

About the Author  
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Ok, I know nobody usually reads these bits but thanks to those of you who do! My Name is His Holiness, His Eminence, His Royal Highness, The Right Honourable, Right Reverend Sir Phil Sadler MP, MD, MBE, MBC, MBO, OBE, PhD, KGB, MTV, ITV, BBC (Chief of Police, Lord Chief Justice, Chief Rabbi, Supreme Commander of all Armed Forces, Public Enemy Number 56832 ... Licence to Kill).

I started reading these adventure books some time during the mid-eighties and I really loved them! I tried them all: Fighting Fantasy, Lone Wolf, The Way of the Tiger and a ton of others you've never even heard of and probably never will. Fighting Fantasy was always my favourite though, probably because the first book of this type I ever read was Deathtrap Dungeon; ah those were the days! The moment I read that Livingstone classic I just knew I had to write my own, it just took me a bloody long time to get on with it! Well, here is my own effort and you may like it or you may hate it and want me dead.

I consider this a fair book (there aren't too many powerful monsters and those that you do meet, you are probably able to find another way past). Having said that, many people may find this a very difficult adventure because (unlike most of the fights) the puzzles, tricks and traps are *very* tough. I did this because I was sick and tired of being penalised in an adventure book just because I happened to have had a few weak rolls during character development.

Long term FF addicts may well recognise some of the villains this book has to offer, such as the Bloodbeast, the Night Horror and the Manticore. There are also many new creatures for you to enjoy as well such as, the Timebeast, the Shape Shifter and the Shadow Hunter. However, before you jump right in and meet these foul things I must advise you to read the rules carefully as there are one or two new changes you would otherwise be unaware of (including an interesting addition to combat). Anyway, I hope you enjoy this book and that you don't find it too gory! One last thing, the adventure doesn't end at the final paragraph (hopefully to stop people spoiling the ending by 'accidentally' reading it before anything else!)

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**Puffin Books**

## HELLFIRE

You had *thought* the Trinitour was just a legend, nothing more than a collection of half-heard rumours. You thought wrong. He's real all right, unfortunately for you, because you know, deep in your heart, that you are destined to slay him.

Murmurs of the demonic creature's existence had begun to filter through some months back, back to your home town of Calah. At first people dismissed them as lies, but then unexplained things started to happen. People claimed sights of the seas boiling, of the rain turning to blood, or of hearing the screams of the damned in the middle of the night, and worse. Reports of these occurrences then started to flood in from around the entire continent, at first daily, then hourly - *he* was letting his power be known. Something had to be done. You heard stories that the Demon had created a dungeon, which was supposed to fester deep in the rotten heart of the Wastes of Chaos - the most dangerous place on the planet - a fitting residence for such hellish evil. Nobody, not even an army wanted to risk a journey through there, but you had been told tales of brave warriors heading there alone, but never returning. So as things got worse and people began to disappear left, right and centre, you had been rigorously training yourself for solid weeks, until at last you felt ready, to face *him*...

Two dice, a pencil and an eraser are all you need to embark on this deadly adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. Innumerable dangers lie ahead and your success is anything but certain. It's up to YOU to decide which routes to follow, which dangers to risk and which foes to fight. Can you destroy the terrible Trinitour?

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12. SPACE ASSASSIN
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30. CHASMS OF MALICE
31. BATTLEBLADE WARRIOR
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33. SKY LORD
34. STEALER OF SOULS
35. DAGGERS OF DARKNESS
36. ARMIES OF DEATH
37. PORTAL OF EVIL
38. VAULT OF THE VAMPIRE
39. FANGS OF FURY
40. DEAD OF NIGHT
41. MASTER OF CHAOS
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43. THE KEEP OF THE LICH-LORD
44. LEGEND OF THE SHADOW WARRIORS
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47. THE CRIMSON TIDE
48. MOONRUNNER
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51. ISLAND OF THE UNDEAD
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53. SPELLBREAKER
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## **HELLFIRE**

**By Philip Sadler**

## ANCIENT DWARFISH RHYME

When the blood runs in rivers,  
When the seas turn red,  
When the dead begin to breathe again,  
Then *he* will turn your head...

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## INTRODUCTION

You are about to take the lead roll in an adventure that will make you into a living-legend, renowned and respected throughout the world. You must first traverse the Wastes of Chaos, then enter the Trinitour's labyrinth, before finally destroying him. All you have to do now is survive until you meet him. Easier said than done. But before you take part in this quest, you must first determine your own strengths and weaknesses. You use dice to work out your initial scores. Just before the adventure begins proper, you will find an *Adventure Sheet*, which you may use to record details of your adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

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

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

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

Roll one die. Add 6 to the number and enter this total in the LUCK box.

For reasons that will be explained below, all your scores will change constantly during the adventure. You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores, except on those very rare occasions when the text specifically tells you so.

Your SKILL reflects your expertise in combat, your dexterity and agility. Your STAMINA score reflects how healthy and physically fit you are. Your LUCK score indicates how lucky you are.

### **Battles**

During your adventure you will often encounter hostile creatures which will attack you, and you yourself may choose to draw your sword against an enemy you chance across. In some situations you may be given special options, allowing you to deal with the

encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's *SKILL* and *STAMINA* scores in the first empty Encounter box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions that are unique to that particular opponent. Then follow this sequence:

1. Roll two dice for your opponent. Add its *SKILL* score to the total rolled, to find its Attack Strength.
2. Roll two dice for yourself, add your current *SKILL* score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same: proceed to step 6.
4. You have wounded your opponent, so subtract 2 points from its *STAMINA* score. You may use *LUCK* here to do additional damage (see below). Proceed to step 7.
5. Your opponent has wounded you, so subtract 2 points from your *STAMINA* score. You may use *LUCK* to reduce the loss of *STAMINA* (see below). Proceed to step 7.
6. You and your opponent are now in deadlock! To determine who wins the Attack Round, you must toss a coin and call "Heads" or "Tails" whilst it is in mid-air. If you call correctly: proceed to step 4. If you call incorrectly: proceed to step 5. You may instead, if you wish, throw a dice and call "Odds" or "Evens", then follow the same rules above.
7. Begin the next Attack Round, starting again at step 1. This sequence continues until the *STAMINA* score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die your adventure ends and you must start all over again by creating a new character.

### **Escaping**

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, your opponent automatically gets in one wound on you (subtract 2 *STAMINA* points) as you flee. Such is the price of cowardice! Note that you may use *LUCK* on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

### **Fighting More Than One Opponent**



In some situations you may find yourself facing more than one person or creature in combat and will have to fight them all at the same time! When you find yourself fighting multiple opponents, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you roll the dice for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's, in this instance you will not inflict any damage; you can regard it as if you have parried an incoming blow. If your Attack Strength is lower than your adversary's, however, you will be wounded in the normal way.

## **Luck**

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

The procedure for *Testing your Luck* works as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the outcome will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalised.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realise that, the more you rely on your LUCK, the more risky this procedure will become.

### *Using Luck in Battles*

In certain paragraphs you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on an opponent you have just wounded or to minimise the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky you have inflicted a severe wound; deduct an extra 2 points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent, and you deduct only 1 point from your opponent's STAMINA (instead of scoring the normal 2 points of damage, you now only score 1).

Whenever you yourself are wounded in combat you may *Test your Luck* to try and minimise the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must

deduct 1 extra STAMINA point (i.e. a total of 3 points from your own STAMINA). Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*.

## More About Your Attributes

### *Skill*

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give you instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is exactly the same as that for *Testing your Luck*: roll two dice. If the number rolled is less than or equal to your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you *Test your Skill*. Your SKILL score can never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Skill (see later) will restore your SKILL to its *initial* level at any time; except when engaged in a battle.

### *Stamina*

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds received through combat, or by falling foul of traps and pitfalls; and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero or below, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

There will be (rare) occasions when you will be told to *Test your Stamina*. The procedure for this is a little different from the procedures required when *Testing your Luck* or *Testing your Skill*; and is as follows: roll four dice. If the number rolled is less than or equal to your current STAMINA score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current STAMINA score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your STAMINA each time you *Test your Stamina*.

You can restore lost STAMINA by drinking Healing Potions. You start the game with twelve of these potions. You must keep track of how many potions you have left by filling in the details in the Healing Potions box of your *Adventure Sheet*. Each time you drink a potion you may restore up to 4 points of STAMINA, but remember to deduct 1 potion from your

Healing Potions box. You may stop and drink any number of Healing Potions (as many as you have left in fact) at any time except when engaged in a battle or, of course, when you have run out. Your *STAMINA* score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your *STAMINA* to its *initial* level at any time; except when engaged in a battle.

### *Luck*

Additions to your *LUCK* score may be awarded in the adventure when you have been particularly lucky or created your own luck by some other action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with *SKILL* and *STAMINA*, your *LUCK* score may never exceed its *initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your *LUCK* to its *initial* level at any time, and increase your *initial* *LUCK* by 1 point.

### *Special Note*

There will be times during your adventure when you will come across an unusually dangerous situation and your *SKILL*, *STAMINA* or *LUCK* will be tested to the full; for example you may be instructed to *Test your Skill*, 'adding 2 to the number rolled'. This simply means that when you roll two dice you must add 2 to the total; so if you had rolled a 1 and a 3, for example, your modified total would be 6 (1 + 3 + 2 = 6). You then compare this outcome with your current *SKILL* score to discover whether you've succeeded in the test.

## **Equipment And Potions**

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

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

A Potion of Skill - restores *SKILL* points

A Potion of Strength - restores *STAMINA* points

A Potion of Fortune - restores *LUCK* points and adds 1 to *initial* *LUCK*

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

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

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

### **Secret Refs**

When attempting this adventure you must remember that this book is devious beyond belief! If ever you come to a point in the adventure that seems impossible to past beyond, you may require a Secret Ref to help you. Secret Refs are paragraph numbers that can only be reached if you have acquired special knowledge of their existence, but how do you go about finding that knowledge? Play the book and look for it!

### **Hints**

There is one *true* way through this adventure and it will take you several attempts to find it(to say the very least). Make notes and draw a map as you explore - this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure or other useful items; many merely contain traps and monsters that you will no doubt fall foul of. There are many 'wild-goose chase' passages and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realised that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through *fairly* easily.

Good luck on your adventure but remember, **real** heroes don't cheat!

## **ADVENTURE SHEET**

SKILL

*Initial Skill*=

STAMINA

*Initial Stamina*=

LUCK

*Initial Luck*=

MAGICAL POTION:

HEALING POTIONS:

WEAPONS:

ARMOUR:

JEWELS:

GOLD:

KEYS:

OTHER EQUIPMENT:

NOTES:

### MONSTER ENCOUNTER BOXES

*Skill=*  
*Stamina=*

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## BACKGROUND

It's the dead of night. A roll of thunder rumbles over the distant mountains, lightning flashes all around you and heavy rain lashes down. The moon looks unusual tonight; a sickly white, the colour of bone. You stare at the horizon and somehow know that *He* is staring right back at you, but you're not afraid, not of him, for you know it is your destiny to slay him...

Six weeks ago:

You awake to the familiar sight of yet another stormy day and remark to yourself, "Who ever heard of a storm lasting for days on end?" who indeed. People in your hometown of Calah had begun to talk of curses and damnation, some had already left and others were saying they had the right idea. You get up and dress in your normal work-clothes, and after a light breakfast of bread, water and eggs, you leave your little house and head off

for another hard days work at the blacksmiths, made harder still because of the bitterly cold winter weather. All around you lay misery and fear, not a single smile to be seen. Then *It* happened: it started to rain blood. People ran, screaming and crying, but this was just the beginning...

The dead came back, the seas boiled, reality turned upside-down and people disappeared all over the place. But it wasn't just happening to Calah; it was now happening all over your country of Khul - *He* was becoming stronger. Then you began to dream about a man ... he's older than you, fatherly, and he needed your help, 'Please save us from hell.', he would beg you every night. He even looked a bit like your own long-dead father ...

You had to do something. Work was no good - who needed a Blacksmith at a time like this? Everyone was too afraid to even leave their homes, including your employer. So you trained alone in a nearby forest; for long hours on end you would practice your swordmanship, honing your already impressive skills to near-perfection. Till at last you felt ready ...

You gathered your equipment together: sword, shield, chainmail armour and backpack. These, together with 12 Healing Potions and a bottle of special magical elixir, would be your only defence against the Wastes of Chaos, and *him* ...

Six weeks after the first incident you decide to leave one night, under cover of darkness, should anyone try to stop you. It is a cold, windy night and raining heavily, but if you don't leave now, you may not get the chance tomorrow. So you head away from your town and out into the night, cold and alone...

A few hours later, in the dead of night, you meet a thin man who greets you sarcastically, "Well! What have we here? Some other foolish warrior attempting to deal with my master?" You look at him, astonished, and reply, "Your *master*... you mean the Trinitour?" "Indeed I do Law-follower, he has many servants such as myself, in fact, he is far from alone." "Why do you serve him?" you ask. "Because he promised me wealth if you must know." replies the thin man arrogantly. "And you actually believe him?" you ask surprised. "Of course I do!" he shouts back, "And why, may I ask, shouldn't I?" he adds. "Because he's a Demon!" you yell in his face. "A *Greater* Demon if you don't mind!" retorts the thin man haughtily. He then laughs at you and says, "The time for idle chitter-chatter is over my foolish friend, and now we'll both teleport back to my master's lair." Then you feel very strange...

You are now at the entrance of an underground dungeon! A river of blood separates you and the thin man, who stands in front of his 'Master's lair'. He treats you to a wicked sneer and says, "Impressed?" To which you reply, "No." At which point the thin man snarls at you, "You, my friend, are a coward. You do not have what it takes to best my master, but if you must try [he points at the entrance] he's in there." You look at the place he points to and ask with a smile, "Why doesn't he just come out and face me?" to which he replies laughingly, "Where's the sport in that? Anyway, you couldn't possibly beat him



- why not at least have one last adventure before you die?" He then steps away from the dungeon's threatening entrance. You have little choice but to comply. You wade through the sickening gore and walk in. You then turn around to see the thin man magically sealing the rocks of the entranceway, but before they're fully closed he says, "Before you die adventurer you may as well know one more thing about my master: he admires bravery, but detests foolhardiness." Then he whispers hatefully, "Good luck." The rocks slam shut with a deafening '*Crash!*' Leaving you in the dungeon, which is gloomily lit with a few torches dotted here and there. You walk on, alone once more...

Turn to paragraph **1**. He is waiting for you.

**1**

The atmosphere is oppressing and the air hangs heavy with the stench of death. A little further on and a deep sense of foreboding washes over you; it's as if the dungeon itself is waiting. You walk still further down the stony tunnel, footsteps echoing noisily, and try to shake off the feeling of mounting dread. Something makes you stop. You have come across two doors, one to the left and the other to the right. The left one is made from thin wood and has but a single word ('Treasure') emblazoned in elegant gold letters on its timbers. The right-hand door seems to be made of solid stone, and no amount of budging is going to open it. This leaves you with two choices: open the 'Treasure' door? Turn to **208**; or just walk on? Turn to **473**.

**2**

Deciding not to trust the message you take your weapons with you, but the moment you pass the skin the air becomes filled with ghostly voices, jeering and mocking you with shouts of, "Coward!" and, "Unworthy!" But they soon leave. Turn to **402**.

### 3

You enter a perfectly diamond-shaped cave just as an exit closes next to you. It has 3 exits - east, west and Northwest - and is completely nondescript, apart from 4 interesting objects: giant mushrooms! The first is red, the next black, the third white and the last yellow. Pondering a choice of action, you are startled when all 3 of the exits begin to power shut. You judge that you probably have just about enough time to take a bite from *two* of the mushrooms, before flinging yourself through an exit. Turn to **11** if you want to try that. Or just head for an exit now. One last thing, you've just noticed that the west exit (which leads to a long, filthy tunnel) has a sign painted above it stating, 'To A Horrific And Long-Lasting Fate'. What do you think:

- |  |                    |
|--|--------------------|
| Fly through the western (signed) exit?     | Turn to <b>481</b> |
| Throw yourself through the Northwest exit? | Turn to <b>448</b> |
| Fling yourself through the eastern exit?   | Turn to <b>255</b> |

### 4

The crystal key slides into the lock, and then explodes! Bits of the shattered key rip through your body. Lose a die of *STAMINA*. If you are still alive, you are constricted with pain from your many wounds for some time. Turn to **320**.

### 5

The Demon symbol leads you to a truly terrible death, because the moment your feet touch it, you are teleported into a tiny cage that completely restricts all movement. Not that it would help you much if you could move, because the cage - and you - are slowly being lowered into a giant inescapable vat of bubbling, burning-hot oil. Your pain is beyond description as you are literally boiled to death ...

### 6

Glad to be past the corpse-cave, you journey on Northwest down the pleasant-smelling passage. It's not long before you happen across the source of the welcoming-odour, as a brace of purple incense-burning candles line the walls of this unusual place - the tunnel has turned into a more-pretty corridor, complete with multicoloured painted walls and a deep, lush carpet of a rich, shimmering red. This is indeed strange, you think to yourself, and soon you find out why; you are on your way to a shop! This you know, because you are staring at an unlocked signed door that states just that. What will you do:

- |                    |                    |
|--------------------|--------------------|
| Open the door?     | Turn to <b>400</b> |
| Smash it down?     | Turn to <b>86</b>  |
| Leave and walk on? |                    |
- Turn to **111**

### 7

You remove your own boots and place the spiked ones on your feet; they're rather comfy. But not for long. The boots tighten in a moment, making your feet feel like they're being crushed in a vice. Lose 3 STAMINA points. The pain soon subsides though and the boots return to their normal, comfortable size - what was all that about? You may take the boots off and leave them after all, or keep them and leave your own boots (as you suspect backpack space will be limited in the near future.) It's up to you. What now:

Open the 1st box (clicking sounds), if you haven't?

Turn to **108**

Open the 3rd (silent) box if you haven't?

Turn to **234**

Walk west?

Turn to **303**

Walk Northwest towards the splashing?

Turn to **17**

### 8

Cautiously, you approach the fire. Then you plunge your hand in and – “Arrgh!” - the flames suddenly engulf you, leaving you screaming as you burn on the floor. After you've rolled around enough to put out the fire, you find yourself horribly disfigured and very badly burnt (lose 3 dice of STAMINA). The flame and the gauntlets have both gone now. You stagger painfully towards the exit (Northeast) and watch the rock close up behind you. The skulls laugh as you leave. Turn to **406**.

### 9

Well, there's bravery, there's foolhardiness and there's down right stupidity - guess which one best describes you? You actually intend to fight 6 of these creatures? One would've been enough. You fight bravely, but the ravenous animals soon overwhelm you and pull you apart...

### 10

You soon reach another wall (only this time you're at the top of it). Do you *still* possess a pair of spiked boots and some cats claws? If you do, turn to **34**. If you don't, turn to **460**.

### 11

Quick! Which mushroom will you grab a chunk of:

The red one?

Turn to **283**

The black one?

Turn to **243**

The yellow one?

Turn to **54**

The white one?

Turn to **427**

### 12

With one last almighty blow you almost slice the Demon in two. It looks at you, its face a mask of blood and its body a network of cuts. Then everything goes dark and you prepare to defend yourself once more. Then you hear something strange; an electric sound followed by total silence. The light then returns and you find yourself back by the dungeon's lake with no sign of the Horned Demon - you have won! The Gods are pleased with your victory. Have 1 LUCK point for defeating this most terrible of opponents. You sit

for a while in silent prayer. Which exit from the lake-cave will you now choose: north? Turn to **356**, or west? Turn to **109**.

### 13

Bad luck. It seems that fate has turned her back on you, because now you can only wait for death as you fall, but you have a long wait, because this is one of the Trinitour's gateways to hell. And that's exactly where you're going. To burn...

### 14

Taking pity on the women, you decide to give her a healing potion. She drinks the lot in one gulp and thanks you. Some of her wounds quickly start to re-nit themselves as the liquid takes effect, but she's still in pretty bad shape. "Please ... another potion." she says. How many will you have to give her and is there a point to all this? You ask yourself. What will your next action be:

- |   |                    |
|---|--------------------|
| Attack her after all?                                 | Turn to <b>214</b> |
| Give her a second healing potion?                     | Turn to <b>318</b> |
| Leave and take the northern passage?                  | Turn to <b>411</b> |
| Leave and try the Northeast passage (if you haven't)? | Turn to <b>429</b> |

### 15

The tall man makes no move to defend himself and you cut him down easily in one fell swoop. You instantly feel you've done the wrong thing - you killed a man who was no threat to you: deduct 1 LUCK point. A search of his body reveals nothing, he really was unarmed... turn shamefully to **449**.

### 16

You say "Light" but nothing happens, nothing at all. This area must be filled with magical darkness. Sorry. Which direction will you now take: west? Turn to **278**; or north? Turn to **344**.

### 17

A tunnel closes next to you as you continue down this pathway. The splashing noise gets louder the further you travel. Until something makes you stop. Directly ahead of you, half-hidden by dirt and gloom, is a mantrap. You are just edging past it when you notice something strange - there's a crystal key in the trap! What on earth? What do you intend to do about this unusual discovery:

- |  |                    |
|--|--------------------|
| Try to carefully take the key?                                 | Turn to <b>480</b> |
| Try and flick it off with your sword?                          | Turn to <b>324</b> |
| Try and disable the trap?                                      | Turn to <b>300</b> |
| Push the trap over?  | Turn to <b>239</b> |
| Throw something at the key?                                    | Turn to <b>170</b> |
| Try and kick the key away?                                     | Turn to <b>454</b> |
| Ignore it and investigate the pleasant splashing sound (west)? | Turn to <b>74</b>  |

## 18

Whilst examining the stones you remember your spiked boots and cats claws and quickly put them on. Then you turn your attention back to the intimidating presence of the wall. It proves to be a fairly easy climb though and you reach its summit in no time. The sight that then greets you atop the wall is an unusual one - to say the least - you're apparently looking in on an indoor forest, complete with trees, shrubs and all manor of strange plants. On looking up, you can clearly see the black curtain of night through a mammoth opening in the chasm's roof some meters above you. A strange fog starts to settle in the forest and this, together with the darkness, gives the place a feeling of quiet dread. Whilst thinking about your next course of action you happen to notice a small button set into the other side of the wall that's well within your reach. You have two choices: press the button (turn to **124**) or climb back down the wall and investigate the possibility of the secret door? Turn to **466** (there's no holes on the other side of the wall and a drop may kill you).

## 19

The white mushroom tastes great! It makes you feel terrible though - as if the Gods themselves have cursed you - lose a die of LUCK. You want to turn back, but know you must go on. If you have already eaten 2 mushrooms, turn to **395**, otherwise read on. What now:

Eat the black mushroom?	Turn to <b>236</b>
Eat the yellow mushroom?	Turn to <b>209</b>
Forget them and just leave (east)?	Turn to <b>395</b>

## 20

You take a firm grip of the pentigram and hold it up defiantly and ... nothing happens. The beast leaps at you, raise your shield. Turn to **46**.

## 21

Amazing! You surely are the chosen one! "Open Sesaphil" you say confidently. And sure enough, the door creaks slowly open. You step inside to encounter a minute wooden room, with nothing but two sheets of green paper on the floor. You pick them up and examine them closely; they are both bare apart from the presence of a single word on each of them, 'Reveal.' Then a voice, high and rather posh says to you, "Reveal invisible spells my friend." You look about you, but no one else is here. "Use them when you see fit by simply saying 'Reveal', but be warned, they will lose their power whether you choose the correct moment to use them or not." When you want to try and use one of the two spells, deduct 17 from the paragraph number you are on at the time you want to use it, and turn to the new reference. If this new ref fails to make sense, then you have wasted the spell. Remember, you may use each of the two spells *once* and *once* only. Then, all of a sudden you feel very strange - you're being warped back to the point you used the time spell! Turn back to the ref where you said "Time"; the dungeon, its inhabitants and everything else will be exactly as you left them, except you now have a couple of reveal invisible spells! Well done!

## 22

Unknown to you, the weird howling that the Biffle is emitting is the distress call from an Octopus Man, and one comes running immediately. You look up to find the aforementioned creature standing in the cave's entrance, blocking all hope of escape. Dressed in nothing more than a seaweed loin cloth, he looks a bit like a human with a Giant Octopus stuck to his head and 2 baby Octopuses stuck to both hands. Each of these 'hands' is carrying a vicious-looking spiked club, and you are about to find out how vicious these clubs *feel* because the Octopus man charges you! Fight him to the death.

OCTOPUS MAN	SKILL 9	STAMINA
6		

If you win, turn to **346**.

## 23

The lightest touch of the Minitour's horn is all you need to start changing into the creature. You grow taller, more muscular and sprout a pair of impressive horns yourself. So, with steam billowing from your nostrils, you put your head down and charge at the startled Timebeast. Your new *initial* SKILL and STAMINA scores are printed below (but keep a note of your old *initial* - and current stats.) Fight hard.

	SKILL	
STAMINA		
TIMEBEAST	12	7
MINITOUR (YOU)	9	7

If, by an incredible stroke of fortune, you overcome the Timebeast in your new guise, add 3 LUCK points and turn to **63**.

## 24

“Fool!” shouts the apparition. “Haven't you realised that it will take more than muscle to complete your quest? You'll also need intelligence - which you obviously don't possess too much of.” She then raises her arms and - just as you think of making yourself scarce - says, “Damn your eyes!” Then she fades away. Once again, you find yourself in *big* trouble. You have been cursed and must lose a STAMINA point every single reference (including this one) and when your STAMINA is reduced to 1, you'll be blinded and unable to continue. If this tragic event should come to pass, then your quest is over. However, you may use all the STAMINA-boosting methods you can find - including healing and STAMINA potions, plus anything else you may come across - to help you out until then. But sooner or later you're bound to run out of healing methods and the only way to break this fell curse is to complete your quest. Easier said than done. Turn to **127**.

## 25

You pull out your mace and cut the air with it. The Golem is unimpressed. You whirl it around your head at lightning speed. The Golem is still unimpressed. Unknown to you,

the mace is shoddily made and will break with your 3rd successful strike on this enemy. And if it isn't dead by then. You will be. Fight well, die hard.

STONE GOLEM  
10

SKILL 8

STAMINA

If you destroy it with your third hit, turn smugly to **355**.

## 26

You decide to light your candle at an extremely cold and dark point, and just in time it seems, because as the magic candle's light takes effect, you find yourself at the edge of a seemingly endless ever-changing maze, filled with dozens of unpassable pits. At the bottom of each of these pits something is moving, but even with your candle it's too dark to see what. Phew! You turn to leave and trip over an object on the ground, and upon stooping down you find it to be a musical horn. Maybe this candle will prove useful again sometime? You kiss the object and run back to the crossroads. Turn to **145**, alive and safe, for the time being ...

## 27

You cling to the wall like an octopus, determined not to fail at this point in your quest, and you just about manage to hang on. But, you fail to notice that the shaking wall bursts open your backpack and shook a total of six items out of it [you may include gold and healing potions if you wish]. You may choose which items you've lost and may count the spiked boots and cats claws if you want to; and sent them falling to the ground far below. At last the violence stops. You view your surroundings carefully and are amazed to see that a massive, stone roof now covers the forest completely (apart from a thin gap where you are clinging desperately.) Squinting into the shadowy confines of the roof you can just about make out a few things, the first of which is a fairly large, circular dip at the centre that is filled with some sort of liquid. The second is that the liquid itself then seems to contain a couple of glinting objects. The third (which is now circling the pool) is an eighteen-foot long Giant Centipede, its natural black armour glinting dully in the half-light. You have a decision to make: attack the Centipede? Turn to **323**. Run on past it? Turn to **10**.

## 28

You step over the unmoving body of the defeated Ogre and examine the contents of the chest, it contains the following items: 2 gold pieces, a brass pendulum and a rusted helm. You pack away the gold and the pendulum without worry, then you examine the helm more closely; it is fashioned from poor quality steel and looks an unlikely means of defence, it has no markings to speak of but, none the less, looks a good fit. Will you try it on? Turn to **382**, or leave it and continue your journey? Turn to **64**.

## 29

With a slight feeling of dread, you reach out a trembling hand towards the right button, and push. For a moment nothing happens. Then there is a sound of something heavy moving, you quickly realise what has happened - the wall in front of you has opened! You

peer in, first to the right, just a corridor, and next to the left and - hey - it's the corpse-cave! you breath a sigh of relief and decide to head as far from that cave as possible (west), turn to **303**.

### 30

Excellent. You should be proud of yourself, warrior. "Honour!" you shout triumphantly, then look on in awe as the gold door opens. You peer into a snowy wilderness that's surely too vast to be *inside* a dungeon. You have no real choice (as usual) but to enter, the door behind you closes and locks - without a keyhole - then the entire scene begins to fade, only to be replaced by another area, turn to **204**.

### 31

The Cyclops's gasp in astonishment when they see the box of fairy dust in your pack. The smaller one takes it out and shows it to the larger, "This protect us from pain!" they both say together, "We will help you!" You shrug your shoulders, put your pack back on and ask, "Well then, what do I need?" The small Cyclops answers you with a broad smile, "Armour, that what you need!" the large Cyclops agrees, "Yes, and weaponry!" You pause and think for a while before replying, "What *exact* amour and which *particular* weapon will I need?" This makes the Cyclops's look furtively at each other, before saying at the same time, "We not know!" their gaze then drops to the floor and they look somewhat embarrassed. It seems this is about the best you're going to do with this pair. A noise behind you makes you turn round, but there's nothing there, you turn back to find the Cyclops gone! However, in their place now resides a healing potion and 4 gold coins. Better than nothing. You gather them up and stand a little bemused as you consider your next move:

West?	Turn to <b>330</b>
South?	Turn to <b>447</b>
Southwest?	Turn to <b>269</b>

### 32

The western exit leads to a pitch-dark area, but a bit of searching reveals a couple more exits; west (turn to **278**), and north (turn to **344**).

### 33

North it is. This tunnel twists and turns for a bit, but keeps its generally northerly flow. It isn't long before a nauseating smell of decomposing flesh hits your wrinkling nostrils ,and it isn't long before you find out why. You reach a little cave and discover a bloated, long-dead corpse. The dead body is dressed in ancient tatters and has been left here to rot. The thing's flesh is covered in writhing maggots and surrounded by fat flies. It is, or rather *was* human. You think. And hope. You pull your eyes from this sickening sight for a moment and study the area more closely. There are 3 exits: one Northwest, the second north and the last west. A pleasant smell fills the Northwest exit. You can't help but let your eyes re-settle on the corpse again and are somewhat surprised to find that it used to be a female. A human female. Not only this, but it's lying on several objects. It seems you have a total of 4 choices:



Examine the objects?	Turn to <b>302</b>
Go north?	Turn to <b>165</b>
Go Northwest (pleasant smell)?	Turn to <b>6</b>
Try west?	Turn to <b>458</b>

**34**

This wall is just as high as the previous one and is riddled with the same familiar criss-cross of tiny holes. You climb down easily and look northwards. Turn to **435**.

**35**

Raising your sword above your head and covering your eyes with your shield, you bring your blade whipping down towards the bottle, smashing the glass to bits. Nothing happens. Turn disappointedly to **145**.

**36**

The only thing interesting about the next place you enter is the complete lack of interest. Mind you, this barren cave does offer a wealth of possible exits. There is one long, winding northern tunnel (turn to **33**). A Northeast one that has a slight burning smell emanating from it (turn to **194**). A dark west cave (turn to **177**), and last and by all means least a *very* dark east cave (turn to **470**). Make your choice.

**37**

From nowhere, 3 Pail skinned men, each wearing black spiked armour come storming towards you. These are Chaos Thugs and each is armed with a 2-handed axe. They leap at you together, forcing you to Fight them all at once.

STAMINA	SKILL	
FIRST CHAOS THUG	8	6
SECOND CHAOS THUG	8	7
THIRD CHAOS THUG	9	8

If you triumph in this one-sided battle, turn to **65**.

**38**

*Test your Luck.* If you are lucky you are mysteriously warped back to your previous location before the key you have chosen can trigger a deadly trap. Perhaps the Trinitour did this to give you another chance? If so, then you can only assume that it is because he now really wants to kill you himself. Turn back to **237**. If you are unlucky, read on. You gingerly place the blue key within the confines of the golden keyhole. Then, you find yourself no longer in control of your own body. You can only look on in wonder as your legs guide you to a wall, where your hands then take hold of and pull an invisible lever. At once the wall opens. You are then led helplessly down an old, old tunnel. Eventually, you have been forced to walk to the far end, where you find an underground temple, covered in a flowing black fluid. Within this building lurk a vast collection of assorted creatures of chaos: Trolls, Goblins, Orcs and worse. Your body then takes you onto a

stone plinth in the centre of the crowd, where it makes you lay down. You are then approached by a couple of grinning Chaos Warriors, who each hand you a ceremonial dagger. Then every creature in the temple begins to laugh as you are forced to watch your own hands cut your stomach open, remove your innards and stuff them in your mouth...

### 39

As you enter the small, cluttered shop, you can hardly stop yourself from drawing breath - you've never seen so much complete and utter junk - shelf after shelf of total rubbish! It's all you can do to stop yourself from bursting out laughing - he expects you to actually *pay* for any of this stuff? The shop-owner spies you smirking and says wryly, "Ah! I didn't really think you'd fall for any of these things, but what about my SPECIAL items?" Your eyes light up at this - *now* we're getting somewhere! He pulls out a steel chest from some darkened corner and says proudly, "Feast your peepers on THIS little lot!" You look expectantly at the objects he's offering. They're not much better. They are the following:

A decorative phial of red liquid marked 'Dragon's ... Blood'	"Only 11 gold!"
A large white sapphire.	"A real bargain at 3 gold!"
A pair of bone dice.	"A snip at 1 gold!"
A healing potion.	"Just 2 gold!"
A silver arrow head.	"A mere 5 gold!"
A small box with 'Powdered Yaks Horn' displayed on it.	"A steal at 2 gold!"
A large pouch of sand.	"I'm robbing myself at 1 gold!"
A pair of bronze bracelets.	"Would you believe 4 gold?"
A pendant with a painting of a pretty girl in it.	"I can't believe it myself - 1 gold!"

Buy what you want (and can afford). What now though:

Attack him after all?	Turn to <b>361</b>
Try and steal something?	Turn to <b>434</b>
Leave?	Turn to <b>111</b>

### 40

"Ah!" sighs the woman happily. "I'm glad you didn't trust that awful Chaos-Warrior, because you'll need this spell later and my price for identifying it is a bone bracelet and one healing potion." The way she talks, you wouldn't mind giving her *all* your healing potions... has she cast some sort of spell over you? What will you do:

Give her a bone bracelet and a healing potion (if you have them both)?	Turn to <b>321</b>
Attack her after all?	Turn to <b>141</b>

**41**

The north exit soon leads to a deliberately carved, perfectly round chamber with a single exit east. The walls here are expertly painted in rich, vibrant colours; unfortunately the paintings themselves are gory and horrific: they depict the souls of the damned burning in hell. Then your eyes are pulled away from this horrible sight by a couple of tiny bore-holes in the west wall and a small sign above them stating, 'Don't Look'; will you? Turn to **180**, or just leave east instead? Turn to **407**.

**42**

Ouch! The handle is freezing cold. Lose 3 STAMINA points. Growling at the handle you decide to leave it alone and try another approach, but, the door turns into *solid rock* before your very eyes! Even if you could unlock it now you would never have the strength to open it. You leave, shaking your head in wonder. This time you pass through the lake-cave by its other [north] exit. Turn to **356**.

**43**

You grope about uncertainly in the oppressive gloom, but find nothing. Then, without warning, *another* Biffle shoots out from a darkened corner and begins to howl in a most disturbing manner. It's not long before you find out why, turn to **22**.

**44**

Unbelievable! I don't know how you managed that ... the T-Rex is now slumped against a wall, with its skull cleaved in. Add 4 LUCK points for this brilliant victory!! You run past the corpse of the dinosaur and head back to the doors, on finding them still open you pass safely through. They close the moment you're beyond them. Turn to **188**.

**45**

You whip out the warhammer and start to whack lumps of the crystal giant-man. Little do you know though, that this warhammer is cursed and will be useless after this fight. Defend yourself:

CRYSTAL WARRIOR

SKILL 10

STAMINA

11

If you win, turn to **223**, if you decide to *Escape* and try something else, turn instead to **174**.

**46**

Gripping the hilt of your sword and the handle of your shield, you look at the beast you now face and try not to show the fear you feel - easier said than done when you're ageing backwards. Lose a SKILL point at the beginning of each and *every* round - including this one. Fight bravely.

If you overcome all the odds and somehow manage to slay him, turn to **251**.

**47**

You place the dull, white key in the lock and twist it rather hopefully, and it does twist - but the *other* way - then disappears! Pondering this sight (or lack of it), you don't see a tiny, green spider drop from the ceiling onto your shoulder, but you do notice the insect when it bites your face. You shout in anger and crush the arachnid easily, but its job has already been done, and few could survive the bite of a Devil-Spider: one of the most-deadly things on the planet. You double up in pain in an instant, so much pain that you are unable to even cry out, your body feels dead and your eyes feel like they're burning; your very soul feels as though its been crushed by the hand of Satan. Lose 2 SKILL points. It's ages before your horrible torment passes. Then something else happens ... turn to **183**.

**48**

Bad idea. Didn't your mother ever tell you not to drink still water, never mind still *dirty* water? Shame on you. Anyway, you bend down and take an exploratory sip: disgusting. Not only that, but you soon feel sick and dizzy. Lose 4 STAMINA points. Having waited until you feel a little better, you consider your next move: swim for the island? Turn to **123**; leave? Turn to **144**.

**49**

The Bird woman lets out one last, defiant cry before she falls dead before you. Well done. Turning your attention to the now fully-closed door, you wonder if you can open it, when, it opens! You begin to walk towards it, but start to run when it begins to close again, turn to **390**

**50**

Having passed the three unusual doors you walk on into gloomy tunnel. After a while you begin to hear faint laughter and whispered voices, you feel like you're being watched and keep catching glimpses of half-seen things in the dark, you think. A little further on and the feelings become almost unbearable; you're sure something's following you because you keep seeing things moving out of the corner of your eyes, when, "Ha! Ha! Ha!" you whirl round and stare in cold terror at the great, shadowy figure of the Trinitour himself! He grins at you with huge flashing white fangs, "I believe you've taken a wrong turning my friend, this way offers only pain and torment. I'd strongly advise you to turn back and choose a door instead, because I'd hate to see your challenge to me end at this stage." He then laughs loudly and suggests, "Or... is there some great treasure down this way and would it be brave or foolhardy to find out?" Then the unholy monster fades into nothing but an awful memory. Will you continue? Turn to **415**. Or turn back for a door after all? Turn to **435**.

**51**

“I must say you've impressed me mortal.” he remarks. “These are in fact enchanted artefacts and will give you the strength to harm me. Now... do you own a pair of *ragged* boots? I will not accept another type.” If you do, turn to **487**. If you don't turn to **374**.

### 52

Having decided to head south, you enter an unusually cold tunnel. The air is damp and musty and your breath forms in plumes each time you exhale, worst still, the walls are absolutely covered in hundreds, if not thousands of great big spiders. It's not nice here. It starts to get very dark the further you travel along this tunnel ... until it's pitch-dark - are you sure this is such a good idea? What will you do: continue? Turn to **206**, or head back to the crossroads? Turn to **145**, deducting a *LUCK* point for cowardice if you do return.

### 53

You quickly leave the so-called treasure room, and promptly trip over an object you hadn't noticed before: a hand-sized mirror with a nice mahogany frame. Will you take it? Turn to **371**; or forget about it and continue your quest? Turn to **473**

### 54

You've torn of a chunk of the yellow mushroom's foul-smelling flesh, thrown it into your mouth and wolfed it down quicker than a Demon breaks its promise. And, for a brief moment, you burn with unmentionable pain. Lose 2 dice of *STAMINA*. Another mushroom? Turn to **191**. Or get the hell out of here:

Northwest?	Turn to <b>448</b>
West (signed)?	Turn to <b>481</b>
East?	Turn to <b>255</b>

### 55

The Manticore stares at you in total disbelief as you fling yourself bravely (or stupidly) into the unknown darkness of the chasm below. You fall for what seems like an age, until you land on something soft - sand - you're not even remotely hurt! Just then, you hear a scuffling noise and a deep voice says, “Who's this? Someone else come to visit me in my tomb?” Then you hear a scraping sound, and the pit is instantly bathed in light. With this new light source you are able to clearly see the strange humanoid that created it (with his wall-lamp). He is of average height and heavy build, his skin is thick and leathery, he is dressed in a few scraps of plain ill-fitting chainmail armour and carries a large spear, not only this but he seems to have the head of a rhinoceros. He is a Rhino-Man. On seeing you, he attacks immediately. Don't just stand there. Fight back.

RHINO-MAN	SKILL 8	STAMINA
11		

The moment you reduce his *STAMINA* to 2 or less, turn to **156**.

### 56

The smaller Cyclops speaks in answer to this question with a voice so deep, you reckon it ate fire for lunch, "Look beyond Ripper Northwest of high wall, care though adventurer, he a dangerous one." Then the bigger Cyclops pulls from its armour and places on the ground a healing potion and a bag with 4 gold coins in it! Then both the monsters just disappear! You stand in astonishment for a while, then head off to a junction, taking the items if you so desire. But will you turn west? Turn to **330**; south? Turn to **447**; or Southwest? Turn to **269**.

### 57

"Good! This is a magical shield of defence and will help protect you from my strength. Now I'm looking for a *dragon-handled* sword." If you own such an item (and no other sword will do), turn to **333**; if not, turn to **374**.

### 58

The Spider Man's broken body lies crumpled on the floor, you punt its remains away and head for the box that once housed it. Inside, you find a pretty bone bracelet and a pouch of sand - take them if you want to. What now:

Open the 2nd box (scratching sounds), if you haven't?	Turn to <b>196</b>
Open the 3rd box (silence), if you haven't?	Turn to <b>234</b>
Walk west?	Turn to <b>303</b>
Head Northwest instead (splashing sounds)?	Turn to <b>17</b>

### 59

A portcullis crashes down behind you, skimming your back as it does so and sealing all hope of escape from this dread place and the ancient evil it contains. You are standing in the biggest area you have yet encountered in this dungeon, a wide sandy cavern with high walls all around you. On top of these walls and cut some way behind them and up into the rock are row upon row of seats. You get the impression that you've just entered an arena. This impression is unfortunately correct. Because the floor at the centre of this place has just slid back to allow a huge formless yellow blob to ooze from its home. When the thing is completely free of its lair the floor slides back in place and the blob begins to slither towards you. It's at this time that you recognise your adversary: a Shape Shifter - a terrifying creature that has the ability to swallow the souls of those it kills in combat, then it may assume their form later, having absorbed the entire contents of the poor victims body and mind. You try to console yourself with the fact that - according to legend - this beast may not choose what it transforms into, only when, in other words; it's transformations are entirely random. This *is* true. But ... Shape Shifters are highly intelligent and would normally only attack something of at least above-average power, unless it had no choice because of hunger or danger. You only hope it got hungry and ate a chicken or three recently, because it's making an incredibly rapid transformation. To find out what you're facing, roll 2 dice and consult the table below:

		SKILL	STAMINA
2 (or less):	CAT WOMEN	8	8
3:	CAVE TROLL	8	9

4:	GIANT SPIDER	8	10
5:	GREAT APE	8	11
6:	BRONTOSAURUS (YOUNG)	8	18
7:	GIANT SANDWORM	8	22
8:	CENTAUR	10	10
9:	MAMMOTH	10	15
10:	DEATH DOG	11	9
11:	T-REX (YOUNG) - Win? + 1 LUCK point -	12	12
12 (or more):	IRON SENTINEL - Win? + 2 LUCK points -	12	18

If you have in your possession a golden wish ring, you must add 1 to the number you roll (the forces within the ring power the Shape Shifter). But if you have any of the following items in your possession you may deduct 1 point from the above roll for each one (so if you had all 3 you'd deduct 3 points); a skeleton's skull, a white pearl and a large white sapphire. Unknown to you these objects are holy and the Shape Shifter is weakened just by being near them. If you roll up a powerful creature that you don't like the sound of, you may *Test your Luck* (but only once) and if successful roll the dice again (all the above rules will still apply), you may then choose to face the new creature (or the previous if the new enemy is even more powerful). If unsuccessful, you must fight the first monster rolled. Example; you have the skull and the ring, so they cancel each other out and you need deduct nor add anything to the number rolled. Let's just say you roll a 12 and don't want to face that creature, so you have a LUCK roll, but are unlucky - you have no choice but to face the first creature you rolled (number 12). OK? If you win, turn to **339**.

### 60

Foolish my friend. No human could have made that jump, and you're no exception. You fall far short and plunge screaming into the acid, and burn...

### 61

Drawing your sword at a speed that even you are impressed with, you hack at the human's stomach and gut him, the floor is soon awash in a sea of his blood. "Foolish person..." he says breathlessly, "rot in hell..." Then he dies. "What have you done?" asks the *snake*. "You killed someone who didn't mean you any harm, you killed my only friend." The reptile then, astonishingly, breaths fire all over your head, setting your face on fire, you roar in pain and dive to the floor, rolling your head in the dirt, desperately trying to put out the flames before your eyes boil. By the time you've achieved this state, you've lost a lot of blood. Deduct 4 STAMINA points; and had your sight damaged. Deduct 2 SKILL points. Lose a LUCK point for all this pain. You get up and look around with clouded vision, trying not to scream too loudly - the boy and the snakes are gone! So, will you now leave north? Turn to **294**; or Northwest? **164**.

### 62

Which object will you quickly investigate:

The wooden box?

Turn to **376**

The gauntlets?  
The armour?

Turn to **75**  
Turn to **158**

### 63

The moment you deal the deathblow, you start to change into your normal self. A little wait and everything is as it should be (you change back into your old self with the same amount of current and *initial* SKILL and STAMINA you had *before* you changed - the Timebeast hurt your changed form, not you). Turn to **461**.

### 64

You are about to continue your journey, when you notice that the chest has a false floor - what for; treasure... or a trap? You're wondering what do to when you hear many footsteps and loud voices approaching from the south. What will you do: try the chest's floor quickly, turn to **224**; or run like (bloody) hell, turn to **36**.

### 65

Add 1 LUCK point. You turn your attention away from the newly mangled corpses of the Thugs and face the little man, but he just shouts, "GUARDS!" again. Only louder. What will you do: attack him regardless? Turn to **150**; or run? Turn to **111**.

### 66

Then you find yourself able grasp the gold chalice! So you quite literally *wrench* it from your pack and hold it proudly aloft. "This can't be!" yells the stunned Demon. "I didn't honestly think anyone would ever actually get the chance to face me!" You now feel strangely confident and surer of yourself. Then all the blessed items begin to glow, indicating their power, so you quickly place them all on and about your person. The helm (which now looks absolutely magnificent) is the last item to glow, and when you have it powered-up you at last see the Trinitour himself. He is tall, at least eight foot, he sports colossal muscles on all *four* of his arms. He has, not one but *three* heads, which all have a pair of long curved horns protruding from their smooth scalps. There are dagger-sized claws imbedded in each of his fingers, and he has hooves instead of feet. A thick tail, as thick as your body, snakes back from his waist, giving him balance. The monsters skin is blood-red, his horns, claws and hooves are all golden, his eyes seem to burn with a greenish fire, while each of his mouths frown. Then the middle head speaks, while the other two look on hatefully, but the voice that rings out sounds just as confident as ever - as if he knows something you don't, "At last, we meet and one of us shall prove the bane of the other. Let the battle commence." He begins to walk towards you, bringing darkness as he comes. Then he lets out a deafening roar and charges. You raise your sword and shield and make ready to parry this awesome foe. Fight harder than you have ever fought before.



Because of his awe-inspiring strength he will - even with your magical shield - cause you no less than 4 points of STAMINA damage each time he hits you. If you do the unthinkable and triumph in this last desperate struggle against this impossible enemy, turn to **155**.

**67**

“That is the correct word!” laughs the voice happily. “You have done well and I am most pleased with you my friend.” You wipe the sweat from your brow and smile. The voice continues, “Now I may part with your reward, I have been saving it especially for one as brave and courageous as you.” Her flattery makes you blush. Then you feel something papery pushed into your hand, “It’s a time spell,” continues the voice, “and it is very powerful. If you truly are the chosen one you will know when to use it and why.” To use this spell, turn to **334** at any time except during combat, but you may only use it *once*. There is a sudden flash of light and you find yourself back in the giant-toadstool cave, with your sight restored and the spell still pushed into your hand, but no sign of the toadstools. Come to think of it, there’s no sign of the west exit either, only its sign remains, except this time it states 'Warrior.' You look about you to find the other two exits re-opened and awaiting exploration. Will you head Northwest (turn to **448**); or east, turn to **255**?

**68**

You throw yourself to the floor and feel both the darts whistle past your face. You rise trembling, hands across your eyes - just in case. You resist the temptation for a second look at who ever threw the things and decide to just leave through the east exit as quickly as you can. Turn to **407**.

**69**

“Ah, excellent!” says the ghost women sounding pleased. “And now I am at liberty to offer you a reward.” She mumbles a few incoherent words. Then she looks you deep in the eyes and says with a smile, “It is done, you have your reward and have earned it well, farewell my friend...” She then fades out of existence, leaving nothing but a feeling of peaceful relief. “Reward? *What* reward?” you say, looking confused. Then you notice an object on the floor by your feet; it can only be a piece of Tiger's fur, take this offering if you wish (this place is nuts). Turn to **127**.

**70**

It is unlikely that you'll ever leave this web-encrusted cave, if the Mammoth-sized Death Spider that's just landed behind you has its way (and it probably will). You look away from the giant grey Demon for a moment, desperate for a way out of its lair; there is a way out (north) but it's so covered in thick web strands that it would take an age to hack through. You must turn your attention back to the Death Spider, who looks at you hatefully with its hideous travesty of a human face. Then the horrible creature begins to advance ever closer to you. If you fail in this fight you will burn in hell, so don't.

Every time the Demon wins a round you must turn immediately to **101**. If you triumph in this awesome battle, turn to **348** with a sense of great pride.

**71**

The skull merely brushes your fingertips but, it's enough, unfortunately. The skin falls from your bones, your eyes shrivel up to nothing and the blood drains from your agonised body. You have become a skeleton, a *dead* skeleton...

**72**

Nearly. A fraction of a second more and you could have made it, but, as it is, you have to pull back at the very last moment to avoid being impaled by the portcullis. You look back behind you, but find the other portcullis closed. You wait for death for days on end, starving hungry and dying of thirst (you've long since drank the remainder of your healing potions) with the pool of cool, clear water - that you've since found out contains fish - agonisingly close yet impossible to obtain. When you're finally reduced to eating the flesh of insects and drinking their blood, the first portcullis opens. "I just wanted to find out how much you could endure!" laughs the Trinitour. "It will stand you in good stead for your stay in hell." You stagger to your feet and begin to drag your weary body to the salvation of the exit, which you half expect to slam shut, and find some fresh meat and wine that you wolf down ravenously. But the days without food or water have already taken their toll. Lose 1 SKILL point and 3 points of STAMINA. You walk back to the doors. Turn to **435**. You may not try this door again though - it will be locked.

**73**

Drawing your sword, you strike the cloud and cleave it in two: the stuff instantly disappears, warming the room as it goes. You feel relieved ... but not for long. A multitude of unseen hands grab you and force you to take all your remaining healing potions and smash them on the floor. You watch with dismay as the last of your precious potions is broken on the ground, their contents quickly sinking into the cracks of the stone. Then the ghostly hands leave you. Your next choice is a sad one:

North (portcullis)?	Turn to <b>360</b>
Northwest?	Turn to <b>387</b>
West?	Turn to <b>493</b>

**74**

You follow the pleasant splashing sounds until you find out where they've been coming from: a large pool of still, murky water that's contained in a natural cavern, with two exits, north and west. The sounds have stopped now though, and a cold silence prevails. Then you notice a tiny island right at the heart of the dirty lake, there seems to be something on it. Well:

Swim for the island?	Turn to <b>404</b>
Drink from the lake?	
Turn to <b>48</b>	
Leave this place?	Turn to <b>144</b>

75

The idea of actually putting your hand *in* the slimy pool is not a welcome one, but, something rather unnerving happens; the gauntlets lift themselves out of the slime, fly around the room a few times, then settle gently in your backpack. Hmm. Take them if you want. What's your next decision: risk another item? Turn to **274**. Run away? Turn to **341**.

76

“Thanks for trusting me my friend!” he says cheerfully, “I’m just an old war-horse who foolishly thought I could destroy that Demon Trinitour. However, no sooner do I enter this terrible place than I have my sword stolen by one of the monster’s thieves and I was just looking for the fiend when I met you.” You look at the tall man and reply, “I haven’t seen any one recently apart from the odd Calacorm. “The man smiles and states, ‘I’m not surprised that you didn’t see him - he’s invisible!’” you both laugh at this, before you continue on a more serious note, “I wouldn’t advise you to head the way you’re going.” you tell him with a frown. “Why?” replies the tall man. “Because I heard lots of voices back that way that may be following me as I speak.” you tell him. “Oh that!” he says grinning. “You didn’t fool for that old one did you!” you both laugh again. “You mean it was a trick?” you ask with a smile. “You bet your codpiece it was - I fell for it too! Trust me though, there’s nothing there, apart from that invisible thief and where ever he’s hidden my blasted old sword”. You offer to return with him and look for it, adding that perhaps he could use the Calacorm’s sword. But he looks at you with sadness in his expression before replying, “The Trinitour would never allow us to journey together, and I for one would never allow myself to use a weapon of chaos, no I’m afraid we must both continue alone, but there is one way you may be able to help me.” “Name it”, you say. “Thanks again my friend, tell me, do you possess any spells you don’t want, because I have an item that I’m very sure you *will* want!” If you have an unidentified spell, turn to **457**, and if you don’t, turn to **312**.

77

The Spider Man is on you and is preparing to bite! Can you swat it off in time? *Test your Luck*. If you are lucky, turn to **263**, and continue the fight. If you're unlucky, turn instead to **495**.

78

*Test your Luck*. If you are lucky you are mysteriously warped back to your previous location before the key you have chosen can trigger a deadly trap. Perhaps the Trinitour did this to give you another chance? If so, then you can only assume that it is because he now really wants to kill you himself. Turn back to **237**. If you are unlucky, read on. I'm afraid to say that the white key doesn't fit the lock at all. What it *does* do is cause a spell of slowness to be cast over you, so that you are both helpless and defenceless as a hoard of Chaos Warriors come running from nowhere, lay you face-up on a table and give you the death of a thousand cuts ...

79

The Test of Endurance. You walk cautiously under the elephant carving, just as a massive area of floor-way caves in behind you, revealing a dizzying drop into infinite darkness. You walk carefully around a bend and meet a tiny steel room. It looks remarkably like a big oven. Then the heat hits you; uncomfortable at first, then unbearable. In fact, the air around you becomes so agonisingly hot that your skin begins to blister. You are being cooked. When, at last, the horrendous torture becomes too much for you, and you crawl back to the edge of the void with the intention of throwing yourself in and hoping for a quick death ... it ends. You pass-out and awake hours later, having survived an ordeal that hardly anyone else could have done, but you must still lose the grand total of 11 STAMINA points. Still, at least you made it. You look around and find yourself in new and unfamiliar surroundings (turn to **366**).

### 80

The old man snatches the gold from your out-stretched palm and starts to shake visibly, "Well done adventurer, you have made the correct choice, the password is 'Brave'. Use it at the password door". - When you encounter this door, deduct 259 from the number of the paragraph you're on and hey presto! - The password-keepers voice becomes quiet as he whispers, "You could not have survived without a password, now if you'd be so kind as to excuse me..." he then runs from the room and locks the door behind him. You now have no choice now but to head north, turn to **330**; or west, turn to **138**.

### 81

Not fast enough. Which is more than can be said for the creature (deduct 2 STAMINA points). Fight it, but don't forget to deduct 3 SKILL points for *this* fight only.

UNKNOWN ASSAILANT  
STAMINA 12

SKILL 9

If it's you who become the victor, turn to **378**.

### 82

Almost. You miss the other ledge by a millimetre at most and scream as you begin to rocket down into the unseen depths of the chasm. There's still a chance though - can you grab a passing rock and save yourself? *Test your Luck*, If you are lucky, turn to **394**. If you are unlucky, turn to **13**.

### 83

You fool the women into thinking you're slow, by offering her a few pitiful thrusts of your sword. The she-warrior laughs when she witness's your apparent lack of speed. Then you strike. Your sword sinks into her for-arm, causing her to curse but not to cry out or even grimace. She glares at you, and says through clenched teeth, "You have done well, I shall now gift you your reward." You await her next action apprehensively, but all she does is pull an object from a hidden crack in the wall, before handing it to you. It is a solid-silver bow! You think of thanking the women, but she merely spits on the floor when she sees your out-stretched hand. You decide to leave. Turn to **151**.

**84**

Your journey north is a long but uneventful one. Following the tunnel, you find it turning this way and that, but generally keeping its northerly flow. It eventually ends at a dead-end. Disappointed and angry, you go to kick the wall - and fall right through it! The wall must of been an illusion. You enter a short section of tunnel, which leads to another section of illusory wall, passing through this, you enter a room just as a section of wall slides down over a western exit, and find yourself somewhere scary. Turn to **407**.

**85**

The word "Begone" leaves your mouth at the speed of light. You look up, but the Death Spider and its web are gone - they were illusions! A quick search of the chamber reveals several objects: 4 healing potions (which you pack away) and a magnificent jewel-encrusted helm, wrought of the purest gold - do you want to try the helm on (only if you're *not* wearing another helm already though)? Turn to **393** if you do. If not, you leave through the exit (which closes up) and arrive at a 3-way junction. Turn to **273**.

**86**

You ram into the door, but it holds fast (lose 1 STAMINA point), then it promptly grows a fist and punches you in the face (lose another STAMINA point)! Before you have time to gather your wits, the door grows another large fist, 2 stubby legs and an angry-looking face: it is a Door Monster!! You are about to apologise, when the creature rushes you. Evidently, it is in no mood for small talk. Defend yourself.

DOOR MONSTER	SKILL 8	STAMINA
6		

If you overcome this wild enemy, turn to **409**.

**87**

The Gargantuis falls at last. Have 2 LUCK points! A quick search of its disgusting lair turn up a few items that could prove interesting. The first is a healing potion, the second a polished lamp and the third an ordinary-looking ring. You pocket the first two items, then proceed to scrutinise the ring. Just as you are looking at the object - it jumps onto your finger, becomes warm and glows yellow! Then you realise - with delight - exactly what the thing is: a soul ring! It has within it the spirits of fallen warriors whom, because of their goodness, volontarlaly had their souls placed inside the ring, just so they could help a brave warrior such as you. But they may only help you during a fight and should you ever die ... they will all depart to Valhalla, the rightful resting-place for all heroes. You may use this ring before any number of fights (you may only roll the die *once* before each fight though), by simply saying 'Help', then rolling a die and consulting the table below:

STAMINA	SKILL	
1: PIXIE	7	6
2: GNOME	8	6
3: MOUNTAIN ELF	8	7

4: DWARF	9	7
5: NEANDERTHAL	9	8
6: WOOD ELF		10
8		

When the warrior arrives, he will fight along side you against your chosen foe (so you will effectively have two attacks to your opponents one), use the 'Fighting more than one opponent' rules, except *you* get to attack the enemy twice (once for you and once for the above warrior), but when the enemy attacks, he will always attack you. You may use your LUCK to help your friend (by raising or lowering the STAMINA damage he inflicts or takes). If he should die, you may raise him before a future fight. Phew. You leave the Gargantuis's lair, pleased with your findings. Turn to **146**.

### 88

Raising your sword, you prepare for battle against this most deadly of foes.

METAL SENTINEL	SKILL 10	STAMINA
10		

If you destroy it, turn to **338**. On the other hand, if you wish to *Escape* north instead (and you may only do this after the 2nd round or later as the Sentinel is fighting you with quite extraordinary ferocity meaning you'll have to await a chance to run), turn to **33**.

### 89

You're rather relieved to see a single, solitary, chain-mail clad Calacorm enter the room carrying a large sword and start to stare angrily at you; it's two heads jabber at each other and argue whether to kill you then eat you, or eat you then kill you. They agree on the former. Fight it.

CALACORM	SKILL 8
STAMINA 7	

If you win, turn to **120**.

### 90

You pull the Chaos-Cross from your backpack and say gleefully, "I don't think so!" before shouting, "Now!" The Demon lets out a chilling scream, before stopping dead in its tracks. The darkness that once surrounded him has now departed, and he doesn't seem quite as tall as he once was. The middle head looks at you, it's face a picture of fear, before speaking for the final time in a horrified tone of voice, saying, "Well... you have discovered my final deepest secret, you cause me to... *admire* you, human." You point your sword at your nemesis and shout tauntingly, "The time for words is over you laughable creature!" before you begin to close in on him. He starts to back off. This is your final fight my friend, don't let me down. Go to work.

TRINITOUR  
8

SKILL 12

STAMINA

He will now only cause you normal damage. If you overcome this hellish creature, turn proudly to **155**.

### 91

You wrench the phial labelled 'Dragon's blood' from your backpack and pour its contents over your skin, and sure enough you start to change. You sneer at the now-bemused Timebeast, but I'm afraid your sneer is without justification, because you are currently smearing Dragonfly's blood on yourself. Still, look on the bright side, it *is* Giant Dragonfly's blood. A brief, dramatic transformation takes place, as you sprout wings and grow more insectoid in appearance, till finally the change is complete. Your new *initial* SKILL and STAMINA are stated below (but keep a note of your old *initial* and current SKILL and STAMINA stats). Fight for your life.

STAMINA	SKILL	
TIMEBEAST	12	7
GIANT DRAGONFLY (YOU)	8	6

If you actually manage to win this all-but-impossible fight; add a total of 5 LUCK points (!) and turn to **63**.

### 92

You walk down the north way for some time. A while later you come across a small wooden door. You push it and find it opens soundlessly. It's when you have it open that a stomach-churning stench hits your nostrils, you poke your head round the door and discover why. There, in the middle of a filthy slime-ridden pit, chewing on the carcass of a man, is a Gargantuis. The being is tall, green and dinosaur-like. From its fore-head a single white horn protrudes. The beast hasn't noticed you yet, and you may leave it in peace (turn to **146**); or will you attempt to do battle with it? Turn to **202**.

### 93

Even as you think those thoughts, the lid of the box flies open, revealing its contents: a single bone die. You decide to take the die, and so reach tentatively for it, but a voice speaks to you, using *your* mouth, it says, "I told you, you will regret this treasure sooner or later." Then the die jumps out of the box and rolls on the floor! It then changes into something else. Roll a die and consult the table below to find out what you've got:

- 1: Instant STAMINA boost. Roll another die and add the result to your *initial* STAMINA!
- 2: A double-headed coin: always win a drawn attack round!
- 3: SKILL spell: you may, before *one* fight only, add an *initial* SKILL point! The spell will wear off after the fight though, and you will lose this extra point.
- 4: Berserk instinct: whenever you win an attack round with a double 6 (you've rolled two

6's), the enemy loses 6 *STAMINA* points!

5: Fireball spell: you may, before *one* fight only, knock a die's worth of *STAMINA* off your chosen foe!

6: Resurrection: if you die in *combat*, you will be instantly resurrected and gain half your

*initial STAMINA* back, rounding up. As well as 2 *LUCK* points, but you must deduct a *SKILL* point. Then you may fight on, but only *once*.

Having got your reward, you smile to yourself and feel relieved. You then go to leave the room quickly. Turn to **473**.

#### 94

The bronze bracelets are the incorrect choice. "Oh ... I was so looking forward to our long-awaited encounter human, you could have provided me with some good sport." Says you-know-who. Turn to **479**.

#### 95

Grabbing the preferred item from your backpack, you hold it firmly, take careful aim, then release. The flame disappears (along with the object you threw), and leaves the gauntlets lying smoking on the ground. Will you take them? Turn to **250**, or leave Northeast? Turn to **406**.

#### 96

It's no good; you can't withstand the mental blast and quickly go mad. But luckily for you, you run *away* from the Gargantuis and not at it. By the time you reach the end of the pathway that led you to the monster, you're A-OK again. You look around you to discover the cracks in the rock have re-opened, and so, not wishing to meet the Gargantuis a second time, you rush through the western exit. It closes the moment you do so. Turn to **406**.

#### 97

You uncork the bottle and swallow its foul-tasting contents in a one gulp. For a single moment nothing happens. Then you feel terribly sick. Lose a die of *STAMINA* and a point of *LUCK*. You just have time to raise your shield as the beast leaps for your throat, turn to **46**.

#### 98

You pick up the old shield, give it a quick dust and put it on: you immediately feel much stronger and more sure of yourself, in fact, you've never felt so good - you have been blessed! Add 2 *initial SKILL* points, 3 *initial LUCK* points and 4 *initial STAMINA* points! A creaking noise makes you look round - the door is closing, you bolt through just in time. Then you head back to the northern exit, turn to **344** (with a massive smile on your face!)

#### 99

"Bright!" you shout - and the scroll works! Instantly, you are standing in a brightly-lit cave. You make a quick study of the area and find yourself in a rocky place with a couple



of interesting objects next to a wall. The first is what can only be ... a voodoo doll! Take it if you want. While the second item reckons itself to be a heavy iron chest with a small peephole in its lid. A glance in the hole reveals gold - and lots of it! But there's no lock, indeed there doesn't seem to be any way of opening the blasted thing. You wish there was. Oh well, you turn your thoughts back to the voodoo doll, only to find a note attached to its back, along with a small packet of pins. The note reads 'This doll will kill *one* creature, at any time before or during a fight. But it will never work in pitch-dark.' You place the doll in your backpack. Remember, this doll will never, *ever* work in any place described as 'pitch-dark.' Make a note of that. You now decide to leave, but which way: north? Turn to **344**; or west? Turn to **278**.

### 100

Simply fabulous! You smile wickedly as you reach for the mirror - which doesn't hurt you this time - and your smile widens when you hear the Trinitour gasp in shock. You wait calmly for the pitiful Abomination to drag itself closer, then you hold the mirror up, right in front of the thing's terrible face. One brief look is all the monster needs; it stops and starts to back away, shaking as it does so. It then lets out an unbearably sad wail, and cuts its own throat. "How could you? How *dare* you!" Demands the Trinitour. "Show yourself Demon." you say in a clear unwavering voice. Turn to **66**.

### 101

The demonic monstrosity bites deep, injecting you with its powerful paralysing poison - will your body be able to withstand it? *Test your Luck*. If you are lucky, turn to **231**. If you're unlucky, turn to **499**.

### 102

The blue key slides neatly into the lock and then, before your disbelieving eyes, shrinks to the size of a pin - useless! You can't help but laugh at this sight, but stop when you realise a faint, yellow light is emanating from the lock and resting on your heart. You duck, but not quite quick enough. You feel awful in a moment, depressed beyond belief. What's the point in going on? Why should you? Let some other sucker risk his neck... the curse is working well. Lose a die of LUCK, adding 1 to the result. Then something *really* strange happens (turn to **183**).

### 103

With amazing speed, you grab the dispel illusion scroll and shout "Begone" - and it goes! It *was* just an illusion, only your false belief in its unreal existence breathed life into its body (lose a charge of your scroll). Looking down, you notice that the illusion dropped some (real!) objects, which are: a dull white key, a healing potion and a compass - take what ever you wish and turn to **353**.

### 104

Running so fast that your own shadow has trouble keeping up with you, and feeling sure you've broken the land-speed record (which you already hold after the time you thought you'd greeted an Elf lord in his own tongue, but had actually accidentally insulted his wife), you ... make it! Looking back, the portcullis smashes down with an echoing

'*Crash!*' mere millimetres from your back. Looking forward you examine the scene. The pool is natural, caused by a small but unceasing trickle of water coming from a little gap in the ceiling, a school of hand-sized crimson fish swim happily in its depths, chasing and playing with each other. Admiring this tranquil picture (a first for this rat-infested hole), you fail to spot a large shadow loom before you or the fact that it's being cast by a 7ft Ripper (a cunning, spike-covered monster which looks a bit like a mutant human). You hear deep laughter and finally catch sight of your new enemy as it squeezes its bulk from out of its cave and reaches for you with amazingly long claws. It blocks your only exit. You must fight, or die trying.

RIPPER  
13

SKILL 9

STAMINA

If you find yourself the victor, turn to **298**.

### 105

After having adopted a grimace and a threatening stance, the spiders - as if sensing your intentions - begin to panic and run about in their hole, which quickly seals itself shut. The hole-lid is made of solid stone, so you just walk by shaking your head in bemused wonderment. Turn to **301**.

### 106

You grip the fin and change into a Shark! Oh dear. You're not in water though are you? What you *are* is dead meat...

### 107

"Thank you my friend, now for your reward." the young man says casually. And with that, he mumbles a few, quiet words that sound like utter mumbo-jumbo, but ... you feel good, real good as if the Gods have blessed you. Add 1 LUCK and 5 STAMINA points! The human smiles as he takes the potions and hands one to the snake, before asking, "Well, that's ours, but what about Bob's [He points to another snake, curled up in the shadows and fast asleep] - are you going to just going to pretend he doesn't exist? How about a couple for him as he's a particularly thirsty fellow." the snake winks at you. What will you do:

- |  |                    |
|--|--------------------|
| Give them another two healing potions? | Turn to <b>456</b> |
| Attack the human after all?            | Turn to <b>61</b>  |
| Attack the snake after all?            | Turn to <b>264</b> |
| Just leave north?                      | Turn to <b>294</b> |
| Leave Northwest?                       | Turn to <b>164</b> |

### 108

With your sword drawn, you flip the lid off the 1st box with your foot, and before you know what's happening, a large, grey spider leaps from the container and quickly scuttles up your bare arm. But this is no ordinary insect - it has a demonic human face... and a deadly bite. It is a Spider Man. And if you're not careful you'll find out just how painful

its poison is. *Test your Luck*. If you are lucky, turn to **139**. If you are unlucky, then turn to **77**.

### 109

You enter a thin, musty corridor, filled with cobwebs and covered in dirt. It soon ends at a stout, solid-oak door, with a large blue keyhole set in it and an impressive golden handle next to that. What do you intend to do:

Try and open the door?	Turn to <b>42</b>
Try the lock with a blue key (if you possess one)?	Turn to <b>385</b>
Try the lock with a crystal key (if you have one)?	Turn to <b>277</b>
Try the lock with a red key (if you own one)?	Turn to <b>185</b>
Try the lock with a white key (if you've found one)?	Turn to <b>220</b>
Forget the door, head back to the lake-cave and leave north?	Turn to <b>356</b>

### 110

Safe! You feel proud at overcoming yet another deadly trap. You wonder what the next one is... you walk for a while, until something stops you dead in your tracks: an apparition is forming in front of you, it soon takes on the shape of a beautiful young women, with dusky nut-brown skin, dark hair and equally dark eyes. She is clothed in a full set of handsome yellowish armour, which shines provocatively in the blackness, and she is a sight to be behold. "Please don't be afraid mortal, I am not here to harm you." says the ghostly women in a sweet yet commanding voice. "But I may have to all the same." she adds. You shudder at her last sentence. "All I ask of you is how old am I now? You *should* know it, but do you?" If you know her age, turn to the paragraph that it corresponds with. If you don't know, the women will not let you guess. "I'm waiting..." she says, "in fact, I've been waiting for a long time." If you don't know her age, turn to **24**.

### 111

You reach an ordinary junction, it offers 2 directions: Southwest (turn to **254**) and Northwest (towards some loud splashing sounds), turn to **17**.

### 112

You struggle with every last ounce of your strength, until there's none left. Mercifully, you've already drowned before the beast has begun to tear you apart...

### 113

That last hit sends you crashing to the floor. The Ghoul makes no further move to continue its assault and merely sneers at you. Wiping the blood from your eyes, you prepare to launch a counter-attack. But you can't. Your limbs have begun to feel heavy and stiff and it's suddenly become increasingly difficult to breathe properly, even your eyes refuse to move normally. There's a reason for this. This monster has the ability to paralyse its foes so that it may indulge in its favoured past time - eating them, alive. By now you are nothing more than a breathing statue. You stare helplessly in abject horror as

your throat is bitten out and spat across the room, for later. You don't even have the luxury of being able to scream. Not that you could scream with your throat torn out.

#### 114

Trying your best to as quiet as a mouse, you accidentally step on a big twig and end up being about as quiet as an elephant. The Bhorket is awake in an instant, and on seeing you it bares its fangs and charges. You must fight it, for it will not let you leave this place alive.

BHORKET  
9

SKILL 9

STAMINA

If you defeat this raging enemy, turn to **401**.

#### 115

Unfortunately, you will never get to find out how the red toadstool tastes, because it contains the poison known as Satan's Blood - the most deadly on Titan. You writhe about on the floor in indescribable agony for absolutely ages...

#### 116

You throw yourself to the floor; you're fast, but he's faster. One of the darts whistles harmlessly above your head, but the other pierces your left eye causing it to pop, splatter and dribble down your face. You rise groggily, screaming in shock and pain, covering your bloody eyehole with your hands as you do so. It's quite some time before the agony and terror have begun to wear off, and the whole time the owner of the darts has been laughing hysterically at you. Ignoring the sadistic creature, you bandage your empty eye-socket with a strip of cloth from your shirt and offer a silent prayer to the Gods (who knows, if it wasn't for them you may have lost both eyes). You shudder at the thought ... then get up slowly, turn your back on your unassailable tormentor and leave through the east exit. Turn to **407**, but deduct 3 SKILL points for the loss of your eye.

#### 117

The wish ring? Good choice! You say aloud, "I *wish* the gold was mine!" and it is - 50 gold pieces have just landed in your backpack! The ring then disappears... your next choice is a satisfying one. North? Turn to **344**; or west? Turn to **278**.

#### 118

You've been walking for what feels like an eternity when you begin to wonder if you've made the right choice; this feels like a time warp. But then another thought hits you... turn to **415**.

#### 119

Your search is a short but possibly fruitful one. You discover 3 items: the first is hidden on a ledge in the wall and is a small wooden box with 4 symbols painted on it (a Demon, a rat, a devil and a snake). The other items are: a pair of chain-mail gauntlets and a set of plate armour. Both these last items are in the Bloodbeast's pool. Thick steel doors are

now slowly closing across the exits and you surmise you *may* have time to investigate two of the objects listed above. What will you do now: jump across the pool for an exit? Turn to **341**. Get an object (or two)? Turn to **62**.

### 120

The walls are caked with blood and chunks of flesh litter the floor. You don't have too much time to admire you're handiwork though, more voices are approaching - a lot more voices - this time from the south, behind the (now open!) portcullis, so you head quickly east. You enter a long, winding, wind-swept tunnel devoid of any notable features apart from the odd puddle of stale water and a few unseen creatures scuttling away from your echoing footsteps. You round a sharp corner and almost bump into a tall, slim, ageing man with piercing blue eyes and long brown hair that flows over his rusty armour. He looks unarmed. Still, your hand goes to your sword-hilt and you eye this person suspiciously. The man is startled by your actions, "Please good warrior, I am without defence and mean you no harm." he says, obviously worried, but none the less, he seems to be telling the truth. What's the score:

Attack him regardless?

Turn to **15**

Talk to him?

Turn to **76**

Ignore him and pass by?

Turn to **449**

### 121

You stare down at the butchered corpse of your fallen enemy and feel no pity what so ever at having rid the world of such an evil being. Your sword is dripping with the foul creature's blood, so you use its dead body to cleanse your blade of the stinking, yellow substance. Add 1 LUCK point for this excellent victory. Your thoughts now turn to the chest that it was probably guarding. Turn to **468**.

### 122

It's no good. You don't have the first clue what you're doing and accidentally nudge the trap, which springs instantly, and destroys the crystal key. Deduct a LUCK point for this failure. Now turn to **74**.

### 123

You step into the unclean water and shiver at its unnatural coldness. Then you walk in up to your waste, then neck, and start to swim. There are times when you're sure you can feel something brushing against your legs. But it's probably nothing. You tell yourself. Still, you make it to the island safe enough and make for the half-hidden object. On closer inspection, you discover not one but *two* objects: the first is a fine looking silver mace; and the second is wooden chalice that's covered in a sweet-smelling blue liquid. Take what you want. You head back out into the lake once more and everything goes well, until halfway when "AARGH!" something grabs your legs, drags you under and bites deep. Lose 3 STAMINA points. As you struggle to escape the thing's slimy grasp you must *Test your Stamina* (adding 3 to the roll if still carrying your shield). If you are successful, turn to **469**. If you are unsuccessful, turn to **112**.

### 124

The button may be small but it's pretty damn stiff and you almost fall headlong into the darkness below as you try to push the infernal thing, but it gives in eventually. When the button is pushed in completely an ear piercingly loud grating noise can be heard as the entire wall starts to violently shake, so violently in fact that you're not sure you can hold on. Roll a die and if it's a 6, turn to **257**. If it's any other number, turn instead to **27**.

### 125

All that's left of the reptiles are piles of flesh and blood. You turn your attention once more to the box that held them. It contains nothing but a blue key, which you may take if you wish. Now decide on your next course of action:

Open the 1st box (clicking sounds), if you haven't yet?	Turn to <b>108</b>
Open the 2nd box (Scratching sounds), if you haven't?	Turn to <b>196</b>
Leave and head west?	Turn to <b>303</b>
Leave and try Northwest (splashing sounds)?	Turn to <b>17</b>

### 126

With lightning speed, you make a mad scramble for the little button and press it, but the ledge keeps moving ... the *other* way - towards safety! In the blink of an eye, you have a massive, solid bridge to cross, and you do so... safely, turn to **137**.

### 127

Having walked but a short distance further, you enter a section of wide open-topped passageway. You quickly notice two things: the first is a rock-door, slowly swinging shut in the distance; and the second is a creature flying down from the night sky at break-neck speed and emitting a loud screech that sets your teeth on edge. You resolve to try and escape it. Can you make it to the door in time though? Roll a die. If you roll a 1-3, turn to **315**. If you roll a 4-6, turn instead to **390**.

### 128

Good work. Add 1 LUCK point! The remains of the Earth Demon lie strewn in bloody lumps about your feet. After a rest and a prayer you decide to try and leave this hellhole. After having walked to the other side of the forest you discover another massive wall complete with a little opening in its centre - just wide enough to crawl through. Having done just that, you find yourself in a small, stinking room with a single exit north (an open metal door) and a large, wooden chest in front of it. As you near the chest its lid flies open! Nothing jumps out though - not this time! You peer into the chest and observe its contents: four healing potions, a colossal onyx gem, a sprig of belladonna and a rabbit's foot. A rabbit's foot? Wow! This item must surely rate as one of the most fortunate finds you've ever laid hands on, for you may wear it at any time (except in combat) and it will restore your LUCK to its *initial* value and add 1 point to your *initial* LUCK! Its magic will only work *once* though. You pack away your items with a broad grin on your face. You then walk through the door - which closes and fades into rock, leaving only solid wall! - and bend your gaze northwards, turn to **435**.

### 129

Choosing the most worthless object you possess, you take careful aim and throw it gently into the strange cloud; the grey substance disappears, leaving your item lying safe on the ground. This place is weird. What action takes your fancy now:

Walk north (portcullis)?	Turn to <b>360</b>
Walk Northwest?	Turn to <b>387</b>
Walk west?	Turn to <b>493</b>

### 130

You wrench your hand - still clutching the black shield - from the boiling acid and roll about on the floor screaming in absolute agony (lose a die of *STAMINA*). You grit your teeth through the pain and tell yourself it could have been worse. When the awful sensation has died down, you are disgusted to find that the shield was magically disguised as well - it's really a scratched and battered item. You may still take it if you wish. You get up and walk slowly away from the acid. Turn to **10**.

### 131

The larger Cyclops answers this question (in a voice so deep, you reckon it hasn't drunk in a month), "Get past Earth Demon to find gem of great size, take great care though person... he deadly." Then you find yourself handed the following items: a healing potion and 4 gold pieces. You look up from these new discoveries, but the Cyclops have both gone! You decide to leave. Presently, you find a junction leading west (turn to **330**), south (turn to **447**) and Southwest (turn to **269**). Which one will you attempt?

### 132

Struggling with impressive might you almost break free, but not quite. Eventually, you lose consciousness, and the trio of invisible enemies leaves you for dead. They are obviously unaware of your iron constitution though, because a couple of hours later you regain your senses and rise shaking to your feet. You then run, coughing and choking, to the exit. You are not without harm though and must still lose 5 *STAMINA* points. The unknown foes seem to have left the area, and if they haven't, they don't bother attacking. After you've got your strength back, a swishing noise breaks through the silence causing you to turn around: 3 giant axes have begun to slice through the air of the passage beyond, blocking it almost completely with their thick, sharp blades. You have no choice but to brave this new peril, unless you'd rather risk another meeting with The Unseen Three..? *Test your Skill*. If you are skilful, turn to **424**. If you are unskilful, turn to **332**.

### 133

It's no good. You lose your balance entirely, fall, and begin to plummet down into windy chasm. Your head spins at the dizzying speed, but you may still have a chance - can you grab onto a passing rock? *Test your Luck*. If you are lucky, turn to **394**. If you are unlucky, turn to **13**.

### 134

You realise that the curse of lycanthropy won't take long to affect you, not on a full moon, right in the path of its moonlight. You rip the belladonna from your backpack and, whilst keeping the Werewolf at bay with your sword, eat it in a flash (but must lose 2 STAMINA points due to the poisonous nature of the plant). You are now immune to the awful disease (for a while at least), enough time to fight this foe. All you have to do now is defeat it... turn back to **438** and continue the battle.

### 135

You try to ask a question -, “OK. Here's what I've got”:

- “A large cream sapphire, a personal favourite of mine.”
- “A wooden stake, you never know when you're going to need one.”
- “An old sword, sorry it's all I've got.”
- “A potion marked "Shape", don't ask me why.”
- “A mallet, always a useful thing to have.”
- “A small steel ring - a perfect fit!”
- “A large, black opal - worth a fortune!”
- “A red headband makes you look like a ninja!”
- “A clove of garlic, smelly, but could have its uses.”
- “A Minitour's horn, I bet you've always wanted one.”
- “A potion marked ‘Danger’, don't know why.”
- “A solid-silver dagger, nuff said!”

He will swap as many items as you wish, on a one-for-one basis (you give 3 and you'll get 3, you give 6 and you'll get 6 etc.). He is only interested in backpack items - not your sword, shield, clothes, armour, coins or anything else that doesn't constitute a backpack item. However, anything you've found/bought or stole, including any healing potions you might possess are what he's after. After you've swapped, you decide to move on down this rapidly turning Northwest tunnel. Turn to **164**.

### 136

You find the spell... but drop it! Can you grab it before the creature grabs you? *Test your Skill*. If you are skilful, turn to **369**. If you are unskilful, turn to **81**.

### 137

A-OK! You waste no time in leaving this particular cave. Turn to **389**.

### 138

You step beyond the western exit just as a portcullis comes crashing down behind you. But that's the least of your worries. Three green-skinned Lizard men, each armed and armoured, have just burst though the only other exit (Northeast) of this bone-filled cave. They surround you in a flash and clearly aren't in the mood for stimulating conversation. If you are wearing a shrunken head, turn to **384**, other wise, you must fight them all at once.



STAMINA	FIRST LIZARD MAN	SKILL	8
8			
	SECOND LIZARD MAN		8
7			
	THIRD LIZARD MAN	9	6

If you win, turn to **267**.

### 139

You manage to flick the miniature-menace off you just as it was preparing to sink its teeth into your flesh. The Spider man wastes no time in hurrying forward to continue its assault. What will you do about it:

Fight it?	Turn to <b>263</b>
Run west?	Turn to <b>303</b>
Run Northwest towards the pleasant splashing sounds?	Turn to <b>17</b>

### 140

You grab the candle from your backpack, but the creature knocks it from your grasp (deduct 2 STAMINA points). Can you find the candle in time? *Test your Luck*, adding 1 to the roll. If you are lucky, turn to **414**. If you are unlucky, turn to **280**.

### 141

You leap in an instant and prepare to strike the women but she jumps back easily evading your blow. "So be it ungrateful scum - to the death!" she says hatefully. You watch her warily, waiting for an axe or a sword to make an appearance, but no weapons are drawn, mainly because she has no need of them, she is a Ninja. Fight this marshal-arts expert.

NINJA	SKILL 10	STAMINA
9		

If you kill her, turn to **189**.

### 142

The little man looks you up and down and says cheerfully, 'YES! I *am* the shopkeeper and you may see my wares. Don't try and be funny again though or I may just get angry.' And with that final (amusing) statement, he turns round and leads you into his shop. You resist the urge to call him, 'A pint-sized ponce.' on the way in. Turn to **39**.

### 143

You're not sure whether to drink it yourself or use it against the Timebeast. What will you decide on: drink it? Turn to **97**. Throw it? Turn to **343**.

### 144

Having reached your preferred exit, you take a step towards it then, you are outside, you are no longer in the dungeon but at the centre of a barren plain in the middle of a raging thunder storm! What's happening? Then you realise, with a sickening feeling, that it's *raining blood*. Not only this but you can hear screams and crying all around you, then they stop to be replaced by a deathly hush as the area becomes much darker. Of course, something is being summoned. To find out if it arrives you must first roll a die. If the result is a 1, turn to **307**, if it's any other number, turn instead to **345**.

#### 145

You continue down this tunnel until you happen across a crossroads; it offers you three remarkably similar choices of travel: east, north or south. Which one takes your fancy:

North?	Turn to <b>41</b>
East?	Turn to <b>192</b>
South?	Turn to <b>52</b>

#### 146

You run like hell back down the pathway to discover the west crack, thankfully, open. You pass through as it closes again. Turn to **406**.

#### 147

You circle each other warily, each waiting for the other to commit themselves. Then she does. Her speed far excels yours, and her axe bites painfully into your shoulder (making her grin sadistically). Not only this, but you have just been terribly poisoned. Lose 6 *extra* STAMINA points! The champion laughs as you nurse your agonised shoulder. Then she speaks to you in a highly patronising tone, "Your challenge to my greatness was so worthless that you've actually made me feel rather sorry for you," she laughs some more before continuing. "But because you have provided me with so much amusement I shall give you the reward anyway." You don't trust the women and turn to leave but she taps you on the shoulder and presents you with a solid silver bow! You place the bow in your backpack and think of thanking the women, but she just spits in your face. There's nothing more you can do; you fought an honourable duel. Which is more than can be said for some... you walk back, head-bowed to the giant-toadstool cave. Turn to **151**.

#### 148

You squirm desperately and manage to hurl your opponent away, but it quickly rushes forward again. You must fight it.

COCKATRICE  
6

SKILL 7

STAMINA

*Every* time it hits you, lose 2 STAMINA points as usual, then turn to **418**. If you beat it, turn to **173**.

#### 149

Throwing yourself at this strange enemy, you begin to hack at it - what weapon are you using though:

- |                                    |                    |
|------------------------------------|--------------------|
| Your sword?                        | Turn to <b>287</b> |
| A war-hammer (if you possess one)? | Turn to <b>45</b>  |
| A mace (if you possess one)?       | Turn to <b>410</b> |

### 150

From nowhere, 4 Pail skinned men, each wearing black spiked armour come storming towards you. These are Chaos Thugs and each is armed with a 2-handed axe. They leap at you together, forcing you to fight them all at once. You are attacked from all sides but fight valiantly and manage to kill 3 of them, and you're even doing quite well with the last, until the shopkeeper stabs you in the back.

### 151

Heading back, you are happy to find all the exits have re-opened. But before you have time to gather your wits - they all start to close incredibly rapidly, leaving you no time to try for any more giant-toadstools. Choose your way out of here: west? Turn to **481**; or east? Turn to **255**.

### 152

“Certainly adventurer.” says the woman with a hint of sadness in her voice. She snaps her fingers and two rock-doors open at the only free spaces in the walls, one west (turn to **269**), and the other Northwest (turn to **330**). You bid the female farewell and leave.

### 153

Shaking and sweating you carefully take hold of the glass handles, take a deep breath and turn them - the doors open! You almost jump for joy as they slowly creak back on their hinges. But then you see something that almost makes you cry with despair. On the other side of the door is a nineteen-foot Tyrannosaurus Rex, an *adult* one at that. You draw your sword as the dinosaur bellows at you, almost you knocking you over with its breath. Then it bows its head, steps through the door and begins to back you down the tunnel. You can't possibly out-run it, no human could, and anyway, you couldn't even turn your back on it - it would cut you down before you drew breath. You have no other obvious (or even unobvious) choice but to do battle with the immense and powerful creature. Fight desperately.

TYRANNOSAURUS REX  
18

SKILL 14

STAMINA

Because of the size and strength, not to mention sheer unadulterated *fury* of this creature, it will cause you 3 STAMINA points of damage each and every time it hits you. If, miraculously, you beat it, turn to **44**.

### 154

The thing continues to glare at you but makes no further action. What's going on? Some time later you find yourself able to move again, and, as you do so, the stone heads return to their original positions! Looking down you think you've found out why; you were standing on a pressure-plate, a switch if you like, which caused the statue to move - it's not real after all! You clamber up the statue in a flash and discover, to your delight, a gem-studded war-hammer. Add 1 LUCK point for this find! Now turn to **74**, to head north.

## 155

With one last defiant bellow, the Trinitour falls to its knees. It tries to gasp for breath from punctured lungs, whilst clutching desperately at its many deep wounds. You have won. Two of its heads are now severed, but the middle one remains and now, although blinded looks in your direction. The Demon's last words sound painful, "I didn't think you... had it in you... brave warrior... you are... the... victor..." The great beast then slowly slumps to the floor and stops moving - dead. You too fall to the ground, in victory. Shaken but not stirred. After a time, you get up and survey the Trinitour's corpse, but a hand on your shoulder makes you start and whip round, where you find the man you had come to rescue standing there smiling at you! "A truly astounding victory is yours!" he says happily "I can't believe you managed to vanquish that awful creature." "Neither can I!" you reply with a smile. Then you embrace each other for what seems like hours, both weeping with relief until you both start to laugh out loud. When you yourself have at last stopped laughing, your friend continues but his voice has changed to a horrible warped one, and his features have taken on an evil hue. You realise in a nightmarish moment of horror just how dark the air is around him. And it's getting darker. And his laugh is getting louder. You finally have to cover your ears to avoid being deafened. By now, he is surrounded in a pool of night. His laugh then subsides to little more than an evil cackle. Then he or rather *it* steps out of the concealing cloud and now positively towers above you - taller than the Trinitour ever was, even dwarfing his build. The creature you now face has a red body, from which sprout to giant-sized wings, this body also supports two black Dragon-like heads, each glaring gleefully at you. Taking pleasure in your terror. You are right in front of a true Greater Demon - a *Night* Demon - a Prince of hell. You prepare, hopelessly, to defend yourself once more. But the Demon speaks to you in a rough twisted voice, "Don't bother you pointless insect. The sword isn't really enchanted, I just made it seem that way." You step back, shaking with terror. "I created the pathetic creature you just slew just as I controlled everything that's happened to you." "Why?" you just manage to say. "Why not?" is the Demon's reply as it raises its clawed hands high in the air. "Stop!" you shout, "I killed him!" The Demon clenches his teeth and replies, "Yes you did." You fall to your knees and say desperately, "Then my country is safe?" The Demon snarls and says, "Indeed it is, you have done well and that is why I hate you so much." He then frowns and continues, "And now, for destroying my once-prized creation I shall subject you to a fate worse than death, a fate worse than hell, in fact, a fate worse anything." "Please... no." you say hoarsely, but, "Don't make me laugh." is the only reply you hear. The unholy monstrosity then brings its hands together and produces an ear-splitting thunderclap, before saying, "I commit you, foul human to the ultimate horror - oblivion!" Then the creature, along with everything else is gone. Leaving just you and an empty, endless void. "I swear vengeance on you Demon!" you scream in utter hysterical

panic. “Oh, I’m sure you do human,” chuckles the Night Demon, “but I don't think so.” And here you shall remain until the end of time, without even the company of a torturer. There's just you and nothing, alone for eternity...

### 156

Your last blow knocks the Rhino-Man clean of his hooped feet and sends him crashing heavily into the nearest wall. The battered mutant looks up at you with defeat in his eyes; he's in big trouble, and knows it. He speaks, “Please great warrior... please no kill me... I gift you great treasure.” What will you do: listen to him? Turn to **422**. Or finish him off? Turn to **337**.

### 157

Luckily for you, you leave the Bhorket’s lair safely. You traverse a short section of corridor and come across an unlocked door, which you open. The place that next greets your eyes is perfectly octagonal and features smooth, walls of a soft blue that lead to a high, red ceiling. There are two exits: one west, and the other north. A loud noise makes you whirl round to find that a slim, old man of average height has just slammed the door shut behind you. He is dressed in tatters and carries nothing more than a blunt dagger and a raggedy money-belt. He looks terrified. “Please don't hurt me my child, I am but an old man and offer you no danger.” his voice is cracked and weak. “But I’ll fight you if I have to.” He fingers his dagger. Fight you? He looks helpless. The old man continues, “I am merely the password-keeper, nothing more. But I can't let you have it for free I’m afraid, my asking price is just 5 gold pieces and I’m not prepared to haggle. If you can not, or will not pay, then you are free to go and I won't try to stop you. But I warn you again, if you attack I will fight back” The old man's clearly scared of you, he's convinced you want to harm him - why? What are you going to do:

Pay him five gold pieces?

Turn to **80**

Attack him?

Turn to **465**

Leave north?

Turn to **330**

Leave west?

Turn to **138**

### 158

The pool looks anything but an inviting prospect, but... you steady yourself by the edge of the substance then plunge your hand deep within its depths and - 'AARGH!' the slime's as hot as fire. Lose a die's worth of **STAMINA**. At least you've got the plate armour. What now: risk going for another item? Turn to **274**. Or leave this place right now? Turn to **341**.

### 159

It gradually dawns on you what you're supposed to do, and you have the trap disarmed in no time. Add a **LUCK** point for your skill! You leave with your spirits lifted (and the crystal key in your rucksack). Turn to **74**.

### 160

Summoning up your courage and gritting your teeth, you bravely enter the cloud ... the substance is cold but strangely soothing. In fact, the longer you stand here the better you feel - dare you breathe some of the gas in? Turn to **442**. Or, will you try something else instead:

Attack the thing after all?	Turn to <b>73</b>
Leave north (portcullis)?	Turn to <b>360</b>
Leave Northwest?	Turn to <b>387</b>
Leave west?	Turn to <b>493</b>

### 161

“Ah! That'll do nicely,” says the man with a grin as he gratefully accepts your offer. Then he produces a ruby key - from his mouth! You hold it at arm's length before depositing it in a pocket. Then the man speaks once more, “I have 2 more presents for you law-follower.” He then opens his shirt and hands you a couple of cream-coloured sheets of paper from within it. “Open door spells”, he says, “just say ‘Open Sesaphil’.” He then turns his back on you and walks away, whistling with each step. To use these spells, add 20 to the paragraph number you are on at the time. But ... whether you guessed right (the new ref will make sense) or wrong (it'll be gibberish) you must *still* lose one of the spells. And remember, you only have two of them to begin with. You then turn yourself and head away from the man, towards the other door. You place the ruby-key in the lock and give it a twist - the door creaks open! Then, the key fades into nothing! You soon find a T-junction leading north (turn to **59**) or Northwest towards a 3-way junction (turn to **273**) the exit will close and lock when you're beyond it.

### 162

You've just begun to slide your trusty sword into the opening when you hear but a single word hissed sadistically in your ears, “Coward.” Then the jaws of the carving come crashing down on your blade and bite part of it clean off (deduct a **SKILL** point). You curse the carving and decide to leave - which is just as well - because you start to hear murmurs and see movement amongst the dead as, sure enough, one by one, the rotting corpses begin to drag themselves to their feet and walk arms out-stretched towards you whispering “Flesh...” Your scalp crawls and you become paralysed with fear. It takes an effort of iron will to forget your terror and run back to the other doors. Turn to **435**.

### 163

The Shadow Hunter is on its knees, clutching frantically at its torn throat. Its torso is now painted red, giving the impression that it's been dipped in blood. You almost feel sorry for the beast, almost. It now falls in slow motion onto its side, choking on its own blood and spilling gore onto the floor. Then it is silent. You take this opportunity to study your former-opponents lair. It is filled with many half-eaten bodies, the sorry relics of its past victims. There are three things here of greater note though: a silver key (which you pocket) a old pair of gauntlets, dusty and rust-ridden, and an even older shield. As you are examining the armourments, the light spell begins to fade, but just as it expires completely the door swings wide open again, spilling light into the Hunter's lair once

more. But your relief turns to worry, as you hear many voices approaching. What will you do:

Grab the rusty gauntlets regardless? Turn to **215**

Grab the old shield regardless? Turn to **98**

Forget them and run back to the north junction? Turn to **344**

### 164

This direction leads you down a wider-than-usual passageway, through an illusory wall and right up to a heavy-looking, wooden door, reinforced with metal strips. The wood is imbedded with a big silver handle and a crystal lock - what to do:

Give the handle a try? Turn to **320**

Use a white key (if you own one) on the lock? Turn to **178**

Use a crystal key (if you own one) on the lock? Turn to **4**

Use a blue key (if you own one) on the lock? Turn to **417**

Use a red key (if you own one) on the lock?

Turn to **309**

### 165

You walk along the north tunnel, and soon find a door. But before you can open it, you are tapped on the shoulder, you turn and find yourself looking into the three eyes of a Dread Fiend. The monster is a hairless humanoid of man-height, but much broader. It is also covered from head-to-foot in a vile red slime, giving the impression that it's bleeding severely. It raises one of its club-like fists and closes in for the kill. Kill it instead.

DREAD FIEND

SKILL 10

STAMINA

12

The tunnel here is wide enough for you to *Escape* back to safety any time you want by turning to **6** (to head Northwest), or **458** (to rush back through the corpse-cave and on west.) If instead you elect to stay and end up beating it, turn to **496**.

### 166

The Northeast exit opens out into a slim, winding corridor, crudely fashioned from the rock. As you traverse it, it becomes narrower still, until you're having to indulge in some real contortionist postures. At last, you exit into a wide brightly-lit area, empty save for another couple of narrow cracks in the rock Northwest and west. Actually, this cave *isn't* entirely empty, as you are just about to find out. You hear a loud hissing laugh behind you and turn to see, sitting on a ledge above the entrance you came in here by, a massive dog-like creature. You draw your sword in a moment and are then forced to leap back as the thing bounds deftly down from its hiding-place and lands with an earth-shaking 'Whump!' before you. The monster is roughly bull-sized and entirely white, save for two small sickly yellow eyes. Its muscled body is brimming with spikes, as is its tail which is as thick as a tree-trunk. Its claws are like scythes and its face sports a great mouth, twisted

into an evil grin. You are now facing a true monster, a thing spoke of in legends - a Timebeast. It seems to hiss something at you, a word possibly? Whether or not that is the case, one thing's for sure, it's caused you to age back-wards! Already you are diminishing in size and strength and before long you will be naught more than a babe-in-arms. Easy meat for the Timebeast. You must find a way out of this dire situation - but how? With the sharp blade of your sword? Turn to **46**. Or an item from your backpack? Turn to **319**.

### 167

It's difficult to scream with a mouth-full of spiders, but something stops you - voices. "Don't be afraid human." they whisper. "We only want to help you and would gladly die to do so. We have been looking after your weapons for you plus a little something extra for your bravery, because you are indeed a great warrior." You can't be sure... but you think the spiders spoke to you! And indeed the aforementioned creatures are now scurrying away from you and their hole. You stand coughing for a while until the last of the insects have left or been swallowed. You then peer into the dark hole and rediscover your sword - regain 2 SKILL points - and any other weapons you left behind! After you've gratefully sheathed your sword and packed away your other weapons, you peer once more into the place that held them and find a small carving of a fish with the word 'Blood' chiselled into it. You pocket this weird find and turn to thank the spiders - but they've gone. You are alone once more. To continue your journey, turn to **301**.

### 168

You rip open your backpack, pull out the dispel illusion scroll and shout louder than you ever have before "*Begone!*" The T-Rex disappears! Phew. You run back to the doors and, on finding them still open, step through. They close and lock the moment you pass them. Turn to **188**.

### 169

Walking over to the cowering little nuisance, you watch with some amusement as it tries to hide its eyes with its tiny arms (perhaps hoping you won't see it). You try not to laugh, indeed you can't help but feel slight pity at this pathetic sight, but it *did* frighten you - almost to death! It must pay. You kick it quite hard and turn to leave; the poor little creature howls in pain and then emits a strange howl of an altogether different nature. Turn to **22**.

### 170

Picking up a likely looking rock, you take careful aim, and throw. The rock hits the key square on, knocking it from the jaws of the crashing mantrap! Unfortunately, the key is now smashed to bits - what did you think would happen to something made of (fragile) crystal? You can't help feeling a little bit foolish. Deduct 1 LUCK point and move on to **74**.

### 171

You reach for the shield and... "AARGH!" it's acid - the pools full of burning acid! Something must have been magically disguising the smell. How badly hurt are you? *Test your Luck*. If you are lucky, turn to **130**. If you are unlucky, turn to **335**.



### 172

Feeling somehow drawn to the dragon-sword, you pick it up to test its weight and – “AARGH!” - you've just got a severe electric shock that throws you across the room where you smash into a wall. Lose a **SKILL** point and 2 points of **STAMINA**. You rise groggily to your feet and eye the sword with disgust. The dragon-handle just grins at you. Looking about for the other sword you find it nowhere to be seen. You have no choice but to take the dragon-handled sword, only this time you wrap some cloth you find on the floor around the infernal thing. Luckily, the weapon feels light and well made; indeed, it's easier to wield than your last sword. Walk rather angrily north all the same, turn to **483**.

### 173

It is with extreme relief that you step over the body of the defeated Cockatrice and examine the large box that contained it. Amongst various bones (most of them human) you discover a pair of clean green boots each with a long spike attached to their toes. Do you want to try them on (they look about your size); turn to **7**, or leave them and try something else:

Open the 1st box (clicking sounds), if you haven't?

Turn to **108**

Open the 3rd (silent) box, if you haven't?

Turn to **234**

Walk west?

Turn to **303**

Walk Northwest towards the splashing sounds?

Turn to **17**

### 174

You decide to leave the powerful monster alone and either: head east? Turn to **471**, or - if you haven't - attack the bear, turn to **279**.

### 175

The white toadstool tastes like hell, mainly because that's where it comes from. Its affects can be many, but all are evil. This particular one has damaged your aura and you will never again be as fortunate as you once were - or could be - because from now on your **LUCK** may never, under *any* circumstances, rise above 7. Your spirit feels crushed, but you know you must go on. A creaking sound makes you look up to find the ceiling rocketing towards you. You rocket away. Turn to **443**.

### 176

You've latched onto a lock of ‘Mermaid's Hair.’ apparently. You tell the shop-owner to forget about any sales because you're late. What he says in reply to your statement is unprintable (and probably impossible.) Suffice to say it involves your mother. Will you now head west (**254**), or Northwest, towards some splashing, turn to **17**.

### 177

You venture carefully and quietly forth into the dim light of the west cave, eyes straining for movement, ears pricked for danger. You wait silently in the darkness for a while until you become more used to it. Looking around, you survey the scene with care; it seems to be empty (of enemies anyway, traps, are another matter). You are standing on the

precipice of a deep, dark, windy chasm which has a slight smell of burning coming from somewhere within its depths, you try dropping a nearby stone into it, but don't hear it hit the bottom. Looking up, you make 3 more discoveries: there is another similar ledge to the one you're standing on some feet away into the dark and there are several objects on it, including a large painting of someone; there is a narrow pathway to your left running around to this ledge; and there is a rope in the centre of the chasm, swaying gently in the warm breeze. What's the score:

Make a daring leap?	Turn to <b>451</b>
Jump for the rope?	Turn to <b>198</b>
Try the walkway?	Turn to <b>252</b>
Turn around and leave?	Turn to <b>389</b>

### 178

The white key slips into the lock easily enough but refuses to turn, and then it does turn - into a snake! The tiny, green reptile moves like lightning up your arm and bites you on the neck, before slithering away to safety at an equally fast speed. Only the pain of the wound stops you from laughing. Your arm then feels heavy and numb. Lose 1 *SKILL* point. Weird. Turn to **320**.

### 179

Leaving your weapons below the words of the fell sign, you pass on and, when you do, the air becomes filled with ghostly voices cheering and egging you on with heartening cries of, "Brave one!" and, "Worthy human!" They fade away after a while. You walk on filled with a sense of great purpose. Turn to **402**.

### 180

You gaze at the bore holes over the rim of your ever-faithful shield and find two deep, red eyes staring straight back at you! The next thing you know, a couple of steel darts are flying towards your eyes at quite incredible speeds - can you avoid them? *Test your Skill*. If you are skilful, turn to **68**. If you are unskilful, turn instead to **116**.

### 181

You have killed yourself. You are dead. You lie on the floor, cut to ribbons. Have 2 *LUCK* points for over-coming yourself. Turning your attention back to the mirror, you see something start to happen to it. Turn to **317**.

### 182

You wrench the golden crucifix from your neck and bravely hold it up in front of the fire, but nothing happens. Suddenly, the sound of a women's deafening laughter begins to roar all around you, forcing you to clutch your ears and sink to your knees, just as the hellfire changes colour to an unnatural red then billows forth and engulfs you. Your hideous screams echo through the dungeon, as you lie burning on the floor...

### 183

Before you can act, the door opens! Unfortunately for you. For standing behind the door, right in your path and slobbering disgustingly, is a Gretch. The monster is thin and as tall as a man, but that is where the similarity ends, because it has yellow skin, reptilian looks and each hand sports a single vicious claw, as long as a dagger. The Gretch is then upon you, forcing you to fight desperately.

GRETCH  
11

SKILL 9

STAMINA

Because of the sharpness of its cruel claws, the Gretch will cause you a total of 3 STAMINA points of damage each time it hits you! If you beat it, turn to **308**.

### 184

The eastern door opens out into little more than a dark rocky alcove, with a single exit north. At first glance, you consider the area to be totally empty, until you look closer at one wall; it has two small holes bored into it and a message scratched into the rock above them reading 'Don't look.' Will you? Turn to **472**. Or just leave north? Turn to **492**.

### 185

You place the red key in the lock and quickly wish you hadn't - the lock slams shut, smashing your precious key to bits. The lock is now hopelessly jammed shut and no amount of prodding with your sword is going to budge it. You angrily think about your next move. Will you: try the handle, turn to **42**, or just leave, return to the lake-cave and head through its north exit? Turn to **356**.

### 186

Incredible. Surly no one else could possibly overcome such an awesome foe. Have 2 LUCK points for being the one that could! Then, the snowy wilderness starts to fade, only to be replaced by another scene, turn to **204**.

### 187

The chasm is now wider than ever. And it was pretty wide to begin with. It's going to need a breathtaking jump to make it. *Test your Skill*, adding 1 to the roll. If you are skilful, turn to **137**. If you are unskilful, turn to **13**.

### 188.

The things that next greet your eyes are far from pretty. You are in some sort of torture chamber. Mutilated bodies lay hacked to pieces all around you, skeletons adorn the walls and bleeding limbs hang from the ceiling. You are, apparently, the only thing still breathing in here. The sight of this place alone would be enough to sicken the heart and mind of the most battle-weary of warriors... but you're used to it now. "These people, or what's left of them, all failed to destroy me, just as you will fail and just as you will soon join them." laughs the Trinitour. Then there is another voice, only far less commanding; "Don't listen... to him," says a hoarse female voice. You turn to see the barely moving and blooded body of a once-beautiful adult woman; the poor thing's eyes have been gauged out. "Ignore the... Demon.' she continues. 'You can destroy him and... save our souls,

you... can do it.” Then the woman screams as her invisible torture continues, leaving deep gashes on her already heavily scarred face. You can stand no more. “Leave her alone you pathetic coward!” you manage to shout above her pained cries. “Your quarrel is with *me* now, and nobody else!” The woman stops screaming and starts to cry. “You are indeed correct worthless human.” retorts the Trinitour angrily. “Although I doubt you’re half the warrior she was. But please, feel free to pay me a visit.” Then, before you can even think of a reply, you are sliding down a deep chute that has just opened below you. You rocket down it at a truly mesmerising speed, till you exit it into a little brightly-lit room. The chute closes behind you. “Before we go any further,” says the Trinitour in a relishing tone. “I must first determine your worth, tell me, do you possess a red herring?” Do you own a carving of a fish with the word 'Blood' chiselled into it? If you do, turn to **266**. If you don't, turn to **352**.

### 189

The woman is dead. She lies face down in the dirt covered in her own blood. You instantly feel you've done the wrong thing. Deduct 1 LUCK point. Then two doors open, one to the west (turn to **269**), and one to the Northwest (turn to **330**). For some reason, you can't bring your self to search the female's dead body; you still have some honour left after all...

### 190

Foolhardy. Only an unusually dextrous monkey could have successfully undertaken such a feat. You don't even make it halfway across before you fall, screaming, into the burning-hot acid...

### 191

The mushroom you've just tasted has rotted away in the blink of an eye! You must now choose a *different* one this time, but *no more* after that:

Red?	Turn to <b>283</b>
Black?	Turn to <b>243</b>
Yellow?	Turn to <b>54</b>
White?	Turn to <b>427</b>

### 192

The east passage continues for some way, broken only by the occasional puddle of what could well be blood. You don't stop to find out. Just as you are tripping over a crushed human ribcage, a low growl comes out of the dingy darkness ahead of you. You draw your trusty sword and investigate. A large, brown bear, chained to the wall by its ankles, comes into view as does a similarly restrained silent, warrior opposite him. The warrior is very tall, carries a massive sword and seems to be composed entirely of quartz crystal. They are both standing in front of small, black leather bags. The corridor here is wide enough for you to pass between them safely, should you wish to. Well, it probably is. What will you do:

Attack the bear?	Turn to <b>279</b>
Attack the Crystal Warrior?	Turn to <b>149</b>
Pass between them and continue east?	Turn to <b>471</b>

### 193

Remembering the young women's advice, you pull out the spell and shout "Disperse!" - the fire is banished in an instant, allowing you a safe passage through! A short while later you happen upon a three-way junction, now this isn't the first you've seen, but it's certainly the most unnerving; because while the north and Northeast exits are nondescript, the Northwest one has a sign nailed above it, 'To A Slow And Unpleasant Death.' Which direction will you try:

North?	Turn to <b>70</b>
Northeast?	Turn to <b>212</b>
Northwest (signed)?	Turn to <b>293</b>

### 194

Northeast. There's a slight gust in this tunnel. It is said that the wind carries the cries of the damned; you wonder if it's true... and if you'll be joining them? You walk on for a while before you happen upon a fairly large cave with a narrow tunnel to its west, a yawning chasm to its east, and a huge powerful Manticore to its north! You take a split-second to examine your choices. The tunnel may offer an escape - but it's closing fast! The chasm may also offer an escape, but it's too dark to see into, although a smell of burning comes from within it. The Manticore is a very dangerous opponent - a cross between a giant Lion (its body), a Giant Bat (its wings), a Giant Scorpion (its tail), and a Giant (its face)!! You consider running ... but a previously hidden rock-door slams shut heavily behind you, sealing your retreat. Or your doom. There are 2 objects behind the growling Manticore one of which glints provocatively in the dull light. What in Heaven's name do you propose to do:

Fight the great beast?	Turn to <b>229</b>
Try the tunnel?	Turn to <b>452</b>
Make an all or nothing leap-of-faith into the darkened chasm?	Turn to <b>55</b>

### 195

At first, the cramped and dirty cave's only contents seem to be shattered human bones, but under a pile of these sorry relics you discover 6 gold pieces. You pocket your well-earned prize and leave Northeast. Turn to **386**.

### 196

You flick the lid of the 2nd box and are instantly bowled over by a large bird-like creature. You grab your feathered foe by its thick throat and realise - with horror - what it is - a Cockatrice. An awful flightless bird with poisonous breath, feared by even the greatest hero or heroin. You try and throw its heavy body off you before it has a chance to test your bravery, but you must first *Test your Luck*. If you are lucky, turn to **148**. If you are unlucky, turn to **418**.

### 197

Deciding it best to continue your journey, you get up to leave the chair but find two strong stone arms restraining you. Your heart pounding in your ears and your throat as dry as a desert, you hear a soft voice in your ear, “No need to be afraid law-follower, I merely want to congratulate you on your bravery.” Then the hands leave you, and you jump from the chair and prepare to bolt from the cell. Then you spy something you missed before; a small bottle with a glass stopper lies cracked by your feet and the pink liquid it contains is all but gone. What will you do: drink the last morsel? Turn to **240**; or run back into the heat of the junction (the door here will close and lock if you do so)? Turn to **273**.

### 198

After steadying your nerves, you make a leap for the rope and make it pretty easily. Trying not to think about the drop below, you use your body-weight start to slowly swing back and forth. Warm winds howl all around your vulnerable body and almost seem to be shouting at you. Something strange is going on here. You are getting *very* warm indeed, especially your hands. You look up to discover that the rope is starting to smoke, you try not to panic, but then without warning, the rope bursts into flames - your hands are burning - they are on fire! Lose 4 STAMINA points. You have no choice, you'll have to jump from here, but will you make it? *Test your Luck*, adding 1 to the roll (to indicate your peril). If you are lucky, turn to **394**. If you are unlucky, turn to **82**.

### 199

You try to take the gold chalice from your pack but simply *can't*. “Well, well my dear warrior. You have discovered one of my many secrets, but I'm afraid I can't let our fight commence just yet. You see I have one last trick up my sleeve.” You try not to shake at these words. “You have proved yourself in both bravery and intelligence, but what about a fight? A *tough* fight.” You try desperately to grab the chalice, but just can't grip it. The Trinitour giggles before continuing, “It's just no good old friend, I'm going to have to submit you to one last test, to finally be sure of your worth as a challenger to me.” He laughs before speaking again. “You must face my last line in defence, the only obstacle between us, a creature so foul, so terrible that if it were ever to see itself it would turn away in utter disgust. May I now present to you, my very own creation - the Abomination!” A blood-curdling cry echoes all around you, as a stomach-churning stench fills the air. Then a truly awful creature suddenly steps towards you, the thing is quite hideous; a revolting travesty of a human being. Its misshapen body covered in folds of lumpy leathery flesh of a sickening colour, its many limbs jutting out at awkward angles, some moving, others limp. Tentacles writhe all over it, each dripping slime, its repulsive head is riddled with holes, a stinking white liquid pouring from each one, while a multitude of half-blind eyes regard you with the utmost malice. The thing then lets out another cry that cuts right through you, before staggering closer. It appears to be in a lot of pain. The Trinitour laughs quietly. You must destroy this mockery of man and God, if only to put it out of its misery. Grip your sword-hilt tightly.

If, per chance, you should put an end to its pathetic life, turn to **248**.

### 200

You hurl the potion as hard as you can, straight at the grinning Timebeast. Its grin widens. You raise your shield as the monster leaps for your throat, turn to **46**.

### 201

“Insult ME would you!” Shouts the shopkeeper, before adding, “I’ll teach YOU a thing or three!” Turn to **361**.

### 202

As you step into the room the Gargantuis notices you and snarls its disapproval. You leap into the slime and hack at its midriff with your sword, causing it to bellow in pain. It then drops the half-chewed carcass it was gnawing on and points its head at you, but instead of trying to swallow you whole, it lets forth a blast of powerful mental energy from its horn. Do you possess a crystal on a chain? If you do, turn to **370**. If you don’t turn to **232**.

### 203

Safe! Advancing forward, you examine the items on offer. The first proves to be a life-size painting of a beautiful, young, dark-skinned women with jet-black hair and sparkling eyes the colour of night. Her tall frame is adorned with shining, golden armour making her look commanding - maybe she's a princess or an army general? Your gaze falls to the bottom right of the painting where you discover the following information: 149-168AC, she died 50 years ago this day. The other objects are far less impressive. One turns out to be a small pouch containing 3 glittering gold pieces, the next is a pair of steel dice, and the last looks chillingly like a human skull. Take what ever you want but not the painting - it's way too heavy. As you are deciding on your next course of action, you notice a tiny button set into the wall next to the picture. You're just wondering what to make of this new discovery when a loud creaking sound makes you whirl round - the causeway has just collapsed, the rope is nowhere to be seen, and ledge you're on has begun to slide into the wall! What on earth are you going to do now: press the button, turn to **126**, or make a terrifying leap of faith, turn to **187**?

### 204

The scene has changed to resemble a dusty, centuries-old corridor. You are standing at a dead-end, so trudge off on your way. Then, “I don't believe it, I simply do *not* believe it!” roars the Trinitour from all around you. “No one has ever got this far before!” Then the Demon falls silent. You walk on, trying not to look too smug. Later, you find a couple of narrow cracks in the rocky walls leading west (turn to **32**) and Northwest, turn to **344**.

### 205

You insert the red key into the lock and hope for the best. The key enters easily and turns without trouble, making the lock give off a barely audible 'click' that's one of the most satisfying noises you've ever heard, because the door opens! Interesting, you think, one of your keys just worked on *two* of the doors. This makes you remember, right at the start of

your journey, the note that advised you of the unusual actions some of the doors may require to pass beyond them. You wonder if the advice just pertained to this just this door, or others as well. You grab your key and pass through untroubled. Turn to **475**.

### 206

Better a live coward than a dead hero. It gets darker still, until there is absolutely no light what so ever. You hold out your arms to touch the walls, but there's nothing there, just air, cold air. You turn round and head back the way you came, at least you think you're heading back, but it's too dark to tell and you've lost all sense of direction. Still, you walk in your present direction for some time, but all that happens is it becomes increasingly cold. What's going on - a trap? Yes. And a grisly one, it's best you don't know about the details...

### 207

Having decided the item - what ever it was - unworthy of risk, you run back down the tunnel, and through the lake-caves north exit. Turn to **356**.

### 208

You push open the door and step inside. It is a small sparsely decorated room, with little more than a box at its centre. You saunter over to the box and spy a message scratched on its surface that reads 'You will regret taking this treasure, not now, but later.' What's that supposed to mean? Do you want to forget all about this 'Treasure' and leave right now? Turn to **53** if you do. If you want to stay and think about opening the box, regardless of your warning, turn to **93**.

### 209

The yellow mushroom tastes absolutely disgusting! But, after you've polished it off, you start to feel strong and rejuvenated. Add 1 SKILL point! If you have already eaten 2 mushrooms, turn to **395**, otherwise read on. What now:

- |  |                    |
|--|--------------------|
| Eat the white mushroom?                            | Turn to <b>19</b>  |
| Eat the black mushroom?                            | Turn to <b>236</b> |
| Forget them and head east (through the only exit)? | Turn to <b>395</b> |

### 210

You hold up the glittering diamond hopefully. The Timebeast doesn't look impressed. You raise your shield as it leaps for your face, turn to **46**.

### 211

You have tempted fate once too often and will never leave this place. As you pass under the sign a massive boulder drops down behind you, sealing your only hope of escape from this place of horrors. Of all the nightmarish ends you could have walked into this is quite possibly the worst. The far wall of this stinking chamber slowly opens to reveal dozens of hungry Zombies. The rotting army begins to stagger silently towards you, each with their arms out-stretched and opening and shutting their flesh-filled mouths in starving



anticipation. Covered in gore they bring the stench of death with them, they were once human but are now something far less. These semi-humans hunger for your blood. You realise it's futile to fight against such odds, but you must try. You somehow manage to destroy half their grisly number before you are overwhelmed, and before you can even think of turning your sword on yourself the Zombies grab you. Now you must suffer the ultimate horror of cannibalism - being eaten alive. The flesh is stripped from your bones, then the blood is drained from your tortured body, till finally you are torn limb-from-limb. You were fully conscious throughout most of this horrific ordeal. Then the Zombies, their hunger satisfied, leave your bones and head back to their secret lair hoping that one day soon someone else will tempt fate as you once did...

### 212

The Northeast tunnel quickly turns north and becomes rather cold and windy. Then, all of a sudden, an iron door slams shut behind you, making you jump at least 18 inches into the air. Then a second door crashes shut further down the corridor; you've no doubt they're both locked. You start to walk down the windy tunnel, where you are bathed in moonlight that cascades down from a long gap in the roof, cutting through the dark like a dagger through flesh. Then you become aware of another set of distant footsteps as a man approaches you from the cold shadows ahead. He is fairly tall, of medium build and is unusually hairy, his drab grey clothes hang in tatters about him. He walks closer and stares at you with a look of cool confidence. He doesn't appear to be armed. "Fear not my friend," he says in a rough voice, "you may leave through the door behind me, for which I have a key, but I'm afraid it's not free and will cost you gold." You scrutinise him carefully and answer, "Why don't I just fight you for the key?" He smiles, revealing large teeth, before saying, "Many have done just that. None have survived. If you decide to attack me you are in big, big trouble. But please go ahead... I'm feeling hungry." How will you deal with him: attack him? Turn to **438**. Or offer him some gold? Turn to **426**.

### 213

You turn-tail and flee, or at least try to - someone has closed and locked the door again, and there's no keyhole or handle on this side. You turn round, shaking with fear and hopelessly raise your fists as the rapidly advancing Golem blocks the small chamber with its vast bulk, making an escape north impossible. You can't fight such a creature barehanded of course - it simply can't be done. Your only hope is a quick death. The monster grabs you, picks you up and rips you in half. You're still conscious as your arms are torn from your body and its quite some time before you bleed to death...

### 214

You unsheathe your sword and raise it high above your head, causing the blade to glint in the half-light. The woman doesn't seem surprised at this action and says with a sorrowful voice, "I don't blame you my child... why should you trust me? And anyway, you're probably doing me a favour." She then starts to cry. And so it is with a heavy heart and tearful eyes that you bring your sword crashing down onto her neck, where your blade bites deep and soon the floor is awash with her blood. You feel sorry for women, and ashamed of yourself. She was weak, unarmed and in no position to defend herself and, chaotic or not, you still feel deeply for her. Lose 1 LUCK point. For some reason you decide

to search her dead, blood-soaked body and turn up the following items: 3 Dispel illusion scrolls and another, much older, red scroll with a few indecipherable letters painted on them - an unidentified spell no doubt. The Dispel scrolls have enough power within them for *one* use each, they are activated by saying 'Begone' before a fight, *not* during. Then, if the enemy is illusory - they will disappear. Use these spells on any enemies you suspect of being false (by simply adding 15 to the number of their paragraph then turning to the new ref, and if the new paragraph you turn to makes sense the enemy will disappear. If it doesn't, they won't. So turn back and fight them or perhaps escape, if you can) But be sure you use it when you see their SKILL and STAMINA ratings and not before. Be warned though, the spells will disappear after they're used, whether they actually dispelled anything or not. Next, you unravel the red scroll and try to make sense of it; you gather that it is definitely a spell of some sort but, alas, you have no way of knowing what type. Take these items with you if you wish and turn back to **473**.

### 215

You decide to place the old gauntlets on your hands, but feel cursed the moment you do so. Deduct 2 LUCK points. Worse still, they're stuck and won't come off! The rock-door then starts to close, you bolt through it just in time, and head back to the other dark cave and through its northern exit. Turn to **344**.

### 216

Breathing heavily, you wonder what do now - have a refreshing from the lake? Turn to **48**, or just leave? Turn to **144**.

### 217

The great body of your former enemy lies unmoving, blood running from its many gashes. As you reach the body of the Werewolf it changes back into the man it once was, he looks far less threatening now, peaceful even. You search his clothes and find a couple of sheets of cream-coloured paper; each with the words 'Open Sesaphil' painted on one side. These are open door spells, use them when you see fit, by simply saying, 'Open Sesaphil' When you want to use one of these spells, add 20 to the number of the paragraph you are on at the time. Whether the new number you turn to makes sense or not, you must cross the spell of your adventure sheet - as it'll be useless there after. Don't forget to keep a note of the ref you're on at the time you decide to use one of these spells, just in case you're wrong and have to carry on with your quest. After this excellent find, you examine his body further and find - in his mouth! - a ruby key! You walk to the far door and try it in the lock, it fits and opens the door, but then fades away into nothing! You soon find a T-junction and may either follow it north (turn to **59**) or Northwest, towards a 3-way junction, turn to **273**. This exit will close up after you pass beyond it.

### 218

You begin to choke when you hear whispered voices, "You are indeed courageous human, but not as much as you could have been. We have nothing for you." You think it was the spiders that spoke to you! You're still choking when the insects (the ones you haven't inadvertently eaten that is) quickly depart back to their hole. When the last of

them has re-entered its home, a rock-lid seals the hole shut. God knows what all that was about, but you know one thing - you didn't like it. You walk on (turn to **301**).

### 219

The yellow toadstool is completely tasteless, but very useful, because your teeth clamp down on a hard object, which you discover to be a tiny platinum key - much too small for an ordinary lock - it may be a good find. Then instinct makes you look up to see the ceiling hurtling silently towards you, you hurtle away, just in time. Turn to **443**.

### 220

The white key fits awkwardly into the lock and before you can even turn it - its spat out! You're just wondering what's going on when a large section of wall slides smoothly open beside you, to reveal a cave full of furious-looking Nandi Bears (like a cross between a bear and an ape, but worse than either). There are 6 of the animals in total and they're all eyeing you hungrily. There is something glinting in their cave. What are you going to do:

- |  |                    |
|--|--------------------|
| Run?   | Turn to <b>464</b> |
| Fight them?  | Turn to <b>9</b>   |
| Throw down a chunk of human flesh (if you have any)? | Turn to <b>398</b> |

### 221

The chair has been expertly carved and is actually rather comfy, allowing you to enjoy your short rest as best you can (add 3 STAMINA points). Roll a die. If the number is a 5, turn to **436**. If it is any other number, turn instead to **197**.

### 222

You fix the head to the shaft, notch the arrow in the bow, take aim, and fire. The arrow hits the beast square in the face, but it doesn't even seem to have noticed. It is now obvious that a terrible trick has been played upon you, because the bow and arrow were worthless. You curse your luck and spit, then grit your teeth and raise your shield as the monster hurls itself at you, turn to **46**.

### 223

With your final, mighty whack, the Crystal Warrior is cut in half and falls to the floor, smashing into a million pieces as it does so. It is with great pride that you spit into the remains of your once-deadly adversary and throw your useless weapon amongst its body-parts. You then inspect and open the bag it was seemingly guarding: it contains a large, iron ring set with a precious blue stone of some kind that has been fashioned to look like an eye. Intrigued by the ring's unusual design, you decide to wear it and, what in heaven's name? The thing seemed to make you feel dizzy and confused for a moment. Lose 1 LUCK point. You angrily decide to pack away the eye-ring none the less, because it was so difficult to attain in the first place and may still have a use or two. Whenever you want to wear the hurtful, little item, you must add 25 to whatever ref you're on at the time, if the new ref makes sense, read on, but if it doesn't, deduct 1 LUCK point! What do you want to try now: attack the bear (if you haven't?), turn to **279**, or leave east? Turn to **471**.

### 224

You scabble like crazy at the false floor, but it's much heavier than it looks, and now the voices are only feet away, you have no choice but to run. Before you can though, you hear yet more voices coming from the north. You are trapped. There's only one thing to do, you unsheathe your bloodstained sword, take a firm grip of your shield and await your many foes with your back against a wall. But where are they? There's no one here and yet you can hear them passing straight through the room! Trickery? Or ghosts? You shudder at the thought and continue to struggle with the chest's floor until at last you have opened it, under it you find a single gold piece. You almost feel like laughing, but not quite. Turn to **36** to be on your way (north).

### 225

The other you continues to advance, but you take no action, still it advances and still you take no action. The other you stands face-to-face with you, raises its sword and prepares to strike your exposed neck with a mighty blow, but once again, you take *no* action. Your mirror image's sneer widens. Then the thing speaks and its voice sounds like yours only warped, "You are indeed brave mortal, but I strongly advise you to fight me, or I'll eat your soul." What will you do now: engage yourself in combat after all? Turn to **478**. Continue to ignore yourself? Turn to **357**.

### 226

You slip your hand into the warm interior of the bag and ... NO! The bag is alive - it's a Living Bag - and it's just bitten your left hand off! You must lose 3 SKILL points for this tragedy. The evil little creature then scuttles up a wall and out of reach, and the Crystal Warrior seems to smile at you. You try to stem the flow of blood as best you can, but it's difficult when you're screaming in shock and pain. Some time later, when the horror has worn off a bit, you note that the bag has dropped a couple of shiny items that it must have had in its mouth. These items prove to be a pair of cats-claws (Ninja weapons, which you are sadly not skilled in), you may take them. You then rise uncertainly to unsteady feet and tearfully consider your next move: will you leave east? Turn to **471**, or attack the warrior? Turn to **149**.

### 227

Both Cyclops's answer this question together, in voices so low you bet they eat rocks for fun, "Look north beyond the wall of fire, pass the Death Spider and you'll find a shop to the west oh winner of countless battles. But first you must find way to enter and leave room there." They then continue with a warning, "Careful spider though master, he great danger indeed, though there is way past him." The bigger monster then hands you a healing potion and a bag with 4 gold coins in it! You may take either, both or none. Then both the Cyclops disappear... don't ask me. After a bit of thought on what's just happened, you continue in your present direction to a junction leading west (turn to **330**); south (turn to **447**) and Southwest (turn to **269**.)

### 228

You await your visitor with hand on sword-hilt, just in case. But when the owner of the footsteps makes his or rather *its* entrance, you draw your sword in a flash, because it is a

Metal Sentinel - a tall, broad humanoid, magically animated from a large chunk of solid steel, and it's heading straight towards you. You are in big trouble. What will you do: fight this giant? Turn to **88**, or run north, because the Sentinel is quickly backing you into this tunnel? Turn to **33**.

### 229

Courageously, you rush sword-raised at the Manticore, which in turn, rushes claws-extended at you. Fight this thing.

MANTICORE  
16

SKILL 10

STAMINA

Each and every time the Manticore hits you, roll a die, if the result is 1-4, then you take normal damage, but, if the result turns out to be 5-6, you'll have been stung by its scorpion tail and must lose 4 STAMINA points! But you may, if you want to, *Test your Luck* when this happens and, if lucky, avoid all damage for the round! If you survive this mighty battle, turn to **291**. Alternatively, you may *Escape* any time after the 2nd round or later (you daren't turn your back on the monster until then); west through the tunnel (but adding 1 to the roll when there - the tunnel is still lowering), turn to **452**. Or, take a big chance and jump down the pit (again, after 2 rounds or more have passed), turn to **55**.

### 230

Fear not brave human, you have just entered a harmless teleporter, that's all. You re-appear moments later. Safe and sound. You are now in a partially collapsed north-south flowing tunnel (but it's impossible to head south), so guess where you head instead? Turn to **33**.

### 231

Your body somehow survives the massive shock to its system and you are able to fight bravely on. Turn back to **70** and continue this deadly combat.

### 232

The wave hits you and knocks you to the floor. Unbeknown to you the Gargantuis's horn is magical and its effects are enough to turn almost anyone mad. But will it work on you? *Test your Luck*, adding 3 to the roll. If you are lucky, turn to **370**. If you are unlucky, turn to **96**.

### 233

Wrong word I'm afraid adventurer and one you will regret for the rest of eternity, in hell... because the moment it passes your lips your soul is torn from your body and transported to the fiery lakes of Hades, where you will burn for all time...

### 234

Lifting the lid of the 3rd box with the tip of your trusty sword, you peer cautiously inside. And immediately wish you hadn't. Your gaze falls onto a disgusting mass of writhing

snakes; you have to continually stop yourself from lurching. As you start to slowly put the box containing its scaly inmates down - the snakes attack!

SNAKES

SKILL 8

STAMINA

7

The snakes are poisonous and will do 3 points of STAMINA damage in a successful attack. If you beat them, turn to **125**.

### 235

You reach for the first sword and grasp it firmly between eager hands. Testing its weight, you find it to be light and easy to handle, indeed, it's actually feels better to wield than your last sword. Gain 2 SKILL points! You turn to look at the other weapon, but it's gone - what? Oh well. Pleased with your new find, you walk through the (thankfully unlocked) north door to continue your deadly quest. Turn to **483**.

### 236

It's not long before you've finished the (flavourless) black mushroom and it's not long after that you begin to feel your spirits uplifted, you feel today's your lucky day! Add a LUCK point. If you have already eaten 2 mushrooms, turn to **395**, otherwise read on. What now:

- |                               |                    |
|-------------------------------|--------------------|
| Eat the white mushroom?       | Turn to <b>19</b>  |
| Eat the yellow mushroom?      | Turn to <b>209</b> |
| Forget them and leave (east)? | Turn to <b>395</b> |

### 237

The mirror now shows a twisting, elegantly painted corridor. You have no choice but to try and enter the mirror... and pass through it safely! You then begin to follow the path that the passage forges. You soon round a sharp corner and almost bump into a massive set of double-doors. They are at least three times your height and are a magnificent, if sickening, sight to behold. They are a deep purple in colour and decorated with many cracked and bleeding skulls, there are two glass handles present, as well as a golden lock. What tactics will you use:

- |  |                    |
|--|--------------------|
| Use a silver key if you have one?                | Turn to <b>377</b> |
| Use a crystal key if you own one?                | Turn to <b>292</b> |
| Use a blue key if you possess one?               | Turn to <b>38</b>  |
| Use a red key if you've found one?               | Turn to <b>351</b> |
| Use a white key if you've got one?               | Turn to <b>78</b>  |
| Use a gold key if you've one?                    | Turn to <b>314</b> |
| Or will you just your luck with try the handles? | Turn to <b>153</b> |

### 238

Unfortunately (especially for you) the lamp is not the correct item. "A pity... I was so looking forward to our battle." says the Trinitour sadly. Turn to **479**.

**239**

You place your sword-hilt firmly under the man-trap, then rip it up in one swift, violent motion, causing the trap to roll away and snap shut - breaking the Crystal key as it does so. You curse your stupidity. Deduct 1 LUCK point for your foolhardiness, and journey on to **74**.

**240**

Scooping up the bottle, you swallow the last of its contents and instantly feel better. Add 1 LUCK point and 1 SKILL point. Now you decide to leave this eerie place and head back to the junction. The door shuts and locks itself as you leave. Turn to **288**.

**241**

You turn your attention to the tall, scruffy girl, and she turns hers to yours. She doesn't seem surprised or scared by your actions. You leap at her, but she swats you aside with worrying ease and quickly stands between you and the now-fleeing Orc. Then something happens: she grows even taller, broader and more chaotic looking, her skin takes on a green hue and spikes burst through her clothes - she's a Shape-changer! And is reaching for you with massive claws... fight her.

SHAPECHANGER  
10

SKILL 10

STAMINA

If you win, turn to **364**.

**242**

Something goes wrong with the materialisation spell and the terrible creature blinks out of existence for a moment, giving you just enough time to re-evaluate your somewhat hasty decision. Will you leave north (turn to **330**) or west (turn to **138**), or, if you are still resolved to fight the thing, then do so. But you may not escape it.

PIT FIEND  
15

SKILL 12

STAMINA

As soon as it hits you, turn to **420**.

**243**

The black mushroom is juicy but completely tasteless. It is also completely deadly. You sink to your knees and double up in unbearable pain; it feels as if your insides are burning. That's because they are. Pray for death...

**244**

You wrench the dispel-illusion parchment from your backpack in the blink of an eye, and shout "Begone!" (lose a charge of your scroll). The Manticore quickly fades into nothing but a distant roar, well done! Turn to **268**.

**245**

Thinking the holy water must provide the answer to this dire situation, you pull the bottle containing the blessed liquid from your backpack and throw its contents into the raging inferno, but it dissipates before it even gets there. Suddenly, the sound of a women's deafening laughter begins to roar all around you, forcing you to clutch your ears and sink to your knees, just as the hellfire changes colour to an unnatural red then billows forth and engulfs you. Your hideous screams echo through the dungeon, as you lie burning on the floor...

**246**

The Werewolf's claws rake across your chest, easily cutting through your armour and making you cry out in pain as you clutch at your blooded chain mail. Do you possess a sprig of belladonna? If so, turn to **134**. If not, turn to **372**.

**247**

Again you thrust your shaking hand into the stone mouth and feel about for something else, you find it with ease; a pair of ragged boots that are knotted together. Then the Trinitour's wicked voice again enters your mind, "You are indeed a brave person, but brave enough to try one last time - or would that just be foolhardy?" You wonder. Surly these boots can't be the reward for your efforts? Or maybe there is no reward. Will you try yet again? Turn to **363**; or will you go back to the other doors instead? Turn to **435**.

**248**

The Abomination's heart is in your hands. Add 3 LUCK points! "What do you think of me now unholy one?" you say proudly. "You'll pay for that human scum!" roars the Demon in reply. Turn to **66**.

**249**

The cheeky, young male grabs the potion and bursts out laughing, rolling about on the floor crying with mirth. You fume and state, "I don't see what's so funny." at these words he practically becomes hysterical. When he has calmed down somewhat (and this takes some moments), he snaps his fingers, and a multicoloured orb appears out of thin air, right in front of your face. "Take it, it's yours... it always was." he says, wiping the tears from his swollen face as he does so. "You sly, old dog!" he then adds and starts to laugh again, the snake smirks. You take your leave north (turn to **294**) or Northwest (turn to **164**), trying to remain dignified.

**250**

The gauntlets are cool to the touch! You may wear them if you like, because, not only are they beautiful, they fit perfectly and prove remarkably comfy. They are also extremely fatal ... to the enemy! These are holy artefacts and will, as long as you wear them, add a point to your *initial* SKILL! You now leave Northeast (and watch as the rock closes up behind you). The skulls cheer you as you depart. Turn to **406**.

**251**



Add 2 LUCK points! The moment you strike your deathblow, you stop ageing, but must remain at your current age (not to mention SKILL level), no matter how low that is. Turn to **461**.

### 252

You step gingerly onto the slim causeway, testing it gently for firmness. It seems solid enough. You put your back against the wall and start to slowly side step over to the other ledge, trying not to look into the gaping maw of the chasm, but you fail to notice some slippery slime growing at the centre of the path. Until it's too late. The very moment you place a foot in the substance, you start to slip uncontrollably towards the edge of the rift, closer and closer... can you somehow regain your balance? *Test your Luck*. If you are lucky, turn to **403**. If you are unlucky, turn to **133**.

### 253

“I'll, ‘I'm most terribly sorry, I seem to of accidentally killed this Door Monster’ YOU for that!” says the little man angrily. Turn to **361**.

### 254

This tunnel bends quickly south and soon ends at a featureless dead-end. You are about to turn back when you spy 3 small buttons embedded in the wall, what do you intend to about them:

Press the left button?	Turn to <b>297</b>
Press the middle button?	Turn to <b>437</b>
Press the right button?	Turn to <b>29</b>
Ignore them all and head towards the watery sounds?	Turn to <b>17</b>

### 255

The exit begins to close the moment you take a step towards it. You pass through in the nick of time. A pity. Because if you had the choice, you'd pass straight back out again. Behind you, you see another exit close as well. You are standing atop a deep ravine, with sheer unclimbable sides, the other side of said ravine is a good distance away, but should prove close enough to jump. But you're scared. In fact you are terrified. Not because of the width of the ravine, or the long fall into its depths, oh no my friend, you are scared at the mere thought of falling into the pit of boiling lava it contains. The fear alone could kill you. It's some time before you have fully composed yourself for this hellish peril. You decide it might be best to lighten your load for this new danger; for every item you now leave behind, you may deduct 1 from the total you roll. Gold coins do not count because they are too light to make a difference. You get up, press yourself against the wall, well away from the cliff, then run to the edge and fling yourself off. Pray that you make it. *Test your Luck*. If you are lucky, turn to **110**. If you are unlucky, turn to **313**.

### 256

Whilst you are busying yourself with the examination of the weapons, you don't notice the Stone Golem slyly move its head to look down at you and then head-butts you in the face - breaking your nose - Lose 3 STAMINA points! And whilst you're dazed and confused,

it grabs your own sword and smashes it to bits, you'll have to find another way of dealing with the giant:

- |  |                    |
|--|--------------------|
| Draw a mace, if you have one?                                    | Turn to <b>25</b>  |
| Draw a war-hammer, if you have one?                              | Turn to <b>467</b> |
| Or if you have neither weapon will you just get out of here now? | Turn to <b>213</b> |

### 257

It's no good. You cling to the wall like a limpet, unfortunately not a *real* limpet, because that creature would have stuck like glue, not fallen like you just have. You smash into the harsh unforgiving ground, spraining your arms and cutting your legs (lose 2 *SKILL* points and 4 points of *STAMINA*), you've also broke a healing potion (lose a *LUCK* point for all this ill fortune). After attending to your hurt body you make yourself feel a little better by re-claiming your fallen items from the ground. What now: examine the secret 'door' after all? Turn to **466**. Re-climb the wall? Turn to **419**.

### 258

Gritting your teeth and fighting the overwhelming urge to leave, you continue in your present direction. You don't have to grope about in the dark or endure the laughter too much longer though, as the area explodes into brightness again and the voice falls silent, to be replaced by cheering. The cheering fades a while later, leaving no sound but that of your own footsteps. You soon come across a crop of minute toadstools; one black, one white, one yellow and the last red. What's your decision:

- |                               |                    |
|-------------------------------|--------------------|
| Eat the yellow toadstool?     | Turn to <b>219</b> |
| Eat the black toadstool?      | Turn to <b>350</b> |
| Eat the white toadstool?      | Turn to <b>175</b> |
| Eat the red toadstool?        | Turn to <b>115</b> |
| Ignore them all and continue? | Turn to <b>443</b> |

### 259

The Ghoul is now truly dead, hacked to pieces by your good self. You wipe the last of its stale, clotted blood from your sword and prepare to examine the objects its body once hid. The first turns out to be a noose, the second a hunk of human flesh, and the last a small, blue candle. Take what you want. The candle is strange in that it has the word 'Light' carved into it, pondering this unusual discovery you say quietly, "Light?" to yourself, and the candle lights up! This is a *magic* candle! Whenever you encounter a room described as pitch-dark and want to light it up, you need only halve the number of the paragraph you are on at the time, rounding down if necessary, then turning to the new one. You may use this candle as often as you like. Where now:

- |                             |                    |
|-----------------------------|--------------------|
| North?                      | Turn to <b>165</b> |
| Northwest (pleasant smell)? | Turn to <b>6</b>   |
| Or west?                    | Turn to <b>458</b> |

### 260

It gives you a feeling of immense satisfaction to witness the pulverised head of the Bloodbeast slowly disappear under a pool of its own blood. Add 1 LUCK point! You now have time to fully examine its lair. Turn to **119**.

### 261

The reveal invisible spell? It must be... it is! "Reveal!" you shout. Then something starts to appear on the wall in front of you, it's the out-line of a door, a solid-stone door! But, there's no keyhole or handle, meaning you can find no discernible way of opening the infernal thing. Perhaps this is another of the Trinitour's 'Jokes' after all? Or maybe it's some sort of trap? Deciding not to find out which, you turn and leave, heading back to the north exit. Turn to **344**.

### 262

I'm afraid not. Only a fly could have undertaken the ceiling route successfully. You haven't gone far when you lose your grip and fall head-first into the boiling-hot acid, screaming terribly as you do so...

### 263

The Spider Man's size and speed make it a difficult target. But you must destroy it, because if it bites you, you're as good as dead...

SPIDER MAN

SKILL 7

STAMINA

4

Each time you lose an attack round, deduct no STAMINA but instead turn to **77**; alternatively, if you kick its head in, turn to **58**. Or if you'd rather *Escape* west, turn to **303**, or Northwest, turn to **17**. You may escape before or after any attack round.

### 264

You throw yourself at the red reptile and prepare to throttle the thing, but strong arms restrain you, causing you to turn round and look into the dark eyes of an armoured and very heavily built man who eyes you with extreme displeasure. "What do you think you're doing?" he asks "We were only having fun - and how do you react? By trying to hurt us." He then bites your tongue out and stares at you intently as the warm sticky blood gushes from your mouth and onto the floor, it's not long before you bleed to death...

### 265

The slightest brush of the Jaguar's claw against your skin is all that's needed to change you at lightning speed in to that animal. Your body becomes a beautiful sleek black colour, then sprouts fur of the same colour. Teeth then protrude from your mouth, as do claws from your fingers and toes. Your new *initial* SKILL and STAMINA stats are printed below (but keep a note of both your old *initial* and current stats.) You let out a roar at the confused Timebeast, and attack.

STAMINA

SKILL

TIMEBEAST

12

7

JAGUAR (YOU)

10

7

If you manage to become its conqueror, add 2 LUCK points and turn to **63**.

### 266

“Ah! Excellent!” says the Trinitour excitedly. The bottom of the room you're in then opens and you tumble out into a wide dark cavern. All about you lay bones, blood and flesh. Above you dozens of hanged bodies sway ominously in a gentle breeze. There is no sign of the one you seek. “Maybe you'll be some sort of challenge for me after all, but I doubt it.” The Demon laughs at its words before continuing, “You certainly seem brave enough to face me, but are you really intelligent enough?” You look puzzled. “Indeed human, it will take more than a sharp sword and a stout heart to best me, you will need several items too.” You look about you, searching for your nemesis and reply in a tone of defiance, “Name these items Demon!” “Indeed I will!” he laughs in reply. “Tell me, do you possess a pair of *rusty* gauntlets? I can except no other.” Do you? If you do, turn to **51**. If you don't, turn to **374**.

### 267

Add 1 LUCK point. The battle you've just fought is the cause of much weariness, not to mention bloodshed. You feel like resting a while... just for a... moment. You awake what could well be hours later. Damn! There's no time to lose. You look around and find the Lizard men's bodies gone and in their place, lying by your feet, is a silver arrow shaft, take it if you desire it. This place is nuts. To say the least. To leave Northeast, turn to **330**.

### 268

You search the place where the Manticore once stood, and discover a truly enormous bright blue diamond - it must be worth a small (or maybe even a *large* fortune)! Not only this but you also find something that looks uncannily like a Shark's fin! Take them both if you wish. You look back to discover the pit sealed, the tunnel closed and the rock-door still in place - trapped - oh dear. It looks like you may be rich, but dead. Then, for no apparent reason, the tunnel re-opens and stays open! You pass though it quickly and happen across a north-south flowing tunnel, the south way is blocked though, so you travel north. Turn to **33**.

### 269

The next area you enter is unusually hot and humid, but you can't tell why. You can tell one thing though; a Bhorket (a brown-green creature with muscular limbs and long claws - a bit like a bear only smaller and more vicious) is lying fast asleep in the only other doorway (west) out of here. At least you think it's asleep. You resolve not to find out. You're just about to take a step towards the animal when you notice the floor: it's covered in bone-dry twigs and is going to be difficult to traverse without stepping on one of them, resulting in what's bound to be a rather loud 'Crack!' of Bhorket waking-up proportions. Roll a die. If the number's a 1 or a 2, turn to **114**. If it's anything else, turn to **157**.

**270**

Sitting cross-legged and trying desperately to calm yourself, you quickly sink into a trance. Suddenly, the sound of women's deafening laughter begins to roar all around you, forcing you to clutch your ears and sink to your knees, just as the hellfire changes colour to an unnatural red then billows forth and engulfs you. Your hideous screams echo through the dungeon, as you lie burning on the floor...

**271**

You feel proud - add 1 LUCK point! - and justifiably so; one Cyclops would have been more than a match for most, but two? The corridor you're standing in is now the scene of a blood bath, everything is covered in the stuff, including yourself. A quick search of the bodies reveals several items: a healing potion, a small steel pentagram and a bag with 4 gold coins in it! Take them if you wish. After a quick rest, you walk further down the tunnel, until it forks west (turn to **330**); south (turn to **447**); and Southwest (turn to **269**), which one will you go for? All the exits will close soundlessly behind you.

**272**

"Well done! This is blessed armour and will stop all my magic. I now need a *battered, black-coloured* shield." If you have a black shield (and no other shield will suffice), turn to **57**; and if not, turn to **374**.

**273**

The 3-way junction is as hot as hell, but you can't tell why. Of the trio of exits this junction offers, 2 (east and west) are nondescript and uninteresting, but the third (Northwest) is far from uninteresting. Above it, painted on the skull of some huge animal is, 'To a Horrific and Long-lasting Fate'; which one will you brave:

West?	Turn to <b>326</b>
East?	Turn to <b>59</b>
Northwest (signed)?	Turn to <b>211</b>

**274**

You may investigate *one* more item, but it must be something you haven't looked at yet:

Wooden box?	Turn to <b>376</b>
Gauntlets?	Turn to <b>75</b>
Armour?	Turn to <b>158</b>

**275**

In which direction will you elect travel:

North (portcullis)?	Turn to <b>360</b>
West?	Turn to <b>493</b>
Northwest?	Turn to <b>387</b>

**276**

You don't trust the light one little bit, so you carry on with your search and it disappears, leaving you in near-total darkness. Your efforts prove futile. There is no way out. You turn once more to look at the fallen Rhino-Man's body, but it's no where to be seen. Eventually, before you die a slow death from starvation and risk thoughts of eating your own flesh, you put yourself to your sword and end it quickly. The last thing you hear is the Manticore laughing high above you...

### 277

Having placed the crystal key into the lock, you give it a hopeful twist, or at least try to, because it's held fast. You pull at the key but break it in two, leaving the other half jamming the now useless lock. No matter what you do, you simply can't free the keyhole. Bad luck. What now: try the handle? Turn to **42**, or leave for the other exit (north) from the lake cave? Turn to **356**.

### 278

The western exit leads you into brightness and down an old twisting pathway that reeks of stale blood. It is unusually cold here. A few more turns and you arrive at a dead-end. You kick the rock and surrounding walls, just to make sure they're solid, and they are. You have little option but to turn back and try the north exit. What was the point of all that? Another of the accursed Trinitour's wild-goose chases no doubt. Turn to **344**.

### 279

You lay into the Bear, which gives a roar and fights back.

BEAR  
7

SKILL 9

STAMINA

If you beat it, turn to **358**. Alternatively, you may *Escape* and try another option, turn to **342**.

### 280

You can't find it! The creature finds you though - deduct another STAMINA point. Now fight, and don't forget to deduct 3 SKILL points, for *this* fight only).

UNKNOWN ASSAILANT

SKILL 9

STAMINA 12

If you win, turn to **378**.

### 281

The open-door spell ... it has to be ... it is! "Open Sesaphil!" you shout proudly. Then, with a loud '*C-c-c-reak!*' the door swings open. You step tentatively, sword drawn, into a pitch-dark area that manages to get even darker when the door behind you slams shut. You are now in total darkness, unable to see anything at all. You are not alone here. The door behind you won't budge, so you stand your ground, listening for danger. Heavy footsteps then approach you from dead ahead. So now you must, as good as blind, fight

whatever it is. But because you are fighting in the dark, you will find yourself at a severe disadvantage. Deduct 3 SKILL points for *this* fight only. Be careful.

UNKNOWN ASSAILANT

SKILL 9

STAMINA 12

If you beat your good-as-invisible opponent, turn to **378**.

### 282

You draw your sword with the speed of a diving eagle and strike the stone-man in the throat all in one smooth motion. Your blade shatters on impact. What did you expect to happen oh wise one? Edged weapons will not harm this thing. Whilst you're contemplating your useless sword, a creaking sound makes you look up - the statue has come to life! It's dropped the weapons it carried and now walks stiffly towards you, reaching for your throat with out-sized hands that could rend a boulder apart. What action will you take:

Attack the thing with a mace (if you have one)? Turn to **25**

Attack it with a war-hammer (if you have one)? Turn to **467**

Or, if you are unarmed, you have no other option than run.

Turn to **213**

### 283

You grab a chunk of the red mushroom's flesh and cram it into your mouth; its effects are welcome and instantaneous. Add a die of STAMINA! Dare you go for another mushroom? If so, turn to **191**. If not, quickly choose an exit:

West (signed)? Turn to **481**

Northwest? Turn to **448**

East? Turn to **255**

### 284

"There we are!" he says gratefully. "And now, for trusting me twice you deserve some further reward." He places a hand on your shoulder and says, "Bless you!" you feel better in an instant. Add 1 LUCK point. Then he turns round and walks away quickly, you pocket your ivory beetle charm and look up, but the tall man must be a fast walker - he's nowhere to be seen. Turn to **449**.

### 285

"Lucky for you human. This helm is really a helm of true seeing and will allow you to observe my normally invisible self." Continues the Trinitour. "But I *can't* see you." you shout. "Of coarse not, foolish mortal." giggles the Demon. "It's not powered-up yet and nor are the other items, you'll have to attend to that deed yourself. You're in big trouble if you can't." What item will you use to try and empower the sacred artefacts:

A multicoloured orb? Turn to **455**

A musical horn? Turn to **373**

A polished lamp?	Turn to <b>238</b>
A pair of bronze bracelets?	Turn to <b>94</b>
A gold chalice?	Turn to <b>199</b>
Or, if you have none of the above objects, just pray.	Turn to <b>479</b>

### 286

The rat symbol is a death trap. The moment you have walked onto it, dozens of chains, each with a rusty barbed hook attached to its end, slam into your body and rip into your flesh. You stand transfixed, screaming for mercy as the chains pull and tear at your skin, tighter and tighter, until you are pulled apart...

### 287

Your sword is having no effect on the warrior, but he's having an effect on you: lose 2 STAMINA points. A change of plan is in order. You decide to stay away from the crystal-man and either attack the bear (if you haven't already), turn to **279**, or head on east, turn to **471**.

### 288

As you walk back to the junction, you meet a tiny pretty woman walking the other way. She has a long blonde ponytail and wears a bright cheerful dress. She looks up at you with deep brown eyes and giggles. And when she talks, her voice is so high-pitched that it sounds more like a mouse's squeak than a human's speech. She is, without a shadow of a doubt, the most defenceless thing you ever saw and you can't help but adore her. "Hello there warrior, I hope your quest is going well and that I may be of some small service." she chuckles at her pun before continuing "I am selling healing potions: 1 gold piece each or 3 for 4 and if you buy any after that, you may have these extra ones for a single gold piece each." She then winks at you and gives you a big smile. What do you think:

Attack her?	Turn to <b>408</b>
Buy one or more potions and head back to the junction?	Turn to <b>273</b>
Buy 5 or more potions?	Turn to <b>432</b>
Just leave for the junction?	Turn to <b>273</b>

### 289

You're just inserting your hand into the mouth when, with out warning, the carving's eyes flick open! The thing stares at you and fills your mind with all manner of terrors, yet you find yourself unable to remove your hand. The torture increases. You are being driven mad. Lose 2 SKILL points. Then, the evil eyes close and ... it is over. Turn back to **363** to claim your reward (but don't roll the die this time).

### 290

As soon as you touch the chest, its lid bursts open and out pops a big bald, ugly humanoid, he carries a heavy wooden club and is dressed in nothing more than an animal skin. You recognise the grinning brute in an instant - an Ogre! "Don't you know what curiosity did to the cat?" he asks sadistically in a gruff voice, "Cos now I'm gonna show you what it does to the human!" Then he rushes you and you must fight him.



OGRE  
STAMINA 8

SKILL 8

If you fight him to the death (his death!) turn to **28**. Alternatively, you may *Escape* any time after the first round, if you do this, turn to **36**.

### 291

The defeated Manticore's blooded body falls at last to the ground. Well done. Add 2 LUCK points for slaying such a powerful foe! Turn to **268**.

### 292

*Test your Luck.* If you are lucky you are mysteriously warped back to your previous location before the key you have chosen can trigger a deadly trap. Perhaps the Trinitour did this to give you another chance? If so, then you can only assume that it is because he now really wants to kill you himself. Turn back to **237**. If you are unlucky, read on. The crystal key slides into the lock, and sets a trap off that blows you across the tunnel, knocking you out against the wall. You wake-up hours later (a pity you woke-up at all really) to find yourself on top of a tall mountain and facing the burning sun, but your hands and feet have been nailed to a tree, where you have been crucified...

### 293

Courageously, you step beyond the Northwest cave-mouth, trying not to look at the sign. You follow a short pathway that winds like a snake. Presently, you enter a perfectly semi-circular cave painted entirely black. It is with a feeling of trepidation that you step towards its only exit (Northeast). But then the feeling passes to be replaced by a comforting warm glow. After you've stayed in the black cave for a while you feel as if your mind, body and soul have been uplifted. Regain 5 STAMINA points. At last you leave the room of magical healing and walk on to a 3-way junction. The moment you enter the new area though, the way back to the semi-circle shaped cave closes up completely. Turn to **273**.

### 294

This exit leads to a cold passage and is quickly joined by another tunnel, flowing in the same direction - but you decide to continue down this one, rather than venture back into the silent darkness of the unknown one. A little later and your ears pick up a couple of pairs of footsteps coming from somewhere in front of you. You grip your sword-hilt tightly. Then from out of the distance approach what look like a well-dressed Orc and a tall scruffy white-haired young woman. You draw your blood-coated sword as the two figures come closer, but, when the Orc sees your sword he calls out in an unusually well mannered and polite voice, "No, no, no! There will be no need for that my good human, I'm only interested in trading - not fighting." He may actually be telling the truth (which is a first for Orcs) because the only thing he seems to have on his person is a small, black bag - not an axe or a sword to be seen - the girl too is apparently unarmed... and strangely silent. The Orc then continues, "My name is Trev, Trev the trader, and I've been looking for you everywhere, in fact, myself and my body guard here thought you might be dead

already.” An Orc who doesn't mind the company of humans - a *friendly* Orc? What do you make of him:

Ask to trade?	Turn to <b>433</b>
Attack the girl?	Turn to <b>241</b>
Attack the Orc?	Turn to <b>392</b>
Ignore them both and pass by?	Turn to <b>164</b>

### 295

You reach apprehensively for the armour, but it jumps out of the pool and flies up high into the sky, where, silhouetted against the moon, it begins its decent back down to earth - right beside you! This place gets weirder. As you look at the armour in wonder, a transformation takes place ... it begins to shine and changes its colour to a bronze hue making it look magnificent! Quickly, you put it on and marvel at its strong yet light feel. Gain 1 *SKILL* point. Behind you the pool is changing, forming itself into a new shape. You notice just in time and decide to run like hell (you can't possibly fight a creature composed of liquid). Turn to **10**.

### 296

You quickly rifle through the Rhino-Man's clothes and soon discover... nothing at all. Whilst you were searching your old enemy you failed to notice a bright, shimmering light appear directly behind you. You soon do. What will you do about it though:

Ignore it and search the pit?	Turn to <b>405</b>
Throw something into it (choose your item now)?	Turn to <b>462</b>
Walk into it?	Turn to <b>230</b>

### 297

With an uncomfortable feeling in the pit of your stomach, you reach out a shaky hand for the left button and give it a gentle push. There is a small grating sound. And then silence. You puzzle over this for a moment and wonder if the button had any point at all, but then you discover what's happened; a tiny section of wall has just opened up by your feet, you bend down and take a look inside. What you see in the cubbyhole delights you; it is a *massive* ruby! You snatch it quickly and admire its beauty, but a shrill laughter makes you whirl round - a tiny humanoid dressed in baggy, bright green clothes has appear from nowhere and is laughing loudly at you! “Steal my stone would you?” he giggles “Only the bravest warrior would dare take something that belonged to a Leprechaun!” he laughs. Your throat becomes dry at the mention of this creature’s species; they can be very annoying, or very dangerous. “Tell you what though,” he continues, “you may keep my gem for a price and that price is... pain!” And with that, he chucks some glittering powder at your face and then disappears all together! He was right though. You *are* in pain - you're itching terribly. It's quite some time before the irritation has passed and by the time it has, you've scratched of 3 points of *STAMINA*. You hate this place. You decide to leave quickly. Turn to **17**, to head back west.

### 298

The Ripper stares up at you with dead eyes. You have won. Add 1 LUCK point! You slump to the ground with lungs fit to burst and rest for a while. After you've caught your breath and looked around you find yourself with two choices: enter the Rippers cave? Turn to **195**, or leave by a half-hidden Northeast exit you've just discovered? Turn to **386**.

### 299

Reaching inside the bag, you grab a couple of sharp objects that, when brought out into the wan-light show themselves to be cat's claws (not real cats-claw, but Ninja weapons!) though sadly, you are not skilled in their use. Happy with your new discovery, you wonder what you should be doing next, so turn to **342**.

### 300

You're not sure what to do and can only really guess at how to disarm the mantrap. *Test your Skill*. If you are skilful, turn to **159**. If you are unskilful, turn instead to **122**, and seeing as this is a particularly difficult test, add 1 to the roll.

### 301

The passageway starts to widen along this route and it's not long before the half-light reveals why. A massive stone wall stands enveloped in the gloom some way ahead of you. You arrive at its base and gasp in astonishment when its full size is known to you: at least thirty foot wide and twenty foot high. At first you think it signals a dead-end and perhaps death. But then you notice two things that relieve you: the first is the fact that the wall doesn't reach all the way to the top of this tunnel and may prove climbable, the second is a small part of the wall that is not quite flush with the others and could indicate a hidden door. It is when you have your ear pressed against the walls possible escape-route that a truly colossal roar comes from the other side, so loud that it temporarily deafens you and almost knocks you off your feet. Even a mighty fighter like yourself can't help but be afraid. It is then that that the wall's purpose is revealed: it's not to keep you out, but what ever is on the other side *in*. What ever is behind this door must be extremely powerful. You decide to try and climb the wall to and avoid finding out if your instincts are correct. You are rather dismayed to find the stones smooth and unclimbable, then you notice that the corner of each brick has a hole in it, too small for your fingers though. Are you wearing a pair of spiked boots and carrying a pair of cat's claws? If you are, turn to **18**. If you're not, turn instead to **466**.

### 302

This is hardly a welcoming task - who knows what diseases might infest this ancient cadaver? Still, a search (disgusting though it is) may yield some useful items. You tell yourself. So you reach down to investigate and... "*AARGH!*" The corpse is staring at you - it's *alive*. And hungry. The thing shoots a dead hand up at your throat as it tries to throttle you with rotten fingers. You wrench yourself away, just in time. The Ghoul then gets up and backs you into a corner...

GHOUL

SKILL 8

STAMINA

If this creature manages to hit you 3 times, turn immediately to **113**, but if you manage to defeat it without taking this many hits, turn to **259**.

### 303

It's strange... but the further you head down the westerly passage, the worse you feel. You are hot and sweating profusely, yet you are shaking like mad. Then you realise what's happening - you're scared, *very* scared. By the time you reach a high roofed cavern, you find out why. You enter this evil place breathing too fast, with your heart in your mouth; you are terrified and feel sick. Then you see it. A 9ft statue of a 2-headed, bat-winged Greater Demon, a Night Demon - a Prince of hell. The stone it's been carved from is a cold, sickly white and is positively *oozing* evil; there is a vast myriad of bones littered about its feet. And all are smashed. This place has but a single exit north, a faint splashing sound comes from there. You are just about to bolt from this area and throw yourself through the sanctuary of its only exit, when you notice that the statue has something clasped in its huge, clawed hands, but you can't tell what the object is from down here. It seems you have 2 choices: run from this cavern (turn to **74**), or force yourself to try and forget your fear and climb this terrible statue? Turn to **463**.

### 304

Bending down, you take an understandably cautious draft - it's delicious! You drink your fill. When you've at last finished you feel uplifted and ready for anything. Add 1 LUCK point, 1 SKILL point and 4 points of STAMINA! Thanking the Gods, you then proceed to leave (north), turn to **164**.

### 305

Take the worst mistake you've ever made and multiply it by a 100. The devil symbol paralyses you completely as soon as you touch it, Orcs then run into the room from unseen openings and walk without fear on the symbols. They then take your helpless body, place it in a coffin and bury you alive...

### 306

You have to stoop low for the last couple of metres, but make it none the less, the tunnel roof crashes down thunderously mere moments later. It appears that you have emerged into a partially collapsed north-south flowing tunnel and, as the way back south is blocked with fallen rubble, you travel north. Turn to **33**.

### 307

The worst thing that's ever happened to you is about to happen, and the worst enemy you've ever faced is about to face you. You stand paralysed with fear as a Horned Demon materialises in front of you. Dressed in tatters, it's almost human, taller and broader than you, with scythe-like claws, deep red eyes and a rotting rams head attached to each of its long-dead shoulders. It looks more like a defiled corpse than anything and the sight of such a repulsive creature fills you with revulsion. Lose 2 STAMINA points. Escape is impossible; the awful monster would simply levitate and come after you. You must fight and fight well, for death means eternity in hell.

If you reduce its STAMINA to 2 points or less, turn to **12**.

**308**

The Gretch takes a final, painful breath before falling to its knees and slumping forward, dead. Good. Add 1 LUCK point. Now you can explore the room beyond it, turn to **475**.

**309**

The red key enters the lock without trouble and to your ever-lasting relief - opens the door! You remove the key, fondle it lovingly, replace it safely in your backpack then pass through the door. Turn to **322**.

**310**

“How *dare* you offer *me* such a pathetic amount!” exclaims the man. “You shall pay for this insult!” He then bares his teeth, spits in your face, and lunges at you, but you knock him away and into the path of the moonlight. Turn to **438** to fight him.

**311**

You gulp the sweet-tasting liquid down and await the consequences. After a little while you feel *slightly* better. Add 2 STAMINA points. Disappointed, you kick the empty bottle away and continue with a frown. Turn to **145**.

**312**

You shrug and apologise, the tall man looks disappointed but forces a smile and replies, “No matter, it was a long shot. Now if you'll excuse me, I must be on my way.” He starts to walk past, what action will you take: attack him after all? Turn to **15**, or walk away? Turn to **449**.

**313**

Oh no. Your fingers scrape the fringe of the other cliff, but that doesn't stop you falling. You must now face a death of almost unimaginable horror as you are, quite literally, cooked...

**314**

*Test your Luck.* If you are lucky you are mysteriously warped back to your previous location before the key you have chosen can trigger a deadly trap. Perhaps the Trinitour did this to give you another chance? If so, then you can only assume that it is because he now really wants to kill you himself. Turn back to **237**. If you are unlucky, read on. Sorry, but you've been tricked... after you've slipped the gold key into the lock and twisted it, the ground beneath opens up and swallows you. You fall 6ft and land on a hard stone floor. You rise groggily and start to think about surveying your surroundings, but are immediately assailed by half-a-dozen Chaos Warriors, who grab you, tie you up and skin you alive...

### 315

Oh bad luck. The creature lands with a *'Whump!'* directly in front of you. This new threat is a female humanoid of short height and of slim, sinewy build. She is covered in green feathers and sports large talons, a set of impressive wings and a sharp-looking beak. She is an evil Bird Woman. Kill her.

BIRD WOMAN  
7

SKILL 10

STAMINA

If you slay her, turn to **49**.

### 316

You uncork the bottle and, hands shaking, place its tip against your lips, you then upend it and swallow the last morsel it contains. It has a sickly taste that you're not sure whether you like or not. But you soon are. The poison you've just drunk rips through you, momentarily boiling your blood and bringing new meaning to the word 'Agony.' Lose a die of SKILL. When you've recovered, you find yourself lying in a pool of sweat. You get up to find your head spinning. You decide to leave this cave and its accursed bottle, and the sooner the better; East? Turn to **184**, or Northeast? Turn to **492**.

### 317

The mirror no longer shows the place you occupy, but is instead filled with images of a deformed, one-eyed, hump-backed mutant. The orange-skinned creature jeers and laughs at you, before stepping *through* the mirror. This is a Night Horror. He is dressed in tight-fitting drab-grey clothes that barely conceal his bulging muscles. He carries a silver rod, imbedded with a glowing-white crystal at its tip. The Horror speaks to you, its voice is deep, gruff and resonating with evil, "I'm afraid to say it's the end of the line for you mortal. You have got too far as it is, so the Trinitour hired me to deal with you and I fully intend to do just that." He takes a step closer to you before shouting, "I'm going to put a stop to your laughable attempt at slaying my master, and this stop will be a permanent one!" The Horror then raises his silver rod and shoots a bolt of white light from the crystal, which misses you by a hairs-width at most. Then he speaks to you for the final time, saying gleefully, "I bet you wish I weren't here, eh human? Ha! Ha! Ha!" He then attacks. Fight him with everything you've got.

NIGHT HORROR  
10

SKILL 10

STAMINA

The Night Horror is a powerful undead opponent and is very difficult to beat with a sword. Whenever you win an attack-round, roll a die. If you roll between 1 and 3, your blow will not have harmed the thing's supernatural flesh. If you roll between 4 and 6, you will wound it in the normal way. However, each time the Night Horror wins an attack-round, you will lose a SKILL point as well as the normal 2 points of STAMINA! This is because of the life-draining powers of the magical rod it wields. If you should somehow win, turn to **488**.

### 318

Reluctantly, you hand over another of your precious healing potions. The woman drinks this down just as fast (if not faster) than the first one. Almost all of the rest of her wounds heal completely. She then proceeds to thank you continuously, almost to the point of embarrassment. "All right, all right! I accept your thanks!" you say. The woman finally stops and looks deep into your eyes before saying, "Your heart is full of goodness warrior and you truly are a law-follower, so now I will give you what little help I can." And with these uplifting words she reaches into a secret compartment in her tunic and pulls out an old, crumpled sheet of dirty, white paper with a few strange black runes painted on it. "It's a dispel-illusion scroll," she says with a broad smile, "and it will save your life!" You smile back at her. "It has enough power for 3 uses, no more." She says as she hands you the ancient parchment. "If you ever suspect an enemy of being illusory and want to find out for sure, you need only touch this scroll and say 'Begone!' and if your instincts prove correct and the enemy was only an illusion, it will disappear in an instant and you'll lose a charge of the scroll. Beware though adventurer, because if you're wrong I'm afraid the scroll will *still* lose a charge." You may use this scroll before a fight with any enemy (once you have seen its statistics, but before the first blow - by either side - has been struck), by simply adding 15 to the paragraph that you happen to be on at the time (and keeping a note of the current paragraph number). If this new ref makes sense, lose a charge of your scroll and continue from there, and if it doesn't, lose a charge anyway and refer back to the monster's reference to fight it (or whatever else the ref happens to allow.) Remember though, the spell has enough power for 3 charges and 3 charges only. You pocket the scroll and look up at the woman. "I'm afraid that I don't know which of the creatures in this unholy place are illusions, just that some are." Suddenly, the woman starts to cough up blood and begins to shake. You reach out to aid her, but she holds an arm up to restrain you and continues, "I hope... that I have been of some help, but I fear that your help has come a little too late for me... thank you for stopping my pain..." Then she falls silent. She is dead. You close her eyes, say a short prayer and leave, trying to ignore the tears in your eyes. Which way now though? North? Turn to **411**, or Northeast (if you haven't) - turn to **429**.

### 319

Hurry. Time's running out. The beast is slowly closing in on you and seems to enjoy watching you squirm, but it won't wait forever... you grab a handful of items from your backpack and just about have enough time to use *one* of them, but which one? Be sure to make your next choice a wise one:

A bright blue diamond?	Turn to <b>210</b>
A potion marked 'Danger'?	Turn to <b>143</b>
A small steel pentagram?	Turn to <b>20</b>
A potion marked 'Shape'?	Turn to <b>388</b>
A diamond-studded crown?	Turn to <b>474</b>
A silver bow, arrow-shaft and arrow-head (only if you've all three items)?	Turn to <b>222</b>
Or if you have none of the above items, draw your sword?	Turn to <b>46</b>

### 320

Before you can even think about your next act - the door bursts open! Your joy however is quickly replaced by fear, as a large creature steps past the door and towers over you. It is man-shaped, but most defiantly a monster; if it's grey blubbery skin, thick claws and hissing laugh are anything to go by. This is a Tarator, a very dangerous enemy. Still, you must fight, or die.

TARATOR  
11

SKILL 8

STAMINA

Because of the protection offered by its tough, blubbery hide, you will cause the Tarator only 1 STAMINA point of damage instead of the usual 2. Worse still, because of its unearthly strength the creature will cause you no less than 3 STAMINA points of damage! If you beat it, turn to **383**.

### 321

“This will dispel hellfire, despite what you may of been told to the contrary,” (note that this red spell is now identified), and heaven knows - you'll need it!” She then continues, “You need only say ‘Disperse’ when ever you come across some of the terrible stuff.” You thank the women and ask to leave. She smiles before snapping her fingers; and a couple of doors appear in the west (turn to **269**) and the Northwest sections of the walls (turn to **330**).

### 322

It's quite small in here, in this shapeless debris-filled room. Rats skit about your feet, and cockroaches cover the walls so thickly, that they give the impression of a moving mosaic. Amongst all this junk, standing next to the only other exit (north) is a large statue of a humanoid. The stone figure has, balancing on its out-stretched arms, a couple of swords. What do you make of all this:

Examine the statue?

Turn to **396**

Examine the items it carries?

Turn to **256**

Attack the statue?

Turn to **282**

Ignore all you see and head north?

Turn to **483**

### 323

The Giant Centipede rears up until it positively towers above you, then it starts to click its huge mandibles in anticipation of its next juicy meal - you. Fight it.

GIANT CENTIPEDE  
7

SKILL 9

STAMINA



You may (if you wish) *Escape* at any time after the first round and head further into the shadows ahead, turn to **10**. Or, if you stay and beat it, turn to **381**.

### 324

Drawing your sword, you slide it slowly to the crystal key and attempt to gently knock the object off. However, the weight of your blade proves too much for the well-balanced mantrap, and the slightest push was all it needed. It comes crashing down on your sword, snapping the end off and demolishing the fragile key. Deduct 1 *LUCK* point for this misfortune and 1 *SKILL* point for your heavily damaged blade. You curse your ill luck, sigh loudly, and walk off heavy-hearted. Turn to **74**.

### 325

The Giant Hand is no more. You climb over its corpse and continue into the darkness. You round a sharp corner and have to shield your eyes against bright light, so you don't notice the tunnel behind you silently seal itself shut. You re-open your eyes and... you are back... you've changed back to normal! Your *SKILL* and *STAMINA* statistics (current and *initial*) are now the same as they were immediately before the Shape Shifter's curse. You look around your new surroundings and find yourself in an ordinary room with 3 exits leading from it: a door to the north; an open portcullis to the Northeast; and a slim gap in the rock that heads east. Which one do you fancy? Hurry though; they're all beginning to close, will you:

Head north?

Turn to **3**

Try east?

Turn to **431**

Leave Northeast?

Turn to **255**

### 326

The western exit leads you, thankfully, out of the oppressive heat of the 3-way junction and down a cool corridor. This place seems very old and the web-encrusted solid steel door it leads you to, looks as though it hasn't been used in a long time. Brushing away the cobwebs and dust you discover a tiny platinum keyhole that's much too small for an average-sized key. Do you possess a tiny platinum key? If you do, turn to **362**. If you don't, you find no way of opening the old door and trudge back off to the hot junction, turn to **273**.

### 327

You're just considering an option when another thought hits you - the reveal invisible spell? Superb! You are doing a great job my friend. Taking the spell from your backpack, you hold it aloft, then shout "Reveal!" and behold - a bridge appears! It makes its appearance somewhere left of centre and is made of solid stone. You pass over the bridge safely and continue your journey. Once again; well done. Presently, you meet a trio of similar-looking doors (north, Northeast and west); all are wooden, heavy and look identical. Apart from one feature: the Northeast entrance has a sign above it, painted in dripping blood, stating - "**Death-trap**" - what's your choice:

North?	Turn to <b>406</b>
Northeast (signed)?	Turn to <b>166</b>
West?	Turn to <b>445</b>

### 328

The golden wish ring? Of course... it has to be! You point it at the monster and say aloud, "I wish you weren't here!" and the Night Horror is gone - it is no more! Brilliant. Looking down, you see the ring has gone too; its task completed. You then look back up at the mirror. Turn to **237**.

### 329

Taking a deep breath, you step warily beyond the left door and into its darkened depths. You enter a long, thin corridor and look into the distance where it widens to form a pool of water with an island at its centre and a cave behind that. A creaking sound makes you spin round in time to see a portcullis quickly lowering behind you, then, the same sound can be heard (only fainter) as you see another portcullis sliding slowly down in the distance. Will you: dive through the one behind you and find the other doors? Turn to **435**; or run like lightning for the distant one? Turn to **430**.

### 330

You have taken but a single step through the exit when it seals up completely. You thank the Gods you're a fast walker. You start as three more exits smash shut around you; it seems someone wants you to travel north out of the only exit of this perfectly hexagonal cave and isn't particularly interested in your say, because it's the only exit still open. You have little choice but to oblige. The pathway you're on heads north for quite some way and just when you feel sure it must end, it doesn't. So you continue trudging for a while until you think you may finally of found something of interest; a small, dark hole in the ground. On closer examination, you find the hole to be positively over-flowing with a sickening collection of green and yellow spiders. They seem to be crawling on something, but there's too many to tell what. What will you do:

Ignore what you see and continue?	Turn to <b>301</b>
Attack them?	Turn to <b>105</b>
Put your hand in?	Turn to <b>486</b>

### 331

Having arrived coughing and choking, but safe, on the shore, you look around for your shield - but it's nowhere to be seen! Lose 2 SKILL points. You curse whoever stole it and get ready to leave when you notice a wan glint coming from an object in the dirt. You stoop down to inspect it more closely and discover a diamond-studded crown! Keep it if you wish. What now? Drink from the lake? Turn to **48**, or just leave? Turn to **144**.

### 332

Not quite. One of the axes slices into the flesh of your exposed arms, ripping through skin and tendon. Deduct 1 SKILL point and 4 points of STAMINA. You scream in agony and roll about on the floor, clutching at your wounded limbs. Crying with pain, you manage to

stem the flow of gore with a strip of cloth from your blood-soaked jerkin. You sit quietly sobbing for a while, praying for the strength to carry on, and after a time you find it. You walk on to find a solitary exit north and, after a deep breath head through it. Turn to **386**.

### 333

“Nice work! This is an enchanted sword and will enable you to breach my magical defences. Now, last and by all means least, I’m going to need a *rusted* helm off you.” The Trinitour then laughs out loud. “But you said it was a trap.” you tell him. “I lied.” he replies. Do you have this artefact? No other helm will do. Turn to **285** if you do, turn to **374** if you don't.

### 334

What's happening? Everything's fading away to be replaced by another familiar scene... you are being thrown back through time! Before long you find yourself right back at the beginning of your adventure, where everything will be exactly as you first found it, right down to the smallest detail. Except one thing. You still have all the belongings you had at the point you used the Time spell (but not the spell itself of course.) You drop to your knees in utter despair all the same. Turn to **1**.

### 335

As you wrench the shield from the now-bubbling acid you accidentally send some of the substance spraying into your face, causing you to scream, lose your balance and send your other hand shooting momentarily into the stuff. Your torment is indescribable. When the pain at last begins to die down, you are in for another shock - the black shield was magically disguised to and is in reality an old, battered item. You may still take it if you wish You now prepare yourself for the shadows ahead, but before you do, lose a die of STAMINA and a SKILL point for your burned hands and disfigured face. Turn to **10**.

### 336

From nowhere, 2 Pail skinned men, each wearing black spiked armour come storming towards you. These are Chaos Thugs and each is armed with a 2-handed axe. They leap at you together, forcing you to fight them both at once.

	SKILL	
STAMINA		
FIRST CHAOS THUG	8	6
SECOND CHAOS THUG		8
7		

If you beat them both, turn to **65**.

### 337

Suspecting the Rhino-Man may be setting some sort of trap; you leap on him and cut his throat. The battered corpse of the unfortunate mutant lies in a pool of its own blood. You can't help but feel slight pity at the sight of its dishevelled body; you killed a defenceless creature which, chaotic or not, begged you for mercy. And you gave none. You feel rather ashamed (lose 1 LUCK point). Just then, the wall lamp flickers and the flame it holds becomes deep red, bathing the pit in an eerie light, which quickly begins to fade. Not

wishing to be in total darkness, you decide to speedily look for a way out, but where will you search: the Rhino-Man? Turn to **296**, or the pit itself? Turn to **405**.

### 338

Thanking the Gods for giving you the strength to best such an opponent, you stand back and bathe in the afterglow of such an impressive victory. You then regard the body of the slaughtered Sentinel with utter contempt; it's only purpose in life was to kill. A brief but thorough search of your former foe reveals a number of objects: a dull white key, a healing potion and a compass - take what ever you want. Turn to **353**.

### 339

At last, you triumph over this evil foe. It falls to the ground and, once again, reverts to a hideous blob, except this time it is unmoving. You have won! Well, not quite... because as you turn your back on the bloody mess, it moves. It doesn't change though, oh no, it curses you instead. So with its dying breath it whispers, "Damn you to hell." then dies. You spin like a top in case it isn't really dead, but it is - so what did it mean? You soon find out. Your body begins to change and you almost pass out with the unutterable agony of all the pain; what will you become? Roll 2 dice and consult the table below to find out:

STAMINA		SKILL	
2 or less:	APE MAN	8	8
3 :	CAVE MAN	8	9
4 :	GIANT EAGLE	8	10
5 :	CAVE GIANT	8	11
6 :	TREE WARRIOR	8	18
7 :	ROCK MAN	8	22
8 :	GIANT LIZARD	10	10
9 :	STORM GIANT	10	15
10 :	MUTANT LIZARD MAN	11	9
11 :	PEGASUS	12	12
12 or more:	IRON GOLEM	12	18

Do you possess a pair of spiked boots? If you do, deduct 1 from the number rolled above (the boots are chaotic and help power the Shape Shifter's curse.) Also, for each of the following objects you might possess, you may add 1 to the number rolled above: a bottle of holy water, a golden fleece, and an onyx gem. If you roll up a weak creature that you don't like the sound of, you may then *Test your Luck* (but only once) and if successful roll the dice again (all the above rules will still apply), you may then become the new creature (or the old if it's stronger than the new one). If unsuccessful, you must become the first monster rolled. So if you possessed the boots, the gem and the water you'd add 1 to the above roll (the boots deduct a point, but this is cancelled out by the gem and the water which both add 1). All right? Unknown to you, the 'good' items are blessed and weaken the Shape Shifter's curse. You are now the creature you rolled, its SKILL and STAMINA statistics are now your *initial* stats (but keep a note of your old ones, current and *initial*.) All the normal rules still apply (you may use LUCK in a fight etc.) You are now only

vaguely aware of things happening around you but seeing as this transformation would have driven anyone else mad, that's not bad going. A section of the roof then slides slowly open, forming a ramp that you clamber up. The ramp closes behind you, sealing you in a wide dark passage, filled with cobwebs and littered with bones; you can't help thinking you've just entered another lair. And you're quite right. Out of the frying pan and, most defiantly, into the fire. Then you hear something. The sound of some large creature padding its way towards you on many legs. Then you see it. At first you take it to be some sort of Giant Spider. But it isn't ... you are about to encounter what could easily be described as the strangest creature on Titan- a Giant Hand. Don't laugh! This is no mere Giant's hand - it's bigger than a Giant's body. You watch it come sloping towards you, barely managing to squeeze its frame past the walls. It has no eyes to speak of, but it knows you're here... you must destroy it, what ever you are.

GIANT HAND  
10

SKILL 10

STAMINA

If you die whilst fighting the hand, you will *not* get the chance to change back to your normal self and continue the fight and your adventure will end here and now. If you best this most unusual of foes, turn to **325**.

### 340

Success! What did you manage to grab though? Roll a die. If the result is 1-2, turn to **367**. If it is 3-4, turn to **176**; and lastly, if it is a 5-6, then turn to **482**.

### 341

Which direction: Northwest? Turn to **3**, or north? Turn to **255**.

### 342

Will you attack the crystal-man? Turn to **149**, or just forget about him and head on east? Turn to **471**.

### 343

You hurl the bottle with all your might, right at the Timebeast's evil face. The glass smashes and drenches the beasts features with the potion, but apart from minor cut or two the Timebeast doesn't seem affected at all. You just have time to raise your shield as the monster leaps at you, turn to **46**.

### 344

A little way into the exit and it begins to get light again. Further on and your nostrils protest at an arid smell that hits them, a smell that keeps getting stronger. A few more steps and you discover exactly why; you are standing on one side of a deep gorge with smooth steep sides that's filled with a river of bubbling, burning-hot acid. You consider turning back, but no, you've come too far to back out now and *must* go on. You have a good look around to consider your options. You find three ... but all look impossible. The first is the most obvious - jump the river, but the gap is huge, a jump would have to be phenomenal. The second option involves the walls here, because they are slightly rocky

and may provide a path across, but you'd have to be unbelievably good to make it. The ceiling is low and a little cracked, it might offer a few handholds to cross the death-river, but to pass all the way across without mishap would be astounding to say the least. Which option will you brave:

- |              |                    |
|--------------|--------------------|
| A jump?      | Turn to <b>60</b>  |
| The walls?   | Turn to <b>190</b> |
| The ceiling? | Turn to <b>262</b> |

### 345

The commotion begins to die down. What ever it was has stayed where ever it is. You then find yourself back in the familiar oppressive confinements of the labyrinth-like dungeon. Wiping the sweat from your brow you reconsider your exit from this watery cavern: north? Turn to **356**, or west? Turn to **109**.

### 346

The massacred form of the Octopus man lies still at your feet, you look around, but the sneaky Biffle has long-since departed, slunk off to annoy someone else no doubt. Turning your attentions back to your fallen foe, you decide to search its dead body, this search soon reveals (tied onto the back of one of its tentacles) - a shrunken head (!), a shrunken *human* head! A past challenger to the Trinitour? At the thought of that Demon, you decide to leave and look for him. Turn to **389**.

### 347

The spell's difficult to find in the dark. *Test your Luck*. If you are lucky, turn to **136**. If you are unlucky, turn to **81**.

### 348

The unearthly monstrosity breathes its last and falls heavily to the ground. Its vast bloated body - along with its web - begin to de-materialise as they are sent on their journey back to hell. You have done the near impossible, beaten that which should not have been beaten, you are a true knight of battle and may add 2 LUCK points for this utterly astounding victory. After a long rest, you decide to search this old cave and come across several items: 4 healing potions (which you pack away) and a magnificent jewel-encrusted helm, wrought of the purest gold. Do you want to try the helm on (and you may only do this if you're not wearing another helm already)? Turn to **393** if you do. If not, you make for the exit, which closes up behind you, leaving you standing at a 3-way junction. Turn to **273**

### 349

The Krell lies dead with its neck broken and blood pouring from its eyes. Deciding not to hang about for any more possible predators, you continue to follow the pathway. Turn to **447**.

### 350

The black toadstool tastes delightful, but then again, the toadstool of forgetfulness always did. Its affects are entirely random and it's merely pot-luck what you end up forgetting, in your case it's some of your fighting ability, because from now on you will cause enemies 1 point of STAMINA damage - 3 with a lucky LUCK roll - instead of the usual 2. If it's any consolation (and it probably isn't) you're unaware of this memory loss. Before you get the chance to try another toadstool, a harsh creaking sound makes you look up to see the ceiling lowering incredibly fast. You decide to leave even faster, turn to **443**.

### 351

*Test your Luck.* If you are lucky you are mysteriously warped back to your previous location before the key you have chosen can trigger a deadly trap. Perhaps the Trinitour did this to give you another chance? If so, then you can only assume that it is because he now really wants to kill you himself. Turn back to **237**. If you are unlucky, read on. The red key rattles about in the lock, but to no effect, unless you count a mass of sleeping gas that shoots from the lock and billows into your face - leaving you unconscious - an effect. You are awoken a while later, just before you're impaled stomach-first onto a massive rusty spike...

### 352

“Oh dear!” says the Trinitour gleefully. A trickling sound makes you look up; blood is pouring in through many slim cracks that have just made themselves apparent in the roof. There is no way out. “This all the blood that has been spilled since you first entered my dungeon,” continues the Demon, “and you may be interested to know, that quite a bit of it is yours.” Your adventure, your life and your soul all end here, as you die alone choking on the blood of long-slain enemies, who it seems are going to have their revenge on you after all...

### 353

Disappointed that you didn't find any gold amongst its possessions, you make ready to leave. Before you can though, you hear *another* set of heavy footsteps coming from the south once again, and, not wishing to meet anything else quite so soon, you decide to run in the opposite direction north (turn to **33**), or Northeast, turn to **194**.

### 354

Having decided to explore the Northwest passage you gather your wits, take a deep breath and head down it. You soon find a left-hand turning and follow it round. You come to the entrance of a small semi-lit cave. At first it appears to be empty, save for a few plump rats (plump on what?) but then you hear the sound of breathing coming from a dark corner of the cave. You stare into the shadows and just manage to make out the outline of a sitting female. You move closer and, on doing so, discover her to be middle-aged, thin, pail-skinned and wearing spiked black armour... of coarse - she is a Chaos-Warrior (someone who follows evil). Your hand goes almost involuntarily to your sword-hilt, but drops back by your side when you realise she is chained to the wall and in quite a bit of pain. Before you can take any further action, she speaks, “Please do not be afraid of me, I mean you no harm, and even if I did I couldn't do anything about it.” It's after these words that you notice for the first time just how badly hurt she is; her splintered armour is practically

soaked in blood. She speaks for a second time, “The accursed Trinitour had me beaten because I’m a renegade,” then she adds, “If you help me, I can help you.” Do you trust her? Make your decision:

- |  |                    |
|--|--------------------|
| Attack her?                              | Turn to <b>214</b> |
| Give her a Healing Potion?               | Turn to <b>14</b>  |
| Leave her and head back to the junction? | Turn to <b>473</b> |

### 355

The dismembered Golem lies unmoving amongst the filth of this room. You throw your now useless weapon amongst the things body parts and turn your attention to the two swords it once carried. The first is a fine affair and looks a well-made piece of work, strong and true. The second is exactly the same excepting that its handle has been carved to resemble a dragon's head, rather impressive. What's going down:

- |                             |                    |
|-----------------------------|--------------------|
| Take the fine sword?        | Turn to <b>235</b> |
| Take the dragon-sword?      | Turn to <b>172</b> |
| Ignore them both and leave? | Turn to <b>483</b> |

### 356

The next place you enter is pretty much barren, apart from a single exit east and a few strangely-coloured mushrooms at its centre: one black, one white and the last yellow. They are small enough to swallow hole. What do you make of all this:

- |                            |                    |
|----------------------------|--------------------|
| Eat the white mushroom?    | Turn to <b>19</b>  |
| Eat the black mushroom?    | Turn to <b>236</b> |
| Eat the yellow mushroom?   | Turn to <b>209</b> |
| Forget them and head east? | Turn to <b>395</b> |

### 357

The other you seems generally surprised at your actions, or rather lack of them. Then it offers you a friendly smile and an out-stretched hand, before speaking to you in your normal voice, “Allow me to congratulate you on your bravery and let me apologise for my rather aggressive ways.” It extends its hand further, before sheathing its sword. Will you shake hands with yourself? Turn to **490**. Or attack yourself? Turn to **478**.

### 358

Stepping over the entrails of the disembowelled bear, you examine the bag it once stood in front of: pick a number between 1 and 6 then roll a die. If your number comes up, turn to **226**. If any other number does, turn instead to **299**.

### 359

The Test of Bravery. Once you pass under the lion carving, you enter a short series of thin passageways. A little later, you enter a brightly-lit room, painted entirely yellow. Then you become instantly and inexplicably frightened, till you are overwhelmed by fear and



drop to the floor. And there you remain, terrified of an unknown evil and praying for deliverance. But none comes. You close your eyes and shake uncontrollably, wishing for death rather than face the source of the ever-increasing terror. The fear grows ever more. You just want to die. Then, as quickly as it came, the fear passes. You open your eyes and lurch to your feet, but your courage has been shattered and your will almost broken (lose 2 SKILL points). You look around yourself and are surprised to see new and unfamiliar surroundings. Turn to **366**.

### 360

The thing you had been half expecting to happen, happens, because as soon as you have stepped a little way into this area, the portcullis slams down behind you, sealing your exit and leaving you little choice but to continue walking into the gloom of this place. You step into a large, hot cavern lit with a few torches that cast great flickering shadows over its rocky depths. Looking down, you discover the floor to be an unusual one; it has been divided into dozens of squares, each with one of four chaotic symbols painted onto it (a Demon, a rat, a devil and a snake). It is when you've followed this floor with your eyes that you make a second discovery, because a couple of dozen feet away, high on a pedestal and glinting in the shadows is a key, you think. What now:

Walk on the snake symbols?	Turn to <b>416</b>
Walk on the Demon symbols?	Turn to <b>5</b>
Walk on the devil symbols?	Turn to <b>305</b>
Walk on the rat symbols?	Turn to <b>286</b>

### 361

“GUARDS!” screams the little man; but how many will hear him? Roll a die. If the result is 1-3, turn to **336**. If it is 4-5, turn to **37**; and lastly, if it is a 6, turn to **150**.

### 362

Searching around in your backpack, you finger the little platinum key and elect to try it in the equally little platinum lock - it fits and opens the door! Then the key melts away into nothing! The place it leads to looks very much like a cell, with cramped, dirty conditions and a solitary barred skylight. The bars let in just enough moonlight to reveal the cell's contents: one large stone chair, carved to resemble a heavily built man. The carving's face has cold, merciless eyes and an evil grinning mouth cut into it. You suddenly feel unnaturally tired and could very much do with a short rest and the chair - horrible though it is - looks an inviting prospect. You have but two possible choices: sit in the chair? Turn to **221**, or head back into the heat of the junction (where you'll find that the door here closes and locks itself, and where the tiredness will quickly leave you)? Turn to **273**.

### 363

Roll a die. If you roll a 4, turn to **289**. If you roll any other number, read on. Gasps of sheer astonishment fill the air when your hand enters the carving one last time and comes out clutching a piece of old, brown paper that's covered in meaningless writing. “What's this?” growls the Trinitour. “No one's ever been this brave before. You are truly

courageous and may well offer me a challenge should we ever meet. Which I doubt. I shall now help you.” You instantly feel much better. Add 1 LUCK and 1 SKILL point as you forget the past horrors for a brief but welcome moment. The mouth closes when the blissful time has passed. You examine the back of the paper and find a few words hastily written in the common tongue, they are, ‘Dispel Darkness’ - this must be a spell! It has enough for *one* use only though, and to use it you need only say 'Bright' - and you'll be all right! When ever you encounter a situation where the phrase ‘Pitch-dark’ is used and you want to use this spell, add 66 to the number of the paragraph and turn to the new one. Now walk back to the other doors. Turn to **435** and choose another option (not this one again though).

### 364

Standing over the non-breathing corpse of the smashed Shapechanger, you watch with interest the green blood that gushes from its body, washing over your shoes and covering the floor. A quick search of the dead creature reveals an astonishing item - a golden fleece - add 1 LUCK point! You pack it away triumphantly and continue along this rapidly turning Northwest tunnel. Turn to **164**.

### 365

Stepping through the right-hand door you pass under the raised portcullis and try to shake off the feeling that you've just entered a death trap. Following a short, grimy passage you find yourself in a perfectly oval cave. The floor here is littered with mutilated human corpses piled high atop each other. You are knee-deep amongst the dead. You are sick over the bodies at your feet and almost cry at this blasphemy. After you've further emptied the contents of your stomach over these pitiful remains you force yourself to look around this disgusting place. Instantly you notice the carving of a large, grinning devil-like face chiselled out of the wall next to the entrance of this hideous place. The teeth of the carving - which look razor-sharp - don't quite meet and there's just enough room to place your hand between them and see if there's anything within. You're just contemplating such an action whilst wiping tears from your face when, “Good evening human-thing.” says the Trinitour telepathically. “These men and women were all fighters like yourself, but they all failed my test. Now, was it because they missed something this carving contained, or, because of it?” You note with a grim interest that, for once, the evil one wasn't laughing - why? What now:

Put your hand in the devil's mouth?

Turn to **440**

Put your sword in instead?

Turn to **162**

Leave and go back to the other doors?

Turn to **435**

### 366

Particularly glad to be out of that tunnel, you regard the other two with interest and wonder if you would have fared any better had you braved their depths instead. You start walking away from the three openings and trudge down a pathway that doesn't look as though it's been used in some time. Thick layers of dust coat the floor, causing you to leave deep foot-prints with each step, giving the impression that a much heavier creature

had been walking here instead of you. You'd like to be as powerful as that other creature. It is some time before you reach the end of this pathway and encounter its only exit: a stone door, complete with large red, handle and a shiny, silver lock. Examining the door, you wonder when was the last time someone opened it, someone human. What tactics will you use:

- |   |                    |
|---|--------------------|
| Try your luck with the handle?                    | Turn to <b>183</b> |
| Try the lock with a blue key (if you carry one)?  | Turn to <b>102</b> |
| Try the lock with a red key (if you own one)?     | Turn to <b>205</b> |
| Try the lock with a white key (if you carry one)? | Turn to <b>47</b>  |
| Try the lock with a crystal key (if you own one)? | Turn to <b>428</b> |

### 367

You've snatched an item marked 'Volcanic Rock.' You bid the keeper, "Good day!" and he bids you, "Get lost." Turn to **254**, to go west, or **17**, to head Northwest towards (you guessed it) the splashing sounds.

### 368

You leap into the cave, grab the object and run like the wind back past the feeding Nandi-bears, through the lake cave and towards the northern exit. You examine the item on the way. It is a y-shaped stick. The stick has strange carvings of angels along the handle and is just as weird as it sounds - who'd have thought you'd ever see angels in a place like this? If you ever think you've found a use for the y-shaped stick and want to try it out, add 19 to your current ref and see if anything happens (make a note of your old ref though). However, the stick will disappear after you have attempted to use it twice. Now leave the lake-cave by its aforementioned north exit by turning to **356**.

### 369

Brilliant. "Bright!" you scream in the creature's face. Then the darkness blows into bright light. Now you can see your enemy clearly. It is 6ft, very heavily built and entirely black. Its head supports three curved horns, and its fingers support four curved claws. The Shadow Hunter clutches at its eyes, which aren't used to bright light. You use its flaw to inflict a cruel blow on its beautiful but near rock-hard skin - already deducted from its STAMINA total below - causing the Hunter to forget its pain, and remember you. Ensure it soon forgets you, by virtue of it being dead.

SHADOW HUNTER  
9

SKILL 9

STAMINA

If you slay it, turn to **163**.

### 370

By an incredible stroke of good-fortune, you find yourself all but immune to the after-effects of the Gargantuis's horn! It bellows with anger and thuds towards you, its footsteps shaking the ground as it does so, but it's a fairly slow mover and you may run

from it (turn to **146**). Or will you stand firm and do battle with the humungous monstrosity? However, if you possess a wooden chalice you may quickly turn to **497** before the fight starts.

GARGANTUIS  
22

SKILL 10

STAMINA

You may *Escape* at any time by turning to **146**. Or, if you become its conqueror, turn to **87**.

### 371

“Ouch!” you yell. The mirror badly burns you, right through your armour. Deduct 4 STAMINA points. You flick the thing into your backpack regardless. If ever you think you've found a use for this mirror, halve the number of the paragraph you're on at the time, rounding up if necessary, then turn to the new paragraph. If it makes sense you'll be told what to do, if it doesn't, you've not found the correct use for it and must deduct 4 STAMINA points! You may use the mirror as often as you like, but remember, each time you choose the incorrect paragraph, you will be burned and *must* lose 4 STAMINA points. Turn to **473**.

### 372

The curse of lycanthropy would normally need hours to take full effect, but not on a full moon, right in the path of its moonlight. You drop to the ground in uncontrollable spasms, even the attacks of the other Werewolf don't compare with your pain. Fortunately, you will be dead long before you become like him...

### 373

The only affect the horn has is... none what so ever. “And I was so looking forward to our battle.” says the Trinitour in a disappointed tone. Turn to **479**.

### 374

“Oh *dear!*” says the Trinitour in a mocking tone. “I'm sorry I really am!” Then you find yourself falling back through time, back to the torture chamber, only this time you stay there. All strength and will are drained from your body. Then your suffering really begins as your feet are set on fire by an unseen tormentor, who laughs out-loud at your hideous cries. But this is just the mere beginning of your long, long journey through pain previously unheard of...

### 375

You reach down for the unknown object, but your hands are shaking and you can't grip it properly, and by now the creature has quickly circled completely behind you. You whirl round ready to face the Dragon/Demon/Giant and end up facing... a Biffle. A completely harmless rather cute animal, no more than a foot tall, round and covered in thick dark, brown fur. These little creatures have long since developed an ability to mimic the sound of anything they've ever encountered astonishing accurately, they sometimes use this brilliant skill to try and scare off any would-be predators. The Biffle by now has realised its mistake in walking behind you, because it is now clearly silhouetted in the light of this

caves entrance, so it scuttles of on its short, fury legs to one side of the entrance and stands there shaking, too frightened to run. You scowl and grope for the soft object, it turns out to be a small leather pouch containing 3 gold pieces. What now:

- |  |                    |
|--|--------------------|
| Leave?                                 | Turn to <b>389</b> |
| Teach the cheeky Biffle a lesson?      | Turn to <b>169</b> |
| Search this dark cave as best you can? | Turn to <b>43</b>  |

### 376

You kick the lid of the multi-symbolled wooden box and peer inside. What you see makes you gasp in shock: a 4-leaf clover, one of the most sought-after items on Titan! Here's why: firstly, if your LUCK is below 7 now it will restore it to 7; secondly, as long as you possess this item, your LUCK will never fall below 7 (no matter how many times you test it); thirdly, it will add 1 point to your *initial* LUCK; and lastly, unless your LUCK was below 7 when you first discovered the clover, it will add 1 point to your current LUCK -pew! The doors are still closing... will you take a chance and go for another item? Turn to **274**. Or get out of here right now? Turn to **341**.

### 377

*Test your Luck.* If you are lucky you are mysteriously warped back to your previous location before the key you have chosen can trigger a deadly trap. Perhaps the Trinitour did this to give you another chance? If so, then you can only assume that it is because he now really wants to kill you himself. Turn back to **237**. If you are unlucky, read on. You reach into your backpack, grasp the silver key and place it slowly into the lock. Bad mistake. The instant the key enters the keyhole you are in terrible pain and are forced to scream and drop to your knees, clutching your head, which is now bleeding. You cry out time and time again but the pain won't stop and your head won't stop bleeding. Then you realise, with stricken horror, that the reason your head is now covered in blood is because the skin on your face has rotted away to reveal your skull, your cracked and bleeding skull...

### 378

The creature, what ever it is, is clearly dying - add 1 LUCK point - this you're pretty sure of, because it's stopped attacking and started to emit horrible gurgling noises. Maybe you've cut its throat? Just then, the door re-opens, letting in just enough light to allow you a quick squint into the darkness. You can now see the vague out-line of the beast you've just slaughtered; it is still and silent. You decide against venturing too far into the cave though, just in case. A glint by the door catches your eye; you walk over to it and discover it to be a silver key. Then you notice two other objects; one to the left and one to the right of where you now find yourself standing, silhouetted in the doorway. They are: an old pair of gauntlets, dusty and rust-ridden; and an equally old, if not older, shield. You're just making your mind up about which to investigate first when you find yourself inexplicably muddled and quite unable to think straight. It's going to be potluck as to which item you grab. Roll a die. If you roll a 1 you investigate the rusty gauntlets (turn to **215**). If you roll 2-6 you give the old shield the once-over (turn to **98**).

**379**

Your short journey east leads you to a strange sight (even by this place’s standards) because there, sitting in a shallow hole right in the middle of the pathway, is a young man - and a snake. The human is dressed neatly in clean, black clothes and shiny, white boots; he has an enigmatic smile fixed to his vaguely sinister face. The reptile is very long and bright red. Ahead of them the tunnel splits north and Northwest. The young man and his snake eye you knowingly before the former speaks, “A very good day to you fellow human,” he says without a care in the world, “I think I could be of help to you, for a small consideration.” After a quick wink at the snake, he continues, “My snake Dave and I are so weary though and could certainly use a healing potion each, then we *may* help you...” What do you think:

- Give him the 2 healing potions (if you have any)? Turn to **107**
- Attack him? Turn to **61**
- Attack the snake? Turn to **264**
- Forget them and leave north? Turn to **294**
- Forget 'em and leave Northwest? Turn to **164**

**380**

You're dismayed when a total of three ferocious-looking chain-mail-clad, sword wielding Calacorms rush into the room and start to discuss their plans for you. They bicker with each other as to whether they should skin you, burn you, bury you, drown you, eat you, or just kill you right now. They quickly agree that all but the last one would take too much effort. This is going to be one tough fight, so if you must die, die well... fight them all at once.

	SKILL	
STAMINA FIRST CALACORM		8
7		
SECOND CALACORM	9	7
THIRD CALACORM	9	8

If you win this mighty battle, gather you're wits, add 1 LUCK point and turn proudly to **120!**

**381**

Blood streams from the expired Centipede’s mouth, so you turn to the pool it was circling. Now you have time to scrutinise the objects the liquid contains and soon discover their identity. The first is a suit of white chain-mail armour and the second is a black shield of some sort of metal. What will you do:

- Grab the armour? Turn to **295**
- Grab the shield? Turn to **171**
- Ignore them both and head on? Turn to **10**

**382**

The moment you slip the rusty helm on, you are in absolute agony. Lose a die of STAMINA. Your mind is now filled with fleeting images of the hellish Trinitour who mocks you delightedly, before saying in a deep cracked voice, "Did you fall for one of my many painful traps puny human? Allow me to apologise, the fought is all mine!" You try to wrench the helm off, but it's stuck fast, then, mercifully, the pain stops. You drop to the floor and curse the Trinitour, but there's not much else you can do... until you meet him. You get up and make ready to continue your epic quest. Turn to **64**.

### 383

The Tarator has lost its fight with you and sits slumped by a wall, dead. Add 1 LUCK point. You may boast to your future friends for dealing with it! Then you pass its body and step beyond the door to explore. Turn to **322**.

### 384

The moment the scaly humanoids catch sight of the shrunken head they scream and run from the room! That was the shortest fight you've ever had. You wonder what on earth saved your bacon and prepare to leave, when you notice that one of the Lizard men dropped something - a silver arrow shaft. You wonder what possible use such an item has and may take it if you wish. To walk on Northeast, turn to **330**

### 385

The blue key fits snugly into the lock, so you give it a firm turn and the lock gives you a satisfying '*click*' - the door opens! You retrieve your useful key and head slowly through the door. At first glance the room seems to be empty, nothing more than a shapeless, bare cave really. So you angrily think about leaving when the door slams shut behind you making you jump and pull your sword. The door isn't locked though, very strange ... you open it quickly and swipe at the air behind it, but there's nothing there. Then you trip over some objects that have seemingly been placed in the dirt right next to the door. What? Why? You sheath your sword and examine the objects closely; they are a large shiny-white pearl, 2 gold pieces and a golden sceptre! It has the word 'Acid' carved into it. If ever you think you've found a use for this item and want to try it out, you need only add 150 to the number of the paragraph you're on at the time. You may use it as many times as you wish, but if the new paragraph you turn to makes no sense then you have made the incorrect choice and must turn back to the para you tried it on. Not only that but the mysterious powers within the sceptre will hurt you each time you use it wrongfully and you must lose a die of STAMINA. Take what you want and return to the lake-cave, leaving by its north exit this time. Turn to **356**.

### 386

Once through the exit, you are immediately assailed by a nauseating stench of burning flesh, you round a corner and find out why. There, hanging upside-down in front of a wall of greenish Hellfire is the burned and broken body of a man, a thin man. The fire fills the only exit north from this large, high-ceilinged room and continues for many feet down that way. You think of leaving this evil place and turn to the entrance you came in by, but it's no longer there... what will you do:

- Run through the fire? Turn to **485**
- Throw a bottle of holy water at it (only if you *still* possess it)? Turn to **245**
- Hold up a golden crucifix? Turn to **182**
- Use an *identified* spell (and *not* an unidentified one)? Turn to **193**
- Wait and pray? Turn to **270**

### 387

You take the Northwest exit and are immediately assailed by a couple of powerful-looking Cyclops, tall broad and disgusting. They're both dressed in studded leather armour and each of them wields a ridiculously large axe. You consider running... but a hidden rock-door slams shut behind you, leaving you to face this deadly duo, who block your only other escape route. The Cyclops both rush you. Fight them.

STAMINA	SKILL	
FIRST CYCLOPS	10	9
SECOND CYCLOPS	9	8

If you're the victor, turn to **271**.

### 388

You're unsure as to what action you should take with the bottle: drink from it? Turn to **413**. Or throw it at the Timebeast? Turn to **200**.

### 389

You step out of the cave, glad to be in what little light there is again. You're just contemplating your next action when your ears pick up a couple of heavy footsteps coming from the south. What do you intend to do about this:

- Await the creature? Turn to **228**
- Head quickly north? Turn to **33**
- Walk speedily Northeast? Turn to **194**
- Run into the dark west cave (if you haven't)? Turn to **177**
- Jog into the very dark east cave (if you haven't)? Turn to **470**

### 390

With the speed of an unusually fast Leopard, you throw yourself through the door, roll on the ground, leap to your feet and draw your sword for... nothing at all. You've seen some bare and uninteresting caves in your time, but this small chamber has to rate as the emptiest of all. The only things it can offer you are a couple of unlocked doors (north and Northeast). You're just stepping towards one of these exits when a clear corked bottle falls out of the air and lands on your head. You pick it up and discover a label reading "Poison" - there's only a drop in it, what will you do:

- Drink it? Turn to **316**
- Leave east? Turn to **184**



**391**

Struggling with impressive might, you manage to break free of the invisible foes and throw yourself through the exit. You pull your sword from its scabbard and stand framed in the doorway, rubbing your sore throat with your other hand. There is a barely audible sigh and the sound of three sets of footsteps walking lightly away from you until they fade into nothing. You seem to be safe and relatively unhurt for the moment (apart from the loss of a single point of *STAMINA* for your bruised neck.) A swishing sound suddenly breaks the silence and makes you look round; you are staring at 3 giant axes swiftly slicing their way through the entire width of the tunnel. You daren't enter the cavern again and so must instead face this new danger. It's going to take speed, skill and agility to pass this menace unmarked. *Test your Skill*. If you are skilful, turn to **424**. If you are unskilful, turn to **332**.

**392**

Drawing your sword, you make your intentions clear to the Orc, who says fearfully, "What's this? I never meant you any harm!" Turning your back on the girl was a mistake, she's far stronger than she looks and snaps your neck with child-like ease. Maybe she was more than she seemed...?

**393**

Gingerly, you place the impressive helm on your head and await events... a man's voice, low and reassuring, speaks to you from nowhere, "This is a skill-helm and will restore that statistic on *one* occasion only, but never in a battle. To use its secret you need only say 'Skill' and the attribute will become fully restored." You feel better already! You leave through the only exit (north); the exits closes up as you pass through, leading you to a 3-way junction. Turn to **273**.

**394**

You twist your body like a snake, make a grab at a jutting rock, and succeed! You've saved yourself from death, but not from pain (lose 3 *STAMINA* points.) Looking up, you find that it's actually a fairly easy climb up to the other ledge. Turn to **203**.

**395**

You don't have time for your next action because it's evident that voices are approaching from the gloom of the east exit. As you are drawing your sword, you fail to notice an iron portcullis slide down silently over the entrance you entered this cave by, what you *do* notice is that the voices (now closer and clearer) belong to a race of vicious, grey, two-headed Lizard men - Calacorms. You can't tell how many there are though, but you should find out at about the same time you realise you're trapped... roll a die. If the result of the roll is 1-4 then turn to **89**. If it is a 5, then turn to **450**. And lastly, if the result proves to be a 6, turn to **380**.

**396**

Peering closely at the vaguely humanoid figure you scrutinise it with the utmost care, prodding it with your fingers and staring closely at its cold unseeing eyes. Nothing happens. If the thing is real, it's doing a good impression of a lump of rock. What now:

- |                                  |                    |
|----------------------------------|--------------------|
| Examine the swords it carries?   | Turn to <b>256</b> |
| Attack the statue after all?     | Turn to <b>282</b> |
| Forget about it and leave north? | Turn to <b>483</b> |

### 397

You have no real option but to try your luck with the handle, and to your astonishment, the door swings open! A blast of freezing-cold air hits you, chilling you to the bone. You poke your head through the door and seem to be looking at a snowy landscape, either that or a truly gigantic cavern. You poke your head a little further beyond the door and then, for no apparent reason, find yourself absolutely *compelled* to enter this snowy wilderness and close the door - which locks, without a keyhole or handle on this side - behind you. You walk a little way into the cold before turning back, the door is still there, but there's nothing else, not to the sides of it, or even the back. You shrug your shoulders, grit your teeth against the cold, and trudge on. Shortly, you happen across a set of giant-sized footsteps made by some vast animal or other. What ever it is, it walks on 4 legs. Then something looms up ahead of you, a massive head followed by a massive body, both white as snow - a White Dragon! Thankfully only a young one (but don't rest on your laurels yet.) It begins to walk towards you, the snow giving a heavy '*Crunch!*' with each step it takes. There's nowhere to run. You will have to fight this great beast.

WHITE DRAGON (YOUNG)  
12

SKILL 12

STAMINA

At the start of *every* attack round the Dragon will attempt to chill you with a blast of freezing air from its mouth, so roll a die at the beginning of each round. If it's a 1-2 you must lose an extra point of STAMINA; but if it's a 3-6, you'll have dodged its breath. In the unlikely event that you actually manage to slay this creature, turn to **186**.

### 398

With speed that would have impressed a cheater, you wrench the hunk of flesh from your backpack and chuck it at the Nandi Bears. The animals instantly jump on it. It won't last long though... what will you do: rush into the creature's lair and investigate the glinting object? Turn to **368**; or run? Turn to **207**

### 399

The Test of Fate. The millisecond you enter the rabbit-tunnel, a large smiling ape-like creature bursts through the floor behind you. The blue-skinned being squats on the ground grinning at you. It's at this point that you recognise the brute for what it is - a Luck Devil. An extremely rare creature that has the ability to feed off the very aura of its chosen prey and absorb the poor things good-fortune. It rushes at you and a great battle ensues, which you win, but at a cost (lose 3 LUCK points). You close your eyes for a moment and rest ... when you re-open them, you see new and strangely unfamiliar surroundings. Turn to **366**.

#### 400

Before you can even touch the door, it opens and out pops the angry head of a small, middle-aged man quickly followed by his equally small body dressed in a mishmash collection of absurdly colourful and ill-fitting clothes. He looks you up and down before saying patronisingly, “Good day to you, and may I ask why the HELL you've disturbed me?” What will you do:

Say, 'Please oh *great* one, honour me with a look in your store.' in a silly voice?

Turn to **491**

Say, 'Stop being stupid.' in a firm voice?

Turn to **201**

Or will you forget the pleasantries and draw your sword?

Turn to **361**

#### 401

The Bhorket, its face pulped and back broken, has breathed its last. After a pause to get your breath back you feel safe enough to explore its lair and are soon grateful you did, because in one corner, hidden under a pile of moss, is a healing potion. But you also make a second, sadder discovery. Hidden in a hole along another wall is a small nest, filled with a host of baby Bhorkets. At a guess, you surmise you've just killed their mother who was probably only trying to protect her young. Turn to **157**.

#### 402

You walk on with a feeling of being watched, you try to shake it off but it won't go away. There's a reason for this. You *are* being watched. Because, slinking about in the darkened depths of the rocky ceiling, clinging nimbly to any jutting stones, is a Krell; a brown, six-armed, man-sized monkey. You only notice the thing when it comes crashing down on top of you. Fight.

KRELL

SKILL 8

STAMINA 4

If you win, turn to **349**.

#### 403

Shaking, with sweat stinging your eyes, you grit your teeth, fight for balance... and win. You step over the slime, ignore the howling winds from within the rift and continue your deadly walk. Turn to **203**.

#### 404

Trying not to think of the many possible unseen dangers the water might contain, you make for its edge. It's impossible to tell how deep the lake is, but one thing's for sure, it's *horrible*. You're not sure you should swim with all your current equipment weighing you down and wonder if perhaps you should leave your shield. Decide now. Turn to **123**.

#### 405

You scramble about in the pit, hoping for some awe-inspiring treasure, and ... find some! It is a golden wish ring, which you may have 2 LUCK points for finding. If ever you want to

use this ring, you may do so, but only once. Use this ring when and where you see fit, by adding together the numbers that make up the paragraph number you are on at the time, then adding them to the original number. Example 1: you use it on ref 41 and end up on ref 46 ( $4 + 1 = 5$ ,  $41 + 5 = 46$ ). Example 2: you use it on ref 247 and end up on ref 260 ( $2 + 4 + 7 = 13$ ,  $247 + 13 = 260$ .) Okey dokey? Take it if you wish, but remember, whether you use it on the correct ref or not (and you'll know if it is the correct one, because it'll make sense) you may only use it *once* and *once* only. Suddenly, a bright, shimmering light appears behind you; what will you do:

- |   |                    |
|---|--------------------|
| Throw an item into it (choose which one now)? | Turn to <b>462</b> |
| Walk into it?                                 | Turn to <b>230</b> |
| Ignore it?                                    | Turn to <b>276</b> |

#### 406

You enter a small low-ceilinged cave, fashioned into a perfectly semi-circular shape. The otherwise bleak surroundings are dominated by a large mirror that completely covers the far wall. The mirror's beautifully carved frame is adorned with many sets of the same three numbers - 666. Then you take fearful notice of the fact that the mirror reflects everything here except one thing. You. Then your reflection does appear and it steps right through the mirror! It is identical to you in every single way, apart from a horrible sneer. You turn away, but instead of seeing a wall and an open door, you see only fire, fire all around you. Your reflection draws its sword and creeps towards you. What's going on? Can it be real? Will you: fight yourself? Turn to **478**. Ignore the other you? Turn to **225**.

#### 407

Your short journey has ended at a very disturbing sight; a perfectly square room whose walls, floor and ceiling are completely covered in steaming, dark-red blood. You really could have done without this sight. As you enter the blood-room, some of the gore drips down from above and lands on your neck, the blood is still warm... fresh? You brush it off in disgust. This area boasts but a single exit - north, it's by this just-open north door that you notice for the first time that a water-font has been bizarrely placed. A glance into the water suggests that it looks fresh, but, painted in small, red letters at the side of the font is the legend, 'Don't Drink.' What will you do:

- |                                     |                    |
|-------------------------------------|--------------------|
| Take a sip anyway?                  | Turn to <b>304</b> |
| Drop a nearby stone into the water? | Turn to <b>423</b> |
| Ignore the font and leave north?    | Turn to <b>164</b> |

#### 408

"Hey, just what do you think you're doing?" says the frightened woman as you grab her by the throat. "Leave me alone!" she shouts as she struggles to escape your grasp. You lift her right off the ground causing her to scream and spit in your face, "You're nothing but a coward - put me down!" she says through clenched teeth. "Curse you pig!" she then yells, and with that last statement, you are forced to drop her and watch as she runs off into the gloom, because you are currently sinking to your knees in quite a bit of pain. Your face has become burning hot and your hair has caught fire, not only this but your features are

changing to become that of a pig. By the time the pain leaves you, you look more like an Orc than a Human and must lose 3 LUCK points, 4 STAMINA points and a point of SKILL for this damnation. You get up and make your way slowly back to the junction. Turn to **273**.

#### 409

The shattered remnants of the Door Monster lie strewn all around you. Just as you are admiring your handy-work, a little, middle-aged man dressed in a laughable myriad of loud clothes comes running out of the shop, looks about, then says enraged, "What on EARTH do you think you're doing?" What will your reply be, "Get lost shorty." Turn to **441**, or, "I'm most terribly sorry, I seem to have accidentally killed this Door Monster." Turn to **253**.

#### 410

Unknown to you, the mace is shoddily made and will break with the third successful strike on this enemy. Fight.

CRYSTAL WARRIOR  
11

SKILL 10

STAMINA

If you destroy this magical creation with your third strike, turn to **223**. If you don't, or you just decide to *Escape* and try something else, turn to **174**.

#### 411

You start walking down the northern passage and soon reach the little circular room that you saw earlier, it disappointingly (or thankfully, depending on what you thought you might find here) proves bare and empty. You are about to leave when you here a strange, soft noise behind you, turning round quickly, you notice a large chest has appeared next to the entrance you came in by, that wasn't there before... was it? It is an impressive object, made from age-old sturdy oak and fitted with a golden lock. Before you can even consider trying to open the thing - it moves! Something's in there, something big - and it's not happy! What will you do: try the chest's lid? Turn to **290**, or leave quickly? Turn to **36**.

#### 412

The Cyclops both catch sight of the eye-ring - which doesn't do anything bad this time - and immediately drop to the ground and start to bow before you! Well done. You were right to guess the ring had something to do with these Cyclops. Add 1 LUCK point for your wisdom. You're busy smirking at the sight of these two powerful monsters abased at your feet, when the larger of the two speaks to you in an incredibly rough voice, saying, "You discover our weakness great warrior, let us give you help." "What sort of help?" you reply. This question the smaller Cyclops answers with a voice so hoarse you feel he must smoke at least a thousand a day, "We may give you one advice human, but no more ... what do you want know?" What will you ask:

"Where can I find some more gold?"

Turn to **56**

"How may I heal myself?"

Turn to **227**

- “Are there any more precious stones to be found?” Turn to **131**  
 “How do I defeat the Trinitour?” Turn to **498**  
 “Do you think I’m falling for that?” Then quickly walk away west? Turn to **330**  
 “What do you take me for?” And walk even more quickly Southwest? Turn to **269**  
 “Are you mad?” And walk quicker-still south? Turn to **447**

### 413

You unstop the bottle and, faster than coward leaves a battle, pour the vile-tasting liquid down your throat. Then you feel strange. You stop ageing back-wards! But your body is starting to warp - and it doesn't even hurt - of course... this is a Shapechange potion and will make you into something else! You need only hold a part of a dead creature to become it! Just what do you possess though, and what will you choose:

- Some Dragon's blood? Turn to **91**  
 A Minitour's horn? Turn to **23**  
 A Piece of Tiger's fur? Turn to **489**  
 A Shark's fin? Turn to **106**  
 A Skeleton's skull? Turn to **71**  
 A Jaguar's claw? Turn to **265**

Whatever you become, you must fight as though you were it, using *its* SKILL and STAMINA (but you may still use your LUCK). Beware though, if you die as the creature you become, you will not get the chance to change back to your normal self..

### 414

You find it! “Light!” you yell. But nothing happens. This darkness is magical and the candle will have no affect what so ever. Mind you, the creature has an effect on you (deduct another STAMINA point.) Now fight, and don't forget to deduct 3 SKILL points (for *this* fight only).

UNKNOWN ASSAILANT

SKILL 9

STAMINA 12

If you manage to slay this darkened foe, turn to **378**.

### 415

Convinced that the Trinitour was trying to stop you getting your hands on a powerful item, you continue down the dark tunnel, on and on and on... turn to **118**.

### 416

Big mistake. And the last you'll ever make. The snake symbol opens the very moment you have both feet planted firmly on it, and you are suddenly falling through darkness. You land on a heap of crushed bodies in the centre of a vast, semi-lit cavern. Then a great, tall humanoid makes its presence felt as it roars at you from out of the shadows. The thing is truly vast, many times your build and so much taller than you, not only this but it's made entirely from solid stone. This is the most evil thing to walk on Titan - an Earth Elemental. An utterly impossible foe to beat, more so because you don't have a magic

sword. You look about in uncontrollable fear, desperate for an escape route. But there aren't any. You can only run, until your strength runs out, and you can be sure that when the Elemental finally catches up with you, it will make your death as slow and as painful as inhumanely possible...

#### 417

Having placed the blue key in the lock, you get ready to give it a gentle twist - but it's sucked out of your grasp and into the door! Not only this, but a green liquid has just sprayed from the lock and coated your left arm; it takes you at least a quarter of a second to realise that the liquid is acid. You scream in agony and try to wash the burning muck of yourself, but by the time you have, it's burnt away a SKILL point of flesh. Turn to **320**.

#### 418

The Cockatrice has pecked you! It quickly releases its poisonous breath all over your face and you can't help but breath some in. To find out if and how it affects you. Roll 2 dice and consult the table below, but bare one thing in mind; you may not be hurt in the same place twice:

2: Brain	=	death
3: Sword-arm	=	- 4 SKILL
4: Back	=	- 3 SKILL
5: Left leg	=	- 2 SKILL
6: Second arm	=	- 1 SKILL
7: None	=	safe!
8: One eye	=	- 1 SKILL
9: Right leg	=	- 2 SKILL
10: Both legs	=	- 3 SKILL
11: both arms	=	- 5 SKILL
12: Heart	=	death

You may (if you wish) *Test your Luck* after you've rolled on the above table, and if you are lucky, roll the dice again, you may then choose which of the penalties you accept. If you survive the roll, you may now *Escape* either west (turn to **303**), Northwest (turn to **17**) or stay and continue the fight, turn back to **148**.

#### 419

The wall doesn't shake this time and, despite your injuries, you make it swiftly to the stop. You find yourself gazing at a newly-formed bridge that covers the forest almost entirely (there's a slim gap where you had clung desperately.) You squint into the darkness and can just make out a few things. There's a circular dip in the centre of the bridge and it's filled with some sort of liquid and there's also some things within the liquid itself: a couple of glinting objects whose light sparkle manages to pierce the oppressive shadows a little. Then, without warning, there is movement by the pool - a seventeen foot Giant Centipede is making its presence felt by circling the dip. What will you do: fight the over-sized insect? Turn to **323**. Run on past it? Turn to **10**.

#### 420

You brace yourself for the hardest hit you've ever taken, but nothing happens, because nothing's there. Deduct no *STAMINA* points. "I've put it back where it came from!" booms the unmistakable voice of the Trinitour. "I just wanted to see how brave you are and am most pleased with my findings. The true password is 'Honour' - or is it? I'll leave it up to you to find out!" he laughs, as his voice fades away. Who was telling the truth; or were they both lying? To use this password (at the password door) add the three numbers that make up that reference's paragraph number then double the total, rounding up if necessary, and turn to the new number then continue reading. So if the number was 246, you'd go to 24 ( $2 + 4 + 6 = 12$ , 2 times  $12 = 24$ ). OK? You look for the password keeper's body, but find it nowhere to be seen. So head north (turn to **330**), or west (turn to **138**) instead.

#### 421

Grabbing the cheese of the annoyed rat, you wolf it down greedily and find it very nourishing indeed. Add 4 *STAMINA* points. Now turn back to **483** and choose an exit. The rat has been frightened away and will no longer be there though!

#### 422

You sheath your sword and watch your former opponent carefully. He begins to mutter some strange, meaningless words - is he casting a spell? Your hands become clammy. You think about re-drawing your sword. It's OK though, because an awesome item has just appeared at your feet: a golden crucifix, which you quickly place about your neck (add 3 *LUCK* points)! You turn to thank the Rhino-Man, but you're too late. He is dead. Just then, with out so much as a by your leave, a bright, shimmering light appears behind you; what will you do about it though:

- |  |                    |
|--|--------------------|
| Ignore it?                                     | Turn to <b>276</b> |
| Throw something in it (choose which item now)? | Turn to <b>462</b> |
| Walk into it?                                  | Turn to <b>230</b> |

#### 423

Grabbing a large rock from behind the font, you drop it in the water and are treated to a loud '*Splash!*' unfortunately you are also treated to an even louder '*Crash!*' as the fragile font is smashed to pieces. The water quickly runs away - pouring into the blood - before you have a chance to test it. You walk away feeling kind of foolish. Turn to **164**.

#### 424

You just manage to scrape past the axes, and wander hurriedly on. You find a single exit north and have no option but to try it. Turn to **386**.

#### 425

The screeching quickly becomes almost painfully loud, but soon subsides, leaving only heavy silence. You examine the chest's contents warily, they prove to be the following: a red key, an ivory flute and 3 gold pieces. The red key is unusual in that it has the picture



of a fish on it, take what ever you want. Now travel north (turn to **411**), or Northwest (if you haven't), turn to **354**.

#### 426

“How much will the key cost me?” you ask. “None of your business!” comes the arrogant reply, “But be warned, if you don't offer me enough, you won't get a second chance and I will be most angry.” Decide on the amount you'll offer the man and roll 2 dice. If you roll equal to or under the amount you decide on, turn to **161**. If you roll above the amount you offer, turn to **310**.

#### 427

Grabbing a chunk of the white mushrooms sweet flesh, you wolf it down at a speed that would have made a pig blush. You instantly feel good. Add 2 LUCK points! Another mushroom? Turn to **191**. Or Run like hell:

Northwest?	Turn to <b>448</b>
West (signed)?	Turn to <b>481</b>
East?	Turn to <b>255</b>

#### 428

The crystal key enters the lock - then disintegrates! The object just turns to dust and falls to the floor as if it had never existed. Contemplating this unusual event, you fail to notice a stream of grey gas reaming from a thin gap above the door, until the chilling cloud hits your face and you've breathed in a lung full. You hack and cough, your body convulsing into an uncontrollable fit - why? - because you've just partaken of a breath-full of the accursed hell-gas: something which few could survive (lose 2 dice of STAMINA). At last you get your breath back and take in a great lung full of the dungeons 'normal' air (which although it's usual damp, dirty self, is still something of a God-send.) Just as you've fully recovered, something strange happens... turn to **183**.

#### 429

You turn right. As you walk along, the echo of your foot-falls seem unbearably loud and you have to keep stopping and looking back to make sure no one, or no *thing* is following you. You try to stop yourself from turning round all the time but it's just no good. It's on one of these many turning-round occasions that you bump into something, something nasty. You turn round in a flash and stare up into the sunken eyes of a malevolent Night Stalker. You let out a gasp of shock and fear. The creature then reaches for you with sinewy wrinkled arms, each ending in a hand, then fingers and then claws... sharp claws. It is in no mood for talk. You manage to break out of your fearful trance and notice a wooden chest behind the Stalker - perhaps it thinks you want to steal something from it? Then your enemy closes in on you, forcing you to draw your sword in record time (which merely causes the Night Stalker to laugh in your face). You must now do battle, or run like lightning.

NIGHT STALKER

SKILL 11

STAMINA

If you wish, you may *Escape* at any time, back to **473** (even before the fight has started.) Or, if you elect to stay and end up slaying it, turn to **121**.

### 430

You zoom towards the far portcullis like a bat out of hell (and hopefully not in to hell.) *Test your Skill*, adding 2 to the roll (as this is an extremely difficult feat.) If you are skilful, turn to **104**. If you are unskilful, turn to **72**.

### 431

You make it in the nick of time, the rock closing up the instant you pass beyond it. You follow a short narrow pathway that winds its crooked way onwards. You exit into a *very* dangerous place. You are at the edge of a large pool of disgusting slime that houses a deadly creature - a Bloodbeast. Its many eyes trace you from the top of its bloated body. It blocks the only exits (north and Northwest) from this place. The monster makes most things you've encountered so far seem like a walk in the park. It is a utterly hideous thing; the stuff of nightmares, revolting, lumpy, spiky and sporting a mouth a whale would be proud of. Inside this cavernous maw, a massive thick tongue lolls from side to side, licking countless sword-sized teeth in anticipation of its next succulent meal (you). *Test your Luck*, adding 2 to the roll. If you are lucky, fight on. If you are unlucky, the beast will lash out with its tongue, grab you and bite your face off (your adventure, unsurprisingly, will end here). Fight hard.

BLOODBEST  
8

SKILL 12

STAMINA

If you best it, turn to **260**.

### 432

The pretty little thing's eyes light up when she sees the amount of gold you reach for, "Wow, you're rich!" she squeals, as she hands over the healing potions. "Use them well adventurer, they're very valuable - now more than ever." she warns you. "And seeing as how you've given me so much gold, I can help you in two a further ways." she reaches into a pocket in her little dress and produces a Jaguar's claw. "Firstly, this is an object that could well save your life!" she beams, "and secondly I have some advice for you; have you come across a y-shaped stick with angels carved into it? If so, leave it well alone it has no use what so ever within this dungeon." She then reaches up and places her hand on your shoulder, "Now I have to be on my way and I wish you all the luck in the world!" She turns and leaves, heading for the steel door. You wish her well and head back to the junction, turn to **273**.

### 433

"Ah, that's what I like to hear!" you try to say something, but -, "You humans can sometimes be a bit unpredictable-" you're about to agree when, "-but I don't see why, violence never solved anything... unless you're a Demon." He opens his bag and tells you that it's a pouch of unlimited contents, and before you can even think about saying, 'So

what?’ “The latest version, even large bulky items can fit in with ease, and of course, there's no weight to speak of.” You're just about to ask what it contains, when, “It contains many wondrous items and there must be something in here that a great warrior like yourself could use.” You hate to admit it, but you're flattered, “If you want some of the objects I'm about to list, you need only give me an item to trade and then simply put your hand into this bag to retrieve the object you want.” What to do:

Trade with Trev?	Turn to <b>135</b>
Attack the Orc after all?	Turn to <b>392</b>
Attack the girl after all?	Turn to <b>241</b>
Take your leave?	Turn to <b>164</b>

#### 434

Will you be quick and clever enough to outwit the shopkeeper? You slyly distract his attention by shouting, “Is that a *rat* behind you?” The keeper looks behind him and shouts, “WHERE!” but takes the box with him! You'll have to try for something less impressive of one of his shelves. *Test your Skill*, adding 1 to the roll (the shopkeeper's getting used to naughtiness, especially from a couple of particularly unsavoury customers who go by the names ‘Steve’ and ‘Ian’.) If you are skilful, turn to **340**. If you are unskilful, turn to **361**.

#### 435

You're walking along, just minding your own business, when... a trio of doors appear suspended in mid-air! You look behind the doors, but there's nothing there, only air. They then open to reveal their apparent contents: the left offers a darkened corridor, the centre suspects a brightly-lit passage, while the right reckons a cave with an open portcullis above its entrance. What do you reckon:

Enter the dark left door?	Turn to <b>329</b>
Enter the bright centre door?	Turn to <b>453</b>
Enter the right portcullis door?	Turn to <b>365</b>
Ignore all three options and walk on?	Turn to <b>50</b>

#### 436

Suddenly, feeling inexplicably threatened, you leap from the chair and run from the room (who's door slams shut - locking itself -behind you), back into the heat of the junction. Turn to **273**.

#### 437

A little button can't be all that dangerous... right? Wrong. Because the moment you press the middle button you're in big trouble, and know it. An iron portcullis slams down behind you and the section of floor you're standing on begins to slide into the wall, revealing a drop of some 20 feet or more onto a hard stone floor in a cold, dark cavern. You madly stab at the buttons looking for a way out, but they all seem to have jammed. So you turn to the portcullis and try desperately to lift it in the vain hope of escape, but it too is as solid as rock. Soon, the floor has slid away completely, leaving you no option

but to hang on to the portcullis as best you can. But your strength won't last forever, so you drop your backpack onto the floor far below and then fall, hoping for the best. You land heavily, spraining your ankle and dislocating a shoulder. Lose 2 SKILL points. You've also broken 3 Healing Potions. Lose a LUCK point. Mind you, at least you're alive and safe... for now. The next thing you know, you've been teleported back up to the junction that brought you here! Only this time you decide to head west. Turn to **17**.

### 438

You hurl yourself at the man, but he squats you down as though you were nothing, "I think not." he snickers. Then a brief but terrifying transformation takes place; he grows taller, broader and more savage looking, hair sprouts all over his body and his face becomes wolf-like. The Werewolf roars at you and extends its claws, evidently, it wants to test their sharpness... on your face. Fight it.

WEREWOLF  
STAMINA 7

SKILL 9

The *first* time the Werewolf hits you, you must turn straight away to **246**. If you beat it without taking a single hit, add 1 LUCK point and turn to **217**. If you beat it but were hit at least once, turn to **217** anyway (but do not gain a LUCK point).

### 439

Oh dear. It seems the Gods aren't with you today, perhaps you've angered them in some way? The lowering tunnel keeps on lowering until you are trapped, at which point you feel the full force of 100 tonnes as you are horribly crushed to death. The last sound you ever hear is your own skull splitting apart...

### 440

You gingerly sneak your unprotected hand through the vicious teeth of the carving and inside into its mouth, you then start to feel about in its unseen depths, half expecting to have your arm bitten off as you do so. You wipe the sweat from your brow and continue your search and you're soon glad you did; you locate a couple of healing potions! Thinking you felt another object in there, you wonder - should you tempt fate and try again? Turn to **247**, or leave and go back to the other doors? Turn to **435**.

### 441

"YOU get lost more like!" says the little man incensed, "Thanks for destroying my only means of defence, now do you intend to be civilised or what?" Will you attack him? Turn to **361**; or ask him if he's the shopkeeper and if so can he air his wares (then giggle at your double-entendre) and turn to **142**.

### 442

You partake of a lung-full of the unusual cloud and it instantly disappears, leaving you feeling great. Add 1 LUCK point, 1 SKILL point and 4 points of STAMINA! Little realising you've just inhaled some of 'Libra's Breath' (a rare, magical force that's supposed to be

composed of good spirits who delight in helping courageous warriors like yourself). You make your next decision with a smile:

North (portcullis)?

Turn to **360**

Northwest?

Turn to **387**

West?

Turn to **493**

#### 443

The next place of interest you come to is a wide cavern with white walls, a low ceiling and a single exit north. It feels strange to be in such a wide open space after hours in constricting tunnels and you feel much happier slithering by the walls, hugging the shadows. You make good uninterrupted progress until half way across when you're inexplicably shoved from behind, you jump out of your skin and turn round in a flash. But there's nothing there. Just you and the wide, empty cavern. You start to jog when something whacks into you from the side and almost succeeds in knocking you over, you turn at the speed of sound, but there is nothing there. What ever is assailing you, you know one thing - it's fast. You now break into a run for the exit, but something trips you and - managing to regain your balance - you spin with the speed of a striking cobra, but there is *nothing* there. You've finally had enough, "Show yourself coward." you shout. But there is no reply. You smile to yourself and whisper, "Then so be it, if you're not brave enough to face me... I'll leave." But you can't, something has grabbed your legs, something else has grabbed your arms, and yet another something grabs you by the throat. The Unseen Three drag you down and pin you to the ground and one of their number begins to strangle you. Can you break their grip? *Test your Stamina*. If you are successful, turn to **391**. If you are unsuccessful, turn to **132**.

#### 444

Remembering the dispel illusion scroll, you grab it and shout at the very top of your voice "Begone!" - and it is! The dreaded Night Stalker has vanished entirely; it was nothing but a collection of someone (or rather *something's*) evil thoughts - well done! You note with some interest that the scroll you used has now faded, indicating that its charge has been spent (lose 1 dispel illusion scroll). You now decide to investigate the Stalker's chest (turn to **468**).

#### 445

You enter this place, just in time to avoid being broken in two by the slamming - and locking - door. This new cave is filled with an oppressive twilight, but is completely empty, save for a few bats skittering about its ceiling (at least you think they're bats.) There is but one exit, north, you leave through it and have to avoid another heavy door. You then find yourself in similar place, but with one disconcerting new feature: a large column of fire burns brightly at its centre. At its base and littered about the room, are the charred remains of several human skulls (which you're certainly not going to touch.) You're just looking to the only exit from this fire-cave (Northeast), when you notice something far less nasty: a pair of golden gauntlets are suspended at the centre of the flame. What will you do about them:

Try and grab them?

Turn to **8**

Throw an object at them (choose which one *now*)?

Turn to **95**

Forget them and leave Northeast?

Turn to **406**

#### 446

Good guess adventurer and not a moment too soon. You are doing well. You shout, "Begone!" faster than a sparrow's heartbeat and, with one last baleful roar, the Bloodbeast departs leaving nothing but air. You breathe a loud sigh of relief and decide to examine its lair further. Turn to **119**.

#### 447

Your walk leads you through a few sharp turns that end at an open door. Beyond this door is what can only be a library! You walk through the door (which closes and bolts itself shut!) and immediately hear a soft, breathy feminine voice saying, "Welcome adventurer, feel free to look about you." Marvelling at the beautiful voice, you find yourself almost unable to resist its desire and do exactly as she has asked and look about you. There must be a hundred thousand books in here, at least! Shelf upon shelf, row upon row - stunning - it's a pity you're not much of a reader (apart from gamebooks). Then, a quite gorgeous woman of no more than twenty summers steps out of thin-air in front of you. She is very tall, tanned and rather muscular, her hair is short, brown and spiky, her eyes are as green as the most precious of emeralds, she wears dark clothes, partially hidden by a silver cloak. She smiles at you and says, "You have done well to get this far warrior, I am pleased with you and wish to offer you help... tell me, do you possess an unidentified spell you'd like me tell you about?" What will you do:

Attack her?

Turn to **141**

Give her an unidentified spell (if you have one)?

Turn to **40**

Apologise and ask to leave?

Turn to **152**

#### 448

Your walk Northwest leads you through a few lazy turns and into a small man-made cave, decorated with various satanic symbols. One short look is all you get though, because there is a very tall pail-skinned woman here, and she looks none too happy. You both look each other up and down for a few moments. The woman is chaotic; her pail skin colour and black spiked armour telling you as much. Her hair is long and red and her beauty is apparent, but... she is a warrior of chaos. "A *champion* of chaos if you don't mind." says the woman in a light yet hateful voice, and who has seemingly just read your mind. She then dons a helm, fashioned in the shape of a frowning Demon, before picking up a skull-shaped shield and arming herself with a double-headed axe, whose blade drips with a florescent green liquid. You grip the hilt of your sword. The woman then says, "I have a challenge for you, pig, to a one-strike combat - the first to draw blood being the winner." She then smiles at you and asks, "Interested?" You ask her what the winner's prize is, to which she abruptly answers, "Never you mind law-following scum!" What

will you do: agree to the terms and fight her? Turn to **476**; or try and head back to the giant-toadstool cave? Turn to **151**.

#### 449

You continue to follow the tunnel east until you happen across a small, dusty bottle filled with a clear liquid lying apparently discarded in the shadows. A closer look at the bottle reveals one further detail: it has the inscription "Holy water" carved onto one side of it, what do you intend to do:

- |                                   |                    |
|-----------------------------------|--------------------|
| Drink the liquid?                 | Turn to <b>311</b> |
| Rub some into your wounds?        | Turn to <b>459</b> |
| Smash it?                         | Turn to <b>35</b>  |
| Take it (or ignore it) and leave? | Turn to <b>145</b> |

#### 450

You're more than a little worried when two furious, chain-mail-clad Calacorms burst into the room and start brandishing large swords in your face; you're even more worried when all four of the creatures heads agree to torture, kill and bury you. Then dance on your grave. Don't let them. Fight them both at once.

	SKILL	STAMINA
FIRST CALACORM	8	7
SECOND CALACORM	9	7

If you kill both these enemies, turn to **120**.

#### 451

You walk as far back from the chasm as the small cave will allow then, steady your nerves, take a deep breath, launch yourself towards the edge and jump. For the split-second you are airborne, you can't help thinking that you may of miss-judged the width of the rift, because you're really going to have to stretch to reach the other ledge and avoid falling to almost certain doom. *Test your Skill*. If you are skilful, turn to **203**. If you are unskilful, turn to **82**.

#### 452

You dive headfirst into the rapidly closing tunnel, giving the Manticore a rude gesture as you do so. It's quite a way though, this tunnel, and you're not completely sure that you can make it. *Test your Luck*. If you are lucky, turn to **306**. If you are unlucky, turn to **439**.

#### 453

It feels good to be in a brightly-lit section of corridor for once, but you haven't gone far when the entire area is plunged into blackness and a deep laugh resonates all around you. What will you do: carry on regardless? Turn to **258**. Turn back for the other doors instead? Turn to **435**.

#### 454

With a measured, well-judged kick, you punt the crystal key to safety, and withdraw your leg in a flash; the mantrap smashing down a micro-second later. Breathing a huge sigh of relief you grab the key and place it safely in your rucksack: add a LUCK point for being brave! Turn to **74**.

#### 455

The multicoloured orb has no noticeable affect. "You have chosen unwisely." says the Trinitour calmly. Turn to **479**.

#### 456

"Oh how very generous of you I'm sure!" the young human says, sporting a big, cheesy grin. He almost laughs. "Now for a further reward." he beams, barely able to contain his mirth. "Here, have this." He hands you a strangely coloured cross. You look at the cross - which is at least as big as a man's hand - its tip is painted golden, its arms green and its body blood-red. This is a Chaos-Cross and is a thoroughly evil item. It has 2 features, the first being its innate ability to always invert itself - no matter how many times it is set upright! The second being that it may help its current owner in some way or other, but only in the place it belongs to. If ever you think you've found its right-full place of residence and want to use the magic within it, hold it up in front of you and shout 'Now!' To use this cross, add together the numbers of the paragraph you use it on, double them, and add them to the original number, now turn to the new para. Example 1: you use it on para 415 and end up on para 435 ( $4 + 1 + 5 = 10$ ,  $2 \text{ times } 10 = 20$ ,  $415 + 20 = 435$ .) Example 2: you use it on para 78 and end up at para 108 ( $7 + 8 = 15$ ,  $2 \text{ times } 15 = 30$ ,  $78 + 30 = 108$ .) Yeah? But beware... should you choose the incorrect time to use it (and you'll know when you have because the new ref won't make sense) the cross will curse you and you'll lose a SKILL point! You may attempt to use the cross as many times as you wish, in as many places as you like. The cheeky upstart smirks as you attempt to make sense of it. "Is it... useful?" you ask uncertainly, trying to sound as if you already know. The human laughs and says, somewhat mockingly, "Yeah... sure it is! Now how about one last healing potion?" you look up in surprised anger. "I, er, have another pet snake you see, er, he's around here somewhere, Nobby's his name..." The snake smiles. *Another* potion - is he kidding? What do you propose to do:

Sigh, and had over a fifth healing potion?

Turn to **249**

Leave north?

Turn to **294**

Leave Northwest?

Turn to **164**

#### 457

"Ah!" exclaims the tall man, his face suddenly lighting up. "Now that's just what I need!" He then reaches into a secret compartment in his armour and produces a small bone object. "What's that?" you ask inquisitively. "It's an ivory beetle charm!" he replies proudly. "Want to swap?" he asks with a grin. "Exactly what sort of spell am I giving you?" you ask carefully, trying not to sound suspicious. "There's no need to be so ungrateful young pup," says the tall man in an upset tone, "that is nothing more than a



Locate Hidden spell - I need it to find my sword that's all. Where as this little item is a luck charm! Now do you want to make the swap? Time is short." What will you do:

- |                           |                    |
|---------------------------|--------------------|
| Make the swap?            | Turn to <b>284</b> |
| Attack him now after all? | Turn to <b>15</b>  |
| Ignore him and leave?     | Turn to <b>449</b> |

#### 458

West. You can't wait to get away from *that* rank-smelling place. After a few twists, this tunnel leads you to a tiny room that's empty, save for three iron chests. The first one is big and has scratching coming from within it; the second is tiny and has a clicking noise emanating from within it; the third is sized somewhere between the two and is silent. This cave boasts two exits: one west and, the other Northwest. A light splashing sound spills gently from the second exit. What do you think:

- |  |                    |
|--|--------------------|
| Head Northwest (towards the splashing sounds)?               | Turn to <b>17</b>  |
| Head west?   | Turn to <b>303</b> |
| Try the 1st box (with the clicking sounds) if you haven't?   | Turn to <b>108</b> |
| Try the 2nd box (with the scratching sounds) if you haven't? | Turn to <b>196</b> |
| Try the 3rd (silent) box, if you haven't?                    | Turn to <b>234</b> |

#### 459

You smear the cool liquid onto your cuts expectantly... it's some time before you realise you've wasted the contents of the bottle. Now turn to **145**.

#### 460

This wall is exactly the same as its predecessor: high and riddled with tiny holes. No way are you gonna jump down *that* sucker, but then you don't have a choice - something laughs evilly behind you and pushes you off! You scream as you fall twenty feet and slam into the hard, unforgiving ground. You stagger to your feet to find you've twisted an ankle and sprained a shoulder, both of which are now over-flowing with blood (lose 2 SKILL points and 4 points of STAMINA. Not only this, but any healing potions you had left are now smashed to pieces (lose a point of LUCK.) You look grimly north, turn to **435**.

#### 461

The Timebeast lies on its side, its head severed and spinal cord protruding from its neck-stump. The creature will bother the world no longer. You fall to your knees, throw back your head and lift up your arms in glory. You are the victor. Then a note of paper falls out of thin air, right at your feet. You pick it up and read, 'If you are reading this then I have been slain by your hand and am most impressed with you. Look on my ledge for your reward.' You clamber up and investigate. You find a gold key and a gold chalice. Take them if you want and choose your next direction of travel: north (turn to **92**); or west (turn to **406**). Hurry, both exits are rapidly closing...

#### 462

You throw your chosen item into the light and watch with interest - your object disappears! What will you do now: walk into the light? Turn to **230**; ignore it and continue with your search? Turn to **276**.

#### 463

The split-second your fingers touch the horrible stone, your worst fears are confirmed: the statue *moves*. It turns both its great Dragon-like heads to look down at you causing you to freeze in cold terror. You force your mind to work quickly. Will you bolt for the exit (north), turn to **74**, or stand motionless, hoping for the best, turn to **154**.

#### 464

You turn-tail and flee, but the swift creatures soon catch up with you and force you to fight for your life. You put up a commendable struggle - managing to kill 3 of the animals - before the other 3 overwhelm you and bite your head off...

#### 465

You lunge at the old man, causing him to tumble to the ground and cry out in pain, "Why did you do that?" To which you scream, "Because I don't trust you!" To this the old man yells, "Very well! I shall gift you the *real* password, which is 'Caution' and should be used at the password door." When you find this door add the numbers that make up the paragraph's number together, then deduct the total from the ref's number and turn to the new one. "I'm sorry I tried to trick you, but the Trinitour said he'd eat me if I didn't." continues the old man when he suddenly starts to cough violently, doubling up in pain. "Now you've done it." he says through a mouthful of blood. "I was only playing a stupid trick, I meant no real harm because the Trinitour told me that a false password wouldn't harm you, only hinder." He drops slowly to the ground, blood dripping from his mouth before saying with his final breath, "I'm... not done just yet though young warrior I still have one last trump card that'll assure you... don't get your hands on m-my money belt." He then snaps his fingers, and dies. The door you entered by bolts itself shut, the north and west doors close and do the same. It's not much of a trap though. The doors are wooden and won't take long to hack open. The doors don't offer the trap though. No. Which is more than can be said about the seventeen foot Pit Fiend (a T-Rex like monster) that's just beginning to materialise in front of you. You have mere moments to make a decision: smash through one of the doors, or stay and fight (perhaps hoping to investigate the keeper's money belt). But be warned. This monstrously powerful creature must then be fought to the death, as you can not smash a door down during a fight. Not only this, but the Pit Fiend is undoubtedly more deadly than anything you've faced so far. So what's it to be:

Make a stand and fight it?  
Smash north?  
Smash west?

Turn to **242**  
Turn to **330**  
Turn to **138**

#### 466

You have no choice but to investigate the possibility of the secret door. Unluckily for you, the thing opens easily, allowing you to enter this evil place. It is hot and misty in here and your feet make squelching sounds as you walk along. Looking up, you find that the cave roof here is open and through it you can clearly see the black curtain of night complete with a handful of winking stars. It's because of this starlight that you can just make out the contents of this area: you see trees, shrubs and other types of plant. What is this - some type of indoor forest? Curiouser and Curiouser. For some reason you decide to look back, but where is the door? You can see the wall all right, but nothing else. You stop for a moment to see if you can find the infernal thing, to see if you are perhaps mistaken. But the only mistake you've made is to stand still. Because you've forgot all about the roaring creature you heard, the one that inhabits this place, the one directly below the ground you are standing on. The Earth Demon that's been tracking your movements by waiting underground and listening carefully has found the perfect opportunity to attack. The monster leaps right up from beneath you, knocking you to the ground before it rears up to its huge height and backs you up against the wall, where you are wedged between a tree each side and the shambling beast in front of you. The Earth Demon looks very much like a giant lump of moss with arms and legs as thick as tree-trunks and fists the size of boulders. It is very powerful when in contact with the earth and your blows will cause it 1 STAMINA point (3 with a successful LUCK roll) of damage instead of the usual 2. But if you can somehow lift it from the ground (not as difficult as it sounds as the creature is mainly plant) then you will cause it a whopping 7 points of STAMINA damage (you may not affect this damage with a LUCK roll though.) To attempt to lift the struggling behemoth of the ground will not be easy. To try anyway you must first win the attack round that you're in then, instead of electing to hit it, you may roll 2 dice and on the roll of a double (2 fours, 2 nines etc) it'll lose 7 STAMINA points. Any other combination of dice and the thing will fail to be hurt and it won't lose *any* STAMINA points. You must fight it.

EARTH DEMON  
13

SKILL 10

STAMINA

If you survive this deadly combat, turn to **128**.

### 467

Remembering your hard-won war-hammer, you pull it out and trace patterns through the air with its head. The Golem isn't bothered. It just continues to lumber towards you without a single trace of fear evident in its stone features. However, little do you know that the hammer is cursed and will be useless after this fight. Destroy the advancing Golem... now.

STONE GOLEM  
10

SKILL 8

STAMINA

If you manage to triumph over this unfeeling enemy, turn to **355**.

### 468

You walk over to the wooden object and examine it. It's not that big (you won't find yet another Night Stalker hiding in there!) it turns out to be rather old and none too impressive, still, who knows what treasures it might contain? Mindful of traps, you carefully open the chest with the tip of your sword whilst peering over the rim of your shield, but it seems safe enough. Then, from out of nowhere, comes a high-pitched screeching sound that proves very unnerving. What will you do:

- |   |                    |
|---|--------------------|
| Stay?   | Turn to <b>425</b> |
| Leave for the north passage?                          | Turn to <b>411</b> |
| Leave and try the Northwest passage (if you haven't)? | Turn to <b>354</b> |

#### 469

You manage to break free of the watery menace and waste no time in swimming for the surface, then the shore. The thing though, what ever it was, has given up on you. By the time you are on dry land again your wound has bled some more (lose a STAMINA point), but you soon stem the flow of blood with a strip of cloth from your jerkin. You turn round and eye the scene; did you leave your shield? If you did, turn to **331**, and if you didn't, turn to **216**.

#### 470

You head cautiously through the darkened east entrance. You have no way of telling how big the cave is or, more importantly, what it contains. At that moment, you hear a low, deep growl from somewhere in front of you. Somewhere close. You freeze. What ever made that noise certainly wasn't human. The growl comes a little closer. You begin to panic slightly as you realise the unseen creature is trying to circle behind you. Not wishing to engage an unknown enemy in almost total darkness you decide on a tactical withdrawal as you intend to keep your internal organs from becoming external organs. You move slowly backwards, sword drawn, trying not to startle the creature, when your foot hits something soft - dare you try to pick the object up? Turn to **375**. Or will you just leave quickly, but carefully? Turn to **389**.

#### 471

This passage ends rather abruptly at a plain, slightly ajar wooden door. You pass through carefully and find yourself in an empty, perfectly triangular cave that reckons three exits, but not much else. Which one:

- |            |                    |
|------------|--------------------|
| East?      | Turn to <b>379</b> |
| Northeast? | Turn to <b>294</b> |
| North?     | Turn to <b>84</b>  |

#### 472

Bravely, you peer over the rim of your ever-faithful shield and, from as close a distance as you dare, take a look into the holes. Two red dots stare back at you, but nothing happens. You stand up straight again and suddenly feel rejuvenated. Add 3 STAMINA points! Then walk off feeling more than a little relieved, turn to **492** to leave north.

### 473

You soon reach a junction. It offers you three choices of travel: North, Northwest and Northeast. The northern option is a brightly-lit affair and leads to a small circular room, then extends for some way beyond that. The Northwestern direction is dark and silent. The Northeastern route is just as dark as its cousin is and you think you can hear faint laughter emanating from within its gloomy depths. Before you've chosen your next direction of travel, something strange happens - a piece of paper appears out of nowhere and lands by your feet. You pick it up and discover some sloping writing that reads, '*Some of the doors may require unusual actions to pass through correctly.*' But on the back of this self-same piece of paper and written by the same hand is '*I am lying.*' Which direction will you try:

- |   |                    |
|---|--------------------|
| The brightly-lit north tunnel?                      | Turn to <b>411</b> |
| The dark Northwest tunnel (if you haven't)?         | Turn to <b>354</b> |
| The equally dark Northeast tunnel (if you haven't)? | Turn to <b>429</b> |

### 474

You place the glittering crown on your head and hope for the best; but the worst happens - nothing. You raise your shield as the beast leaps at you, turn to **46**.

### 475

The next chamber you enter is perfectly rectangular and offers three exits north, Northwest and west. The north exit is interesting in that it has a raised portcullis above its entrance, where as the walls in this room are just plain horrible though - they're covered in inverted crosses. Whilst examining the possibilities of this sick place you become aware of a distinct drop in temperature, and on turning round you think you've discovered why: a grey cloud that could almost be man-shaped has appeared and is hovering in the centre of the room. You can't tell if it's moving or not, but it seems to be looking at you. What if you:

- |                          |                    |
|--------------------------|--------------------|
| Attack it?               | Turn to <b>73</b>  |
| Walk into it?            | Turn to <b>160</b> |
| Throw an object into it? | Turn to <b>129</b> |
| Ignore it and leave?     | Turn to <b>275</b> |

### 476

You draw your blood-soaked sword from its scabbard and proceed to cut the air with its blade. The warrior-woman laughs, "Is that supposed to scare me?" she asks tauntingly. Then she grips her axe-handle tightly and begins to edge towards you. Fight *one* round only.

If you draw first-blood, turn to **83**. If she does, turn to **147**.

**477**

No ... you say "Caution" hopefully, but foolishly. Perhaps you should have used some of the word yourself? Because you will now be subject to a fate worse than torture, death and maybe even hell... you feel light-headed and drowsy a moment after you say the word, until you can stand no more and fall to the ground, knocking yourself out. You wake-up sometime later and find yourself unable to move, apart from your eyes, but it might have been better for you had they stayed closed. You realise in a flash of stark horror that you're soul has been trapped within the statue of yourself, where it will remain for the next thousand years...

**478**

Your mirror image has the same SKILL, STAMINA and LUCK that you do. It also possesses every item you do. And, whatever action you take before or during the fight (such as using LUCK to increase or decrease STAMINA damage given or taken); it will do exactly same. In short, it *is* you. You must now try and overcome an almost perfect foe - yourself. Fight.

YOU	SKILL (YOURS)	STAMINA (YOURS)	LUCK
(YOURS)			

If you beat yourself, turn to **181**.

**479**

"I don't think you'll like this next bit-" chuckles the Trinitour; "-but I know I will!" The next thing you know, you are buried up to your neck in cold, inescapable sand and looking out on a stormy moonlit sea. The tide is already coming in. "If the water doesn't get you-" says the Trinitour from nowhere in particular "-the crabs will. And they are oh so *hungry!*" The last thing you ever hear is the Demon laughing at you. Your death is slow, and far from pleasant...

**480**

With a steady, deliberate motion, you reach down agonisingly slowly, and carefully lift up the crystal key. The trap wobbles but fails to go off. You gently remove your exposed arm, and shakily place the key into your rucksack, wiping the sweat from your brow as you do so. Add 2 LUCK points for your bravery! Now walk onto to **74**.

**481**

Your body pouring with sweat, you step, shaking, under the terrible words of the sign. Once beyond it you unsheathe your sword and peer about you, but can see nothing but impenetrable gloom. A metallic sound startles you, and you look back at the entrance - but it's no longer there, only solid rock remains. You are now surrounded in near-total darkness, the silence is almost unbearable and even your breathing seems loud. Then the entire chamber bursts into bright light. You instantly clutch at your eyes, and when you

open them again you can't see anything. You are blind. Then soft footsteps approach you as a woman's voice, soothing and husky, speaks to you, "Don't be afraid brave warrior, you have more than proved yourself to me. The blindness will pass in a moment." You hold your sword out in front of you and say fearfully, "Why is it here in the first place?" To which the voice replies sadly, "Because if you ever saw my face you would go mad." You drop your sword a little and say, "What do you mean?" To this the voice answers tearfully, "The Trinitour cast some awful magic over me to make me utterly hideous..." You sheath your sword and ask pityingly, "Why?" The voice starts to cry before answering, "Because he wanted to." You say, "I'll deal with him for you." To which the voice answers, "Then you will need my help. I have in my possession a very powerful spell that I'm sure will be of great use to you. But I can't just let you have it, as much as I want to." You ask her what the spell is, to which the voice answers, "I can't even tell you that I'm afraid. It would cost me my soul. All I ask of you is that you solve this riddle. You may take as long as you like to answer me..." Then the voice takes a deep breath and sings to you:

"I've known what you know,  
I've been where you go,  
I've thought what you've thought,  
I've fought what you've fought,  
This I know not why,  
But please tell me.  
Just what am I?"

Then she stops and waits. You start to think when, "There is but one single-word answer I can accept, and if you're wrong then I... must cause you great pain." says the voice. You shiver at these last words. If you think you've got the right answer (and you may only have *one* attempt at the correct one), take each letter of the word you've come up with and convert it to its corresponding number in the alphabet (a number from 1 to 26 in other words), then add number together and turn to the paragraph number that you come up with.

So for example if you thought the answer was 'A P P L E' (which it isn't!), you'd head to paragraph number 46. E.g.:  $1 + 16 + 16 + 12 + 5 = 46$ . Yeah? OK.

If the paragraph you turn to fails to make sense, or you just can't think of an answer (and remember you may only have *one* guess), turn to **484**.

## 482

You have been very fortunate. Add 1 LUCK point. You've snatched a box marked 'Fairy Dust' - if the label on the object is correct. And it probably isn't. You tell the little man that you're allergic to rats and must leave immediately. He tells you to, "Get the £\$%^ out of my shop you √~#/^ing IDIOT!" Strange man. Will you now head west (turn to **254**), or Northwest (**17**), towards some splashing.

### 483

Walking through the door, you pass into a bone filled tunnel where you observe a rat casually munching a piece of cheese. If you like you could frighten the rat away and snatch the cheese for yourself (turn to **421**), or ignore the thing and carry on... if so, you soon come to a wide section of corridor that has not one but three exits. All the exits take the form of gloomy, stone archways, each with a picture of animal painted above its opening. The north one has a rabbit above it; the Northeast, an elephant; and the Northwest one features a lion above its entrance. Which route takes your fancy:

The north (rabbit) exit?	Turn to <b>399</b>
The Northeast (elephant) exit?	Turn to <b>79</b>
Or the Northwest (lion) exit?	Turn to <b>359</b>

### 484

The voice speaks again, only this time it sounds worried, "You have chosen the incorrect answer my friend, please forgive me for what I now must do..." There is a sudden flash of light and you find yourself back in the (now empty) giant-toadstool cave with your sight restored. Only this time the other exits are open. You get up but then sink back down to your knees, crying with pain - deduct 4 *STAMINA* points - it's as if your insides are expanding. The torture soon proves too much for you and you pass-out... you awake a while later and struggle to your feet. Which direction will you now head warily down: Northwest? Turn to **448**. Or east? Turn to **255**.

### 485

Courageously (but foolhardily) you plunge head-long into the fiery vortex, it burns through your armour as if it wasn't there and then quickly, but agonisingly, turns its attention to your flesh...

### 486

Your arm slides into the disgusting mass of writhing insects - which you half expect to start eating your skin - but they seem quite happy to ignore you. So you reach down further until your face is level with the little creatures, then you grab hold of the object and start to pull, but then it is you who is pulled, face-first into the spiders! They swarm over your head, entering your nose, ears and mouth. You can't help but swallow some. Are you still armed? If so, turn to **218**, if not turn to **167**.

### 487

"Good show warrior!" says the Demon, sounding genuinely impressed. "These are no ordinary items, but are enchanted boots of speed and will give you the agility to keep up with me. Now I require a set of *plate* armour." If you have this armour (and *no* other set will do), turn to **272**. If you don't, turn to **374**.

### 488

Unbelievable. The Night Horror's slain form lies at your feet, covered in its own foul-smelling white blood, surely no one ever felled such a creature as this before. Have 4 (yes



4) LUCK points! You raise your filth-covered sword triumphantly and look back up at the mirror. Turn to **237**.

#### 489

A tiger? Is that really wise? Yes. Especially when it's a *sabre-toothed* Tiger. A ton and a half of muscle and savagery. You are now just as big as the enemy you face... and it looks worried. You let out a terrific roar that shakes the very walls, scrape your claws threateningly along the ground and lick your humungous sabre teeth. Then you advance, a picture of brooding menace, and begin to stalk the frightened Timebeast. Your new *initial* SKILL and STAMINA stats are printed below (but keep a note of your old stats, both *initial* and current.) Do your stuff.

	SKILL	STAMINA
TIMEBEAST	12	7
SABRE-TOOTHED TIGER (YOU)	11	8

If you vanquish your adversary, turn to **63**.

#### 490

The other you grips your hand tightly and sneers at you. For a brief moment you think it's tricked you. Then you feel a whole lot better. Add 1 LUCK point (this will even raise your *initial* LUCK by 1 if you are already at maximum), 1 SKILL point (this will even raise your *initial* SKILL by 1 if you are already at maximum) and 4 points of STAMINA (these points will also increase your *initial* STAMINA by 4 if you are already at maximum)! Your hands part and the other you bows slightly saying, "I am a Soul Demon and have no interest in hurting brave people like yourself, only cowards have anything to fear from me, for I will route them out, take them to hell and burn them." The Demon smiles at your confused expression before going on. "I know it's a lot to take in, but I think I've probably justified my words already." Then it walks past you, into the fire and out of sight. Then something begins to happen to the mirror, turn to **317**.

#### 491

"I'll store YOU for that!" says the incensed keeper. He then shouts, "GUARDS!" Turn to **361**.

#### 492

The next area you enter is as quiet as the grave, even your own footfalls sound strangely subdued. You start to traverse a long cold passage filled with all manor of disturbingly life-like statues; Human, Dwarf, Elf and other law-followers. They all sport expressions of extreme anguish - as if something truly unspeakable happened to them. There's even one that looks exactly like you. You pass each statue, trying to ignore the feeling of mounting horror. Eventually, you round a sharp corner and encounter an ornate solid-gold door, complete with a multicoloured handle. It has, expertly carved in elegant sloping letters, the legend '*Password Required.*' If you know a password, you will know what to do, so do it. If you have no such knowledge, turn to **397**.

#### 493

Your short journey down the twisting western passage soon leads you to a worrying sight. On the right-hand wall is a piece of skin. It has been stretched and flattened then nailed to the rock, not only this but there is a message cut into it, 'The Brave Will Leave Their Weapons.' The skin is bleeding. What will you do: heed the words and leave all your armaments (lose 2 SKILL points)? Turn to **179**. Or will you ignore the thing and head off armed? Turn to **2**.

#### 494

Of course - the sceptre! You pull it from your backpack and hold it over the acid but, as you do so, the air is suddenly filled with a deafening laughter... what's going on? The acid river is rising! You turn and get ready to run, but hit a solid wall of iron. You look across the acid, but another wall of iron is now apparent there. You have been tricked. Already the acid river has over-flown its banks, and is creeping towards you. "Not this, please God not this." you say desperately. But there is no way out, prepare to die...

#### 495

You have been bitten! Almost instantly, you start to convulse into violent spasms as the creature's deadly poison courses through your veins. You hardly even notice the aforementioned monster biting your face as you die in agony on the floor in the dirt...

#### 496

What's left of the Fiend is either on the floor, on the walls, or on you. Congratulations for slaying such a deadly adversary (add 1 LUCK point!) Remembering the door, you turn round and push it open easily. Behind it is a cave, gloomily lit by an unseen source. You draw your blood-caked sword and enter warily. You are not the alone here. It seems the thing you just killed was part of a family, because three more Dread Fiends each with their arms out-stretched, shuffle towards you from out of the shadows. Turning, you accidentally trip over a bag you hadn't noticed before - it spills its contents over the floor in front of you. You have time to take *one* item and *one* item only. But there's no time for a detailed examination, you just grab one on your way out (without really looking at what it is.) Roll a die and consult the following table:

If you roll 1-4 you grab a crystal on a chain

If you roll a 5 you grab a key in the shape of a skeleton

If you roll a 6 you grab a set of false teeth

You quickly place the item in your pack then you may either run back to the junction, through the corpse-cave, heading Northwest (turn to **6**); or west (turn to **458**).

#### 497

The great creature shakes the very walls as it steers its massive form towards you, but it suddenly stops and lets out an agonised roar that almost knocks you off your feet. You don't know how or why, but something is causing it immense pain! You are then quickly reminded of certain stories regarding the thing you now face, one of which concerns a

rare poison which is meant to hurt it terribly just by being near it. To wit, you may turn back to **370** and fight it if you want, but now you may knock 9 points of STAMINA off it (thereby reducing its STAMINA total to 13)! You wonder which of your items may have just saved you...

#### **498**

Both the Cyclops become wide-eyed and start to shake with fear upon hearing your question, "No! We not ever tell you this!" one says with a voice dripping with fear, "We both pain if tell you such thing!" says the other. You hold the ring up high and tell them that they must. They both drop to the floor and plead with you, "We will hurt so much if tell." says the larger one, "He will burn skin." concurs the smaller one. It seems they are going to need a little extra incentive. You take your backpack off and open it before them; "I don't suppose any of this lot would make you change your minds?" The cowering Cyclops lift their heads slightly and begin to tentatively examine the contents of your pack. Do you possess some fairy dust? If so, turn to **31**. If not, they are simply too frightened and will not tell give you the information you desire, but you may still turn back to **412** and ask them something else. Do not reward yourself another LUCK point this time though!

#### **499**

The poison has its desired affect, leaving you paralysed completely. You are helpless as the Death Spider, its web, not to mention you all begin to de-materialise and start the long journey to hell and your even longer stay there...

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