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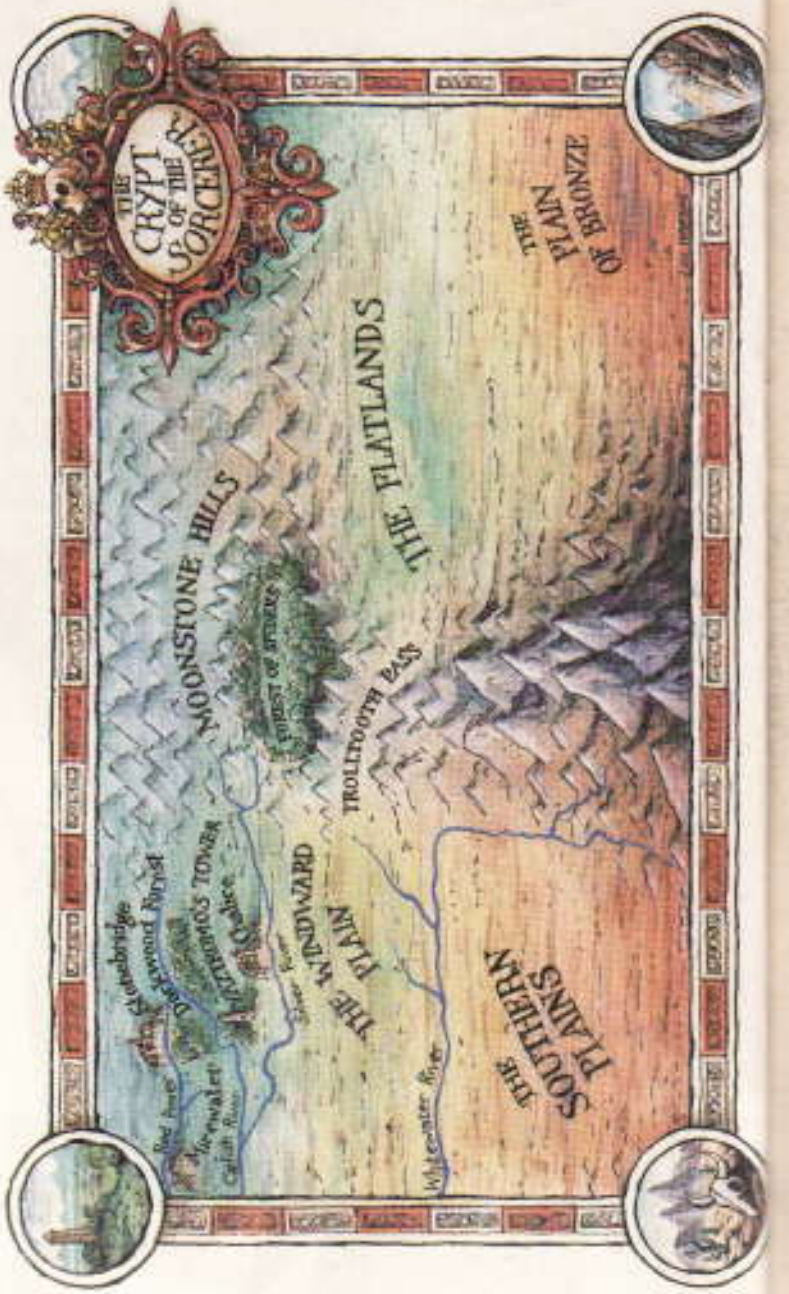
IAN LIVINGSTONE Crypt of the Sorcerer

ISBN 014 032155 1

~ IAN ~
LIVINGSTONE

# CRYPT OF THE SORCERER

FIGHTING FANTASY ™




PUFFIN BOOKS

# CRYPT OF THE SORCERER

An ancient evil is stirring in the bowels of the earth, and the land is blighted. The dread sorcerer Razaak has been reawoken and is poised to fulfil his dreams of death and tyranny. He is vulnerable only to his long-lost sword, but he has an awesome range of powers. It will be an epic quest to find the sword, defeat the forces ranged against you and face Razaak himself. There are artefacts to find, without which failure is certain, and there are friends on the way; but above all you will need to find your own courage and resourcefulness. Do you dare to travel the wastes and forests of Allansia, and ultimately to battle Razaak in his lair?

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!

Ian Livingstone is the co-founder, with Steve Jackson, of Games Workshop, the hugely successful chain which specializes in fantasy games of all kinds.

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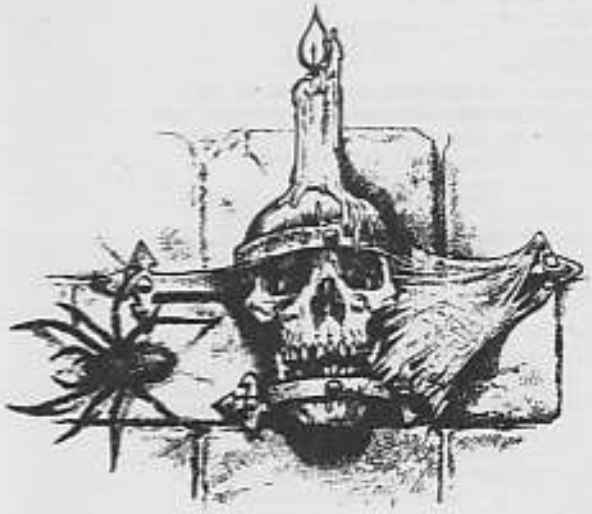
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# CRYPT OF THE SORCERER



*Illustrated by John Sibbick*

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*To all Puffin warriors, especially Anne Ainley, Liz Attenborough, Susan Brent, Susan Elliott, Robin Waterfield and Annie Winterbotham*

# CONTENTS

INTRODUCTION
9

ADVENTURE SHEET
16

BACKGROUND
18

CRYPT OF THE SORCERER
25

# INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

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

## Skill, Stamina and Luck

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

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

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

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

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

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

## Battles

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

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

The sequence of combat is then:

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

## Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page

will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

## Luck

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

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

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

### *Using Luck in Battles*

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

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

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

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



## Restoring Skill, Stamina and Luck

*Skill*

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

*Stamina*

Your STAMINA score will change a lot during your adventure as you fight monsters 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!

Unlike other Fighting Fantasy Gamebooks, you do not start your adventure with Provisions. However, during the course of the adventure, there will be opportunities for you to regain STAMINA points in various ways.

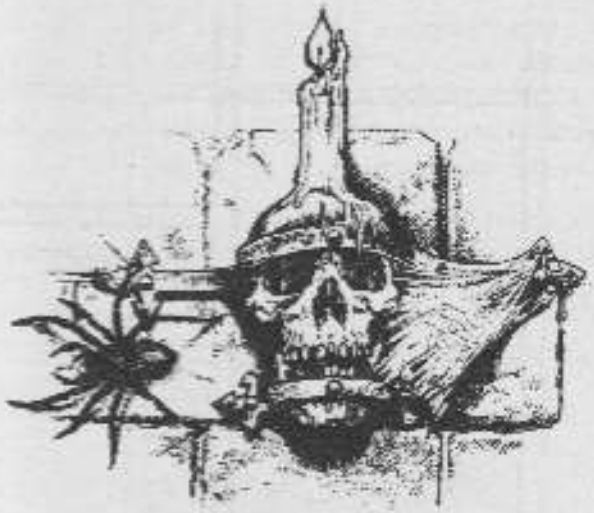




Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page.

*Luck*

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page.



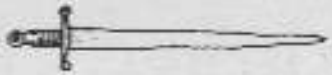
# ADVENTURE SHEET

| SKILL | STAMINA | LUCK |
| --- | --- | --- |
| *Initial Skill =* | *Initial Stamina =* | *Initial Luck =* |

NOTES

TREASURE

EQUIPMENT



ENCOUNTER BOXES

| | | |
| --- | --- | --- |
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# BACKGROUND

Chalice is a small town lying on the banks of Silver River at the base of Moonstone Hills. It has grown from being merely a cluster of cabins and huts to its present size mainly because it became an important trading centre for prospectors seeking gold in the hills. It was the first safe haven for merchants who had travelled west from the Flatlands on their way to Silverton. In Chalice they could rest and do business without fear of attack. There are plenty of inns and places of entertainment, and it used to be among the most boisterous towns of Allansia.

But now, as you look out of the window of your upstairs bedroom at the Lion inn, there is no sign of merriment. For three weeks the sky has been dark and menacing. People recently arriving in Chalice from the east have told of pestilence, plague, disease and famine moving ever closer to the west.

Only yesterday a story spread like wildfire through the town that someone had discovered where the source of evil lay. An Elf, flying south on his Giant Eagle over the southern edge of Moonstone Hills, noticed a deep fissure in the ground, out of which rose a putrid-smelling vapour. All around the fissure the grass was blackened and the trees were stunted and leafless. As he flew over the fissure, the Elf said, he saw a scorched and withered hand rise out of the gap, its claw-like index finger pointing up at the eagle. An energy bolt shot up from the tip of the finger and burned a hole straight through the poor creature. It crashed to the ground, but the Elf escaped with his life and walked to Chalice to tell his tale.

You are a friend of the old wizard Yaztromo, who lives on the southern edge of Darkwood Forest, and you decide to visit him and relate the Elf's tale. In the now familiar dusky light of day, you spur your horse northwards to Yaztromo's tower and before nightfall you reach the overgrown path that leads to it. You dismount quickly, stride up to the huge oak door and ring the brass bell that hangs in the stone archway. There is no reply, but suddenly you are tapped on the shoulder and you whirl around, reaching for your sword.

'There'll be no need for that!' grunts the old man who stands before you, shaking his finger in admonishment. 'What are you doing here anyway, disturbing my peace and quiet? I haven't laid eyes on you for over a year, and now you just turn up unannounced, walk straight through my herb garden and ring my bell long enough to wake the dead. Well, what do you want?'



You smile to yourself, while you watch the grumpy old wizard displaying his usual hospitality. 'And what's so funny?' he asks. Your expression immediately changes and Yaztromo frowns when he sees the concerned look on your face. 'I think we should go upstairs so that you can tell me what is troubling you. I presume something *is* troubling you, as I am sure you wouldn't visit me for any other reason – and I can guess that it has something to do with this infernal dark sky!'

When you have finished telling Yaztromo the Elf's tale, he remains sitting silently in his old oak chair, his face as sombre as a grave. At last he speaks, sighing with every word. 'Then my worst fears are realized. The necromancer has risen. Those fools! Their greed might now bring an end to life in Allansia. Unless . . .' Completely puzzled by Yaztromo's mutterings, you ask him to explain. As if describing a horrible nightmare, Yaztromo recounts the legend of the evil necromancer Razaak, who threatened Allansia one hundred years ago.

Although he first learned his skills as an apprentice to a Lawful wizard, Razaak was attracted early on in life by the dark power of Evil. He realized that he could become a great sorcerer who would one day be able to command everyone to obey him. He had no desire or intention to use his magic to help Allansia – he wanted the kingdom to be brought to its knees. He travelled to a remote part of eastern Allansia and there he practised his arcane acts. He quickly progressed through the levels of dark magic



from lowly apprentice to wizard, and then sorcerer, so that at last his powers were so great that he became a necromancer, having spent the last forty years in solitude. Razaak then sent messages to all the nobles of Allansia, demanding that they acknowledge him as their ruler. At first they ignored him, for none had heard of him. Razaak took umbrage, and in retaliation brought plague and pestilence to the nobles' provinces, giving them until the next full moon to recognize his leadership.



Many warriors offered to try to slay Razaak, and many died in the attempt. But one brave man by the name of Kull succeeded, and saved Allansia. He owned a sword which he had found in the Moonstone Hills, gripped by a skeletal hand rising from a mist-covered lake, across which he was sailing a raft. Kull was mesmerized by the sword's magnificent beauty. He immediately wanted it for his own and reached out for it. The skeleton made no attempt to prevent him, and simply slipped down into the muddy depths of the lake as soon as it released the sword. Kull was so overwhelmed with the sword that nothing else mattered to him. He steered his raft to the shore and began testing his new weapon. He discovered that nothing could dull its edge, and that he could cut through plate-mail

armour with ease. He did not realize that the sword had once belonged to Razaak, and was the only weapon in the whole world with the power to slay him. Razaak, in order to become a necromancer, had had to relinquish all weapons, but there was no power strong enough to destroy his cursed sword. To try to rid himself of the sword, Razaak threw it into the lake, but it rose to the surface in the grip of the skeleton. For years the skeleton clutched the sword until Kull caught sight of it and took it for himself. And so a twist of fate took the invincible Kull to Razaak, and Razaak was slain at the hand of Kull by the sword that had once been his own. But the moment Razaak was slain, Kull's flesh fell from his bones and lay in a pile of dust around his skeletal feet. Razaak's magic had condemned him to an eternal nightmare as a skeleton, unable to release the sword.

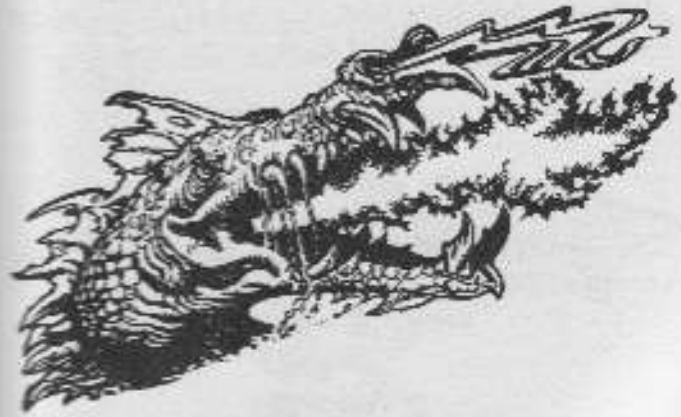
He seized a hooded robe and fled into Moonstone Hills, and it is said that to this day he drifts constantly across the same lake on his raft, clutching the sword, unable to rest until someone takes it from him. Razaak's body was placed in a stone sarcophagus and entombed in the fissure in the southern hills. The crypt was sealed by a Lawful sorcerer who decreed that it must remain unopened for one hundred and ten years, otherwise the necromancer would rise with a host of undead to destroy all life.





'I can only assume,' concludes Yaztromo with a deep sigh, 'that treasure-hunters found the necromancer's crypt and opened it unknowingly. Razaak must be destroyed before it is too late. Oh, but it's going to be so difficult. We'll need to find Razaak's sword and a number of talismans and amulets that will protect you from the necromancer's magic . . . I trust you will volunteer for this mighty task?'

Slowly you nod your head, although your brain is still spinning with Yaztromo's tale of Razaak and poor Kull. 'Good,' continues Yaztromo. 'Now, don't worry about the sword: I won't let you become a skeleton. Just bring it back here and in the meantime I'll be calling on a few people who can help us. There is no time to waste; you must find the lake in Moonstone Hills. Rest well tonight and leave at first light – what little of it there is . . .'



NOW TURN OVER

1

You are woken, from a nightmare in which undead creatures attack you with swords, by Yaztromo tapping you on the shoulder. 'Time to get up, it's almost dawn,' he says in a sleepy voice. Within twenty minutes you are outside and mounted on your horse. Yaztromo smiles, ever optimistic in the face of danger, and hands you a small glass phial. 'Healing Potion,' he explains. 'Enough for five tots.' (Note this on your *Adventure Sheet*. The Healing Potion will restore 4 STAMINA points each time it is drunk. Make a note each time you drink a tot.) The old wizard then waves to you as you gallop off, heading east towards Moonstone Hills in search of the Lost Lake. By midday the hills rise up threateningly from the horizon, flanking you from north to south, and you wonder how you will ever find the lake. By nightfall you find yourself at the foot of the hills where Silver River flows out on to the Windward Plain towards Chalice. You decide to camp by the river and make a fire to keep you warm,



and also to ward off any hunters of the night. The night passes without incident, and in the morning you wake feeling hungry. After eating bread and cheese from your backpack, you climb on to your horse and decide which way to head. If you wish to wade across the river and ride east into the hills, turn to **255**. If you would rather follow the river north up into the hills, turn to **146**.

2

Three creatures soon come into view and you see that they have the bodies of humans, but the heads of rats. They are covered in short fur and have long, rat-like tails; they have already picked up your scent, and are ready to fight. The front Rat Man whirls a sling around his head and releases a stone down the tunnel. Roll one die. If you roll 1–3, turn to **133**. If you roll 4–6, turn to **69**.

3

The rock strikes you on the back of the head and knocks you unconscious. One of the Rad-Hulks twists your head sharply and breaks your neck. The Rad-Hulks think less of your life than of your sword, which they can present as a gift to their master.





4

Your outstretched hands fail to grasp a branch and you fall to your death. Borri and Symm watch on in horror, but whether they complete the quest and save Allansia is something you will never know.

5

'It will not be long before Razaak raises all the dead of Allansia to fill his army's ranks with Zombies. It will be a great day. I am beginning to believe you, but I will ask you one more serious question,' says Ungoth, rising from his throne. 'How old was Razaak's father when he died?' If you know the answer, turn to the number that was Tamal's age. If you do not know the answer, turn to **303**.



6

The Goblins charge up to the top of the hill, screaming manic war-cries. You jump back on to your horse and ride into battle.

| | SKILL | STAMINA |
|---|---|---|
| First GOBLIN | 5 | 5 |
| Second GOBLIN | 5 | 6 |
| Third GOBLIN | 6 | 5 |
| Fourth GOBLIN | 6 | 6 |

Fight them one at a time. If you win, turn to **155**.





7

When you reach the brow of the hill, you are surprised at what you see. Three Wild Elf women are attacking an adventurer who is wounded and on his knees, defending himself desperately with his sword. The Elf women have filed teeth and long, sharp nails, and are adorned with body paint. They wield flint clubs and knives, and are attacking the man ferociously. If you wish to help the adventurer, turn to **44**. If you would rather leave him to his fate, turn to **162**.

8

You roll away from the lifeless Orc and spring to your feet, sword drawn, to face the two remaining Orcs who are bearing down upon you.

| | SKILL | STAMINA |
|---|---|---|
| First ORC | 6 | 6 |
| Second ORC | 6 | 5 |

Fight them both at the same time. Both will have a separate attack on you in each Attack Round, but you must choose which of the two you will attack as in normal combat. Against the other you will roll for your Attack Strength, but you will not wound it if your Attack Strength is greater. You must just count this as though you have defended against its blow. Of course, if its Attack Strength is greater, it will wound you. Thus, during an Attack Round, you can only possibly wound one Orc, but you could suffer two wounds. If you win, turn to **243**.

9

You land quietly on the floor. You are unable to see, so you tap on the ground in front of you with your sword. You discover that the lair is very small and is empty apart from a metal object you find on the floor. But you are unable to work out what it is by touch. If you wish to take the metal object with you when you climb out of the lair, turn to **130**. If you would rather climb out of the lair without it, turn to **169**.

10

After placing the ring on your finger, you rub it, hold it aloft, and even try to command it; but you are unable to discover any magical powers in it. You shrug your shoulders and consider what to do next. If you have not done so already, you may either try on the Dagger Ring (turn to **94**) or try on the Skull Ring (turn to **265**). If you would rather ride east out of the Valley of Bones, turn to **369**.

11

As you plunge down towards the ground, a human materializes beside you, golden and glowing. The Suma simply smiles and says, 'I will save you now, but I cannot help you again.' It then disappears and, much to your surprise, the Red Dragon returns and flies underneath you, allowing you to drop on to its back. The three of you scramble up on to its neck and fly north-west – the Dragon-riders of Allansia. Some time later, after Moonstone Hills come into view, the Red Dragon glides down to land. As soon



as you have dismounted, the Dragon flies off, leaving you unharmed. You realize that it is only an hour before sunset, and so you look around for somewhere to sleep to be well rested to meet your ultimate adversary. If you wish to sleep among the nearby trees, turn to **257**. If you wish to walk to the edge of the hills to sleep, turn to **28**.

12

The stone that Symm selects holds the curative properties needed to combat the touch of an Ice Ghost. Your body warms up and you regain consciousness, only slightly the worse for the ordeal. Lose 2 STAMINA points. Symm tells you what happened, saying that the Ice Ghosts disappeared down the tunnel, having failed to touch either himself or Borri. All is quiet, and you set off once more. Turn to **245**.

13

The strong poison acts quickly and you find yourself unable to move a limb. You fall out of the saddle head-first into the marsh and hear the hovering Harpoon Flies land on top of you to lay their eggs. You are stricken with terror at the prospect that it will be several days before you die a revolting death.







18

You catch sight of the figure again, running from behind one tree to another. It is a little humanoid, no taller than a metre. He looks round, stops running and begins to walk towards you. You notice that he has dark skin, pointed ears and cat-like eyes. He also has wings. Just as you begin to wonder why he did not fly away from you, a weighted net falls on top of you and the boy-like figure starts to laugh uproariously at you for falling into his trap. As you fall to the ground, it dawns on you that you have fallen prey to Black Fairies, the most evil of all the little people. From the ground you look up through the mesh of the net and see three more Black Fairies hovering in the air. They land, and in less than a minute you are bound hand and foot. They empty your backpack and take all its contents, including Yaztromo's Healing Potion. They also take your sword. They then begin to amuse themselves by putting insects inside your clothes and slugs in your mouth. Finally they get bored with their games and fly off with their spoils, leaving you at the mercy of all predators. *Test your Luck.* If you are Lucky, turn to 42. If you are Unlucky, turn to 224.





19

You find a small wooden box tucked into the Troll's clothing. If you wish to open it, turn to 188. Alternatively, you can either tip up the cart (turn to 366) or walk on, leaving the box and the cart behind (turn to 40).

20

You manage to close the lid before the Rad-Hulk can stop you, and the cave is plunged into total darkness. But to your horror, you can still hear the shuffling feet of the mindless Rad-Hulks as they continue to move towards you. Once charged by light, they remain animated for at least an hour. Now you must fight them at a severe disadvantage in the dark.

| | SKILL | STAMINA |
|---|---|---|
| First RAD-HULK | 10 | 5 |
| Second RAD-HULK | 10 | 6 |

Fight them one at a time, but deduct 2 from your Attack Strength during each Attack Round. If you win, you may either walk back in the dark to your horse (turn to 235), or open the box again (turn to 82).



21

It is not long before you are riding along the margin of the wood again. If you wish to enter the wood, turn to 215. If you would rather ride on towards Stonebridge, turn to 363.

22

Symm and Borri are once again victorious, and your respect for them as swordsmen continues to grow. A search of the bodies reveals a bag of nuts, a sling and some stones for slingshot. Borri asks for the sling and stones, while Symm sniffs the nuts. 'They smell all right to me,' he says. If you wish to eat the nuts, turn to 342. If you would rather hurry out of the tunnel, turn to 279.

23

The door of the hut appears to have been smashed down, and you see two broken arrows lodged in the panelling. You examine the arrows and see that they are the type used by Goblins. A raiding party must have attacked the fur-trapper. You step warily into the hut and search its three rooms. You find a hunting-knife still gripped by the hand of the dead trapper, but the Goblins must have stolen everything else. You tuck the knife in your belt and bury the trapper before remounting your horse and riding off. Turn to 53.



24

Without your even having to think about it, the Chameleonite blood triggers a new defence mechanism in your body. Your skin turns dark green like the sludge in the pit, and the Gargantis suddenly loses sight of you altogether, and misses with its claws, although it can still sense your presence. But Symm and Borri distract its attention by loosing two arrows at the giant torso. The Gargantis howls in pain, although the arrows barely pierce its tough hide. The Gargantis, however, has its own defence mechanism, and in reaction to the pain, a gland emits waves of mental energy of intense power. If you are wearing a translucent crystal around your neck on a gold chain, turn to **193**. If you are not wearing a crystal, turn to **307**.

25

You lift the lid of the chest with the tip of your sword and stand back. Two large black rats immediately jump out of the chest and run towards you. One swipe of your sword cleaves the first in two, but the second claws its way quickly up your leg. If you are wearing armour, turn to **192**. If your legs are not protected, turn to **312**.







26

As soon as you sit in the chair, iron bars shoot out of the arms and across your lap, making it impossible to move. A hissing voice comes from the mouth above your head, saying, 'What is your number?' If you are wearing an identity tag, turn to the number stamped on it. If you do not have an identity tag, turn to **136**.

27

The powerful arms of the Demon tighten around your midriff and squeeze the life from your body. The Demon then lumbers off, content that it has found another source of nutrients to feed the earth of its beloved wood.

28

You reach the hills in less than twenty minutes, and soon find a small cave in which to shelter. You fall asleep, and wake not long after sunrise (add 2 STAMINA points). The sky is as dull and grey as ever and as you step outside the cave, you notice that all the grass around is dead, and the trees looked charred and blackened. 'It can't be far to the fissure,'

says Borri as he steps outside to join you. 'Just follow your nose.' 'I can smell the stinking vapour from here,' agrees Symm as he emerges from the cave. 'Come on, follow me.' As Symm strides off uphill, Borri calls out that he can see a robed figure walking towards the cave. If you wish to wait to meet whoever is approaching, turn to **167**. If you would rather follow Symm, turn to **313**.



29

While riding down one of the last hills before the lake, you notice a rusted iron box lying at the base of a tree. If you wish to open the box, turn to **205**. If you would rather press on towards the lake, turn to **339**.

30

Some time later you see a hillock in the distance and decide to take a look at it, since it is the only feature in the flat landscape for miles around. When you get close, you see what appears to be an entrance to a tunnel, and can hardly believe your eyes. 'Whose idea was it to go south?' asks Borri in a teasing tone. You unload the balloon and hide it with the basket in the entrance of the tunnel. You release the ox,



although it seems reluctant to wander off, being more content to graze on the lush grass. As you enter the tunnel, the irrepressible Dwarf says, 'I can't hear anything. I thought these tunnels were supposed to howl.' 'Let's wait until we get inside, you short fat buffoon,' laughs Symm. 'Maybe when you see the Gargantis beast, *you'll* start to howl!' You draw your swords, light the torches that you have brought with you, and walk guardedly down the tunnel. Five minutes later you arrive at a junction. If you wish to turn left, turn to **222**. If you wish to turn right, turn to **90**.

31

You peer into the darkness of the Hellcat's lair, but cannot see anything. By lying on the floor and reaching down with your sword, you can just touch the bottom some two metres below. If you wish to jump down into the lair, turn to **9**. If you would rather walk down the narrow tunnel opposite, turn to **297**.

32

The cheese is dry and hard, but still nourishing. Add 2 STAMINA points. After you have finished eating, you decide which way to ride. If you wish to continue riding towards the wood, turn to **203**. If you would rather head east up the hill, turn to **280**.





33

As you ride over the crest of the hill, your question is quickly answered. The plume of smoke is rising from the dying embers of a wooden hut burnt to the ground. An old gold-miner with an arrow in his stomach is lying motionless, propped up against a barrel. An axe lies by his side. If you wish to see if he is still alive, turn to **52**. If you would rather press on east, turn to **261**.

34

Once past Darkwood Forest, you drift over the western edge of Moonstone Hills where you had trekked two days previously. You recall the dangers, not least Kull and his cursed sword, but the peaceful flight in the balloon fills you with hope. An hour or so later, Borri points and says, 'There's the Forest of Spiders on the horizon. It's going to be a bit risky landing, but if that's where you want to be, I'll do my best.' If you still wish to land in the forest, turn to **99**. Alternatively, you can ask Borri to go on either to the Western Flatlands (turn to **135**) or to the Plain of Bronze (turn to **210**).



35

'Yes, Port Blacksand is a city of thieves,' continues Ungoth. You breathe a sigh of relief and prepare yourself for the next question. 'As you know, Razaak has already secured the support of all the Trolls of Allansia. Our friends the Trolls have some peculiar habits, the most ridiculous of which is their delight in eating Hobbits' ears, especially in a competition. What is the record for the most eaten at once?' The thought of the disgusting spectacle fills your mind and you have difficulty concentrating on the answer. However, if you know it, turn to the number equivalent to the current Allansian record. If you do not know the answer, turn to **303**.

36

Unable to sleep properly again, you spend a restless night thinking about the task ahead. As soon as it is light enough to see, you mount your horse and set off east once again. You climb the highest hill in order to get a better view, and can hardly believe your eyes. A lake, no more than two hours' ride away, lies in a valley to the south-east. With new heart and determination, you spur your horse towards it. Turn to **178**.







37

After crossing Catfish River, you soon leave Darkwood Forest behind. The Pagan Plain stretches out before you and you wonder whether the graveyard is nearer Mirewater or nearer Stonebridge. If you wish to ride towards Mirewater, turn to **95**. If you wish to ride towards Stonebridge, turn to **142**.

38

The rod can affect only one being at any time. If you hope to use the rod against the Gargantis, you must mentally release the creature you paralysed previously. Did you use it against:

| | |
|---|---|
| A rabbit? | Turn to **311** |
| A hawk? | Turn to **122** |
| A boar? | Turn to **368** |

39

Keeping a firm grip on the reins, you are able to stay in the saddle. Suddenly three evil-looking creatures materialize as if by magic to ambush you. Turn to **239**.

40

The tunnel soon ends at a junction. Looking right, you see that the tunnel continues straight on as far as you can see. Looking left, you see that it soon comes to a dead end. There is something or somebody lying on the floor at the dead end, and you can hear the unmistakable squeak of rats. If you wish to go left, turn to **202**. If you wish to go right, turn to **315**.



41

You uncork the phial, walk up to the Zombie and throw the water at it. It eats like acid into the undead being, causing smoke to rise from its flesh. Roll one die. If you roll 1–5, turn to 373. If you roll 6, turn to **74**.





42

You struggle with your bonds for almost an hour, but mercifully no creature catches your scent. You strain until you pull a hand free at last and untie your feet. Your wrists are bruised and bleeding. Lose 1 STAMINA point, and also 2 SKILL points for the loss of your sword. Luckily, your horse has not wandered far and soon you are back in the saddle and riding out of the glade, galloping east. Turn to **150**

43

You land on the ground with a thump and attempt to fold up the balloon before the whirlwind hits. It is almost impossible to stand up in the gale, but you struggle as best as you can. You roll boulders on top of the flattened canvas and then lie down in the shelter of the boulders. *Test your Luck*. If you are Lucky, turn to **132**. If you are Unlucky, turn to **201**.

44

Each taking on a Wild Elf, you charge into battle.

| WILD ELF | SKILL 7 | STAMINA 6 |
|---|---|---|

If you win, turn to **212**.







45

You stand to one side of the metal box, fearing a trap, and lift up the lid with your sword. The cave is immediately bathed in brilliant white light, which shines out from the box and is so intensely bright that it hurts your eyes. Squinting through half-closed eyes, you see that you are not alone. Animated by the light, two Rad-Hulks lumber towards you from the back of the cave. They are hairless and have sallow skin which bulges with pulsating red veins running up and down their bodies. Although blind, they can sense your body heat and move in to touch you. Will you:

| | |
|---|---|
| Try to close the lid of the box? | Turn to 372 |
| Turn and run? | Turn to 395 |
| Fight the Rad-Hulks? | Turn to 143 |

46

The cheese is dry and hard, but still nourishing. Add 2 STAMINA points. After you have finished eating, you decide which way to ride. If you wish to continue east, turn to 280. If you would rather ride back down the hill and head north towards the small wood you can see in the valley, turn to 203.



47

There is nobody in all of Allansia who has survived the chilling touch of an Ice Ghost a second time, and you are no exception. Turn to 357.

48

Jella is true to her word and some of your wounds immediately start to heal before your eyes. Roll one die and add 2 to the number rolled. Add this number to your STAMINA score. After telling Jella briefly about your quest, she warns you that there are a lot of Boulder Beasts in the hills and that you should be careful. You thank her and bid her farewell before riding off west. Turn to 382.



49

You sleep lightly (add 1 STAMINA point), until you are woken by the shouting of Symm. 'Look! A speck in the sky over there, and it's moving towards us.' You stand up and peer towards where Symm is pointing, and suddenly your heart sinks. Turn to 152.

50

After screwing the two halves of the rod together, you decide to find out if it has any magical properties. You tap it on the ground, but nothing happens. Finally, you point it at a rabbit running by, and see, to your amazement, the rabbit stop dead in its tracks. You walk up to the rabbit and discover that it is completely paralysed. You now have a Rod of Paralysis at your disposal. Add 1 LUCK point. With your spirits high, you ride out of the wood, north-east towards Stonebridge. Turn to 234.



51

Groping around in the dark, you find that the room is very small and completely empty. You turn to walk out into the chamber, when suddenly the door slams shut. You hear the bolts sliding home and somebody laughing. You hammer on the door with your fists, but to no avail. You are trapped in total darkness. You sit down on the cold floor and wait in the hope that Borri and Symm might rescue you. Indeed, they do come after you, but meet an untimely end in the tunnel. As the hours pass, you can only contemplate death by starvation and the doom that now awaits Allansia.



52

You press your ear against the old man's chest. He is alive, but only just. You try to give him water from the barrel, but he coughs and groans and is unable to drink because of his stomach wound. Slowly, his eyes open a little and he starts to speak in a laboured whisper: 'Orcs . . . four of them . . . took my gold and food . . . headed east from here . . . be careful of ambush . . . look inside barrel . . . take the . . .' But he never finishes the sentence, and his last words are lost in his dying breath. After burying the old man, you decide to tip up the water barrel, but not before drinking your fill. Add 1 STAMINA point. When you investigate the empty barrel, you notice that it has a false bottom. You prise it open with your sword and find a gold nugget worth 10 Gold Pieces, a knife, a phial of clear liquid labelled 'Holy Water' and a translucent crystal hanging from a gold chain. After putting the nugget and the phial in your pocket and placing the knife in your belt, you examine the strange crystal. If you wish to put the chain around your neck, turn to 352. If you would rather leave it and ride south-east to avoid the Orcs, turn to 137.





53

Two hours later you are deep in the hills. You gaze up at the sombre grey sky, scanning it for winged killers that might swoop down to attack. There are no flying creatures to be seen, but an unnerving silence sends a shiver down your spine. Suddenly, your horse whinnies and rears up on to its hind legs. Roll two dice. If the result is the same as or less than your SKILL, turn to 39. If the result is greater than your SKILL, turn to 298.

54

Fortunately you are not confronted by any creatures, and you are able to make your way out of the tunnels. Turn to 279.



55

Symm dispatches his adversary moments after your own is defeated. You walk into the hut, but find no trace of Yaztromo. Symm looks around outside and says, 'There was a struggle here and it looks as if the old wizard was dragged off into the forest. It will be easy to follow their tracks.' You wonder why Yaztromo did not use his magic against his kidnapper, but do not tell Symm your fears. Whoever or whatever forced Yaztromo into the forest must be very powerful indeed. Without any further delay, you untie your horses and ride off north, with Symm leading the way. Turn to 377.





56

No more Ice Ghosts appear when you pass between the statues, and you follow the tunnel as it bends to the right. In a few minutes you hear more noise up ahead, but this time it sounds like the deep grunt of a huge beast. You walk on until the tunnel opens out on to a ledge near the bottom of a deep pit. A foul smell of rotting slime fills your nostrils; the stench comes from the thick sludge which covers the bottom of the pit just below the ledge. Two legs, green and scaly, rise up out of the sludge, and your eyes follow them upwards to a huge torso, which ends in a gnarled head, with a gaping maw ringed by rows of long spiked teeth. In the centre of the forehead you see a white, spiral-shaped horn. Although the Gargantis has poor sight, it senses your presence and reaches down towards the ledge with its giant clawed hand. You jump back into the safety of the tunnel beyond the reach of the Gargantis. You tell Symm and Borri that you intend to step into the sludge-filled pit while they fire arrows to distract the Gargantis. With the plan decided, you draw your sword and walk once more to the ledge. The Gargantis lets out a fearful roar and swipes at you with its clawed hand. If you have daubed yourself with Chameleonite blood, turn to 24. If you have not, turn to 349.

57

The rock hurtles past your head, missing you by millimetres. You do not stop to look back, but run out of the cave to your horse. Turn to 235.

58

You are too weak to run. You stagger down the tunnels as fast as you can, but do not reach the steps in time. You have saved Allansia from eternal doom, but the cost has been your life.

59

You pass over a small hillock and see what appears to be the entrance to a tunnel. You call in excitement to Borri to land, and he immediately releases air from the balloon. You drop gently down until Borri tells you to hold on tight as you are about to land. The basket hits the ground with a thump and rolls over, but nobody is hurt. You are all in good spirits and begin to laugh as you try to disentangle yourselves from one another. You fold up the deflated balloon and hide it with the basket in the entrance to the tunnel. 'Let's hope the Gargantis beast is not just a legend,' says Symm, 'although I might regret having said that later!' You draw your swords, light torches that you brought with you, and walk guardedly down the sloping tunnel. Five minutes later you arrive at a junction. If you wish to turn left, turn to 222. If you wish to turn right, turn to 90.





60

You manage to manoeuvre your horse so that you can fight the Goblins one at a time.

| | SKILL | STAMINA |
|---|---|---|
| First GOBLIN | 5 | 5 |
| Second GOBLIN | 5 | 6 |
| Third GOBLIN | 6 | 5 |
| Fourth GOBLIN | 6 | 6 |

If you win, turn to 116.

61

At the other end of the fissure, you find a lever protruding from the rock wall. If you wish to pull down on the lever, turn to 321. Alternatively, you can do as Symm suggests and squeeze through the crack in the wall (turn to 347).

62

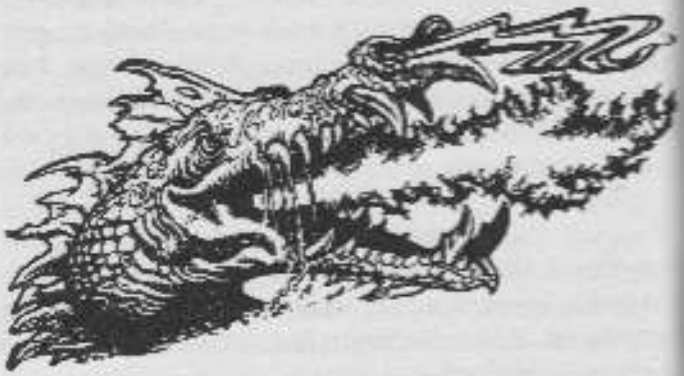
You see the Orc just in time and dodge his outstretched arms. He lands heavily on the ground, curses loudly in Orcish, and shouts at the other two to close in. You are surrounded, but have the advantage on horseback.

| | SKILL | STAMINA |
|---|---|---|
| First ORC | 6 | 5 |
| Second ORC | 6 | 6 |
| Third ORC | 6 | 5 |

Fight them one at a time. If you win, turn to 243.

63

You know that the village of Mirewater is inhabited by a race of evil Dwarfs who are in permanent conflict with the Dwarfs of Stonebridge. As you near the village, and still fail to find the graveyard, you wonder if it is wise to continue west. You draw your horse to a halt to confer with Symm. 'Surely the haunted graveyard is going to be near Mirewater,' argues Symm. 'Let's keep going.' If you wish to keep riding west, turn to **286**. If you would rather turn around and ride towards Stonebridge, turn to **21**.



64

You scoop up a handful of water and pour it on to the sludge. The rising vapour quickly thickens and fills the bottom of the fissure with a cloud of poisonous gas, caused by a chemical reaction. You start to cough uncontrollably and your eyes stream with tears. You find yourself unable to breathe and soon fall silent to the ground.



65

A search through the Goblins' canvas bags yields 2 Gold Pieces, some stale cheese and a cracked mirror with a silver frame. You pack away the gold and the mirror and examine the cheese. If you want to eat it, turn to **32**. If you would rather throw it away, you may either continue riding towards the wood (turn to **203**) or ride east up the hill (turn to **280**).

66

The Hamakeian spell is cast and an invisible barrier forms around you. Hundreds of stinging insects fly into the barrier, until a dark dome forms around you. But frustrated by your unexpected defence, Razaak dispels the insects to use even more powerful sorcery against you. If you are carrying the Defender, turn to **271**. If you are not carrying this item, turn to **209**.

67

At the end of the valley you are forced to ride up into the hills again, but the rest of the day passes without further incident. As night falls, you wonder where to make camp. In the distance, you see the glow of what looks like a fire, but it is now too dark to make out who might be sitting by it. If you wish to ride over to the fire, turn to **183**. If you would rather camp down for the night between some nearby boulders, turn to **399**.







68

After galloping along the edge of the forest for another two kilometres, you catch sight of the wooden hut set back against the trees. You tie your horses to a nearby tree and then walk warily to the open door. But instead of being greeted by your old friend Yaztromo, two robed skeletons appear at the door. They have sparkling red eyes which glow eerily, and you realize that they are under the control of another force. They must be Demonic Servants, recruited by Razaak. The two mindless Servants step quickly forward, ready to meet the sharp edge of your swords with their bare hands. You move away from Symm to give yourself more room to wield your sword against one of the Servants.

DEMONIC SERVANT SKILL 8 STAMINA 7

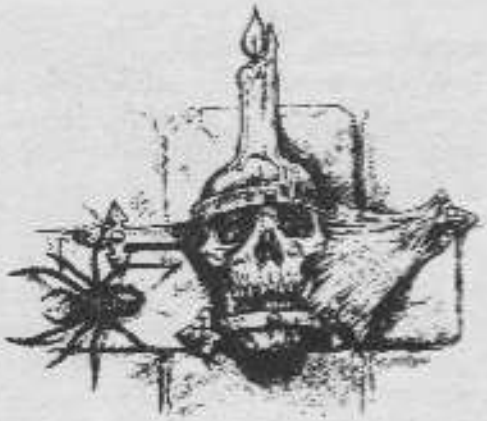
Fight the Servant as normal, but if you win two consecutive Attack Rounds, the spell animating its body will be broken and it will collapse into a pile of bones. If you win, turn to 55.

69

The sharp stone flies harmlessly past your head. Before the Rat Man has time to reload its sling, you close in to fight it with your sword, while Borri and Symm take on the other two.

RAT MAN SKILL 5 STAMINA 6

If you win, turn to 22.



70

As you approach the pile of bones, you are assailed by a salvo of bones, frantically thrown by the little man. If you wish to attack him, turn to **134**. If you would rather call out and tell him that you mean him no harm, turn to **343**.

71

As you spur your horses towards the Dwarfs, they both fire their crossbows. *Test your Luck*. If you are Lucky, turn to **126**. If you are Unlucky, turn to **378**.

72

The vapour-like bodies of the Ice Ghosts close in fast, but you manage to evade them. Symm and Borri also manage to dodge the Ice Ghosts. You watch them disappear down the tunnel, and all becomes quiet again. Watchful for more Ice Ghosts, you press on down the tunnel. Turn to **245**.





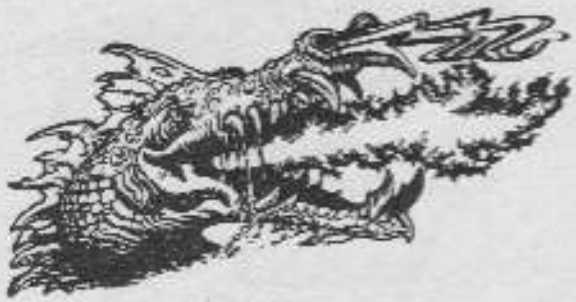
73

You are soon out of the glade, galloping east. Turn to **150**.

74

The Zombie slumps to the floor and does not move. You search quickly through its rags and find nothing of interest apart from five black candles. But around its neck you find a copper identity tag with the number 283 stamped on to it. You remove the tag and hang it around your own neck on its rusted chain. If you still wish to keep walking down this branch of the tunnel, turn to **217**. If you would rather turn back, and walk past the T-junction and along the other branch of the tunnel, turn to **199**.





75

You do not feel any different with the talisman around your neck, nor do you discover any magical powers. You decide not to waste any more time, and you set off for Yaztromo's tower. Turn to **304**.

76

The colour in the old man's cheeks suddenly drains away. He turns and runs away as fast as his legs will carry him. You shout at him to stop, but he ignores your cries. 'Never mind,' says Borri. 'He might just as easily have been one of Razaak's followers. Come on, we must keep going.' Following Symm up the hill, you can't help feeling that it was a mistake not to tell the truth. Turn to **313**.

77

By the time your horse reaches the top of the hill, it is panting heavily and is obviously too exhausted to gallop any further. You look around and see many rocks and boulders strewn about. You jump down



quickly from the saddle and begin pushing the rocks and boulders down the hill towards the oncoming Goblins. Roll one die and deduct 2 from the number rolled to determine how many Goblins you bowl over. If you knock down one or more Goblins, turn to **213**. If you fail to knock any down, turn to **6**.

78

Borri gets bored with trying to open the section of wall and decides to sit down on the floor. As he leans his back against the wall, a small square section presses in, and at the same time, the wall section opposite him swings out. Symm shakes his head in amazement and says, 'Trust the lazy Dwarf to sort out our problem. Still, we shouldn't complain about his luck when it's in our favour.' Holding his torch in front of him, Symm peers into the new passageway and says that he cannot see anything because the passage turns left, but he can hear an unnerving noise, like the sound of bones being chewed by some large creature. If you wish to investigate, turn to **269**. If you would rather walk back to the junction to try the other passage, turn to **222**.





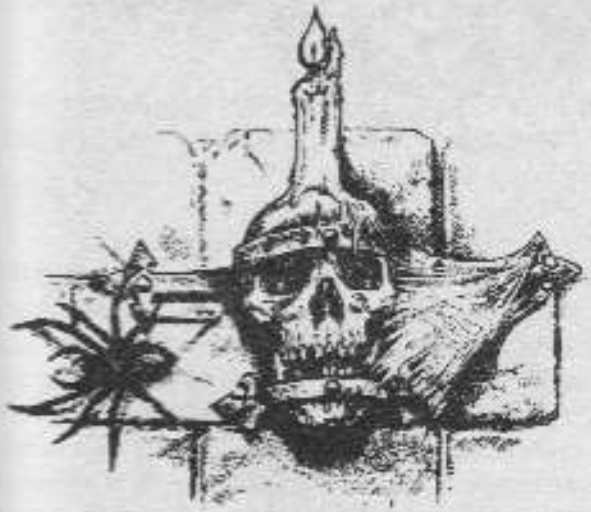


79

Ahead, you hear a rumbling sound, like wheels rolling over the rock floor. A figure slowly comes into view from out of the shadows, pushing a cart loaded with bones. It is an ugly, muscular creature with long arms that end in sharpened claws. It has a drooling mouth, from which long teeth protrude like tusks. On seeing you, the Cave Troll grunts, releases the cart and lumbers towards you with a raised club.

CAVE TROLL SKILL 8 STAMINA 9

The Cave Troll attacks you, but Symm (SKILL 10) and Borri (SKILL 9) can also attack the Troll. Therefore, you have three attacks against the Troll against one in return. If you win, turn to **19**.



80

As soon as you touch the lid of the chest, you hear the sound of scurrying feet coming from inside – a scratching sound like that made by a rodent. If you still wish to lift the lid, turn to 25. Alternatively, you can either break the globe, if you have not done so already (turn to 367), or leave the cave (turn to 386).



81

About an hour later, a hooded figure steps out of the fissure dressed in ragged black robes and carrying a black staff. The figure looks from side to side, and you see that its head is skeletal, but has glowing red eyes. 'A Demonic Servant,' you whisper. 'I'll take it with my sword.' Sensing no danger, the Demonic Servant drops to its knees and begins a ritual of bowing and chanting. You seize your chance and



run at it, sword in hand. Totally unafraid, it meets your blow with its bare hands, and you are surprised by its unearthly strength.

DEMONIC SERVANT SKILL 8 STAMINA 7

Fight the Lesser Demon as normal, but if you win two consecutive Attack Rounds, the spell animating its body will be broken and it will collapse into a pile of bones. If you win, turn to 93.

82

The cave is immediately bathed in white light again as soon as you lift the lid of the box. You explore the back of the cave and find a wooden crate. If you wish to break the crate open, turn to 295. If you would rather walk back to your horse, turn to 235.

83

You just manage to hold on to your sword as you fall, and are immediately locked in combat.

APE MAN SKILL 8 STAMINA 7

After three Attack Rounds, turn to 254.





84

You know what you have to do to completely destroy the necromancer. You pull the white horn from your robes and plunge it into Razaak's chest. A soul-chilling scream breaks the silence of the crypt and within seconds nothing more than dust lies on the floor where Razaak had fallen. The mist falls away and you see the great stone sarcophagus in which Razaak lay for over one hundred years. If you wish to look inside the sarcophagus, turn to **390**. If you would rather leave the crypt as quickly as possible, turn to **233**.

85

You fall down an unseen pit, built by the fur-trapper who used to live in the hut. Roll one die and deduct the number from your STAMINA. Aching and bruised, you climb out of the pit. Turn to **23**.

86

Unknown to you, the bone beetle is an Amulet of Ill Fortune. Lose 3 LUCK points. Its previous owner had found it only three days before his death. Finding nothing else of interest, you walk along the other branch of the tunnel. Turn to **315**.



87

You explore the back of the cave and find a wooden crate. If you wish to break the crate open, turn to **295**. If you would rather walk back to your horse, turn to **235**.

88

You totter on the edge of the pit, but just manage to keep your balance. Before the Gargantis has time to attack you again, Symm and Borri distract its attention by loosing arrows at its giant torso. The Gargantis lets out a roar, although the arrows barely pierce its tough hide. But the Gargantis has an instinctive defence mechanism which is triggered by pain. A gland in its neck emits waves of mental energy of intense power. If you are wearing a translucent crystal around your neck on a gold chain, turn to **193**. If you are not wearing a crystal, turn to **307**.

89

If you wish to tie your horse up to a tree and trudge through the thick undergrowth to find the Demon's lair, turn to **319**. If you would rather ride out of the wood as quickly as possible, turn to **168**.







90

The tunnel twists and turns, and your torches cast eerie shadows on the rough walls. Suddenly you hear footsteps marching towards you, and you ready yourselves for combat. Six ugly creatures, very much like a blend of Orc and Troll, with large ears and tusk-like teeth, march into view. They have long, wild hair, plaited with bones, and their armour is made of large metal plates with protruding spikes and studs. The Doragar are berserk warriors who revel at the opportunity to inflict wounds with their cruel weapons. Choosing two opponents each, you run into battle.

| | SKILL | STAMINA |
|---|---|---|
| First DORAGAR | 9 | 9 |
| Second DORAGAR | 9 | 10 |

If you win, turn to 144.

91

You quickly light the candle, knowing that you have less than an hour to save yourself from a terrible fate. Frantically, you begin to search in the light of the candle for belladonna, the only plant known that can cure the disease. *Test your Luck.* If you are Lucky, turn to 335. If you are Unlucky and fail to find the plant, turn to 317.





92

Although you are not disturbed during the night, an Elvin flies silently into the camp and steals three items from your backpack (deduct three items from your Equipment List). Without being detected, the mischievous little creature flies off with his loot, and you discover the inexplicable theft in the morning. Bemused, you set off towards Stonebridge. Within an hour, you reach a bridge which crosses a clear stream and leads you into Stonebridge. You recognize a couple of the Dwarfs walking along the street and ask them where you might find Borri. 'In the stable at the other end of the village,' comes the reply in unison. You dismount and walk your tired horses through the village, nodding to a few more Dwarfs whom you recognize. You knock on the stable door and are greeted by a smiling Dwarf with chubby red cheeks and a long beard. 'Hello!' he says cheerfully. 'My name is Borri and you must be Yaztromo's friends. I'll take care of your horses while you help yourselves to a hearty breakfast – there's plenty for everybody. Come in and sit down.' You enter the stable and eat until you feel as though you are bursting. Add 2 STAMINA points.



'When you have relaxed for a while, come out to the back and I'll show you something special. Just give me a few minutes to get it ready. Yaztromo told me all about your quest and at last I'll be able to put my invention to the test!' Borri says enthusiastically. Ten minutes later, your curiosity gets the better of you and you walk outside. Turn to 353.



93

You strip the Demon of its robe and put it on, pulling the hood well over your head. 'That's you sorted out, but what about us?' asks Borri. You reply that you think you should go alone, so as to attract less attention. Borri and Symm argue against your idea, but they see your point that, without disguises, they would hinder rather than help. They agree to wait three hours for you and then come after you, if you haven't returned. You shake their hands and walk down the steps into the dark depths of the fissure. The foul air makes you heave, but you carry on regardless. Your eyes gradually become

accustomed to the gloom, and your nose even gets used to the foul stench. When you reach the bottom you see that the vapour is rising from a large stone bowl, containing a thick red liquid, which glows as though it were molten metal. No heat is given off by the sludge, just the nauseating smell. You also see water in a nearby rock pool, and it occurs to you to pour the water on the sludge to stop the vapour rising. If you want to do this, turn to **64**. If you would rather press on to find Razaak's crypt, turn to **181**.



94

After placing the ring on your finger, the hooded cloak of the Bonekeeper rises up from the ground and hovers in front of you. A dagger appears from nowhere, clutched by an invisible hand protruding from the cloak. The cloak moves swiftly and silently towards you, releasing the dagger straight at you. The Spirit Avenger's aim is true and you are struck by the dagger. Roll one die. If you roll 1, turn to **227**. If you roll 2–4, turn to **246**. If you roll 5 or 6, turn to **314**.



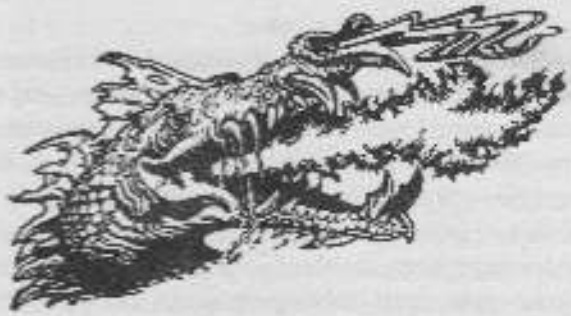
95

You ride for several hours, but do not come across the graveyard. To the north you see a small wood on the banks of Red River and to the west you can just see the roof-tops of the village of Mirewater. Will you:

| | |
|---|---|
| Ride north to the wood? | Turn to **273** |
| Ride west towards Mirewater? | Turn to **63** |
| Ride north-east towards Stonebridge? | Turn to **363** |

96

Not trusting anybody in this dangerous land, blind or not, you keep your distance from the old man and ask him where he is going. 'To see my old friend the Healer,' he replies in a soft voice. 'He lives in Moonstone Hills. But what brings you here?' If you wish to reply that you intend to slay Razaak, turn to **179**. If you wish to reply that you are a servant of Razaak, turn to **76**.



97

The river is wide, but not very deep, and you have no trouble in crossing it. You ride up the hill, and as you approach the cave you see that a well-worn path runs out from its mouth and down the hill. You climb down from the saddle, tie your horse to a rock and walk up to the entrance. The cave is dark and you cannot see far beyond the entrance. If you wish to enter the cave, turn to **310**. If you would rather ride back down the hill and follow the river up the valley, turn to **284**.



98

Some objects in Allansia are magical, others are not. It would be a strange world indeed if a tiny rat skull could be used to overcome the giant Gargantis. You throw the skull hopefully at the giant beast, but it merely bounces off its leg and drops with a plop into the slime. Lose 2 LUCK points. There is no time to use another item, as the Gargantis is almost on top of you: you must rely once again on your trusty sword. Turn to **147**.





99

Borri releases air from the balloon, and gradually you begin your descent. The trees seem to grow bigger by the second as the balloon drops down. Borri yells a command for you to hold on tight as you are about to land. Roll one die. If you roll 1, turn to **247**. If you roll 2 or 3, turn to **293**. If you roll 4, 5 or 6, turn to **371**.

100

After a long day's ride, your horse is far from fresh. If you stopped to rest and water your horse at the stream, turn to **129**. If you did not stop at the stream, turn to **350**.

101

If you have a phial of holy water, turn to **41**. Otherwise, you must fight the Zombie with your sword (turn to **318**).

102

There is a strange iridescence given off by the jewel, but you are unable to trigger off any magical power. You shrug your shoulders in disappointment and ride off towards the lake. Turn to **339**.





103

Although you are reluctant to part with your sword, you are convinced that the unseen man is telling the truth. As soon as your sword is out of your hand, the man steps out from behind a tree into the light of the fire. He is tall and dressed in a dark green tunic. He pulls back his hood and extends his hand in welcome. You sit down by the fire and feast yourself on the delicious duck and wild mushrooms. Add 2 STAMINA points. The man tells you that his name is Symm and that he is a hunter and tracker. 'There is nothing I cannot follow and nothing I cannot shoot,' he says in a jovial voice, while wiping his mouth with the back of his hand. 'But what brings you to these barren hills?' You decide to tell Symm about Razaak and the threat to Allansia. When you have finished, Symm looks at you seriously and says, 'And I nearly put an arrow through you! I must make it up to you somehow. I therefore offer you my services. I am sure you will find my skills of some use. What do you say?' You decide that Symm could be a valuable ally, and you accept his offer. After a good night's sleep you both mount your horses and ride off west. Symm takes the lead, choosing the easiest and most direct way out of the hills. By late afternoon you are almost at the edge of the hills, when Symm notices two figures crouching down behind large rocks up ahead. 'Wild Hill Men,' he calls out to you. 'They think I haven't seen them, and they will jump out at us when we ride by. Do you want to practise your swordplay or shall we ride around them?' If you wish to fight the Hill Men,

turn to **196**. If you would rather ride around them, turn to 327.

104

You carefully lift the lid of the box and find that it contains merely empty bottles of Warthog Stout, the favourite drink of Trolls. There is also a book which is published by the small brewery entitled *The Warthog Book of Troll Records*. Borri grimaces and says, 'Ugh, Warthog Stout. How can anybody drink that ditch water? Trolls are so disgusting, they'll drink anything. And they can't even read, so why this book gets published is a mystery to me. Still, I wouldn't mind a quick read to see how stupid Trolls can be.' If you want to rest for a while and let Borri read the book, turn to **266**. If you want to tell him to leave the book and press on along the tunnel, turn to **40**.

105

The Rad-Hulk grabs hold of your arm and prevents you from shutting the box. You have no choice but to fight for your life. Turn to **143**.

106

You fall screaming to your death, and all in Allansia is now lost.







107

You are only winded by the fall. Lose 1 STAMINA point. Luckily, you still have hold of your horse's reins; but you do not have time to jump back into the saddle because three evil-looking creatures suddenly materialize as if by magic to ambush you. Turn to **239**.

108

'Yes, that is correct,' says Ungoth. 'I will now let you enter the crypt. Go through the granite door. You know the combination, of course.' Almost unable to walk due to nervous expectation, you walk over to the granite door. You see a row of nine metal rods, numbered 1 to 9, protruding from the wall. If you know which three to pull, turn to that number. If you do not know which ones to pull, turn to **291**.

109

The man is a skilled bowman. Despite the darkness, he is invariably lethal at such a short range. His arrow flies towards you, but lodges in a low branch that hangs down unseen in the dark. You ride off at full speed before he has time to fire another arrow. When you are satisfied that you are far enough away from the bowman, you camp for the night in the shelter of some boulders. Turn to **399**.

110

You are transfixed by fear, unable to move a muscle. Your eyes are locked wide open with horror as you watch the Hellcat maul your two statue-like friends to death. Then it leaps at you, its fangs dripping with blood, and bites deep into your throat. Razaak's pet has sealed the fate of Allansia.



111

The helmet fits tightly on your head and is quite uncomfortable. You decide to take it off, but find that it is impossible to remove it. Lose 1 LUCK point. You have the misfortune to be wearing a Helmet of Ageing, and you immediately age thirty years. Your body feels tired and more feeble than before: deduct 5 STAMINA points and 2 SKILL points. With this new problem to preoccupy you, you consider your options. If you have not done so already, you may either examine the rod (turn to 360) or open the backpack (turn to 175). If you would rather return to your horse, turn to 221.



112

Symm searches for five minutes without success. Suddenly, you hear the sound of the howling wind start up again, and look behind you to see the three Ice Ghosts flying back down the tunnel. Their mouths are open to let out their horrific screams. There is nowhere to hide, and you ready yourself to dodge them as they close in on you. Roll two dice three times. If any of the totals is greater than your SKILL score, turn to 383. If all the totals are the same as or less than your SKILL score, turn to 323.

113

Unable to sleep properly again, you spend the rest of the night thinking about the task ahead. As soon as it is light enough to see, you mount your horse and set off. You climb the highest hill in order to get a better view. Looking north-east, you can hardly believe your eyes. A lake, no more than a two-hour ride away, lies in a valley. With your spirits revived, you spur your horse towards it. Turn to 178.

114

You are only some twenty metres above the ground when the whirlwind hits. Its incredible power tosses the balloon up and over, ripping it apart as though it were a wet paper bag. You are carried some five hundred metres by the swirling spiral before being thrown out and falling to your death.







115

As soon as you unbolt the door, it is pushed open by three disgusting creatures. Resembling giant flying slugs with no eyes, but with large gaping mouths and spiked teeth, the Lava Demons circle around you. Suddenly they stop and hover above your head. They have no wings, and you wonder what keeps them in the air. Then you remember that Lava Demons metamorphose into Fire Imps just as caterpillars become butterflies. As the first Lava Imp swoops in to attack you, you suddenly laugh at yourself for thinking of butterflies at such an inappropriate moment.

| | SKILL | STAMINA |
|---|---|---|
| First LAVA DEMON | 6 | 4 |
| Second LAVA DEMON | 5 | 4 |
| Third LAVA DEMON | 6 | 4 |

Fight them one at a time. If you win, turn to **309**.

116

A search through the canvas bags belonging to the Goblins yields 2 Gold Pieces, some stale cheese and a cracked mirror in a silver frame. You pack away the gold and the mirror and examine the cheese. If you want to eat it, turn to **140**. If you would rather throw it away and ride east, turn to **292**.





117

Holding your torch in one hand and the rope with the other, you are slowly lowered down the side of the pit by Borri and Symm. The noise of the bones being gnawed suddenly stops and is replaced by a squelching sound as though some huge beast is moving slowly through sticky sludge. But before you reach the bottom, a huge, green, clawed hand reaches up and grabs you, and lifts you towards a gaping maw ringed by rows of long, spiked teeth. You are easily bitten in two by the creature you had come to slay.

118

You draw your sword, urge your horse into a gallop and charge at the Hill Giant. Before you can reach him, he picks up a large rock and hurls it at you with all his might. Roll one die. If you roll 1 or 2, turn to 374. If you roll 3–6, turn to 173.

119

'Stupid Trolls. But we need them in the short term, although Razaak will no doubt dispense with them when he has conquered Allansia. They are merely servants to tend the Gargantis which Razaak has reared and will use to spearhead his army against the forces of Allansia.' You think of the white horn



hidden in your robes, and gulp and look away, hoping the Skeleton Lord does not detect your guilt. 'Anyway,' continues Ungoth, 'what I would like you to tell me is this: What number does Razaak tattoo on the arms of his Zombie tunnellers?' If you know the answer, turn to the relevant number. If you do not know the answer, turn to 291.

120

The Orc lands on top of you and knocks you out of the saddle. You roll over on the ground, grappling with the Orc, who is clawing and biting frantically to get himself into a position to stab you with his knife. The smell of its rancid clothing fills your nostrils and makes you heave. The other two Orcs watch on, urging their comrade to kill you, but are ready to help if needed.

ORC SKILL 6 STAMINA 5

You are unable to use your sword, so you must reduce your Attack Strength by 2 during each Attack Round. If you win, turn to 8.





121

The lightning hits a nearby tree, splitting the trunk in two. Smoke rises from the charred wood and you think yourself lucky to have escaped injury. Turn to **300**.

122

If you cannot recollect what creature is still trapped by the rod, then you will be unable to activate it against the Gargantis. Once again, you must rely on your sword. Turn to **147**.

123

You point the Moon Ring at the Werewolf and recite the words that the Bonekeeper told you. The Werewolf howls in terror, turns and disappears into the night to find another victim. Turn to **36**.





124

You tentatively dab some blood on to yourself, and wait to see if you feel any ill effects. Roll one die. If you roll 1, turn to **163**. If you roll 2, turn to **272**. If you roll 3–6, turn to **361**.

125

The figure steps slowly towards you, and you set eyes on the hideous face of Razaak. A twisted smile spreads up one side of his deformed face when he notices the Horned Demon hanging from your neck. 'I am pleased you are wearing a Talisman of Chaotic Evil. You are indeed a true servant,' he says in a sneering, guttural voice. 'Kneel!' You find yourself unable to disobey his command and you drop to your knees. You cannot raise your arms to take off the talisman. You can only watch as Razaak steps forward, places his skeletal hand on your face, and drains the life from your body. You are now a Zombie in his service and all is lost.

126

The crossbow bolt flies harmlessly by your head, and Symm too escapes injury. You choose your opponent and ride in to attack.

| DWARF | SKILL 7 | STAMINA 7 |
|---|---|---|

If you win, turn to **250**.

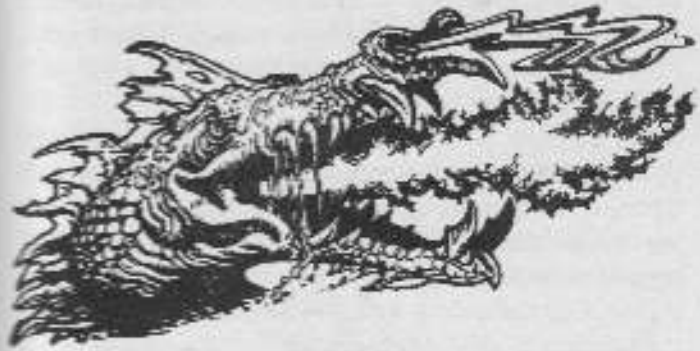






127

When you get closer to the trees, you see who is calling for help. A young woman is hanging upside down, her right leg caught in a rope noose tied to a high branch of a tree. Her hands are tied behind her back, making it impossible for her to free herself. She pleads with you to cut her down and says that she can heal your wounds as a reward. If you wish to cut her down, turn to **258**. If you prefer to leave her and resume your journey, turn to **382**.



128

If you have both halves of the rod, you will know what type of rod it is and how to activate it. Do you believe it is:

| | |
|---|---|
| A Rod of Thunder? | Turn to **387** |
| A Rod of Transmutation? | Turn to **206** |
| A Rod of Paralysis? | Turn to **38** |

129

You reach the wood well ahead of the Goblins and gallop between tall, gnarled trees into thick undergrowth. It is dark and eerie in the wood; what little light there is outside is virtually shut out by the crowded tree-tops. You pull on the reins and bring your horse to a halt, waiting to see if the Goblins follow you into the wood. You hear them shouting to one another at the edge of the wood, and you detect some fear in their voices. Suddenly you hear them gallop away and you wonder why they didn't enter the wood. Keeping a constant watch all around you, you urge your horse to walk on, feeling all the time that you are being watched. Turn to **365**.

130

After hauling yourself out of the lair, you discover that you have found a bronze face-mask. If you wish to wear the mask, turn to **385**. If you would rather leave it behind and walk through the narrow tunnel opposite, turn to **297**.

131

You are in possession of a magical shield which dates back some two hundred years. It has the unusual ability to defend its carrier from magically cast lightning bolts. It does, of course, defend against sharpened blades too. Named the Defender by its maker, it is certainly one of the finest shields in all Allansia. Add 1 SKILL point and 1 LUCK point. You sling it over your shoulder and ride off towards the lake. Turn to **29**.





132

The whirlwind passes by some hundred metres to your right, and you remain unharmed in your shelter. When the wind dies down, you sit up and breathe a sigh of relief. Borri immediately sets about inspecting the balloon for damage and says that it will take him about two hours to repair it. You decide to go off with Symm to try to find horses or a pack animal to carry the balloon. After half an hour, you see a caravan of horse-drawn wagons heading north-west across the plain. You wave to a nearby horseman and soon he rides up to you, accompanied by two others. They ask you what you want, and you reply that you need a pack animal. They tell you that they have no spare horses or mules, but you can ride on the wagons for 3 Gold Pieces per person. If you can and wish to spend 9 Gold Pieces to ride north-west with the caravan, turn to **277**. If you would rather refuse their offer and continue your search for horses, turn to **325**.





133

The dextrous Rat Man is skilled in the use of the sling, and the sharp stone strikes you painfully on the forehead. Lose 2 STAMINA points. Before the Rat Man has time to reload its sling, you close in to fight it with your sword, while Borri and Symm take on the other two.

RAT MAN SKILL 5 STAMINA 6

If you win, turn to **22**.

134

You jump down from your horse, sword in hand, and attack the nimble man, who is armed with two long thigh bones.

BONEKEEPER SKILL 5 STAMINA 6

The Valley of Bones curses those who would harm its keeper. If you win, turn to **287**, but lose 3 LUCK points.

135

After leaving Darkwood Forest behind, you pass over the western edge of Moonstone Hills where two days previously you had made your dangerous trek. The Forest of Spiders soon appears, looking much the same as Darkwood Forest, and you know that similar unseen dangers are lurking below.



Once past the forest, the balloon carries you steadily south-east, until you drift over the southern edge of Moonstone Hills to reach the Flatlands. 'Any idea where to land?' asks Borri, speaking through clenched teeth that grip his old pipe. You scan the ground below, looking for any sign of a cave or tunnel entrance. *Test your Luck*. If you are Lucky, turn to **59**. If you are Unlucky, turn to **160**.

136

The chair houses more iron bars, but these are hidden in the back of the chair and are pointed at one end. The hissing voice utters the words 'Death to intruders', and the spiked bars are rammed into your back. Allansia is doomed.

137

As you ride along, you gaze up at the sombre sky, scanning it for winged killers that might swoop down to attack. There are no flying creatures to be seen, but an unnerving silence sends a shiver down your spine. You look around for signs of Orcs, but see nothing. Suddenly, your horse whinnies and rears up on to its hind legs. Roll two dice. If the total is the same as or less than your SKILL, turn to **39**. If the total is greater than your SKILL, turn to **298**.

138

You are almost back at the entrance to the tunnels when you hear footsteps coming towards you. *Test your Luck*. If you are Lucky, turn to **274**. If you are Unlucky, turn to **359**.



139

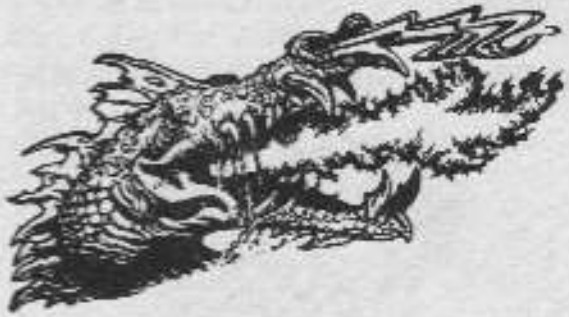
As soon as you enter the clearing, something sinister starts to happen. The earth around the tombstones shifts and suddenly a skeletal arm thrusts up into the air. A skull appears and then another, until you see six Skeletons climb out of their graves. Each is armed with a rusted sword. Animated by your cursed ring, three Skeletons step jerkily towards you and the other three walk towards Symm.

| | SKILL | STAMINA |
|---|---|---|
| First SKELETON | 6 | 5 |
| Second SKELETON | 6 | 6 |
| Third SKELETON | 5 | 6 |

If you win, turn to **290**.

140

The cheese is dry and hard, but still nourishing. Add 2 STAMINA points. After you have finished eating, you slap your horse on the neck and ride east. Turn to **292**.





141

If you have any polished stones, turn to **172**. If you do not have any stones, turn to **357**.

142

The day passes and it is twilight when Stonebridge comes into view. If you wish to camp outside Stonebridge, turn to **92**. If you would rather give up your search for the graveyard and ride into Stonebridge, turn to **316**.

143

The mindless Rad-Hulks shuffle towards you and do not flinch from the blow of your sword. They are charged by the light and are powerful opponents.

| | SKILL | STAMINA |
|---|---|---|
| First RAD-HULK | 10 | 5 |
| Second RAD-HULK | 10 | 6 |

Fight them one at a time. If you win, turn to **87**.





144

Borri and Symm also manage to defeat their opponents, although both suffer flesh wounds. While they bandage their wounds, you search the bodies and find a leather bag on the belt of their leader. Inside you find a bronze key and some brown powder in a small round tin. You pocket the key and hand the powder to Symm to see if he knows what it is. 'Snuff,' he says scornfully. 'Horrible stuff.' He empties the tin on to the ground and you decide what to do next. If you wish to continue along the tunnel, turn to **398**. If you would rather walk back to the junction and try the other passage, turn to **222**.

145

Alas, you have chosen to put on an Agran death-mask. Made by the High Priests of Agra in southern Allansia, these terrible masks were given to unfortunate sacrificial victims at harvest time. Although the wearer appears perfectly normal, he will lie down and plunge a dagger into his own heart. The High Priests dominated their people and led them to believe that the sacrificial victims killed themselves willingly. While Borri and Symm are closing the trapdoor, you lie down on the floor and thrust Razaak's sword into your chest. In seconds, your flesh turns to dust, and Borri and Symm flee from the chamber, not knowing what to do. Allansia is lost.

146

You climb steadily up into the hills, following the winding river. After an hour or so, the ground becomes very marshy and your horse has to struggle to keep moving forward. It appears that this part of the river often breaks its banks and floods the valley. If you wish to keep heading north, turn to **249**. If you would rather cross the river and ride east into the hills, turn to **53**.

147

You slide over the edge of the pit and sink up to your knees in stinking slime. The fearsome Gargantis is massive, and you stand no taller than its hips. Its strength is formidable and its hide appears as tough as chainmail.

GARGANTIS SKILL 12 STAMINA 24

If you somehow manage to defeat this giant beast, turn to **220**.







148

At long last you reach the final ridge and gaze out across the Windward Plain. You ride on until nightfall and spend a peaceful night in an abandoned hut on the northern bank of Silver River. Not long after dawn, you are back in the saddle and riding towards Yaztromo's tower. You reach your destination by noon and call out excitedly to your old friend as the tower comes into view. But nobody returns your call and the smile drops quickly from your face. You tie your horse to a bush and walk along the path to Yaztromo's door. You notice that his herb garden is brown and withered and ugly bushes with long black thorns have quickly grown up, smothering the plants and herbs. Such a remarkable change in a few days puzzles you. You ring the brass bell but there is no reply. Suddenly, a large crow flies down from a window in the tower and drops a piece of paper to the ground. You pick it up and read a message from Yaztromo:

Dear Friend,

Sorry I am not here to meet you. Am still busy with preparations.

Please ride east where you will find me at a wooden hut at the edge of Darkwood Forest.

Yaztromo.

You tell Symm about the note and then you both hurry back to your horses. As you ride east, you wonder if Yaztromo is in danger. After riding along the edge of the forest for less than a mile, a voice calls out from the trees, saying, 'If you are looking for Yaztromo, I know where to find him.' If you wish to stop to investigate, turn to **237**. If you would rather ride on, turn to **68**.



**149**

You are mesmerized by the beauty of the sparkling diamonds, but picking one up is the last thing that you will ever do. Your body immediately crystallizes and you sparkle as if you were a diamond yourself. You have saved Allansia from eternal doom, but have paid for your greed with your life.

**150**

The rest of the day soon passes and you find a suitable place to camp for the night, making sure that your horse is securely tethered to a nearby tree. You settle down to sleep, but are woken in the middle of the night by the sound of buzzing wings.



You awaken to the sight of a full moon, but your attention is immediately drawn to two luminous objects hovering above your head. Up in these hills, there is only one thing they can be – Giant Fire Beetles. These strange beetles attack humans indiscriminately, inflicting serious wounds with their strong mandibles. Within seconds you are on your feet to defend yourself. Fight the beetles one at a time.

| | SKILL | STAMINA |
|---|---|---|
| First GIANT FIRE BEETLE | 5 | 4 |
| Second GIANT FIRE BEETLE | 5 | 4 |

If you win, turn to **113**.

**151**

You pass a battered iron helmet attached to the wall, with a candle burning on top of it. All the other candle holders are skulls, and you wonder why the helmet is the odd one out. If you wish to try on the helmet, turn to **197**. If you would rather keep on walking, turn to **281**.







152

The object in the sky is a gigantic winged creature with a long neck and tail. Its scales are red, and the creature measures nearly twenty-five metres in length. Some dragons are neutral, others are unfriendly, but an adult Red Dragon is always hostile and worse still, it can shoot fireballs from its mouth. 'Borri, get this contraption on the ground as quickly as you can, or we are all done for,' warns Symm. But it is too late – the Red Dragon swoops down and shoots a fireball straight at the balloon. The balloon ignites in a ball of flame and plunges towards the ground. If you know how to call on the Suma to help you, turn to his number. If you do not know what to do, turn to **106**.

153

As you urge your horse up the side of the hill, the Giant picks up a rock and tries a long shot at you. Roll one die. If you roll 1, turn to **374**. If you roll 2–6, turn to **330**.

154

Despite the extra weight, you manage to hold on to the rope and kick the Hobgoblin off your leg. It falls to the ground with a loud cry as you haul yourself up the rope and scramble into the basket. Turn to **226**.





155

A search through the Goblins' canvas bags yields 2 Gold Pieces, some stale cheese and a cracked mirror in a silver frame. You pack away the gold and the mirror and examine the cheese. If you want to eat it, turn to **46**. If you would rather throw it away, do so and then you may either continue riding east (turn to **280**), or ride back down the hill and head north towards the small wood you can see in the valley (turn to **203**).

156

The only light in the cold tunnel comes from black candles set ten metres apart. Some of them have burned out and others are burning very low. If you wish to wait to see if anybody comes along to replace the candles, turn to **191**. If you would rather keep walking, turn to **217**.

157

Yaztromo gives you some nourishing food (add 2 STAMINA points) and then refills your glass phial with his Healing Potion, enough for five tots. Holding on to the reins of your horse, Yaztromo says, 'If



you manage to find the haunted graveyard, so much the better, but don't waste too much time searching. After that, ride to the Dwarf village of Stonebridge and ask for Borri. He will be able to save you a great deal of time!' He lets go of the reins and you kick your horse into a gallop, riding west along the edge of Darkwood Forest. In less than an hour it is too dark to ride any further, and you find a suitable place to sleep. After building a large fire, you take it in turns to stand guard throughout the night. You take the first watch and not long before midnight you hear, coming from the trees, the groaning cry of somebody in considerable pain. You wake Symm and decide what to do. If you decide to investigate, turn to **244**. If you decide to ignore the cries, turn to **345**.

158

The stone that Symm selects holds the curative powers needed to combat the touch of an Ice Ghost. Your body warms up and you regain consciousness, only slightly the worse for your ordeal. Lose 2 STAMINA points. Symm tells you what happened, saying that the Ice Ghosts disappeared again, having failed to touch either himself or Borri. The tunnel is quiet once more and you decide to abandon the search for a secret passage and walk boldly between the stone statues. Turn to **56**.



159

The terrain between the hill and the river soon becomes very difficult for your horse to cross, with boulders, fallen trees and tangled undergrowth forcing a slow walk. On the other side of the river, the ground is much better, so you steer your horse across the river to make faster progress. Turn to 284.



160

You drift slowly across the flat plain, but do not see any sign of a tunnel entrance. Becoming more and more despondent, you ask Borri to land before you drift too far south-east. He carries out your instruction and releases air from the balloon. You drop gently down until Borri tells you to hold on tight as you are about to land. The basket hits the ground with a thump, but nobody is injured. Nobody talks while the balloon is folded up. 'We are going to need the balloon later,' says Borri, 'but how are we going to carry it?' 'Don't worry,' replies Symm. 'I saw a herd of oxen about a mile back. I'll go and get one while you make a rough sled and pack the balloon on to it. I shouldn't be longer than an hour.' You cut down a small tree and make the sled, and are just



finishing when Symm returns with an ox. The docile animal pulls the sled with ease, but you must decide which way to walk. 'Well, these infernal tunnels must be either north or south of here,' Symm argues logically. If you wish to walk north, turn to 30. If you wish to walk south, turn to 229.

161

The rat was a plague carrier, and quite quickly you begin to feel weak and sickly. Lose 6 STAMINA points and 1 SKILL point. If you still wish to look inside the chest, turn to 211. If you would rather leave the cave, turn to 386.

162

After an hour of trekking through the blackened hills, you reach your goal at last. Lying at the bottom of a valley like a giant open wound, the fissure throws out its putrid vapour into the air. You step warily to the jagged edge of the fissure and look down inside the gaping maw. Steps run down one side into a black void, but there is little else to see. You step back from the edge to work out a plan. If you wish to wait for a servant of Razaak to appear, turn to 81. If you would rather go down the steps straight away, turn to 381.



163

One of your arms slowly begins to become numb, until you are unable to feel it or move it at all. It hangs uselessly at your side. Lose 2 SKILL points. You will never again be able to use a shield or fire a bow and arrow, should you get the opportunity. You curse and consider that camouflage is a small consolation. You turn your horse towards the east and ride off. Turn to **180**.



164

You shake your head in amazement. Yaztromo then walks over to you and puts his arm around your shoulder, saying, 'Friend, you have done more for Allansia than can ever have been expected of you. But alas, it is not enough!' His hand suddenly grabs your face and as the life drains from your body, Razaak dispels the illusion to reveal his hideous true self. But you are now a Zombie in his service, and all is lost.





165

Consumed by dark thoughts, you do not notice that you are being followed, and only the sound of galloping hoofs brings you back to reality. You look behind you and see an armoured Centaur closing on you. Your horse is too tired to out-gallop the Centaur, so you turn to face your adversary, who is armed with a long spear.

CENTAUR SKILL 10 STAMINA 10

Part-man and part-horse, the Centaur revels in battle and is a tough opponent. If you win, turn to **289**.

166

Symm sees the creature just in time and pushes you out of the way. The Iron-Eater falls harmlessly to the floor and you are able to walk on along the tunnel. Turn to **151**.





167

You soon see that it is a little old man dressed in yellow robes. He is completely bald and appears to be blind, although he makes his way towards the cave quite nimbly, tapping the ground in front of him with a crooked stick. When he gets close, you see that his robes are covered with strange symbols. He suddenly stops walking and stands upright, but says nothing. If you wish to talk to him, turn to **96**. If you would rather walk on up the hill, turn to **313**.



168

Ever watchful for hidden attackers, you ride slowly through the wood. You soon come to the edge of a small clearing where the ground is covered with globe-like fungi which are deep purple in colour. If you wish to ride through the fungi, turn to **337**. If you would rather ride around the edge of the clearing, turn to **302**.

169

After hauling yourself out of the lair, you walk through the narrow tunnel. Turn to **297**.



170

The lightning hits you with incredible force and the pain of the electric shock is agony all over your body. Roll one die, add 3 to the number rolled and deduct it from your STAMINA. Also reduce your SKILL by 1 point. If you are still alive, turn to **300**.

171

After a long day's ride, your horse is far from fresh. If you stopped to rest and water your horse at the stream, turn to **77**. If you did not stop at the stream, turn to **190**.





172

While you sink into unconsciousness, Symm remembers the stones that you found. He knows that certain stones in Allansia can draw the cold from a body and have been used when others have fallen to the touch of an Ice Ghost. He examines them and finds one that looks possible. He places it on your forehead, sits back and waits. *Test your Luck*. If you are Lucky, turn to **158**. If you are Unlucky, turn to **285**.

173

The large rock flies past your head and lands with a dull thud behind you. The Hill Giant bellows in anger and reaches for his wooden club to swipe you off your horse.

HILL GIANT SKILL 9 STAMINA 10

If you win, turn to **282**.



174

Holding your nostrils, you jump into the water and sink below the surface. Your feet do not touch the bottom and you kick to reach the surface again. But something wraps itself around your leg and drags you under again. A hideous tentacled monster, created by Razaak himself for his amusement, has you in its grip. Long, suckered tentacles wrap around your body, and you are unable to use your sword to cut yourself free. You struggle in vain before drowning in the dark pool.

175

The backpack contains 4 Gold Pieces, a candle and a rolled-up parchment scroll. You place the gold and the candle in your backpack and look down inside the tubular scroll. You see that there is writing on it. If you wish to open the scroll and read the writing, turn to **268**. If you would rather leave the scroll where it is, you may, if you have not done so already, either examine the rod (turn to **360**) or try on the helmet (turn to **111**). If you would rather return to your horse, turn to **221**.







176

You follow your own trail back north, and by mid-afternoon are back where you started. Borri makes a joke about it, but neither Symm nor yourself feel inclined to laugh. Without stopping for a rest, you press on north. Turn to **30**.



177

You are forced to walk in single file down the tunnel, and have gone about twenty metres when you unknowingly spring a trap. Only Razaak and his servants know that only one person at a time can walk down this section of tunnel. A hidden balance in the floor measures the weight on it and causes the middle section to fall away if the maximum weight is exceeded. The three of you plunge fifteen metres down a black pit, landing on iron spikes at the bottom. Allansia is doomed.





178

Despite the dark sky, you notice a shadow travel swiftly across your path. You look up and see a winged creature, with an eagle-like head and the body of a lion, swooping down to attack you. The creature has a bridle around its head which is held by the rider, a wild-looking girl wearing animal skins. The Barbarian girl has a Griffin as her steed, an aggressive but loyal creature.

GRIFFIN SKILL 10 STAMINA 10

If you win, turn to 230.



179

The old man smiles and nods his head with satisfaction. 'This is indeed a monumental task that you have set yourselves. And I would like to help you if I can. I used to have great skills as a reader of symbols and languages, but the cursed Lord Azzur had my eyes put out in his dungeons under Port Blacksand.

The wizard Nicodemus managed to secure my release, but now, of course, my skills are greatly diminished. But if you have anything written that you cannot understand but can read out to me, then I'll gladly help you.' If you have a piece of parchment with strange writing on it, turn to **336**. If you do not possess a piece of parchment, turn to **195**.

**180**

At the bottom of the next hill, you see that the ground is littered with the large bones of unknown creatures. Some are piled high, while others are scattered over a wide area. Suddenly, you notice a small black-cloaked and hooded figure scurry from behind one pile of bones to another. 'Go away! Go away!' he shouts in a voice full of fear. If you wish to approach him, turn to **70**. If you would rather ride around the Valley of Bones, turn to **369**.

**181**

You walk around the bottom of the fissure and find a crack in the wall just wide enough to squeeze through. You also find a lever protruding from the wall at the other end of the fissure. If you wish to squeeze through the crack, turn to **396**. If you wish to pull down on the lever, turn to **321**.







**182**

Although you do not feel the effect that the bracelet has on you, it actually magically distorts your perception of vision. Objects appear nearer than they really are. Your fighting ability is naturally impaired by wearing the bracelet. Lose 2 SKILL points and 1 LUCK point. Unaware of your disadvantage, you decide where to ride next. If you wish to search for the Giant's cave, turn to **241**. If you would prefer to ride west along the valley, turn to **67**.

**183**

As you approach the fire, you hear a man's voice say, 'Halt, or I shall loose an arrow at you.' It is so dark now that you cannot see anybody. You decide to err on the side of caution, and you pull your horse to a halt. The man then calls out again: 'Wise decision, stranger. Now, tell me, are you a Lawful character or a servant of Chaos?' Will you reply 'Lawful' (turn to **308**) or 'Chaotic' (turn to **270**)?

184

The huge granite door slowly slides open and you are hit by a gust of cold mist. You see the outline of a figure shrouded in the mist and walk forward to meet it. If you are wearing a bronze talisman around your neck in the shape of a Horned Demon, turn to **125**. If you are not wearing a talisman, turn to **276**.

185

You wend your way slowly north and two hours later notice a cave halfway up the hill on the other side of the valley. If you wish to cross the river to look at the cave, turn to **97**. If you would rather continue following the river, turn to **159**.

186

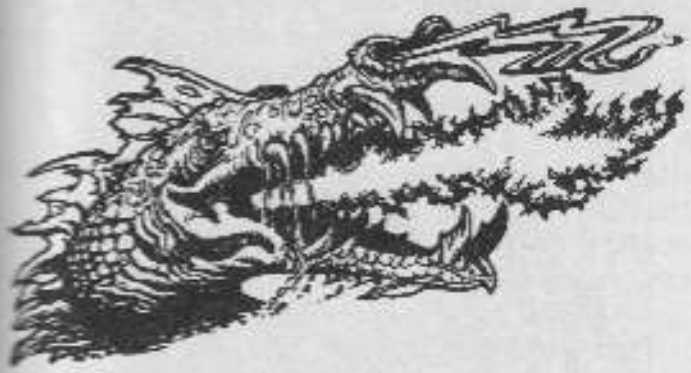
After filling his helmet with water, Borri walks over to the stone bowl and pours the water on to the sludge. The rising vapour quickly thickens and fills the bottom of the fissure with a cloud of poisonous gas, caused by a chemical reaction. You start to cough uncontrollably, and your eyes stream with tears. You find yourself unable to breathe and, one by one, the three of you fall dead to the floor.





187

You ride slowly up to the Giant, ready to draw your sword in case he should suddenly pick up a rock to throw at you. When you feel you are close enough, you drop the Gold Pieces on the ground and urge your horse into a gallop. The Giant ignores you as you gallop past him, being much more concerned with picking up the gold. When you consider yourself out of range of the Giant's missiles, you slow your horse down to a walk. Turn to **67**.



188

The box is the home of the Troll's pet spider – a deadly tarantula. As you open the box, the spider escapes and runs up your arm. You try to knock it off your arm with the box. Roll two dice. If the total is the same as or less than your SKILL score, turn to **204**. If the total is greater than your SKILL score, turn to **305**.





189

You take the bronze key out of your pocket, place it in the lock and turn it. You try the handle and find that the door opens despite being locked. Still puzzled, you walk through the door and find yourself in a cold chamber which is adorned with statues of Demons and evil gods. At the far end of the chamber, a Skeleton is sitting motionless on an ornate throne. It is wrapped in a purple and gold gown, and wears a jewelled crown on its skull. Behind the throne is a huge granite door. Suddenly, the jaw of the Skeleton moves and in a deep voice it says, 'I am Ungoth, Skeleton Lord, master of knowledge, guardian of the crypt of the necromancer, Razaak. What business have you here, worm being?' You panic as you try to think of a reply. If you wish to answer that you have been in Port Blacksand to buy weapons and persuade Lord Azzur to join Razaak in conquering Allansia, turn to 364. If you would rather attack the Skeleton Lord with your sword, turn to **223**.



190

Too exhausted to gallop more than halfway up the hill, your horse slows down to a canter. It is panting heavily and in danger of collapsing. Lose 1 LUCK point. You look behind and see that the Goblins are fast gaining on you. You have no option but to turn and fight.

| | SKILL | STAMINA |
|---|---|---|
| First GOBLIN | 5 | 5 |
| Second GOBLIN | 5 | 6 |
| Third GOBLIN | 6 | 5 |
| Fourth GOBLIN | 6 | 6 |

Fight them one at a time on the slope of the hill. If you win, turn to **155**.

**191**

After waiting ten minutes, you hear the dull clanking sound of chains being pulled along the stone floor. Soon you see the outline of a figure approaching from the T-junction; when it passes the light of a candle, you see that its clothes are hanging in rags and its pallid skin is scarred and peeling. Its feet are chained together and it seems to labour with the effort of walking. You realize that the figure is a Zombie, no doubt in the service of Razaak. It stops ten metres in front of you to put a new candle in an empty holder. If you wish to attack the Zombie, turn to **101**. If you wish to creep away and continue down the tunnel, turn to **217**.

**192**

Unable to grip the armour, the rat falls off your leg and you kill it quickly with your sword. You walk over to the chest and look inside. Turn to **211**.





**193**

Your Crystal of Sanity wards off the mental attack, and protects the three of you from a terrible fit of madness. Realizing that the Gargantis is an incredibly powerful beast, you decide to think again about how best to defeat it. If you still wish to step into the pit and attack it with your sword, turn to **147**. If you wish to use something else, turn to **375**.

**194**

You soon reach some tree-covered hills. You decide not to take the risk of being ambushed, and you turn your horse right to head east once again. Turn to **252**.

**195**

The old man shrugs his shoulders and says, 'Well, I'm afraid I can be of no help to you then. Goodbye and good luck.' You watch him for a moment as he continues his nimble walk up into the hills, and think it strange that he does not appear frightened of walking through the dangerous land alone. You turn, smile, and follow Symm. Turn to **313**.

**196**

Pretending not to have seen the Hill Men, you ride casually towards the large rocks. When you are less than twenty metres away, they suddenly leap up and fire two arrows from their crude bows. However, you were prepared for the ambush and duck down to let the arrows fly overhead. You draw your swords and charge at the Hill Men, who angrily run

at you with their stone clubs. You steer your horse towards the nearer of the two who is dressed in animal furs.

WILD HILL MAN SKILL 6 STAMINA 5

If you win, turn to **200**.

**197**

As soon as you place the helmet on your head, it seems to mould itself to your skull and grips it tightly. Try as you might, you are unable to take it off. You are unfortunate enough to be wearing a Helmet of Cowardice. From now on, each time you face a creature in combat, roll two dice. If the total is the same as or less than your SKILL score, you will summon up enough courage to fight. If the total is greater than your SKILL, you will offer no resistance to the creature, and death will quickly follow. Lose 2 LUCK points. Regretting your foolish decision, you walk on along the tunnel. Turn to **281**.

**198**

In a bored tone, you reply that you have no idea how much a war-hammer costs. 'Thirty-five Gold Pieces, I tell you!' Borri says excitedly. 'It's ridiculous. For that you can buy a good pair of leather boots, a sword and a shield, and still have change left for a hot meal and a flagon of ale in a tavern. When I get home, I'm going to become a blacksmith and specialize in weapons.' Borri rambles on for the next two hours, telling Dwarf legends and tales of his life. But suddenly, Symm points west and



shouts, 'Look! A speck in the sky and it's moving towards us!' When you focus your eyes on the object in the sky, your heart sinks. Turn to **152**.

**199**

The cold tunnel is illuminated by black candles set ten metres apart. You walk on until you come to a huge stone chair carved in the shape of a goat-headed Demon. If you wish to sit in the chair, turn to **26**. If you would rather keep on walking, turn to **248**.



**200**

You look round and see that Symm has also dispatched his assailant. He collects eight arrows from the Hill Men's quivers before you continue your ride west. Turn to **148**.

**201**

The whirlwind passes directly overhead, picking you up and carrying you along with a mass of swirling debris. You are carried some five hundred metres before being dropped, already dead from a severe blow to the side of the head from a rock in the core of the whirlwind.





202

The object lying against the wall is a corpse, and large rats are climbing all over it. The corpse is clad in leather armour, but two arrows stick ominously out of its back. A leather pouch and a cloth sack are empty, and there are no weapons to be found. However, Symm notices that the left hand of the body is clenched shut, and after prising it open, he finds a bone amulet in the shape of a beetle. He hands it to you, saying that he would rather trust in his sword than a trinket to protect him. If you wish to keep the amulet, turn to 86. If you would rather leave it with its former owner and walk along the other branch of the tunnel, turn to 315.

203

You trot between tall, gnarled trees into thick undergrowth. It is dark and eerie in the wood, with what little light there is outside virtually shut out by the crowded tree-tops. You pull your horse to a halt, and have a strong feeling that you are being watched. Keeping a constant watch all around you, you urge your horse to walk on. Turn to 365.





204

You flick the spider off your arms and crush it underfoot. 'Trolls,' says Borri shaking his head. 'Only Trolls are stupid enough to have poisonous spiders as pets. I suppose he keeps a rattlesnake in the cart!' If you wish to tip up the cart, turn to 366. If you would rather walk on, leaving the cart behind, turn to 40.

205

You force the box open by breaking the hinges with your sword. There is nothing inside except for a small clay doll. If you wish to take the doll, turn to 299. If you would rather ride on without it, turn to 339.

206

You are obviously unworthy of owning magic items, if you do not know what they are. Since you're unable to activate the magic rod, you must rely once again on your sword. Turn to 147.



207

As you approach the sack, you suddenly hear a wailing scream. Swinging down on a vine attached to a nearby tree is a huge hair-covered humanoid wearing little more than an animal-hide loincloth and carrying a large bone club. The Ape Man crashes into you and knocks you off your horse. *Test your Luck*. If you are Lucky, turn to 83. If you are Unlucky, turn to 219.

208

You hand the Bonekeeper the knife. He examines it carefully, grunts in satisfaction and unties a leather pouch which is hanging around his neck. He hands you a ring made of highly polished bone which has a full moon carved into its surface. 'Protect you from Werewolves, that will,' he says very proudly. 'Just point it at the Werewolf and say "One, two, three; turn and flee." That's all.' You thank the Bonekeeper for the ring, bid him farewell and ride out of the Valley of Bones. Turn to 369.

209

An instant before your death, you see a blinding white light as a jagged bolt of lightning flies from Razaak's fingertips, through your magic barrier and into your chest. Nobody in the world could have survived such a blast of energy.



210

After Darkwood Forest is left behind, you pass over the western edge of Moonstone Hills where two days previously you had made your dangerous trek. The Forest of Spiders looms on the horizon and looks much the same as Darkwood Forest as you drift above the tree-tops. You soon leave the forest behind and, after crossing the southern edge of Moonstone Hills, begin your journey over the Flatlands. The hours pass by, and you are lulled into a false sense of security by the peaceful flight. As you look south-east towards the Plain of Bronze, however, the clouds seem darker than ever. The wind suddenly begins to gust and in minutes a gale is blowing. 'If it doesn't subside soon, we'll have to land,' yells Borri. Suddenly, you see a grey, swirling column on the horizon which is moving quickly towards you. 'It's a whirlwind!' shouts Borri. 'I'm going to land before it hits us. It can't be more than three minutes away.' Roll one die to determine how many minutes it takes you to land. If you roll 1 or 2, turn to 43. If you roll 3–6, turn to 114.



211

The chest contains two well-gnawed skulls and a small metal box. You take the lid off the box and find an old piece of faded parchment with something written on it in a language you do not understand. At the bottom of the parchment you see the number 66. You soon tire of trying to read the parchment



and decide what to do next. You may either break the globe, if you have not done so already (turn to 367), or leave the cave (turn to 386).

212

Symm and Borri are both unscathed, apart from a gash in Borri's arm. But the adventurer is close to death, with a flint dagger protruding from his stomach. 'Is one of you the wielder of Razaak's sword?' he asks weakly. You reply that you are carrying the sword. 'Then my mission will be completed. I have a message for you from Yaztromo. If you slay Razaak, escape from the crypt immediately, or else you will perish.' The brave adventurer does not say another word and dies before you can even thank him. The knowledge that Yaztromo is still helping you, even from afar, fills you with determination, and you set off boldly once again. Turn to 162.

213

Your onslaught has the desired effect. The cowardly Goblins, no longer at an advantage, turn and flee after remounting their horses. Soon all is quiet again and you are able to continue your quest. If you wish to keep riding east, turn to 280. If you would rather ride back down the hill and head north towards the small wood you can see in the valley, turn to 203.







214

You follow the winding tunnel, with the hammering sound growing louder in your ears. Soon you see moving figures, although nobody seems to notice your presence. Two thin men with pallid skin are digging at the face of the tunnel with pickaxes, and another is loading rocks into a wheelbarrow. You walk forward and notice that the tunnellers have bulging eyes which are wide open and vacant. 'The Doragar must be the slave-masters who supervise these Zombies' work on the tunnels,' says Symm. 'But for whom? The Gargantis? Anyway, we have obviously reached the end of this tunnel, so we might as well turn round and walk back to the junction.' If you wish to do as Symm suggests, turn to **338**. If you would rather walk up to the Zombies, turn to **256**.

215

You have not ridden far into the wood when you come to a clearing. Much to your excitement, you see that it is a long-abandoned graveyard. Weeds and grasses grow tall, almost concealing the broken and moss-covered gravestones. You draw your swords and walk towards the nearest gravestone. If you are wearing a bone ring with a skull etched into it, turn to **139**. If you are not wearing this ring, turn to **333**.

216

You emerge from the trees and head further east into the never-ending hills. Turn to **252**.

217

The tunnel ends at the edge of a pit which is filled with foul-smelling black water. There does not appear to be any way of progressing further. If you wish to turn back and walk past the T-junction and along the other branch of the tunnel, turn to **199**. If you wish to risk jumping into the water-filled pit, turn to **174**.

218

The back of your head lands against a sharp rock and you are knocked unconscious. You are bound and robbed and left for the vultures by the unseen Chameleonites that your horse sensed were about to ambush you. Unknowingly, they have condemned Allansia to eternal doom.

219

Your sword is knocked out of your hand by the Ape Man and you must fight him barehanded.

APE MAN SKILL 8 STAMINA 7

Reduce your SKILL by 2 for this combat. After three Attack Rounds, turn to **254**.







220

You stagger back to the edge of the pit, panting heavily and drenched in sweat. Borri and Symm are cheering loudly, although you can hardly hear them due to exhaustion. They help you climb up on to the ledge and then Symm jumps into the pit to sever the Gargantis's horn. You have just about recovered from your ordeal when he hands you the fabled horn with a smile spread across his face. You marvel at its beauty before tucking it in your belt. 'Let's go!' you say, and lead your two friends back down the tunnel. Passing between the Skeleton statues does not produce a further appearance of the Ice Ghosts, and you hurry on. *Test your Luck*. If you are Lucky, turn to **54**. If you are Unlucky, turn to **138**.

221

Much to your relief, your horse is still tied up to the tree and appears to be contentedly munching the grass. You waste no more time, mount your horse and set off once again. Turn to **168**.

222

The tunnel slopes downwards. The light is dim, coming from candles burning on top of skulls mounted on the wall at thirty-metre intervals. Your own torches burn brightly around you, but you are unable to see far down the tunnel – nor do you see the strange, jelly-like creature which is clinging to the ceiling. As you pass underneath, it drops down. Roll one die. If you roll 1–5, turn to **296**. If you roll 6, turn to **166**.

223

As soon as you raise your sword-arm, your muscles tense up and you find yourself unable to move. Your limbs stiffen, becoming harder and harder until you have completely turned to stone to join the other statues in the chamber.

224

You have the misfortune of being abandoned at the base of a Giant Pitcher-Plant, an enormous carnivorous plant which resembles a three-metre-high vase, covered in vines and creepers. A giant tendril coils out of its slimy insides and wraps itself around you. It picks you up with ease and pulls you deep inside the plant's digestive tract, where acidic juices immediately start to dissolve you.

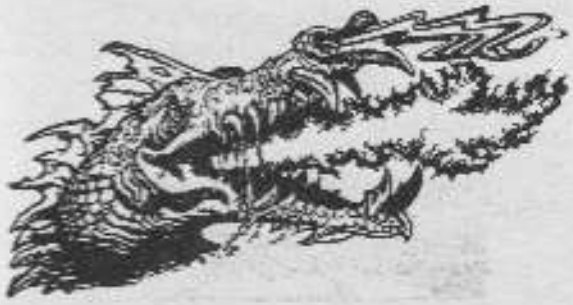






225

Your outstretched hands grab hold of a branch, and you manage to stop yourself from falling to what would be certain death. Testing each branch to make sure that it will bear your weight, you climb slowly down the tree. Borri looks up at the tattered remains of his balloon hanging in the tree and says, 'I won't be flying that balloon again. Ah well, never mind. I'll just have to make another when I get home.' However, home seems a long way away when you have just dropped into the middle of the Forest of Spiders. You decide to take the initiative and tell Symm and Borri to follow you, although in truth you have no idea which way to head. Turn to **15**.







226

The balloon seems to climb agonizingly slowly into the sky and as you look over the side of the basket, you see the six Hobgoblins, who have dismounted, loosing their arrows at you. Roll one die to determine the number of arrows that reach their target. Then for each one on target, roll the die again. If you roll 1–5, the arrow lodges itself into the basket. If you roll 6, the arrow will hit you. Lose 2 STAMINA points for each arrow that hits you. If you are still alive, turn to 294.

227

The Spirit Avenger's throw is deadly accurate. The dagger pierces your heart and the Bonekeeper is avenged.

228

You lift the trapdoor and stand back ready with your sword. You hear a high-pitched growl and then, suddenly, a large beast leaps up through the trapdoor into the chamber. It has flame-red fur and is cat-like in appearance, with long, sharp claws and teeth. The Hellcat also has scarlet eyes which it uses to instil fear into its prey. Roll one die. If you roll 1–4, turn to 251. If you roll 5 or 6, turn to 340.



229

You trudge slowly across the Flatlands for the rest of the day without finding the tunnels. Lose 1 LUCK point. That night the mood around the campfire is glum and hardly a word is spoken. In the morning you discuss the problem and decide to vote on which way to head. Roll one die for Borri. If the number is odd, he will vote to head north. If the number is even he will vote to head south. Repeat this for Symm. Now you have the casting vote, unless you are already out-voted by the other two both wanting to head either north or south. If the party votes to go north, turn to **176**. If it votes to keep going south, turn to **17**.



230

In its death-throes, the Griffin soars up into the sky, before plummeting to the ground like a stone some two hundred metres away. You do not see the Barbarian girl get up from the ground, and assume that she is either injured or dead. If you wish to ride over to investigate, turn to **358**. If you would rather ride towards the lake, turn to **29**.



231

After your short combat, Borri takes over the watch, but you fail to get a good night's sleep. In the morning, you still feel tired, and your spirits aren't lifted by the sight of yet another dull grey sky. You set off for the hills and reach them in less than twenty minutes. As you walk past the entrance to a small cave, you notice a robed figure following you. If you wish to wait and meet whoever is behind you, turn to **167**. If you would rather walk on, turn to **313**.

232

You fend off the arms with your sword and then lunge forward to attack the Demon of the woods.

WOOD DEMON SKILL 9 STAMINA 10

If you win, turn to **89**.

233

As you make your way out of the crypt, you hear a rumbling sound, and small stones and dirt fall from the ceiling. You realize that the tunnels are about to cave in and you must run for your life. If your current STAMINA is 6 or higher, turn to **400**. If your current STAMINA is less than 6, turn to **58**.





234

The rest of the day passes without any problems and it is almost nightfall when Stonebridge comes into view. If you wish to camp outside Stonebridge, turn to 92. If you would rather ride into Stonebridge, turn to 316.

235

Relieved to be outside in the open air, you jump on to your horse and ride down the hill to follow the river further along the valley. Turn to 284.

236

You totter on the edge of the pit, but the force of the blow is such that you are unable to regain your balance. You fall off the ledge into the slime-filled pit, where you are crushed underfoot by the Gargantis.





237

You peer into the forest, but see nobody. Suddenly the voice speaks again, saying, 'No, you cannot see me, because I am invisible. I am a Suma, a spirit from another magical plane. The Forces of Chaos against you are great and I felt it my duty to help you. Yaztromo has been kidnapped by the servants of Razaak and taken from the hut into the forest to be sacrificed. Ride north from here into the forest and you will save him. A trap awaits you at the hut. That is all I can say to help you. I am allowed to help you once more, and should you need me, call out "Suma 11" – that's my number. Goodbye and good luck.' You call out to the Suma for more information, but get no reply. If you wish to ride north into the forest, turn to 377. If you would rather ride on to the wooden hut, turn to 68.

238

Although they cannot see you, the three creatures approaching have a keen sense of smell and pick up your scent on the breeze blowing down the tunnel. You see that they have the bodies of humans, but the heads of rats. They are covered in short fur and have long rat-like tails. They pretend to walk past the alcove, but suddenly turn to attack you, each choosing a separate opponent.

RAT MAN SKILL 5 STAMINA 6

Reduce your SKILL by 2 for the first Attack Round, as the Rat Man has the initiative. If you win, turn to 22.



239

The stone-coloured Chameleonites bound forward on two legs with strange, jerky movements. Their bulbous eyes and long tongues protrude from their reptilian heads, and their bodies are covered with scales. But they are humanoid in shape and each carries a stone club with which to attack you.

| | SKILL | STAMINA |
|---|---|---|
| First CHAMELEONITE | 7 | 7 |
| Second CHAMELEONITE | 6 | 6 |
| Third CHAMELEONITE | 7 | 6 |

Fight them one at a time. If you are still on horseback, add 2 to your Attack Strength during each round of combat. If you win, turn to **356**.

240

It is pitch-black inside the lair, and you cannot tell how far it is to the bottom. Lying on the chamber floor, you reach down into the lair with your sword and touch the bottom two metres below. You lower yourself down while Borri offers advice from above: 'Be careful. Use your sword to tap the ground in front of you, if you can't see. Don't wander too far. Don't go out of earshot. And hurry up.' You discover that the lair is very small and is empty apart from a metal object which you find on the floor. You are unable to deduce what it is by touch. If you wish to take the metal object with you when you climb out of the lair, turn to **370**. If you would rather climb out of the lair without it, turn to **344**.

241

You ride up and down the valley, scouring the hillside for the Giant's cave. After half an hour, you find the entrance hidden behind a cluster of bushes. After tying your horse to one of the bushes, you step warily into the caves – the Hill Giant may not have lived alone. Two torches mounted on the rough stone walls light the cave and enable you to survey the Giant's lair. A pile of straw at the back seems to have been the Giant's bed, and there is also a rough wooden table; on the ground around the table lies an ominous pile of human bones. Behind the table you see a wooden chest and in an alcove you find a strange glass globe which contains swirling smoke. Will you:

| | |
|---|---|
| Open the chest? | Turn to 80 |
| Break the globe? | Turn to 367 |
| Leave the cave without the globe? | Turn to 386 |

242

In seconds you are completely covered with flying insects. You can hardly breathe or see as they fly into your mouth and sting your face. You cut your sword through the air in desperation, but there is little you can do. You are stung time and time again until you drop dead to the floor. The necromancer is victorious.





243

Between them, the Orcs have 6 Gold Pieces, a knife, a pouch of rats' skulls, an empty bottle and half a spit-roasted chicken wrapped up in an old shirt. You take what you want and look at the chicken. If you wish to eat it, turn to **322**. If you would rather leave it for the scavengers and continue riding east, turn to **216**.

244

Walking as quietly as possible, you creep into the shadow of the trees in the direction of the cries. Symm suddenly calls to you, saying that he has stumbled over the body of a man. You carry the man back to the firelight and see that his body is covered with deep gashes. He is an old man with a long beard and a weather-beaten face. You dress his wounds as best you can and give him a tot of your Healing Potion. Whether he is unconscious or asleep you cannot tell, but he does not stir again until morning. He wakes with a groan and says, in a laboured voice, 'Thank you for saving me, strangers. Yesterday afternoon I was on my way to my friend's tower, taking a short cut through the forest, when I was mauled by a bear. I should have known better than to walk through Darkwood Forest. My name is Budron.' 'Budron!' shouts Symm excitedly. 'We were waiting for you with Yaztromo. What fortune that we have found you!' Add 1 LUCK point. Budron tells you that he is able to travel and volunteers to ride behind Symm on his horse. You ride on past Darkwood Forest and then

head north-west until Budron finally tells you to stop, sometime during the afternoon. 'This is as far as I go. The graveyard is situated in a clearing in the middle of that wood,' he says, pointing a finger northwards. 'I'm too superstitious to enter that wood, and so I'll say goodbye and wish you well.' You cannot persuade Budron to stay with you, and you watch him limp off back the way you came. With a slight hesitation, you urge your horses into the wood. You soon come to the clearing, where you see the graveyard which has long since been abandoned. The gravestones are broken and moss-covered, and weeds and grasses grow tall. You draw your swords and walk carefully towards the nearest gravestone. If you are wearing a bone ring with a skull etched into it, turn to **139**. If you are not wearing this ring, turn to **333**.



245

With the Ice Ghosts out of the tunnel, all is quiet again. 'I don't suppose many people know that the Howling Tunnels get their name because they are inhabited by Ice Ghosts,' says Borri in a more cheerful voice. 'But I hope they don't come back. Look, there are two more statues of Skeleton Warriors further down the tunnel!' If you wish to pass between the statues, turn to **56**. If you wish to stay where you are and ask Symm to search for a possible secret passage, turn to **112**.



246

The Spirit Avenger's throw is almost deadly: the dagger sinks into your shoulder only centimetres away from your heart. Lose 4 STAMINA points. But just as quickly as the cloak rose, it drops back to the ground and stays motionless. If you have not done so already, you may try on either the Moon Ring (turn to **10**) or the Skull Ring (turn to **265**). Otherwise you may ride east out of the cursed Valley of Bones (turn to **369**).

247

A sudden gust of wind blows the balloon away from the gap in the trees where Borri is trying to land. The basket is dragged through the tree-tops, becomes entangled and tips up. You are thrown out and fall to your death some thirty metres below.

248

You walk down the tunnel for what seems like ages, until you walk through a transparent screen which appears to pop like a giant soap bubble. You turn to walk back, but are unable to do so, your way barred by an invisible barrier. You find yourself no longer in a tunnel but in a black void. Ghostly faces appear and then suddenly disappear. Imps, Demons and other hideous creatures gather around you, and you realize that you are trapped on a magical Plane of Evil which you have entered through a dimension gateway built by Razaak as an escape-route from Titan. You are doomed.





249

Ahead, you see movement in the tall, wet grass and become aware of a loud buzzing noise. Six large, mottled, black Harpoon Flies suddenly rise into the air, each the size of a pigeon. Although their heads appear to have an elongated proboscis, it is actually a poisoned, needle-like spike which Harpoon Flies can shoot at a target. They can only grow one needle at a time, and it takes a week for the needle to grow back after it has been fired. The poison paralyses the Harpoon Flies' victims, and female Harpoon Flies then lay their eggs under the skin so that the maggots will have plenty of meat to feed on when they hatch. Roll one die to determine how many needles hit you. If you are hit by one or two needles, turn to 346. If you are hit by three or four needles, turn to 388. If you are hit by five or six needles, turn to 13.



250

You search the outpost and find a hunting-horn and a lantern. You decide to take both items, together with a crossbow and four bolts. The village is no more than three hundred metres away, but there is no graveyard in sight. Not wishing to risk certain capture inside Mirewater, you ride in a circle around it all the way back to the outpost, but still do not come across the graveyard. Symm sighs and says, 'Let's head for Stonebridge.' You ride north until

you reach Red River, and after crossing it, ride east towards Stonebridge. Night is falling as Stonebridge finally comes into view. If you wish to camp outside Stonebridge, turn to 92. If you would rather give up your search for the graveyard and ride into Stonebridge, turn to 316.

251

You are transfixed by fear, unable to move a muscle. Your eyes are locked wide open in horror as the Hellcat starts to maul you. It stands up on its hind legs and sinks its long fangs deep into your throat. Razaak's pet has sealed the fate of Allansia.

252

The rest of the day passes without incident, and without sight of the Lost Lake either. In the fading light, you choose a suitable place to camp down for the night, making sure that your horse is securely tethered to a nearby tree. You settle down to sleep, but are woken in the middle of the night by a howling cry. Your eyes open to see a full moon, and in an instant you are standing, sword in hand. You feel your heart beating fast as you strain your eyes and ears. Suddenly, you hear the sound of a twig snapping and then a low growl. You see a shadow move, and in the dim light recognize the thick brown hair, long fangs and bestial features of a Werewolf. If you are wearing a Moon Ring and know how to use it, turn to the number stated in the spell. If you are unable to do this, you must fight the Werewolf with your sword.



WEREWOLF SKILL 8 STAMINA 9

If you win, but suffer any wounds at all from the Werewolf, turn to 275. If you win without being bitten by the Werewolf, turn to 36.

253

The Hobgoblin just misses your foot and falls to the ground with a thump. To the cheers of Borri and Symm, you haul yourself up the rope and scramble into the basket. Turn to 226.

254

Symm at last manages to land a blow on the Ape Man without fear of injuring you. He plunges his dagger into the Ape Man's neck and you watch it slump to the ground, a coarse gurgling sound coming from its throat. Symm then cuts down the leather sack and inside finds some polished stones which you may take, if you wish, before riding on. Turn to 37.

255

You urge your horse into the river and are soon on the far bank. After a while you reach the top of the first hill and look east, towards what seems a never-ending range of hills. As you start your descent, you see a small wooden hut partly hidden by the trees. The roof has caved in and there are no visible signs of life. If you wish to enter the hut, turn to 332. If you would rather ride on by, turn to 53.

256

You walk up to the Zombie who is loading the wheelbarrow. It does not stop working and acts as though you do not exist. You walk past it to where the other two are working at the face and suddenly notice that all of them have the figure '5' tattooed on their arms. You make a mental note of the number before returning to your friends. You decide that there is nothing else to do except walk back to the junction. Turn to **338**.

257

Not long after midnight, while you are standing watch, you hear the soft fluttering of wings. From out of the dark shadows, a Vampire Bat swoops down to drink your blood.

VAMPIRE BAT SKILL 5 STAMINA 4

If you win, turn to **231**.

258

The woman is soon free and thanks you for rescuing her. But you keep your sword in your hand, as many an adventurer in Allansia has died in the past due to trickery. The woman notices your suspicion and says, 'My name is Jella and I am a Half-Elf. I am





an apprentice to the wizard Covax of Zengis. He is a specialist in long life and sent me into the hills in search of rare herbs. Unfortunately, I was ambushed by Goblins. They took nearly everything I had, but ignored my most valuable possession – a tin of healing powder.' You watch as Jella opens a small tin and offers you a pinch of brown powder. If you want to swallow some of the powder, turn to **48**. If you would rather bid her farewell and resume your journey, turn to **382**.

259

You are blasted by the ball of fire, which burns a black hole in your leg. You scream in pain as Razaak releases another fireball. Again you are hit, and this time the result is fatal. You have failed in your quest.



260

The powerful arms of the Demon tighten around your midriff as you struggle to reach your knife. At last you manage to pull it from your belt and begin stabbing furiously.

WOOD DEMON SKILL 9 STAMINA 10

Reduce your SKILL by 2 points for the duration of this combat because of the vice-like grip in which you are imprisoned. If you win, you sigh with relief and pick up your sword. Turn to **89**.





**261**

You soon reach some wooded hills which, however unwillingly, you will have to ride through to continue going east. No more than one hundred metres into the trees, you suddenly hear a blood-curdling yell above you, and look up to see an Orc leap down from the branch of a tree to ambush you. Two others run out from behind other trees with their swords drawn. Roll one die. If you roll 1–3, turn to **120**. If you roll 4–6, turn to **62**.

**262**

Symm finds a crack in the wall just wide enough to squeeze through. 'Come on,' he says, 'let's go through here. I can see light.' If you wish to follow Symm through the crack in the wall, turn to **347**. If you would rather keep looking around at the bottom of the fissure for an alternative passageway, turn to **61**.

**263**

The unseen man is a skilled bowman. Despite the darkness, he is invariably lethal at such a short range. This time is no exception and his arrow pierces your neck, killing you instantly.



264

The tunnel soon ends at a T-junction. If you want to go left, turn to **156**. If you want to go right, turn to **199**.

265

You place the ring on your finger and try to release a magical power from it. But nothing happens. If you have not done so already, you may try on either the Moon Ring (turn to **10**) or the Dagger Ring (turn to **94**). If you would rather ride east out of the Valley of Bones, turn to **369**.

266

Borri spends the next five minutes muttering to himself, calling Trolls all the bad names he can think of. 'Why would anyone want to do that?' exclaims Borri suddenly. 'Did you know that the Allansian record for the number of Hobbits' ears eaten by a Troll in a competition is one hundred and nineteen! The lengths that Trolls will go to for fame! Come on, let's go.' Borri suddenly marches off, throwing the book over his shoulder. You and Symm hurry after him, with Symm asking Borri if he is the shortest Dwarf in Allansia. 'Mind your own business,' snaps Borri, still marching ahead. Turn to **40**.





267

With the extra weight and the pain as the Hobgoblin bites and claws at your leg, you lose hold of the rope. You plunge to the ground, where you are set upon by the other Hobgoblins. You are quickly put to death and your possessions are divided up. Helpless in the rising balloon, there is nothing Borri and Symm can do to help, and they alone know that the future of Allansia is lost with your demise and the capture of Razaak's sword.



268

The scroll relates the tale of the fabled Gargantis beast and its miraculous horn. Although there is no absolute proof that the creature exists, rumours about it have been circulating for centuries. It is said to have a lumpy, green hide, and looks like a cross between a Pit Fiend and a Flesh Golem, but with the addition of a single horn in the centre of its forehead. The Gargantis's horn is said to possess many magical and mysterious powers, which it would retain even if severed from the Gargantis's head. Anyone in possession of the horn, upon wielding it, would release these powers. You have heard of this beast, but are amazed to read on the scroll that one such creature is purported to dwell in the Howling Tunnels of the Western Flatlands. Perhaps the poor

adventurer who owned the scroll was on his way to the Flatlands when he met an untimely death in the woods. You put the scroll in your backpack and consider what to do next. If you have not done so already, you may either examine the rod (turn to **360**) or try on the helmet (turn to **111**). If you would rather return to your horse, turn to **221**.

**269**

You follow the trail of blood around the bend of the tunnel until you reach the edge of a dark pit. Your torches fail to light up the bottom, but there is no doubt that something is down there, gnawing on bones. The unseen creature senses your presence and makes deep, loathsome, gurgling noises. 'Maybe it's the Gargantis beast,' whispers Borri. 'I've got a length of rope here if either of you want to climb down. I'm too fat to climb down there.' Symm stares coldly at the Dwarf and says, 'I ought to throw you down there to distract its attention while we climb down!' 'Only joking,' laughs Borri nervously. You decide to interject, and you argue that if it *is* the Gargantis beast at the bottom of the pit, then the pit must be accessible from the bottom – the Gargantis would not have jumped down. But who controls these tunnels? Is it the Gargantis itself, or does another being hold the Gargantis captive? Nobody has an answer. 'Well, what should we do?' asks Borri. If you wish to volunteer to be lowered down the pit by rope, turn to **117**. If you would rather walk back to the main tunnel, turn left and walk past the junction, turn to **222**.





**270**

The unseen man speaks to you in a cold voice: 'Any servant of Chaos is an enemy of Allansia.' You momentarily hear the flight of the arrow before it pierces your neck and kills you.

**271**

You see a flash of white light as a jagged bolt of lightning blasts from Razaak's fingertips. But instead of killing you instantly, the lightning is drawn to your shield and is harmlessly discharged. Even on Razaak's deformed face, you can see a hint of worry. He hesitates for a second, and seizing your opportunity, you rush at him with his own sword. Ignoring the blows of the sword, his only concern is to touch you with his fingers.

RAZAAK SKILL 12 STAMINA 20

If Razaak wins two consecutive Attack Rounds at any time during combat, turn to **14**. If you win without losing two consecutive Attack Rounds, turn to **84**.



272

You break out in a sudden sweat and are soon consumed by fever. You feel weak and are forced to lie down, shaking uncontrollably. The ordeal lasts an hour and weakens you considerably. Lose 1 SKILL point and 4 STAMINA points. But at least you have the consolation of being able to camouflage yourself. With your spirits still high, you turn your horse east. Turn to 180.

273

You are soon at the edge of the wood, but cannot see far into it. Will you:

| | |
|---|---|
| Enter the wood? | Turn to 215 |
| Ride west towards Mirewater? | Turn to 63 |
| Ride north-east towards Stonebridge? | Turn to 363 |





274

You look around and find an alcove in the shadows. If you wish to hide in the alcove, turn to 238. If you wish to face whoever is walking towards you, turn to 2.



275

The wretched humans who are afflicted by lycanthropy are forced to turn into savage Werewolves when the full moon rises. Anyone bitten by a Werewolf is likely to turn into one himself or herself. If you are wearing a Crystal of Sanity, you will be immune to the disease (turn to 36). Otherwise, if you have a candle, turn to 91. If you have neither the crystal nor the candle, turn to 317.







276

The figure steps slowly towards you and then through the mist you see that it is your old friend, the great wizard Yaztromo. 'Hello,' he says in a jovial voice. 'You didn't expect to find me here, did you?' If you are wearing a gold ring set with an iridescent jewel, turn to 326. If you are not wearing this ring, turn to 164.



277

The horsemen halt the caravan and send a wagon to pick up Borri and the balloon. Soon the three of you are reunited and riding across the barren plain towards the Flatlands. Borri unfolds some cloth to reveal some juicy red berries and offers you some. Symm looks at them in horror and shouts, 'Don't eat those! They're mad-mad berries, guaranteed to send you completely insane!' He grabs them from Borri and throws them over the side of the wagon. 'I thought they were a local delicacy,' says Borri, looking suddenly shocked. 'Good job I didn't eat any before.' The hours pass by and you discuss your chances of finding the Howling Tunnels. A little boy

riding in the wagon with you suddenly speaks for the first time, and says, 'I know where there are some tunnels. Give me a present and I'll tell you when we pass them.' With nothing to lose (apart from one of your possessions) you agree and feel hopeful once again. Towards the end of the following afternoon, the caravan still rolling across the Western Flatlands, the boy sits up in the wagon, points at a hillock in the distance and yells, 'Over there! The tunnels are over there!' You tell the driver of the wagon to stop, and two minutes later the three of you are alone, watching the caravan disappear in a cloud of dust. You manage to drag the balloon and basket to the hillock and shout for joy when you see the entrance to a tunnel. 'I can't hear anything,' says Borri. 'I thought these tunnels were supposed to howl.' 'Let's wait until we are inside at least, you short fat impatient oaf,' laughs Symm. 'Maybe when you see the Gargantis beast, you'll start to howl!' After hiding the balloon in the entrance, you draw your swords, light torches that you have brought with you and walk guardedly down the tunnel. Five minutes later, you arrive at a junction. If you wish to turn left, turn to **222**. If you wish to turn right, turn to **90**.





278

As the Demonspawn drops to the ground, its body begins to shrivel, hissing and steaming, until it is nothing but a pool of foul-smelling slime. A shudder runs down your spine as you walk over to Yaztromo and untie him. 'Bravo,' the old wizard says with a smile, shaking your hand vigorously despite his ordeal. 'My magic would not work against this creature from Hell. Either I am losing my touch, or Razaak has greater powers than I thought. Never mind, we must not flinch from our task. Now, tell me, how did you find the Lost Lake, and who is your friend here?' You tell Yaztromo about your journey and how you came to meet Symm. Yaztromo looks pleased and says, 'Well, I did find out a few things about our friend Razaak. He will be a most formidable opponent for you – if you get past the minions who protect him. Not only will you have to slay him with his own sword, but his heart must be pierced by the horn of a Gargantis beast. According to fables, the Gargantis is a rare creature that lives underground – but I have not the faintest idea if any even exist. It is virtually invulnerable to weapons and you may have to use magic so that its horn can be cut off. Only then will it die. Now let's leave this infernal forest and return to my tower, where a friend of mine should be waiting for us.' It is not long before you are back at the tower, but there is nobody there to greet you. 'Strange,' mutters Yaztromo with a frown on his face. 'Budron should be here by now. I hope he hasn't come to any harm. He knows where the haunted graveyard

is and that's important. It might help to read the gravestone of Razaak's father Tamal. I think the graveyard is somewhere between Mirewater and Stonebridge, but I can't be sure.' He offers you a choice between staying here overnight to see if Budron turns up in the morning (turn to **341**) or setting off now (turn to **157**).



279

You find the balloon and basket where you left them, and drag them out of the tunnel entrance and down the hillock. 'We must build a huge fire so that we can inflate the balloon with hot air,' Borri says authoritatively. 'I'll lay out the balloon while you two gather some wood.' It takes you nearly three hours to scour the barren plain and find enough wood to build a decent fire, but at last you are ready. Borri takes a metal pipe out of the basket, connects it to the neck of the balloon, and suspends the other end over the fire. The balloon soon fills with hot air and is nearly inflated, when you suddenly see dust rising into the sky on the horizon. 'Horses approaching,' Symm says calmly. 'I hope you are nearly ready, Borri.' The horses quickly come into view and you see that there are six, each being



ridden hard by a Hobgoblin. Borri orders you to untie the rope which is holding the balloon fast to a tree-stump, and then climb up the rope as the balloon ascends. But the strain on the rope makes it difficult to untie, and you waste valuable seconds before deciding to cut through it with your sword. You are suddenly jolted upwards by the rope, while at the same time a Hobgoblin rides underneath you and leaps out of the saddle to try to grab your legs. Roll two dice. If the total is the same as or less than your SKILL, turn to **253**. If the total is greater than your SKILL, turn to **331**.

280

In the next valley you enter a small wood, which has an abundance of flowers and plants, although none of them is pleasing to the eye. Some are diseased, others are covered with thorns, and some emit a foul smell. All of them appear to be strangled by creepers. Although you cannot see anybody, you suddenly hear high-pitched twittering voices. You draw your sword and ride towards where you think the sounds are coming from. A bush moves and you catch a glimpse of a tiny dark figure before it disappears into the undergrowth. If you wish to follow the figure, turn to **18**. If you would rather gallop through the glade as fast as possible, turn to **73**.

281

As you walk along, you do not see a small rock on the floor in front of you. *Test your Luck*. If you are Lucky, turn to **392**. If you are Unlucky, turn to **320**.

282

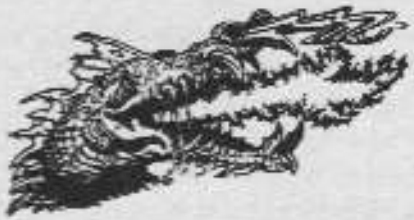
The Hill Giant's possessions amount to 1 Gold Piece and a copper bracelet. It occurs to you that the Giant's cave cannot be too far away if he claimed to own the valley. Will you try on the copper bracelet (turn to **182**), search for the Giant's cave after placing the gold and bracelet in your backpack (turn to **241**), or ride west along the valley after placing the gold and bracelet in your backpack (turn to **67**)?



283

You hear a grinding sound, and slowly the giant chair starts to swing back through an opening section of the wall. The bars holding you into the chair slide back and you are able to stand up in the large room in which you find yourself. The chair slides back into the tunnel and now the only possible way out for you is through a door in the opposite wall. There is a sign on the door which reads 'Lock the door before opening.' You are puzzled by the sign, which appears to make no sense. You try the handle and find that the door is not locked. However, if you have a key and wish to do as the sign says, turn to **189**. If you do not have a key or do not wish to use it, turn to **334**.





284

An hour later you decide that you are travelling too far north and must head east if you are ever to find the Lost Lake. At a suitable point, you turn east away from the river and ride up into the hills. Some time later you catch sight of a thin plume of smoke rising up from the other side of the nearest hill to your left. If you wish to go and see what is causing the smoke, turn to **33**. If you would rather ride on, turn to **261**.

285

Alas, the stone does not hold any remedial properties. Turn to **357**.







286

You cross an open field and see a round stone outpost in front of you. Two Dwarfs suddenly emerge from the building, each holding a crossbow. They order you to turn back or face the consequences. If you decide to turn around and ride towards Stonebridge, turn to 21. If you would rather fight the Dwarfs, turn to 71.

287

You find a leather pouch hanging around the Bonekeeper's neck. Its contents are three bone rings, each one highly polished. One has the symbol of a full moon carved into its surface, another bears the emblem of a dagger, and the third has a skull etched into it. Will you:

| | |
|---|---|
| Try on the Moon Ring? | Turn to 10 |
| Try on the Dagger Ring? | Turn to 94 |
| Try on the Skull Ring? | Turn to 265 |

If you leave the rings and ride east out of the Valley of Bones, turn to 369.

288

Borri and Symm soon recover after the slaying of the Hellcat, and tell you how terrifying it was to watch the battle, unable to move a muscle. 'I'm really pleased you won, actually,' says Borri. 'I didn't fancy the idea of being used as a scratching-post for that big cat!' Symm for once laughs at Borri's remarks, although it is probably due more to his own relief than Borri's humour. 'Well, we went to the

trouble of opening that trapdoor, so we might as well have a look inside the Hellcat's lair,' continues Borri. 'What do you think?' If you wish to look inside the lair, turn to **240**. If you would rather walk down the narrow tunnel opposite, turn to **177**.

289

Around the neck of the Centaur hangs a bronze talisman in the shape of a Horned Demon. If you wish to wear the talisman yourself, turn to **75**. If you would rather ride off without the talisman, turn to **304**.

290

Symm is as skilled as you are with his sword, and defeats his three Skeletons without too much difficulty. You start to scrape the moss from the gravestones to read the inscriptions, and the third gravestone yields what you are looking for – Tamal's epitaph. In ancient script it reads:

> Although I lie here, I am not yet done,
> The dark power continues, my soul is my son.
> Tamal. Died in this world aged 108 years.

You memorize the epitaph, while Symm looks at the other open graves. Suddenly he calls out, saying that he can see the end of a silver rod protruding from the soil. You walk over to the grave to see for yourself. If you wish to pull the rod out of the grave, turn to **389**. If you would rather leave the graveyard immediately and ride north-east towards Stonebridge, turn to **234**.



291

'Outsiders pay for their intrusion with their lives,' hisses Ungoth. You throw back your robes and draw your sword, now that your true identity is known. Turn to **223**.

292

You ride over the top of the hill again and down the other side. At the bottom you can see a small wood at the end of the valley to the north. If you wish to ride towards the wood, turn to **203**. If you would rather ride up the next hill, turn to **280**.

293

A sudden gust of wind blows the balloon away from the gap in the trees where Borri is trying to land. The basket is dragged through the tree-tops, becomes entangled and is brought to sudden halt, hanging precariously from the branches some thirty metres off the ground. You climb out of the basket and climb slowly down the tree; suddenly a branch gives way underfoot. *Test your Luck*. If you are Lucky, turn to **225**. If you are Unlucky, turn to **4**.



294

The balloon climbs up into the sky, beyond the range of the arrows. 'That was a close call,' mutters Borri. 'But at least we are safe up here. Let's hope this wind keeps up to push us north-west.' Feeling weary, you sit down in the basket and decide to snooze for a while. But Borri, back in his beloved balloon, is in a talkative mood and tries to keep you awake. 'I'm amazed at the price of things these days,' he says. 'Do you know how much a good war-hammer costs, even in a city of thieves like Port Blacksand?' If you wish to continue the conversation, turn to 198. If you would rather tell him to keep quiet so that you can sleep, turn to 49.



295

You prise the crate open with your sword and find two suits of armour inside, but no helmets. Will you:

| | |
|---|---|
| Try on the suit of plate-armour? | Turn to 380 |
| Try on the chainmail suit? | Turn to 328 |
| Leave the armour and return to your horse? | Turn to 235 |



296

The creature lands on top of you and immediately starts to feed. However, it is not your flesh that it feeds on, but the metal of your armour. Lose 1 SKILL point. As if being enveloped by a giant amoeba, you try to throw off the Iron-Eater.

IRON-EATER SKILL 4 STAMINA 5

For each Attack Round that you lose, you must deduct 1 SKILL point. As soon as you win an Attack Round, you will have thrown the Iron-Eater off on to the floor. Then you will be able to walk on along the tunnel (turn to 151).

297

After thirty metres, the tunnel opens out into another chamber. The floor is littered with skulls, each one looking as if it had been smashed by a blunt instrument. At one end of the chamber there is a heavy iron door, which is firmly bolted shut. As you approach, you hear a dull thumping on the door. At the other end of the chamber, you see an archway which has a surround sculpted with Demons and Serpents. If you wish to unbolt the door, turn to 115. If you would rather walk through the archway and into the tunnel beyond it, turn to 264.

298

You are thrown from the saddle and land heavily on the ground. *Test your Luck*. If you are Lucky, turn to 107. If you are Unlucky, turn to 218.





299

By touching the clay doll, you trigger a magical reaction. The doll starts to grow and soon towers above you, the clay appearing soft and malleable as though just dug out of the ground. The hulking monster steps awkwardly towards you, its club-like fists raised to attack. The Clay Golem stands between you and your horse, and you have no option but to fight it.

CLAY GOLEM SKILL 8 STAMINA 9

Your sword is a poor weapon with which to fight a Clay Golem. After each Attack Round, roll one die. If you roll 1 at any time, turn to 393. If you roll 2–6, continue the combat. If you win, turn to 362.



300

The woman's laughter drifts away on the wind and all is calm once again. You examine the rod, which is about half a metre in length, and see that there is a screw thread at one end and a solid ball at the other end with the number 13 stamped into it. You discover that the ball unscrews to reveal a piece of

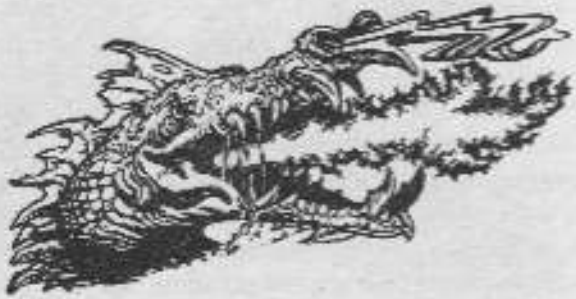
paper rolled up tightly inside the rod. The paper bears the message: 'To know my use, add my halves together.' If you have the other half of the rod and can come up with a total, turn to that numbered reference. If you do not know the total, you have no option but to take the half-rod with you and ride north-east towards Stonebridge. Turn to **234**.

**301**

While you sink into unconsciousness, Symm remembers the stones that you found. He knows that certain stones in Allansia can draw the cold from a body and have been used before when others have fallen to the touch of an Ice Ghost. He examines them and finds one that looks possible. He places it on your forehead, sits back and waits. *Test your Luck*. If you are Lucky, turn to **12**. If you are Unlucky, turn to **285**.

**302**

After riding around the clearing, you notice with relief that at last the trees are beginning to thin, and soon you are out of the wood. Turn to **194**.







**303**

'How foolish you are to think that you could trick me,' hisses Ungoth. 'Outsiders pay for their intrusion with their lives.' You throw back your robes and draw your sword, now that your true identity is known. Turn to **223**.

**304**

For the next hour, your return journey through the hills remains uneventful, until you suddenly hear a girl's cry for help coming from the direction of a wooded knoll not far to the south. If you wish to ride to the knoll, turn to **127**. If you would rather keep riding west, turn to **382**.

**305**

As you try to flick the tarantula off your wrist, it sinks its fangs deep into your flesh to inject its deadly poison. Lose 4 STAMINA points. Symm immediately rushes to your aid, knowing exactly how to treat a snake bite. He makes a small incision with his knife to draw the poison out, and although you feel ill, your life has been saved. Borri offers to tip up the cart while he waits for you to recover. If you want him to tip up the cart, turn to **366**. If you would rather walk on leaving the cart behind, turn to **40**.

306

You scrape the moss away and read the words of a rhyme:

To go beyond
A granite door,
Press the numbers
One eight four.

You memorize the rhyme, remount your horse and ride on. Turn to **324**.



307

Your eyes widen and a crazed expression comes over your face. You scream wildly, and then begin to foam at the mouth. Clutching your sword, you turn on Symm and Borri, who are likewise affected by the mental attack. Now totally insane, you are each filled with bloodlust, and stand on the ledge hacking one another to pieces. Borri falls first, then Symm. You ignore the blood which runs down your leg from two deep gashes in your side, and jump into the pit to attack the Gargantis. But one swipe of its clawed hand quickly ends your attempt, and your life.





308

The unseen man speaks to you in a friendly voice, saying, 'If you are Lawful, as you say you are, then dismount from your horse, stick your sword in the ground, and come and join me for some roasted duck.' If you trust this man and agree to do as he suggests, turn to **103**. If you would rather kick your horse into a gallop, turn to **354**.

309

You look into the darkened room from where the Lava Demons flew out, but are unable to see anything. If you wish to walk into the room, turn to **51**. If you would rather walk through the archway and into the tunnel beyond, turn to **264**.

310

It is pitch-dark inside the cave, and to safeguard yourself from falling down an unseen pit, you tap the ground in front of you with your sword. Suddenly, your sword hits something solid directly in your path, which sounds as if it is a metal object. You reach out and feel the object and deduce that it is a large metal box bolted to the ground. It has a hinged lid. If you wish to try lifting the lid, turn to **45**. If you would rather walk back to your horse, turn to **235**.

311

Holding the rod in your hand, you imagine the rabbit frozen in time. Somewhere hundreds of miles away, the rabbit springs once again into action and continues its run through the grass, unaware that it had ever stopped. You point the rod at the Gargantis, and hold your breath as a giant clawed hand reaches down to grab you. Much to your relief, the hand suddenly halts, centimetres from your face. The Gargantis is paralysed, and Borri and Symm let out a cheer. You let the nimble Symm shin up the frozen body of the beast, a knife gripped between his teeth. Sitting astride the Gargantis's shoulders, Symm cuts slowly through the white horn. Clutching it in his left hand, he brandishes it in the air in triumph. He then jumps down and hands you the fabled horn, a smile across his face. You marvel at the beauty of the horn before tucking it into your belt. 'Let's go!' you say, and lead your two friends back down the tunnel. Passing between the Skeleton statues does not produce a further appearance of the Ice Ghosts, and you hurry on. *Test your Luck*. If you are Lucky, turn to **54**. If you are Unlucky, turn to **138**.





312

The rat sinks its sharp teeth into your leg. Lose 1 STAMINA point. But you are less worried about the wound than you are about the possibility that the rat might be the carrier of a fatal disease. You crush the rat underfoot, angry that such a small creature might be the downfall of Allansia. *Test your Luck*. If you are Lucky, turn to **348**. If you are Unlucky, turn to **161**.



313

About half an hour later, you hear the battle-cry of a warrior and the clash of steel coming from over the brow of the hill. If you wish to investigate, turn to **7**. If you would rather walk by, turn to **162**.

314

Although you are hit by the dagger, the throw was not particularly accurate. You suffer only a flesh wound to your shoulder. Lose 2 STAMINA points. But just as quickly as the cloak rose, it drops back to the ground and stays there motionless. If you have not done so already, you may try on either the Moon Ring (turn to **10**) or the Skull Ring (turn to **265**). Otherwise you may ride east out of the cursed Valley of Bones (turn to **369**).



315

You pass between two statues of Skeleton Warriors and immediately feel a gust of cold wind blow down the tunnel into your faces. The wind blows harder and begins to howl. 'We seem to be in the right place,' says Borri in a more serious tone than usual. Suddenly you see something glowing white at the end of the tunnel. It grows in size and flies towards you at speed. When it is near enough, you see that it is a being with an agonized look on its face, its diffuse body trailing behind it. Its mouth opens and lets out a soul-chilling scream. 'It's an Ice Ghost,' shouts Symm above the wailing scream. 'Don't let it touch you as it flies by. And look out, here come two more!' You keep your eye on the Ice Ghosts as they spiral towards you. Roll two dice three times. If any of the totals are greater than your SKILL score, turn to 379. If the totals are all the same as or less than your SKILL, turn to 72.

316

Within an hour you reach a bridge which crosses a stream and leads you into Stonebridge. Two Dwarf guards standing on the bridge challenge you, and you reply that you are a friend of Yaztromo and need to speak to Borri. The Dwarfs' mood suddenly changes and they become very friendly and talkative; they lead you through the village to some stables where Borri lives. You knock on the door and are greeted by a smiling Dwarf with chubby red cheeks and a long beard. 'Hello!' he says cheerfully. 'My name is Borri and you must be Yaztromo's

friends. Come in and help yourselves to some hot vegetable stew I've just prepared. I'll take care of your horses.' You accept Borri's kind hospitality and eat until you feel you cannot move. Add 2 STAMINA points. Borri rejoins you to hear about your quest, as all Dwarfs love to hear tales of adventure. At last when he seems content that he knows everything there is to know, he says, 'Well, I suppose it's time to rest. Make yourselves some beds in the hay, and in the morning I'll show you something special – my invention!' In the morning, after a quick breakfast, you stroll outside to see Borri and his new invention. Turn to 353.

317

Within an hour you become feverish and then to your horror hair starts to sprout from your upper body, head and arms. Your face distorts and changes dramatically until it is completely lupine in appearance. You are condemned to a double life, hunting, when the full moon rises, the very people who were once your friends.





318

Although slow and clumsy, the Zombie is a strong fighter, and slashes at you with its clawed hands.

ZOMBIE SKILL 6 STAMINA 6

If you win, turn to 74.

319

You spend some minutes cutting your way through the bushes and brambles, but fail to find a lair. Perhaps the Demon had no resting-place. You have just decided to give up and return to your horse, when something catches your eye in a pile of leaves. You brush away the leaves with your sword and discover the skeletal remains of a human wearing chainmail armour, no doubt a victim of the Wood Demon. You see that the bony fingers of its right hand are clutching a silver rod which is about half a metre in length. A fine helmet lies next to the skull, and a perished leather backpack is close by. Will you:

| | |
|---|---|
| Examine the silver rod? | Turn to **360** |
| Try on the helmet? | Turn to **111** |
| Open the backpack? | Turn to **175** |
| Leave the body and return to your horse? | Turn to **221** |

320

You kick the rock and unknowingly spring a trap. The rock was keeping a stick pressed down in a hole in the floor which, when released, opens a

trapdoor. You step into thin air and fall down a pit five metres deep. Roll one die and deduct the number from your STAMINA score. If you are still alive, Borri and Symm are able to rescue you with the help of Borri's rope. 'You didn't see the Gargantis down there, did you?' Borri asks teasingly. Without giving him the satisfaction of a reply, you walk off, tight-lipped. Turn to 79.

321

You hear an ominous rumbling sound above you, and see fragments of rock splinter off the walls and fall to the ground. Suddenly, a huge crack opens up in the wall by the lever, and then the whole face caves in on top of you. Your quest is abruptly ended, and Razaak can now bring on the Dark Age of Allansia without any further obstruction.

322

The chicken is fresh and only recently roasted. You devour it quickly and lick your lips in satisfaction. Add 2 STAMINA points. Leaving the Orcs behind, you ride off east. Turn to 216.

323

The Ice Ghosts close in, but you manage to evade them as they fly by. Symm and Borri also dodge them successfully. You watch the Ghosts disappear down the tunnel, before deciding to abandon the search for a secret passage, and walking boldly between the statues ahead. Turn to 56.



324

At the bottom of the hill you see a narrow stream running north to south across your path. When you arrive at the edge, your horse stops and puts its head down to drink. If you wish to release the reins to allow your horse to drink, turn to 376. If you would rather force it to cross the stream so that you can continue your quest, turn to 391.

325

You walk two kilometres further west, but fail to find any horses. There seems to be little point in walking any further, as it will take you an hour to return to Borri. You walk back, hardly speaking to each other, frustrated by your continued bad luck. When at last you see the balloon, there is no sign of Borri. You draw your swords and approach cautiously, when suddenly Borri pops up out of the basket and points a crossbow at you. You laugh and tell him to stop joking, but do not finish your sentence. A crossbow bolt pierces your neck, killing you instantly, and a fight to the death then breaks out between Symm and Borri, although you will never know who won. Nor will you know that Borri went insane after eating mad-mad berries found only on the Plain of Bronze.







326

Although you did not know it, the jewel in your ring is known as the Seeing Eye. Its wearer will see through all illusions, even if cast by the most powerful magic. Slowly the features of Yaztromo disappear to reveal the hideous figure of Razaak in his true form. His body is grotesque, with a large domed insect-like back which curves up to his oversized head. One arm trails on the floor, while the other is withered and stunted. One eye bulges from its socket and a twisted smile warps the left of his deformed face. Red veins pulsate on his bald skull, and you have never felt so repulsed in all your life. 'I knew you were an outsider,' he sneers. 'I can feel the presence of my sword hidden in your robes. But you are out of your depth, worm.' Suddenly he points his stunted arm at you and a fireball shoots out from his scrawny fingertip straight at you. If you have inhaled the smoke from inside a smashed globe, turn to **351**. If you have not inhaled the magic smoke, turn to **259**.



327

You turn your horses north and wave to the Hill Men, who shake their fists at you in frustration. When out of range of their bows, you turn west once again. Turn to 148.

328

The armour fits you well and does not restrict your agility. Add 1 SKILL point. You have no use for the plate-armour, so you walk back to your horse. Turn to 235.



329

You lift the trapdoor and stand back, your sword at the ready. You hear a high-pitched growl and then, suddenly, a large beast leaps up through the trapdoor into the chamber. It has flame-red fur and is cat-like in appearance, with long sharp claws and teeth. The Hellcat also has scarlet eyes which it uses to instil fear into its prey. Roll one die. If you roll 1–4, turn to 110. If you roll 5 or 6, turn to 355.

330

The large rock flies towards you, but lands five metres short. You hear the Hill Giant bellowing in anger, but you ride on up the hill, and soon leave the Giant behind. The rest of the day passes without



further incident and as it gets dark, you wonder where to make camp. In the distance, you see the glow of what looks like a fire, but it is now too dark to see whoever might be sitting by it. If you wish to ride over to the fire, turn to 183. If you would rather camp down for the night between some nearby boulders, turn to 399.

331

The Hobgoblin just manages to grab hold of your left leg and is hauled up into the sky with you. Borri and Symm lean over the basket shouting encouragement as you try to shake off the Hobgoblin. Roll two dice. If the total is the same as or less than your SKILL, turn to 154. If the total is greater than your SKILL, turn to 267.

332

*Test your Luck*. If you are Lucky, turn to 384. If you are Unlucky, turn to 85.





333

You scrape the moss from the gravestone and read the epitaph of a woman who died aged 69. On the third tombstone, you find what you are looking for – Tamal's epitaph. In ancient script it reads:

> Although I lie here, I am not yet done,
> The dark power continues, my soul is my son.
> Tamal. Died in this world aged 108 years.

You memorize the epitaph, while Symm hurriedly scrapes the moss from the other gravestones, half-expecting to see a ghost at any moment. But the graveyard yields no further secrets, and you ride north-east towards Stonebridge. Turn to **234**.





334

You decide to throw caution to the winds and open the door and walk through it. You find yourself in a room exactly the same as the one you have just left. The only difference is that there is no sign on the back of the door. You walk up to the door, try the handle and find that it is unlocked. Again, you walk through the door – only to find yourself in another identical room. Having failed to use a timelock key, you are now trapped in a time-warp from which there is no escape. You are doomed to the eternal repetition of walking through the door.



335

After half an hour of rummaging through the undergrowth, you find the deadly-nightshade plant, and are hardly able to believe your good fortune. You quickly chew a sprig to extract the belladonna, and are immediately sick because of the poison in the plant. Lose 2 STAMINA points. However, to your relief, you are cured of the disease. Turn to **36**.



336

You read out the words on the parchment, but the old man soon becomes irritated by your poor pronunciation. 'Read out the words letter by letter,' he says sharply. You do as instructed, but when you finish, the old man remains silent. Finally he grunts in satisfaction and says, 'Well, you have found yourselves quite a useful item. The language is Hamakeian. The Hamakei, in case you are interested, are the last remnants of a more sorcerous age. A few of them still live in desert wastelands. They are very strange creatures with withered bodies and vulture-like heads, and are kept alive well beyond their normal lifespan by arcane spells. They see themselves as scholars and are rarely drawn into conflict, so they concern themselves with protective magic. And what you have here is a magic screen against conjured animals or insects. Quite useful, really. To activate the spell, just say "Hamakei" and call out the number on the bottom of the parchment. Well, I must be going now, and so I'll say goodbye and wish you luck.' You watch the old man for a few minutes as he sets off again, walking nimbly. Then you turn and follow Symm who, as ever, is eager to press on. Turn to **313**.



337

As your horse steps unwittingly on one of the fungi, you hear a dull popping sound. Suddenly, the air is filled with fungal spores, poisonous only to humans. You immediately begin to retch and choke. Roll one die and deduct the number from your STAMINA score. If you are still alive, you hold your breath and make your horse gallop across the clearing. Soon the trees start to thin and at last you are out of the wood. Turn to **194**.



338

When you reach the spot where the slain Doragar fell, you are surprised to see that the bodies have vanished. A trail of blood leads to a solid rock wall, where you find the tell-tale crack of a doorway. You push the section of wall, but it does not move. Even Symm with all his skills cannot find a way to open the section of wall. You press your ear to the wall, but hear nothing. If you wish to carry on with your efforts to open the wall, turn to **78**. If you would rather walk to the junction and try the other passage, turn to **222**.





339

You nervously ride over the brow of the hill that leads down to the lake. There is a deathly silence in the valley and hardly a ripple breaks the surface of the dark, mist-covered water which stretches into the distance. You quickly scan the lake, but see no movement on it. You wait patiently for almost an hour and then you catch sight of an object drifting slowly towards the western shore. You strain your eyes and see that it is undoubtedly a raft and a robed figure is sitting on it. You spur your horse along the shore to the point where the raft is heading. As the raft drifts closer to the shore, you urge your horse into the cold lake and set eyes on the cursed skeleton of Kull. Still gripping Razaak's sword as it has done for a hundred years, the skeleton of Kull sits motionless on the raft as you approach. You overcome your anxiety and reach out and take the sword from Kull. You hear a whispered sigh of joy and watch the skeleton crumble into dust and disappear between the logs of the raft into the lake. After placing the dreaded sword in your belt, you ride off west towards Yaztromo's tower, unable to rid yourself of haunting thoughts of the terrible fate that may await you as keeper of Razaak's sword. Turn to 165.



340

You somehow manage to survive the mental attack, blotting out the fear in your mind. You scream at the top of your voice to aid your concentration, and step forward to attack the Hellcat.

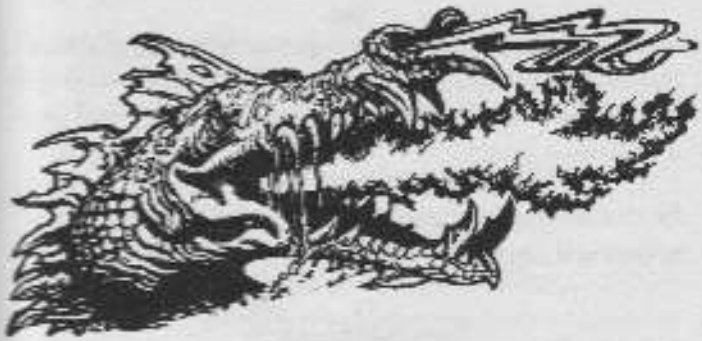
HELLCAT SKILL 8 STAMINA 8

If you win, turn to 31.

341

It is not long before nightfall, and you find yourselves relaxing in comfortable chairs listening to long tales of adventure told by Yaztromo. After eating a huge meal, you go to bed early, since you feel you are going to need all the sleep you can get. In the morning you feel quite refreshed (add 2 STAMINA points) and while you pack your belongings, Yaztromo refills your glass phial with his Healing Potion, enough for five tots. As you walk down the spiral staircase of the tower, Yaztromo says, 'I fear the worst for poor old Budron. Something terrible must have happened to him. He is usually so reliable. I hope you manage to find the haunted graveyard without him. After that, ride to the Dwarf village of Stonebridge and ask for Borri. He will be able to help you save a great deal of time!' Outside, you mount your horses and ride off west along the edge of Darkwood Forest. The ride is uneventful for half an hour, but then you see a leather sack hanging by a piece of rope from a tree. If you wish to stop and cut down the sack, turn to 207. If you would rather ride on, turn to 37.





342

The nuts are edible and ease your hunger a little. Add 1 STAMINA point. When you have finished the nuts, you make your way out of the tunnels. Turn to 279.

343

The little man stops throwing the bones and asks you why you are trespassing on his ground. You reply that you are on an important quest and that you must find the Lost Lake. 'I'm just a simple man, known as the Bonekeeper,' the little man says in a sad voice, 'and I do not know of any lost lake. I sort through these bones and carve some of them into magical rings. I would very much like a new knife for my work, and would gladly give you one of my rings in exchange.' If you possess a knife which you would like to exchange for a ring, turn to 208. If you decide to attack the Bonekeeper after all, turn to 134. Otherwise, you bid him farewell and ride out of the Valley of Bones (turn to 369).

344

Borri and Symm help you up and then the three of you walk through the narrow tunnel opposite. Turn to **177**.

345

By morning all is quiet. You mount your horses and ride off in search of the graveyard. Turn to **37**.



346

The strong poison acts quickly, but fortunately your constitution can cope with the small amount. Your limbs feel stiff, but do not become paralysed. Lose 4 STAMINA points. You urge your horse on, cutting your sword through the air to ward off the hovering flies which are waiting for their prey to fall. But you manage to escape from them and as soon as you feel safe, you swallow a tot of Yaztromo's Healing Potion to counter the effect of the poison. You immediately feel better, but you do not regain any STAMINA points. Relieved to be past the marsh, you continue your trek into the hills, following the river. Turn to **185**.



347

Borri has trouble squeezing his fat stomach through the crack in the wall, and Symm teases him about it. You have to push and haul yourselves along some twenty metres before the crack opens out into a large empty chamber. Two black candles give off a dim light and you notice that it is extremely cold. On the opposite wall, a narrow tunnel leads out of the chamber, and on the floor you see a trapdoor which is bolted down. You press your ear to the trapdoor and hear some snuffling sounds coming from underneath. If you wish to walk down the narrow tunnel, turn to **177**. If you wish to unbolt the trapdoor, turn to **329**.

348

The rat was not diseased and you are able to continue your quest without a painful and untimely death. You walk over to the chest and look inside. Turn to **211**.



349

The clawed hand catches you on the shoulder and neck, inflicting a terrible gash. Lose 2 STAMINA points. Roll two dice. If the total is the same as or less than your SKILL, turn to **88**. If the total is greater than your SKILL, turn to **236**.

350

By the time you are halfway down the valley, your horse is panting heavily and galloping very slowly. Lose 1 LUCK point. Not wishing to run your horse into the ground, you turn to face the screaming Goblins. Fight them one at a time as they close in.

| | SKILL | STAMINA |
|---|---|---|
| First GOBLIN | 5 | 5 |
| Second GOBLIN | 5 | 6 |
| Third GOBLIN | 6 | 5 |
| Fourth GOBLIN | 6 | 6 |

If you win, turn to **65**.





351

You detect surprise on Razaak's face as the ball of fire veers away from your body. He releases another fireball, but it too veers away. Realizing that you have protection from fire, he starts to mumble words which you do not comprehend. Immediately, his fingertips are crawling with giant, bloated insects which swarm towards you as if Razaak were holding the end of a massive pulsating cone. If you possess a Hamakeian parchment, you should use it now by calling on the Hamakei and turning to the number on the parchment. If you do not possess a parchment, turn to **242**.



352

You are now wearing a Crystal of Sanity. This talisman will protect you from any assaults on your sanity. Taking heed of the miner's warning, you turn your horse south-east to avoid the Orcs. Turn to **137**.





353

Outside in the yard, you see the strangest sight of your life. A huge balloon, as tall as Yaztromo's tower, is being filled by Borri with hot air from a fire. A group of Dwarfs is holding on to the ropes to keep the balloon from floating away into the sky. 'This is my invention,' shouts Borri excitedly over the crackling of the fire. 'It's called a hot-air balloon. It can carry people great distances through the skies in a basket hanging from the balloon. You can soar through the air across mountains and lakes, driven on by air currents and the wind. Now, I believe we must try to find the Gargantis beast. So, if you would like to climb aboard, we'll take to the skies. And if you have any idea which way we should go, you should tell me now. The wind is blowing in a south-easterly direction, so I hope you don't want to go west!'



You are full of wonder at this amazing balloon and you climb quickly into the basket. Borri gives the order for the Dwarfs to release the holding ropes, and the balloon rises smoothly and swiftly upwards. At first you feel nervous, but soon the beautiful view and the tranquillity make you relax, and you begin to enjoy the silent journey. You look down at the tiny tree-tops of Darkwood Forest and think about the dangers that lie hidden beneath them. 'Well?' asks Borri. 'Where do you want to go?' Will you reply:

| | |
|---|---|
| The Forest of Spiders? | Turn to 34 |
| The Western Flatlands? | Turn to 135 |
| The Plain of Bronze? | Turn to 210 |

354

You hear the twang of a bowstring being released as your horse races off into the night. *Test your Luck.* If you are Lucky, turn to **109**. If you are Unlucky, turn to **263**.

355

Although your two friends become transfixed by fear, you somehow manage to shut out the images gathering in your mind. You scream at the top of your voice to aid your concentration, and step forward to attack the Hellcat.

HELLCAT SKILL 8 STAMINA 8

If you win, turn to **288**.

356

You look down at the lifeless bodies of the Chameleonites and recall a legend you were once told. It is said that the blood of these rare creatures gives a human being the power of perfect camouflage just once in his or her life. But it is also said that sometimes there are terrible side-effects. If you wish to dab some Chameleonite blood on to your body, turn to **124**. If you would rather spur your horse on further east, turn to **180**.





357

Your temperature continues to fall, and death quickly follows due to hypothermia. Your body starts to vaporize and rises off the ground. You see two objects in front of you, glowing fiery red, and you fly towards them. The heat given off by the objects burns you, and you howl in pain, in the same way as any other Ice Ghost in the presence of living beings.

358

The girl lies in a contorted heap close to her Griffin. There is no sign of life, and you wonder why she attacked you. Perhaps the Griffin was hungry and intended to eat horse flesh. The girl was armed with a sword and a shield. If you do not have a sword, you may take the girl's. Add 2 SKILL points. The shield is circular and has strange writing etched around the circumference. If you wish to take the shield, turn to **131**. If you would rather ride off without it, turn to **29**.

359

You look around, but find nowhere to hide. There is no alternative but to draw your sword and advance. Three creatures soon come into view and you see that they have the bodies of humans, but the heads

of rats. They are covered in short fur and have long rat-like tails; they have already picked up your scent and are ready to fight. The front Rat Man whirls a sling around its head and releases a stone down the tunnel. Roll one die. If you roll 1–3, turn to **133**. If you roll 4–6, turn to **69**.

360

The rod is hollow at one end and has a screw thread inside it. You deduce that there is another part to the rod which is either lost or destroyed. You notice the number 37 etched into the solid end of the rod, but do not understand its significance. You put the rod into your backpack before deciding what to do next. If you have not done so already, you may either try on the helmet (turn to **111**) or open the backpack (turn to **175**). If you would rather return to your horse, turn to **221**.

361

Ten minutes pass and nothing terrible happens to you. You realize that you are immune to the side-effects of the Chameleonite's blood. Add 1 LUCK point. In high spirits you turn your horse east. Turn to **180**.





362

The Golem rocks on its feet for a moment and then crashes to the ground like a falling tree. Its head splits open and inside you see a gold ring set with a large jewel plugged into the clay. If you wish to put the ring on your finger, turn to **102**. If you would rather leave it where it is and ride on towards the lake, turn to **339**.



363

You ride steadily north-east towards Stonebridge, but see no sign of a graveyard. Turn to **142**.

364

'If what you say is true, I am sure my master will want to hear of Lord Azzur's allegiance. But before I allow you entrance to my master, I must ensure that you are not a spy from the outside world. I will ask you some questions,' continues Ungoth. 'Should you answer them correctly, then I will be convinced you are a true servant of Razaak. You say you were in Port Blacksand, that venerable city of thieves, to buy arms. Now tell me, how many Gold Pieces would you pay for a war-hammer?' If you know the answer, turn to the number that it would cost. If you do not know the answer, turn to **291**.





365

As you ride slowly through the wood, you see the leaves of a bush move, and cannot convince yourself that it was ruffled by the wind. You draw your sword and turn your horse towards the bush. A hideous creature suddenly leaps out and stares at you through sunken eyes as dark as the earth itself. The creature is humanoid in shape but with dark, crusty skin like bark, covered in moss and fungus, and crawling with bloated insects. It has a lifeless expression on its crumpled face. Suddenly the Wood Demon's arms uncurl and extend like long vines and try to pull you from your horse. Roll two dice. If the total is the same as or less than your SKILL score, turn to **232**. If the total is greater than your SKILL score, turn to **397**.

366

Underneath all the bones you find another wooden box, much bigger than the one hidden inside the Troll's clothing. If you wish to open the large box, turn to **104**. If you would rather walk on, leaving the boxes behind, turn to **40**.





367

The noise of the shattering glass echoes loudly in the cave when the globe hits the wall and fragments. The smoke quickly fills the cave, but you do not have any difficulty in breathing. In fact, the smoke is magical and will now make you immune to any attack by fire. Add 1 LUCK point. You may now either open the chest, if you have not done so already (turn to **80**), or leave the cave (turn to **386**).

368

If you cannot recollect what creature is still trapped by the rod, then you will be unable to activate it against the Gargantis. Once again, you must rely on your sword. Turn to **147**.

369

Leaving the valley behind, you urge your horse up the next hill until you reach a pile of dark granite boulders. The largest boulder appears to have some words chiselled into it, most of which are hidden by moss. If you wish to dismount and examine the words, turn to **306**. If you would rather ride on, turn to **324**.



370

Borri and Symm help you up, and you discover that you have found a bronze face-mask. If you wish to wear the mask, turn to **145**. If you would rather leave it behind and walk through the narrow tunnel opposite, turn to **177**.

371

By pulling on ropes and adjusting the ballast, Borri skilfully lands the balloon between a gap in the trees. You climb out of the basket and take the initiative, as Borri suddenly seems downcast at the prospect of leaving his beloved invention. You tell the other two to follow you, although in truth you have no idea which way to head. Turn to **15**.

372

As you reach forward to close the lid, one of the Rad-Hulks tries to grab your arm. If your SKILL score is 9 or less, turn to **105**. If your SKILL score is 10 or higher, turn to **20**.





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373

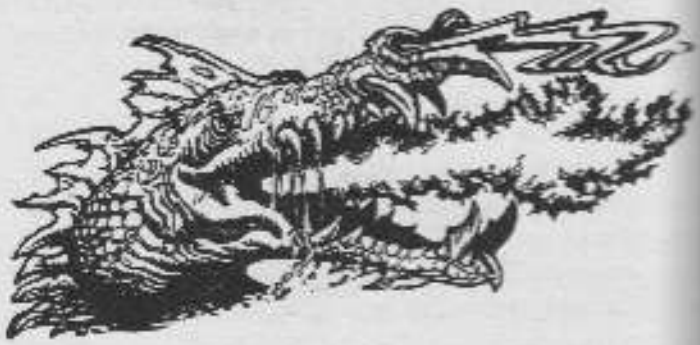
The number you rolled was the number of points to be deducted from the Zombie's STAMINA. Reduce the Zombie's STAMINA accordingly before the fight.

ZOMBIE SKILL 6 STAMINA 6

If you win, turn to 74.

374

The Hill Giant's aim is deadly accurate. The large rock thumps into you and knocks you off your horse. You are dead before you hit the ground.





375

You may try any one of the following items if you possess them. Which one will you use:

| | |
|---|---|
| A silver mirror? | Turn to **394** |
| A silver rod? | Turn to **128** |
| A rat skull? | Turn to **98** |

If you do not possess any of these items, you will have to rely on your sword once again (turn to **147**).



376

Your horse drinks long and hard at the cool stream. You decide to do likewise as you believe the water to be pure in the hills. Add 1 STAMINA point. When you think your horse has rested enough, you remount and cross the stream. Turn to **391**.





377

You are soon deep inside the dense forest, which is notorious for its evil inhabitants. Keeping a watchful eye on all the trees around you, you walk steadily on. Soon you come to the edge of a glade and catch sight of poor Yaztromo staked out in the middle of a marked-out pentacle. A loathsome horned beast, its fat, lumpy body covered with green, slimy skin, is walking around the pentacle in a frenzy. You are unable to contain yourself and call out to Yaztromo. He raises his head and says, 'Never have I been so glad to see a friend in my life. Quick, use Razaak's sword against his servant from Hell.' Knowing that you could not injure the vile creature with your own sword, you draw Razaak's sword to fight it.

DEMONSPAWN SKILL 6 STAMINA 6

If you win, turn to 278.

378

The crossbow bolt fired at Symm just misses him, but you are not as lucky. The bolt thuds painfully into your thigh, although it does not stop you from riding in to attack. Lose 2 STAMINA points. Symm charges at one Dwarf and you take on the other.

DWARF SKILL 7 STAMINA 7

If you win, turn to 250.



379

The vapour-like body of the Ice Ghost passes through you, and you immediately feel chilled to the marrow. You start to shiver uncontrollably and turn deathly white. If you have any polished stones, turn to **301**. If you do not have any stones, turn to **357**.

380

The armour fits you well and is surprisingly light. Add 1 SKILL point. However, it used to belong to an evil lord who, as he lay dying from an assassin's knife, cursed whoever wore his armour in the future. Lose 3 LUCK points. You have no use for the chainmail armour, so you walk back to your horse. Turn to **235**.

381

You walk back to the fissure and lead the way down the steps. The foul air makes you retch, but you carry on down into the gloom regardless. Your eyes gradually become accustomed to the dark and your nose even gets used to the foul stench. When you reach the bottom, you see that the vapour is rising from a large stone bowl, containing a thick red liquid which glows as though it were molten metal. The sludge gives off no heat, just the nauseating smell. 'Perhaps this stuff is responsible for killing all the vegetation outside,' whispers Borri. 'Shall we pour water over it from that rock pool?' If you wish to do as Borri suggests, turn to **186**. If you would rather try to find Razaak's crypt, turn to **262**.



382

The day passes quickly and soon you find yourself riding down a narrow valley between two rows of hills. This is a welcome change from continually riding up and down hills. However, in the wild lands of Allansia, danger is never far away. Standing ahead of you in the middle of the valley is a huge, ugly brute some six metres tall, dressed in grubby animal skins. A pile of rocks lies next to the Hill Giant, who calls out and threatens to hurl them at you unless you give him 5 Gold Pieces to allow you through his valley. Will you:

| | |
|---|---|
| Give him the gold? | Turn to **187** |
| Attack him with your sword | Turn to **118** |
| Ride up the hill to bypass the Giant? | Turn to **153** |



383

The vapour-like body of the Ice Ghost passes through you, and you immediately begin to feel chilled to the bone. You start to shiver uncontrollably and turn deathly white. If this is the first time you have been touched by an Ice Ghost, turn to **141**. If you have been touched by one before, turn to **47**.



384

You walk past an unseen pit, hidden by twigs and leaves. It was built by the fur-trapper who used to live in the hut. Turn to **23**.

385

Alas, you have chosen to put on an Agran death-mask. Made by the High Priests of Agra in southern Allansia, these terrible masks were given to unfortunate sacrificial victims at harvest time. Although the wearer appears perfectly normal, he will lie down and plunge a dagger into his heart. The High Priests dominated their people and led them to believe that those sacrificed killed themselves willingly. A few minutes later, you lie down on the floor and thrust Razaak's sword into your chest. In seconds, your flesh turns to dust and all in Allansia is lost.

386

You quickly untie your horse and resume your journey. Turn to **67**.

387

You are obviously unworthy of owning magic items, if you do not know what they are. Since you are unable to activate the magic rod, you must rely once again on your sword. Turn to **147**.



388

The strong poison acts quickly and you feel your limbs begin to stiffen. Lose 6 STAMINA points and 2 SKILL points. With extreme effort you manage to keep your horse moving and escape the grotesque Harpoon Flies. As soon as they are left behind, you swallow a tot of Yaztromo's Healing Potion to counter the effect of the poison. You immediately feel better, but you do not regain any SKILL or STAMINA points. Feeling relieved to be over the marsh, you continue your trek into the hills, following the river. Turn to **185**.

389

As soon as you touch the silver rod, the wind starts to howl, throwing leaves up into the air. You hear the sinister laugh of a woman above the noise of the wind, and suddenly a lightning bolt shoots down from the sky, followed by a roll of thunder overhead. *Test your Luck*. If you are Lucky, turn to **121**. If you are Unlucky, turn to **170**.

390

The sarcophagus is filled with gold and jewels, including diamonds as big as your fist. If you wish to take some of the treasure, turn to **149**. If you would rather leave it untouched and get out of the crypt as quickly as possible, turn to **233**.







391

You reach the brow of the next hill and look eastwards into the distance. All you can see is the never-ending range of hills stretching out into the gloom of the dark sky. Suddenly you hear the sound of galloping hoofs and shrill war-cries piercing the silence. You turn to look behind you and see a group of Goblins charging up the hill on horses, riding bareback. One of them carries a banner with shrunken heads swinging from it. There are four Goblins in the raiding party, and you must quickly decide what to do. If you wish to charge down the hill to attack them, turn to **60**. If you wish to gallop away from them, turn to **16**.

392

You step over the rock, unknowingly avoiding a trap, and walk on. Turn to **79**.

393

Unless your blow has just killed the Golem (in which case turn to **362**), your sword will become wedged in the wet clay. As you struggle to retrieve it, the Golem grips your neck with its powerful hands and throttles you to death with ease.



394

Believing that the power of the Gargantis is somehow located in its tiny eyes, you try to reflect its own gaze with the mirror, in the hope that it might destroy itself. But the mirror has no effect. Lose 2 LUCK points. There is no time to use another item, as the Gargantis is almost on top of you, so you must rely once again on your trusty sword. Turn to **147**.

395

One of the Rad-Hulks picks up a rock and hurls it at you as you flee. *Test your Luck*. If you are Lucky, turn to **57**. If you are Unlucky, turn to **3**.



396

Pushing and hauling yourself through the crack, you eventually step out into a large empty chamber. Two black candles give off a dim light and you notice that it is extremely cold. A narrow tunnel in the opposite wall leads out of the chamber, and on the floor you see a trapdoor, which is bolted down. You press your ear to the trapdoor and hear some snuffling sounds coming from underneath. If you want to unbolt the trapdoor, turn to **228**. If you would rather walk down the narrow tunnel, turn to **297**.



397

The Wood Demon's vine-like arms wrap around you and pull you down to the ground. As you fall, your sword is knocked from your hand. If you possess a hunting-knife, turn to **260**. If you do not have a knife, turn to **27**.

398

A few minutes later, you hear the dull sound of hammers hitting rocks and the rattle of chains. If you wish to investigate, turn to **214**. If you would rather walk back to the junction and try the other passage, turn to **338**.

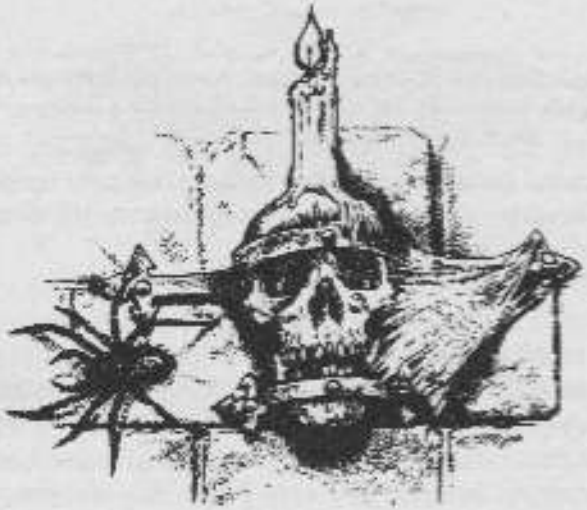
399

Sometimes things are not always as they appear. As soon as you rest your head against a boulder, it moves. You have disturbed a Boulder Beast, an animated boulder inhabited by an evil Earth Spirit. The Boulder Beast rolls over, crushing the life from your body.

400

You reach the steps leading out of the fissure just as the tunnels start to cave in. You run up the steps and are greeted by Borri, Symm and Yaztromo. 'I thought you were . . .' you start, but collapse from exhaustion before you can finish the sentence. When you wake up, you find yourself in a comfortable bed, with your three friends sitting in chairs at the end of the bed. 'Well done,' says the wizard with a great smile. 'You did it! And as promised, you

have not turned into a skeleton. But it was close, mind you. I was terribly worried when you collapsed by the fissure. It was with some difficulty that I neutralized the power of Razaak's sword and took it from your grip. It is now buried under tons of rubble and rock at the bottom of the fissure. And that should be the end of that. Come on, get up – it's time to start celebrating!' And celebrate you do.



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