On the floor lies a black shape. You look carefully and notice that it wears the insignia of Jaxartes' Mage Warriors. Suddenly, you look up to see a splinter of rock break from the roof and drop down. *Test your Luck*. If you are Lucky, it misses you. You see other splinters hanging from the roof so you run back and take the other tunnel (turn to 246). If you are Unlucky, you are struck and killed. Your mission ends here.



380

You run down the stairs and through an open metal door. You slam it shut behind you, but as you turn round the Wolves are in front of you, ready to attack. Fight each in turn.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	8	8

If you survive, the bodies disappear and you hear Jaxartes' evil voice: 'You cannot kill my friends so easily. They will soon return. Your Knights and Wizards are keeping me busy, but soon I will be free to . . .' You turn around and look at the torchlit corridor. There are two metal doors. Do you enter the left-hand one (turn to 69), the one on the right (turn to 202) or head back up the stairway (turn to 351)?

381

The tunnel leads you through a vast ornate entrance to the core of the Fangs of Fury: the Furnace. But the Flame does not burn. It has been extinguished! Jaxartes stands between two giant statues of

warriors and screams out to you. 'You see, O mighty warrior, I have put out your precious Flame. You cannot rescue the Wizards and I will rule the world. Now the game-playing is over, I will kill you.' Just then, he changes size and stands almost as tall as the huge statues. He begins to hurl sheets of flame at you. Suddenly, a large cube rises in front of you and an ancient voice calls out, 'The Key, the Key.' This is what you see on the cube:

```

  0 1 2 3 4 5 6 7 8 9
0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 0 0 0 0
2 0 0 0 0 0 0 0 0 0
3 0 0 0 0 0 0 0 0 0
4 0 0 0 0 0 0 0 0 0

```

There are 50 locks on the cube (00-49). If you have a key, or a lock-pick, you may know which is the correct lock to try. If not, you must either try the key in all the locks or smash them with your sword at random. (Shade in the ones you try in pencil.) If you know the correct lock to try, go to that paragraph where you will be told at once if you are right. If not, then try again. Meanwhile, Jaxartes is hurling sheets of flame at you. For each incorrect lock you must either deduct 1 Black Cube or 4 points from your STAMINA.

382

You attack the Goblin.

GOBLIN EXECUTIONER SKILL 5 STAMINA 5

If you survive, you turn around to find the four Orcs dead. The warrior has dealt with them with amazing speed and skill. She then waves you on into a tent. Here you find another dead body and an open chest containing all your possessions including the Torch. You take back everything and conceal the Torch again. Turn to 203.

383

The entrance is very smoky. You stumble in but cannot even see your sword in front of your face. You try to feel your way along and a black figure mysteriously passes you going in the other direction. Then you see an inscription on a piece of wood on the wall:



Ahead the smoke begins to dissipate and you see that the tunnel divides. Which way do you go: left (turn to 274) or right (turn to 222)?

384

You sidle into the tent as the patrol marches past. Suddenly, someone slaps you on the shoulder. 'Hey, come on! He wants it now.' You turn to see two squires cleaning battle armour. 'He wants to get out to Salik's Way by tomorrow . . . Hey, what cohort and phalanx are you?' You mutter something about the Irregulars. The two squires pull out their

shortswords. 'There are no Irregs this side of the camp. You're a spy.' They both attack. Fight each in turn.

	SKILL	STAMINA
First SQUIRE	5	6
Second SQUIRE	5	8

If you win, you quickly put on the armour. Turn to 154.

## 385

The rock does not fall until the figures have moved away. You jump up just before it crashes down the slope. When all seems safe you survey the mountain landscape. Turn to 36.

## 386

You stumble off with the others. Your companions are a motley bunch: men and women wearing all types of armour with no particular insignia. They appear to be rather reluctant conscripts. They do not speak but shuffle up to the base of an old tower and form a line. Eventually, a Dark Elf appears on horseback, ahead of a platoon of Goblins. They are taking a group of prisoners to the camp on Karakum Island just off the coast. You look at the prisoners. You recognize one or two and then it occurs to you that they might recognize you. Just then, one of the prisoners calls out your name as he passes you. Do you whisper for him to shut up (turn to 252) or hit him in the face with your fist (turn to 93)?

## 387

You carry on along the tunnel. You come to a series of long gaps. Peering into one of them, you see a blazing fury below with Goblin remains mixed in. You must leap across three such gaps.

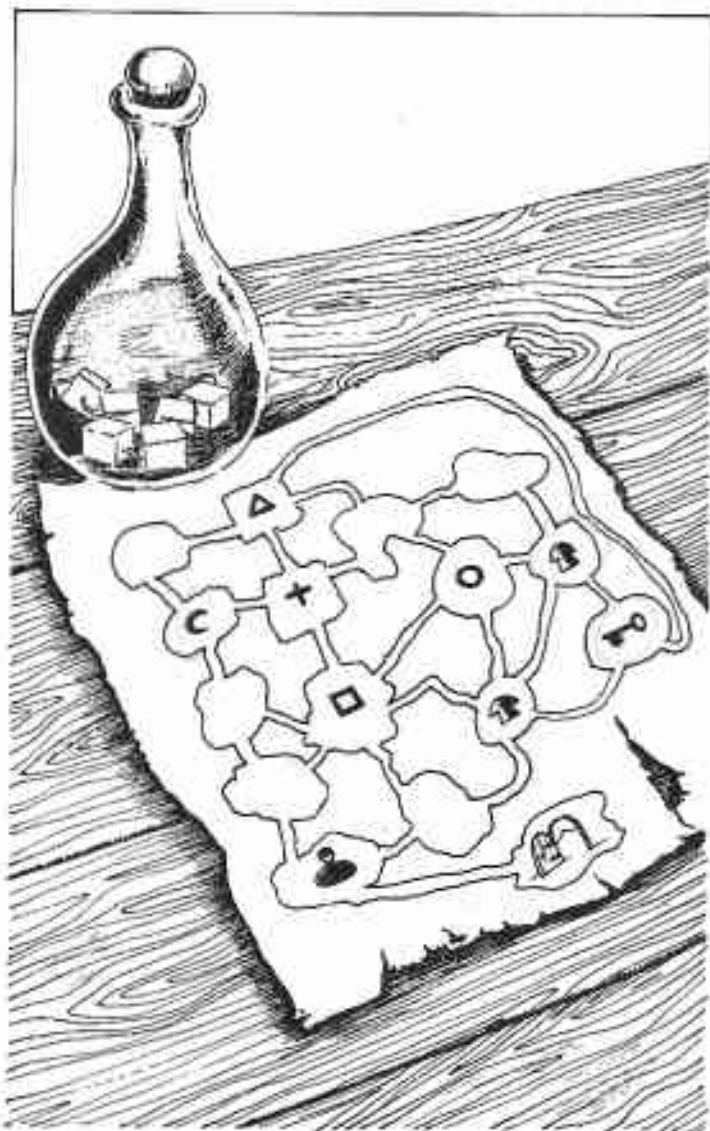
Throw two dice for the distance and then compare this with your STAMINA. If your STAMINA is greater than or equal to the distance then you have jumped well. Deduct 2 points from your STAMINA and repeat twice more. If you fail on any one jump, you fall into the fire and your mission ends here. If you succeed, turn to 231.



## 388

You stab the Giant in the arm. He screams and drops you in the water, then you hear his voice, 'Little Stinger, eh?' You try to swim away, but he grabs you then holds you under the water until you half drown. Deduct 1 point from your SKILL and 2 points from your STAMINA. He then lifts you out and checks that you are still alive. Turn to 50.





389

The Wazarri Knight smiles and is obviously pleased with you. He motions to the squire who brings over a map and places it on the table in front of you, weighing it down with a bottle. Then he nods to the squire who speaks. 'These are the Homrath Caves. You have fulfilled the Prophecy of Tei-Okin and have earned the right to view the sacred parchment. Study it well, for there lies the True Path to the Fangs of Fury.' He then stands up and after another nod from the Wazarri recites:

Find the Key and  
Heed the Warnings  
Carry the Blocks and  
Place them correctly.  
The door to Fury will then open.

The audience ends there and you are taken to another room where you are fed and rested (add 1 point to your SKILL and 6 points to your STAMINA). The squire eventually comes to escort you away from the bastion but issues a dire warning. 'Beware, there are few friends now in the lands ahead. Jaxartes has been busy.' The same girl who led you in through the flames then leads you out. She points to a distant flat-topped mountain. You thank her and make off quickly (turn to 194).

390

You know that this must be the Dragonmen's treasure room. You think that you can crawl along the dimly lit edges of the cavern. The creatures now

seem to be grunting some sort of song. You crawl on your hands and knees towards the key on the hook. *Test your Luck.* If you are Unlucky, turn to 89. If you are Lucky, turn to 211.



391

Soon you are dragged into the Inquisition Chamber and have to face the Inquisitor again. She waves a smoking taper at you. 'This will cost me dear if it does not produce results. Jaxartes does not dispense magical substances willingly.' The smoke fills the room and you have visions of hideous acts of torture done to your body: your arms and legs ripped apart, your heart snatched from your chest. You scream that you will tell all. Reduce your **SKILL** by 2 points and your **STAMINA** by 6 points. Turn to 321.



392

You decide to head for the plain. You eventually pick up a track and follow it for several hours. At one point you notice the Bracelet glowing (mark a captured Citadel Wall on your *Adventure Sheet*). The track leads you to the outskirts of a village. You walk into the central market square and find yourself in a busy, bustling place. Looking around, you see two laverns on opposite corners of the square. Which do you choose for a rest and a drink: the Ferret's Claws (turn to 169) or the Gannet's Nest (turn to 122)?

393

You walk along the empty tunnel. Suddenly, someone drops on to your back and knocks you over. Quickly you jump to your feet and come face to face with the Evil Wizard. He has a bright gleam in his black eyes. 'Cannot you see that I am toying with you? I have extinguished the Flame. Your Torch is now useless. There is nothing to light it with.' You begin to have doubts in your mind and your sense of purpose begins to waver. But, just in time, you hear a weak but distinct voice in your mind. 'Brave questor, do not give up. There is always a True Path to follow.' You are spurred on by this and decide to attack the Wizard.

If you survive, the Wizard gets up and disappears, laughing at you all the while. You look around and see another fork in the tunnel. Which path do you choose to follow: the left (turn to 375) or the right (turn to 34)?

## 394

You stand in a ramshackle line until an Orc and two Goblins appear and scream an order that you can't understand. The others turn left and march up a small hill towards a compound. You stop outside and wait until twenty prisoners are brought out. They are issued with axes and then you escort them into a partly cleared forest. The prisoners are made up of all manner of folk: Elves, men, women, children, Dwarfs. Just as you reach the tree-line, one of the Dwarfs closest to you dashes off into the woods. The nearest Goblin gives chase and calls you to follow. You dash after him and find that he has easily caught the emaciated Dwarf. He is about to chop his head off. Do you stay his hand (turn to 139) or let him perform this grisly act to preserve your cover (turn to 215)?



## 395

You are in a chamber containing blocks of stone inscribed with a Cross. On the reverse of each is the number 39. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*).

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do not exceed the maximum.

There are four exits. Do you choose:

Exit 1?

Turn to 107

Exit 2?

Turn to 76

Exit 3?

Turn to 135

Exit 4?

Turn to 245



## 396

You enter on the Seventh Level. You are in an intricately carved corridor. A voice booms out, 'You

have found the True Way. All the power of the Wazarri and the name-that-cannot-be-uttered shall be yours.' The corridor is then flooded with Green, Red and Blue lights and you feel great (restore SKILL and STAMINA to original values, and LUCK to original value plus 1 point). A jar of Black Cubes appears in front of you and you have time to take a handful. Throw two dice for the number you manage to grab and mark the amount in the Cube box of the *Adventure Sheet*.

Suddenly, three Mage Warriors spring out at you. The one in front calls out, 'Aye, Jaxartes was right!' They attack with buzzing Wand-swords. If you have a Wand, fight as normal. If not, then reduce your SKILL by 2 for this combat only. Fight each in turn.

	SKILL	STAMINA
First MAGE WARRIOR	9	10
Second MAGE WARRIOR	8	10
Third MAGE WARRIOR	8	11

If you survive, turn to 231.

### 397

You reach your hand inside the chest as you feel something stirring beneath you. There is a creaking, rumbling sound. Nevertheless, you are determined to get the Gems. Throw a die for the number of Gems you manage to grab and then throw for the type of Gems they are: 1-2 for Brown; 3-4 for Yellow; 5-6 for Blue.

Suddenly a large tubular creature bursts out of the ground. You find yourself surrounded by it. It is yellow, covered with thick blue veins and, from the rim, it exudes a thick green slime that drops down on to you. A tiny drop touches your little finger and you watch in agony as it strips the flesh away in seconds (deduct 2 points from your STAMINA). Do you try to hack your way through the thin body (turn to 35) or try to bury as much of yourself as you can in the sand (turn to 265)?

### 398

You leave the village in some haste. You decide to stay off the normal tracks and, looking around, see a vast expanse of forest just ahead of you. You reach the woods and follow what you guess to be a goat-track. The track eventually meets another track that is marked with hoofprints. It looks as though three horses have passed. You follow the track until it forks. You stand there undecided, then notice, carved on a tree between the two paths, a crudely inscribed figure of a warrior holding a shield pointing west and a dagger pointing south-east. The hoofprints go to the right. Which way do you go: left (turn to 16) or right (turn to 216)?





399

You enter the trading-post. It is full of strange, exotic goods. A Dwarf is keeping busy but is all the while being reproached by a hunchback who seems to be the owner. You look at a large counter with labels explaining the Gem and Crystal to Gold Coin exchange rate.

Work out the value of what you possess and get an idea of how much of what item you may need to make up the shortfall.

You leave the village and set off in the direction Peg-Leg points out to you for the Dragonlands. You see nothing in the bleak waste but occasional tall pillars of rock with steps winding around them to the top. Eventually, the path leads you into a great opening in the ground. It is very dark inside, so you get some brushwood together and make several torches. You light one torch and walk into the cave. At once, you spy 2 Brown Gems. You pick these up (add them to your list) and then carry on until you come to two caves. Which cave do you enter: the one on the left (turn to 100) or the one on the right (turn to 140)?





## 400

You have succeeded in your mission. You look at the Bracelet around your wrist. It takes on a golden hue and then drops off. You wonder at it as it suddenly becomes studded with extremely valuable jewels and stones.

Eventually, after you are well rested, you make the return journey to Zamarra on a white charger, a gift from the Wazarri. You are shocked at the devastation caused by the Sentinels. You look up to see the Six perched on their habitual walls with wisps of smoke wafting from their nostrils and blood spattered all over their huge bodies.

You are greeted by the Wizards and congratulated by King Elidor. He takes you to the throne room and bids you kneel. He promotes you to Commander-in-Chief of all the Zamarran forces. Your mind is in a whirl and when you eventually leave the King's Chamber you bump into Captain Laski. Your instinctive reaction is to flinch and prepare for a tirade of abuse, but he apologizes, salutes and stands to attention. You return the salute and walk down the corridor with a broad smile on your face.