

REBELS OF THE DARK CHASMS

Background

Life has changed greatly for you over the last couple of months. Orghuz and his vile Khuddam rose from the depths of the Chasms of Malice, but this mattered little to you. He stole the True Shield from Gorak Keep and released his Malice upon Gorak once more. But again, this mattered little to you. You were just a simple dwarf farmer living a simple life in your village and Gorak was a distant kingdom.

However, this all ended on a day you will never forget. Your simple home village was descended upon by an horde of Xokusai orcs and goblins, led by one of Orghuz's foul Khuddam servants. Your village was totally unprepared for the attack and the resistance against the invaders was pathetic. You fought well that day, taking out three Xokusai orcs and another four goblins. But the numbers were too great, and eventually even your defences weakened. A morning star collected you on the forehead and you were knocked unconscious.

When you awoke you found yourself chained up in the back of a cart in an underground cavern. All around was near darkness, and the cart was driven by three of your orc captors. You notice also that fellow dwarfs from your village filled the rest of the cart. Bardon, an old friend, explained that he overheard the orcs say they were in the dark chasms below Gorak, and being taken to be fitted with collars. All the faces in the cart all looked grim.

Suddenly a battle cry echoed through the cavern. Hope filled your eyes as you squinted into the near darkness to see a band of dwarfs led by a human female lay siege upon the cart. The orcs were cut to pieces in seconds and you were set free. Your rescuers claimed they were a resistance group and you were free to either join them or try to escape by yourself. You approached their female leader, introduced yourself and vowed to her your life. She was flattered and introduced herself as Aspra Smoothcheek.

Since then you have worked with Aspra and her rebel group. Over the weeks you gained a close friendship with Aspra, and she declared you as her second in command. Then one day she came up with a very risky plan to raid a Xokusai citadel. You had your doubts, but went ahead with the plan anyway. You led a diversionary force while Aspra led a second group to break in the citadel walls. Your diversion was successful, attracting a large number of orcs, but your group suffered heavy casualties. When you arrived back at camp, Aspra's group had not returned. Fearing the worst, you sent out scouts to find out what had happened. They returned with the grim news that Aspra's group had also encountered a large Xokusai force, led by a Khuddam. Aspra herself was taken prisoner in the citadel itself, while the rest of the group was mercilessly slaughtered.

Taking duty upon yourself, you have decided to set off alone and attempt to rescue Aspra from the evil Xokusai because she is your dear friend and you already owe her your own life. Putting Sallak in charge of things at the camp, you make your preparations and leave. Now turn to 1.

1

As you begin to leave the camp, you hear a voice call out your name. It is Sallak. You stop and wait for him to catch up. He says that one of the scouts you sent out, Mithlir, has yet to return. The other scouts said he wanted to do some more snooping around, and they suggest that you wait a while longer for his return, because he may have some vital information. However, if you wait around you may risk something terrible happening to Aspra because of the time you waste waiting for him. Do you wait for Mithlir's return (turn to 32), or do you set off immediately, fearing that any delay could risk losing Aspra's life (turn to 136)?

2

As you blow out the flame in your lantern, an unearthly scream echoes along the corridor. You are tempted to light it back up again, but you overcome your fear and continue in the darkness. Luckily, nothing happens to you as you walk down the tunnel. Soon you see flickering light up ahead and you realise that this tunnel connects up to the main tunnel. You conclude the citadel is directly north from here. Checking that the main tunnel is clear, you enter it and head north. Turn to 137.

3

You skirt around the goblin. He looks up at you, but ignores you and continues with what he was doing. For a second you think you saw him pulling on an arm, but it may have just been a trick of the light. You spot another exit from the cavern and head for that. Turn to 101.

4

You cannot shrug it off before it slips down your shirt. You feel a bite in your back, and your muscles tense up as the poison takes effect. Fortunately, like all dwarfs you have a high constitution, and you resist the poison better than any human could. But the poison still has an effect. Deduct 1 skill point and 4 stamina points for the bite. If you are still alive, turn to 85.

5

The boulder rolls aside and you jump through the hole. Alarms have been raised and you can hear feet trampling from all directions in the darkness. You run a random direction, and find three tunnels to escape the cavern by. You have no idea where they lead to. Do you choose the tunnel on the left (turn to 52), the one in the middle (turn to 138), or the one on the right (turn to 24)?

6

After travelling a bit further, the tunnel ends at a small cavern. You know you are now nearing your goal, because a larger cavern that contains the citadel is on the other side of this smaller one. You cautiously enter the cavern, lighting the way with your lantern. There seems to be no immediate danger, but when

you reach the middle of the cavern, the ground begins to shake. In panic, you make a mad dash for the exit as large rocks fall from the ceiling, dislodged by the earthquake. Roll 1 die for your location, then roll another to see where a large rock lands. If the two numbers match, subtract 2 skill points and 8 stamina points. Repeat this procedure for all your companions, but if any of them are hit, they are killed instantly. If you make it out of the cavern, turn to 88.

7

Aspra draws back the bows and fires at the first goblin. Her accuracy is deadly as the arrow pierces the goblin's throat. The second goblin is upon you before she can fire again.

Second GOBLIN SKILL 5 STAMINA 5

If you win, turn to 30.

8

You climb up and mount the koyunlu. It takes to you immediately, and is happy to be your mount. In future, if you ride your mount into combat, you may add 1 point to your attack strength in battle for the height advantage you will gain. However, if you lose three consecutive rounds you will be knocked from your mount, and must lose an additional 1 stamina point of damage. You ride on north, happy with your new mount. Turn to 114.

9

Luckily for you the Xokusai were not expecting any rebel activity around their citadel, and as a result the gates are not as heavily guarded as they could have been. Roll 1 die. If the result is less than the number of companions you have, turn to 105. Otherwise, turn to 144.

10

Unfortunately, while you were engaged in combat with the orcs, one of the dark elves managed to escape on his koyunlu and ride north. Lose 1 luck point. Note the word DENRAW on your adventure sheet, and turn to 66.

11

The goblin stares at you angrily as he struggles to save his friend. Through gritted teeth he orders you to assist him in pulling his friend out. Do you assist the goblin (turn to 39), or do ignore the goblin's order and watch on (turn to 117)?

12

Opening the door, you find yourself in the torturer's living quarters. There is a lice-infested bed covered with rags and a pile of junk (no doubt taken from prisoners) in the corner. Will you make a prolonged search of this room (turn to 74), or return to the corridor (turn to 49)?

13

Sallak quickly organises some dwarfs and a boat to take you upstream. After a short walk you arrive at the river, which is very slow flowing. Waving goodbye to

Sallak, to climb into the boat and the dwarfs take you downstream. You take this chance to lie back and relax, while the other dwarfs do all the work. As you stare out into the waters, you notice a bottle floating on the river. Do you reach out and grab it (turn to 58), or just lay back and relax some more (turn to 92)?

14

You have taken to long searching. You are barely half way down the cell block when you are found and taken prisoner yourself. But you do not have to worry about spending your life starving under the citadel, you are executed the next day.

15

As you wipe the blood off you axe on some reeds, you notice a pouch with gold spilling from it on a mud patch ahead. You realise this must have been what the goblin was trying to get when he fell in the mud. The pouch looks just out of your reach, but you might just be able to get it. Do you wish to reach out and try to get the pouch of gold (turn to 40), or would you prefer to leave (turn to 101)?

16

You make any final preparations before charging into the centre of the cavern to attack. The dwarfs, inspired by the glimmer of hope you present, trip and smother one of the dark elves. You must now fight the other three in turn.

First DARK ELF SKILL 8 STAMINA 6

Second DARK ELF SKILL 7 STAMINA 7

Third DARK ELF SKILL 9 STAMINA 8

If you win, turn to 94.

17

He nods his head and then goes to the cavern wall. He whispers something inaudible and a tunnel opens up before him, and you follow him in. As you walk, he explains how the Gaddon have a secret code system that has so far protected the Gaddon secret tunnels from Xokusai invasion. However, Orghuz's influence grows stronger by the day, and it feared that the Xokusai would soon break the code. Suddenly, the Gaddon stops, and says he hears the sounds of battle. You can not hear it, but the Gaddon's senses are stronger than yours. Running forward up the tunnel, you soon arrive at the scene of the battle. A walled city (which you assume is Govanthian) is under attack from a small Xokusai army of orcs, goblins and trolls. The Gaddon are holding their own against the attackers who, without the presence of a Khuddam, look as though they might soon break off and retreat. Do you join the battle and help the Gaddon (turn to 113), or will you hide off to the side and await the outcome (turn to 84)?

18

You make it across the river of lava safely. Once across, you begin to investigate the two possible exits when you hear a scream of terror coming from the passage to the left. There is nothing special about the right passage. Do you

follow the screams to the left (turn to 146), or do you take the right passage (turn to 82)?

19

As you open the door to the kitchen, you are hit by a wall of heat. Inside, the kitchen is thick with steam and smoke. You find the Gaddon chef feeling some writing on a barrel. You approach and greet him, but he does not reply. If you think he would be more responsive if you greeted by his name, and you know his name, convert the letters into numbers as follows: A=1, B=2, C=3 etc. Add the numbers together and turn to the total. If you have forgotten or do not know his name, you can show him a Gaddon scroll if you have one (turn to 86). Otherwise, the chef will not talk to you and you have no option but to return to the entrance hall and take either the east door (turn to 60), or the west door (turn to 23)?

20

You ignore the koyunlu and continue to walk north. Eventually the koyunlu stops following you and wanders down a side tunnel. Turn to 114.

21

The Gaddon scowls as you call him a liar and draw your axe. From within his clothing, he draws a knife. He makes a few feints before engaging with you.

GADDON SKILL 6 STAMINA 4

If you win, you find nothing else of interest in this cavern. You return to the cavern with the lava river and take the other tunnel. Turn to 82.

22

Seeing that you are not a slave makes them even more suspicious. You have blundered into their room, and you will have to kill them to stop them from raising the alarm. Backing into the doorway so you only have to fight them one at a time, you ready your axe. The Khuddam scowls with contempt and draws his scimitar with a hiss. His orc battle sergeant stands back to watch the fight.

KHUDDAM GURSKUT SKILL 10 STAMINA 12

After 4 attack rounds, turn to 129.

23

You open the door and enter a dark, silent passage. Opposite you is a door in the west wall and the passage travels north. You can hear voices from behind the west door. Do you put your up to the door to hear what the voices are saying (turn to 143), do you open the door to see who it is (turn to 73), or will you just ignore the door altogether and go north along the passage (turn to 42)?

24

Not long after you enter the tunnel, you hear the Xokusai enter the tunnel behind you. Curse those sniffer orcs! For now you have some distance on them, but your luck is not here today. The tunnel you are following ends suddenly, and

you are trapped. You stand no chance against the army of Xokusai in pursuit. Your adventure is over.

25

Your companions urge you to give the order to attack the cart. They would love to give the Xokusai a pounding and there would be rewards in the form of provisions on the cart. You creep into the side tunnel. What is your orders? Do you tell them to keep hidden while the cart passes (turn to 81), or would you prefer to ambush the cart (turn to 62)?

26

Unlike you, your dwarf companions are unable to contain their rage against the dark elves. Their battle cry echoes through the cavern as they foolishly charge into attack. The carnage is shortly over as the dark elves are easily overpowered by the enraged dwarfs. However, during the chaos one of the dark elves managed to flee down a side passage and escape. If you have not done so already, write the word DENRAW on your adventure sheet. Turn to 94.

27

Unfortunately, because you let a dark elf escape earlier, he has been able flee back to the citadel and warn them of rebel activity. As a result, the number of guards on duty is larger than what it would normally have been. Roll 2 dice. If the result is less than or equal to the number of companions you have, turn to 105. Otherwise, turn to 144.

28

You take the side tunnel and wander down it for a few minutes. Soon you come across a large plant blocking your passage ahead. It is a RELLIN PLANT. You have encountered one of these plants before. Appearing totally harmless, these subterranean flora hang from the ceilings of caverns and tunnels. When they sense any animals passing, they attack using barbed branches. Their leaves soak up blood once the combat is over. Beyond it, you can see the tunnels continues. You can choose not to fight the rellin plant, by returning to the junction and continuing along the main passage (turn to 69). Otherwise, to continue you must kill the carnivorous flora:

RELLIN PLANT SKILL 9 STAMINA 12

You may escape at any time by fleeing back to the main passage (turn to 69). If you win, turn to 96.

29

You tell Sallak you would like to travel with some companions. He immediately rushes off to find some volunteers. He soon returns with six eager dwarf warriors, all willing to aid the cause of rescuing Aspra. You tell them they will only travel with you to the citadel, and then you must enter alone. They reluctantly agree, and you set off with your companions towards the main tunnel. Enter 6 as the number of companions you have in the companions box on your adventure sheet, then turn to 55.

30

You quickly make your way back to the breach in the wall by which you entered, only to discover it has been blocked. As a temporary measure, a large boulder has been placed in front of the breach. Shouts come from behind and you have been spotted. With no other option, you try to push the boulder aside. Roll three dice and compare the total to your current stamina. If the result is less than your current stamina, turn to 5. Otherwise, you are unable to shift the boulder and you are trapped as the Xokusai close in. Your adventure is over.

31

Your rebel force is too strong for the citadel guards and you soon break through their ranks. Fearing reinforcements will arrive from the sounds of battle, you bid your companions farewell and open the gates. Cross off all your companions and if you have a mount, you must abandon that here too. Turn to 121.

32

You return back to the camp to wait for Mithlir's return. While you wait you can not help but think of poor Aspra and worry over whether this delay will cost her life. You wait two hours for Mithlir but he has still not returned, and you begin to fear you are just wasting your time waiting for him. Do you leave now, thinking that waiting for Mithlir is a waste of time and he is probably dead anyway (turn to 136), or do you remain confident that Mithlir will return and wait a little longer (turn to 98)?

33

You manage to catch the spear before it hits the ground. creeping out of the barracks, you can now try the north door (turn to 118), or the west door opposite you (turn to 23)?

34

You and Aspra have enough energy left to keep just ahead of the pursuing pack. Suddenly, you trip on a rock and stumble. Test your Luck. If you are Lucky, you regain your feet and continue, turn to 132. If you are Unlucky, you fall but quickly get to your feet, they are right behind you. Turn to 57.

35

At first she drinks weakly, but soon she gains strength and her remarkable recovery is complete when she stands up on her own accord. Suddenly you hear shouts, the torturer's body has been discovered! It will be a matter of minutes before you are found. If you have an idea on how to escape, then do so now. If you do not know where to go now, turn to 108.

36

With the Gaddon chef dead, you search through the pantries and cupboards and find enough food for 5 meals. Add these to you provisions. You feel sorry that you had to kill the innocent chef, he could have been a great help to you. Lose 1 luck point and turn to 127.

37

You approach the goblin and you can see that he is attempting to pull a fellow

goblin out of the mud. He is losing the battle, and his friend is sinking rapidly in the mud. As you get closer, the goblin looks up at you suspiciously. Are you currently wearing a collar? If so, turn to 11. If not, turn to 50.

38

With your spirited attack from behind, the goblins break and begin to flee. Without a Khuddam for guidance and the prospect of facing superior numbers, the orcs and trolls additionally break off and retreat into the darkness. With Govanthian saved, the clean up begins and new blockades are built. You are taken to a healer (restore 4 stamina points), and then taken to meet Alkis Fearslicer. You tell Alkis of your quest, and he is sorry that he can not be of much help, as he does not know much about the citadel. "However" he says, "I do know someone who may be able to help you. In the kitchens of the citadel works a fellow Gaddon who may be able to help you. He is extremely distrustful of anyone, and will only help you if you know him by name. His name is Mollin." Note this contact down on your adventure sheet. "There is little else I can do for you" says Alkis, "except to tell you to leave by the opposite tunnel in total darkness". There is little more you can do here, so you thank Alkis for his help and leave Govanthian by the opposite tunnel. Turn to 147.

39

You grab the goblin's arm and begin to pull. Even with the two of you, it will be tough to pull him out. Roll 4 dice. If the result is the same or less than your current stamina, turn to 139. If the result is greater than your stamina, turn to 99.

40

You reach out, but the pouch is frustratingly just out of grasp. You stretch a little further, and touch it. But as you do so, you fall forward into the mud. You begin to panic as you realise you are stuck in the mud. You curse your greed as you slowly sink into the mire to your doom. Your adventure is over.

41

You knock on the door, and seconds later it is opened by an old man. He has a kindly face and supports himself with a walking stick. Are you wearing a fake metal collar? If so, turn to 122. If not, turn to 76.

42

You have a short walk up the corridor before you come across a second door in the west wall. Putting your ear to the door, you hear no sound. There is a crack of light under the door. Do you open this door (turn to 72), or continue along the corridor (turn to 135)?

43

You hear the sounds of great bolts being undone. Realising the torturer will notice something wrong when he opens the door and sees a dwarf, you ready your axe. As soon as it begins to open, you kick the door, sending the half troll on the other side sprawling. Before he has a chance to recover, you leap to attack.

TORTURER SKILL 8 STAMINA 14

You may subtract 2 from the torturers attack strength for the first two rounds after your surprise attack. If you win, turn to 61.

44

The boat crashes into a rock and breaks up. You are plunged into the ice cold water and buffeted about by the river. You are thrown against rocks and eventually washed up onto a shore, barely conscious. Lose 5 stamina points. Looking up, you see a tunnel in the rock wall. There is no other way onwards and no sign of your companions, so you weakly get up and stagger down the tunnel. Turn to 64.

45

You approach the koyunlu slowly, and grab the reins. The creature looks at you nervously, and you sling the dead body off its mount. The koyunlu immediately seems a lot calmer, and as you release the reins it makes no move to run. Looking over the body, you see that it is a dead Gaddon warrior who had been killed recently by the poison tipped arrows protruding from its back. Searching through his possessions, you find a scroll, a bottle containing some sort of liquid and a large silver ring on the Gaddon's finger. You unroll the scroll, but find the writing illegible. The bottle has the number 65 pressed into its base, but you can not tell what the liquid inside is. You may take these if you wish (make a note of the bottles number if you take it). Now do you remove the silver ring from the finger of the dead Gaddon (turn to 90), or leave it and continue on your way (turn to 140)?

46

The man goes silent as you begin to cut through the web. You look into his eyes and notice that he is blind. He is a Gaddon! Suddenly he whispers to you "Look out, I sense it coming". You turn around just in time to see a giant spider loom out of the darkness. You have to fight.

GIANT SPIDER SKILL 7 STAMINA 8

You have to fight it on your own as the Gaddon continues to free himself. If you win, turn to 87.

47

The tunnel goes for a short distance, then turns east. After travelling east for some time, you notice light ahead. The passage you are on ends ahead and you are forced onto the main tunnel. The citadel must be directly north from here. The main tunnel is well lit, so you will not need your lantern anymore. You check to see the tunnel is clear, before entering and heading north. Turn to 126.

48

Upon seeing the metal collar, the orc battle sergeant roars at you "Get out, slave! Nobody ordered you here." Do you apologise and leave (turn to 42), or pull out your axe (turn to 22)?

49

Choose a location you have not visited yet:

The first door on the left? Turn to 12

The second door on the left? Turn to 123

Go around the corner? Turn to 104

50

The goblin ignores you and continues with his exertions. It looks as though his friend will be lost, as he is not strong enough to pull him out. Do you wish to stay and watch what happens (turn to 11), or would you prefer to leave now (turn to 101)?

51

You are filled with rage against the dark elves who are tormenting your fellow dwarfs. You want to help them, but that would mean taking on all four dark elves by yourself. If you would like to attack anyway (turn to 16), or would you prefer not to risk battle so close to your goal, and leave them to their fate (turn to 100)?

52

You run with Aspra down the tunnel which is well lit. Suddenly you see a sign reading "WARNING: CHASM AHEAD". Sure enough, the tunnel is soon cut in half by a wide chasm. On the opposite side of the chasm the tunnel continues. Will you attempt to leap across the chasm (turn to 128), or does common sense prevail and you want to return to the cavern and take another tunnel (turn to 78)?

53

You leap out of the ditch, screaming your battle cry. The ogre quickly wipes his eyes and grabs his club. By the time you reach him, he is ready for combat.

OGRE SKILL 8 STAMINA 10

If you have companions, you may add 2 to your attack strength each round for their assistance in the fight. If you win, turn to 91.

54

You scream at the chef and draw your axe. He grabs a cleaver off the bench next to him. He is just a Gaddon slave to the Xokusai, and this should be an easy fight.

GADDON CHEF SKILL 6 STAMINA 4

If you win, turn to 36.

55

You set off east along towards the main tunnel. Your trip is uneventful, and it does not take long to reach the main tunnel. From here you must travel due north until you reach the citadel. Cautiously, you peer into the main tunnel. You

find that the main tunnel is well lit, as there are torches along the walls at regular intervals, so you will not need your lantern in this section. Along the stony ground you see deep rut marks, which suggests to you this tunnel is well travelled. You hope today all will be quiet. Looking north, the tunnel seems deserted, but to the south you see a koyunlu carrying a dead body on its back. You can not make out any details on the body, but it has a number of arrows protruding from its back. Do you investigate the dead body (turn to 131), or decide not to waste time here and start going north (turn to 114)?

56

During the fight a Gaddon came out of another door at the opposite end of the dining hall. He was dressed as a chef, but that is all you could take in while engaged in battle. There is no sign of him now. Will you go to the door and into what you assume is the kitchen, to find the Gaddon chef (turn to 19), or will you ignore him, and go back to the entrance hall and search elsewhere for Aspra (turn to 127)?

57

You run as hard as you can, but your stubby dwarf legs just are not quick enough. They soon catch and over run you. You never know if Aspra escaped...

58

You stretch out over the side of the boat and grab the bottle. As you do so the boat almost tips over, sending one of the dwarfs tumbling into the water. As he hauls himself back into the boat, he curses you for tipping him out and tells you not to move again. You politely remind him who has seniority and in future he should keep his mouth shut. Guiltily, he turns back to steer the boat. You examine the bottle and find it has some sort of potion inside. On its base, the number 35 is stamped. Make note of this on your adventure sheet. Putting the bottle in your pack, you lie back and try to relax. Turn to 149.

59

You have already wasted some precious time. Test Your Luck. If you are Lucky, turn to 80. If you are Unlucky, turn to 14.

60

The door opens into a very dark and large area. The smell of orcs is very strong, and when your eyes adjust to the darkness you realise you are in the orc barracks. Rows of beds stretch out before you, most of them filled. Deciding that it would be foolish to stay here, you turn to leave and accidentally knock a spear that was resting against the wall. Test Your Luck. If you are lucky, turn to 33. If you are unlucky, turn to 102.

61

After killing the cruel half troll, you decide to lock the door behind you to stop the Xokusai following you in. However, you are just a dwarf, and the door was designed for the half troll, and the bolts on the door are too high for you to reach! You must act quickly now, for if someone comes down the stairs you will be surely found. From the light of your lantern, you can see two doors in the left hand wall, and the corridor turns to the left. Taking the keys from the half troll's

belt, will you open the first door (turn to 12), the second door (turn to 123), or ignore both doors and go around the corner (turn to 104)?

62

You order your companions to stay hidden, and remain so until you give the order. You cautiously wait until the cart draws close to the tunnel. You order the charge and enter the melee. You are first out of the side tunnel and must decide who you will attack. Do you attack one of the mounted dark elves (turn to 95), or would you prefer to attack one of the orcs on the cart (turn to 109)?

63

Your stubby little legs pump as fast as they can and you leap into the air. In a remarkable jump, you make it across the yawning chasms easily. You turn around to see Aspra jump. Her jump was not so good, her scream echoes around the chasm and is finally silenced by a thump when she hits the bottom. You may have escaped with your life, but you failed to save Aspra. Your adventure is over.

64

As you walk down the tunnel, lantern in hand, you notice the ground is very soft and muddy. Soon the tunnel enters a large cavern. Part of the cavern is flooded, making way for a marsh. As you make your way around the underground marsh, you notice not far ahead a goblin struggling with something close to the waters edge. It looks as though he is trying to pull something out of the sticky mud. Do you wish to approach the goblin and see what he is doing (turn to 37), or do you skirt around him and continue on your way (turn to 3)?

65

You take the lid off the top of the bottle and put it to her lips. Some of the liquid goes down her throat. Aspra suddenly sits bolt upright and screams. The smell of burning flesh hits you nostrils and you realise the terrible mistake you have made. You have just poured acid down her throat! Filled with remorse for destroying Aspra's life in such a horrific way, you are no match for the Xokusai orcs who find you after hearing Aspra's dying scream. Your adventure is over.

66

Despite an inferiority in numbers, your group had done quite well and won the battle. However, your group did not escape free of casualties. Roll 1 die, halve the result (rounding up), and deduct this number from your companions. Searching the cart you find plenty of edible food (gain 5 provisions). You move the cart into the side tunnel to cover your tracks, before continuing north. Turn to 126.

67

You continue along the passage with an eye on your changing shadow. One moment your shadow has a cowl, the next it has a skull like head. Suddenly, your shadow detaches itself from the wall and becomes solid matter. It grows to double your height, and stands before you. You stand, mouth agape, as the features of the monstrosity become visible. It has a reptilian like skull for a head, red eyes burning with hatred from their sockets. Its

lean body is covered in small spikes and at the end of each arm are claws almost as big as your entire body. The shadow demon is now fully formed and its roar echoes through the tunnel. You are about to face the toughest fight of your life.

SHADOW DEMON SKILL 11 STAMINA 18

If you win, turn to 125.

68

The directions you received were accurate and it does not take long to find the breach in the wall. As you approach, it seems unguarded. However, when you get close to the breach a gargoyle swoops out of the darkness above and stands between you and the breach. You have to fight it to get within the citadel walls.

GARGOYLE SKILL 9 STAMINA 10

If you win, you creep through the breach and into the courtyard beyond. If you have a mount, you must abandon it here. Turn to 121.

69

The tunnels opens out into a large cavern. Running through the cavern is a river of lava, and you can feel the heat coming from it. The lava river stretches from one end of the cavern to the other, and the river is too wide to jump across. However, there are three evenly spaced stepping stones reaching across the lava. Though the distance is not great for a human or orc, your stubby dwarf legs are too short, and you would have to leap from stone to stone. If you like to attempt to cross the river of lava (turn to 115), or would you prefer to turn back and take the other passage (turn to 28)?

70

You search desperately around for the escape tunnel Mollin told you about, but have trouble finding it. For a few moments you begin to lose belief that it exists, when you push against a brick and a secret door opens. You quickly rush in and it closes up behind you. Using your lantern, you see a short tunnel that ends at a ladder. It will not take you out past the walls, but at least you will be out of the citadel. If you have a bow and arrow, you can give this to Aspra now. Do you stay here in the tunnel and rest for a while (turn to 120), or do you think there is not time to delay because it will just give the Xokusai time to organise themselves, and leave to make your escape now (turn to 142)?

71

As you approach the nervous creature, you accidentally kick a stone and it bounces along to stony floor. The noise frightens the koyunlu, and it bolts south down the tunnel with its dead rider. There is nothing you can do but turn north and set off to the citadel. Turn to 114.

72

Behind the door is a small room. In the corner lies a half formed individual with

a blank face. Staring at it, you realise that features are slowly taking shape, and realise with horror that this is a new Khuddam forming. You shiver with fear at the thought of the Khuddam multiplying, and hope that Tancred's heir will soon stop the malice of Orghuz from breaking the shield. Next to the Khuddam lies a bow and some arrows. You may take these if you wish, then leave and continue up the corridor by turning to 135.

73

You open the door and step into the room, and immediately realise the mistake you have made. Before you stands one of Orghuz's foul Khuddam, giving his orc battle sergeant a briefing. For a brief second you catch eye contact with the Khuddam, and never before in your life have you seen a look of such pure evil. They look at you suspiciously. If you are wearing a fake metal collar, turn to 48. If not, turn to 22.

74

Among the jumble of items you find earrings, teeth and other stuff you would prefer not to know what it is. There is nothing of interest or value in the junk pile. Lose 1 luck point for wasting time searching here, and look elsewhere. Turn to 49.

75

"Mollin," you say, "I need your help". The mood of the chef changes instantly and he asks how you know his name. You relate the story of your visit to Govanthian, and how you met Alkis Fearslicer after helping defend the Gaddon city. "Any friend of Alkis' is a friend of mine" he says. Mollin offers you some food (restore 4 stamina points) and after you tell him of your mission, he tells you the following. "Aspra will be kept in the dungeons like all other prisoners. From the entrance hall, take the west door and follow the passage until you reach the stairs, and then go down them. Don't on any count enter the east door, it leads to the orcs barracks. When in the dungeons, you will need to give the torturer a password. I knew the password once, but it changes so often and slaves are never told what it is. You will have to find out what it is before you can enter." You frown, which orc is likely to tell you the password? "One thing I can tell you" continues Mollin, "is that there is a secret passage you can escape through in the right hand end cell". Note down on your adventure sheet that when you want to look for the secret passage, to add 35 to the passage you are currently reading. Thanking Mollin for his help, you return to the entrance hall. Turn to 127.

76

You feel instantly that you can trust this old fellow. He invites you in, and offers you some warm stew. You gratefully accept, and it tastes delicious. He also lets you catch up on some rest by sleeping in his bed. Regain 6 stamina points. Thanking the kind old man for his hospitality, you wave goodbye before continuing on your way. Turn to 119.

77

You put up a brave last stand, but fatigue is getting to you. The sound of the

battle has also attracted other guards, and you soon realise your situation is hopeless. Your adventure is over.

78

There is little time now, the Xokusai are closing on your heels. Will you take the middle tunnel (turn to 138), or take the one on the right (turn to 24)?

79

You approach the ogre and greet him. He is relieved that you are friendly, and greets you in return. You ask him why he is crying. He lifts his armour jerkin up and shows you a scar running from his armpit to his hip. He tells you that he used to be a member of the Xokusai army stationed in the citadel directly north of here, but was not good at his job. One day he accidentally crossed Khuddam Gurskut, leader of the Xokusai stationed at that citadel, and that's how he got the scar. Once he recovered, the ogre fled the citadel and now fears that Khuddam Gurskut will send troops after him. You shiver in fear at the thought of running into a Khuddam at the citadel, but you may add 1 Luck point for learning that Khuddam Gurskut is stationed there. The reason the ogre was weeping was because he does not know where to go or what to do now. Do you ask him to join you in your quest (turn to 133), or will you just wish him well and continue on your way (turn to 6)?

80

After some time spent searching, you find Aspra. However, the reunion is not joyous, she is horribly beaten and bruised. She manages to smile weakly at you, but you realise she is very close to death. Perhaps you have a potion that may help? If you have picked up a bottle during your adventure, you may pour the contents down her throat now by turning to the reference number the same as the number on the bottle. If you have restorative waters given to you by a Gaddon, it is not strong enough to revive her. If you have no bottle, all you can do is watch on as Aspra dies in your arms. Whether you escape the citadel or not, you have failed in your quest.

81

You conceal yourself in the side tunnel and watch the cart pass. One of the orcs looks in your direction, but fails to notice you. Once you are sure the cart is a safe distance past, you exit the side tunnel and continue your journey north. Turn to 126.

82

The tunnel you are on is soon joined by another passage. You ignore this, as it takes you away from your goal, and continue in the direction you are going. Turn to 124.

83

You creep across the courtyard without being noticed. The double doors in front of you open silently leading into the entrance hall beyond. The hall is large and adorned with Xokusai war banners. It is well lit and there is no chance of passing in shadows. Considering it is a home to many orcs, the citadel is surprisingly clean and the smell is not too bad. There are three exits from here, a

door to the north (turn to 118), a door in the west wall (turn to 23), and finally you can take the door to the east (turn to 60). Which door will you take?

84

You find a rock to cower behind like the coward you are. Unluckily, a stray arrow strikes you in the shoulder as you are hiding. Lose 1 skill and 4 stamina points. Soon the battle is over and you emerge to greet the victorious Gaddon. However, they are not very welcoming nor are they interested in helping a coward like you, and only show you how to leave their cavern. Lose 1 luck point. Shrugging your shoulders, you have no option but to leave and continue your quest. Turn to 147.

85

For the next hour your journey north passes without incident. Soon, though, you come to a wide side tunnel. From it, you hear the sounds of whips cracking and cries of anguish. Do you investigate the side tunnel (turn to 112), or ignore this and continue north (turn to 137)?

86

You hand him the scroll and he begins to run his fingers along it. You realise your error too late, Gaddon are blind, how is he supposed to read your scroll? Angered by your insolence, the chef tosses your scroll into the fire under a large pot and orders you out of his kitchen. Do you leave quietly (turn to 127), or do you attack the Gaddon chef for burning your scroll (turn to 54)?

87

After you kill the spider, you turn to the Gaddon. He thanks you for saving him from the deadly spider and asks where you are headed. Something about his manner disturbs you. You thought that the Gaddon had the ability to sense almost anything. Yet he walked straight into the spiders web without any sense of the danger he was facing. Do you distrust this Gaddon and attack him (turn to 21), or will you befriend him (turn to 103), or alternatively you could just ignore him, return to the main cavern and take the other tunnel as there are no visible exits leading from here other the one you came through (turn to 82)?

88

You follow a short tunnel which opens up into a larger cavern. Extinguishing your lantern you peer into the cavern beyond. It is very large and poorly lit, you can not see how high or how far it stretches. In the centre is the citadel you have been aiming to reach, lit up by various torches at regular places. Surrounding the citadel are large, smooth rock walls, and you can see a number of Xokusai orcs patrolling these walls. The darkness will be enough to give you cover to approach the walls, but you must find a way in to reach the citadel itself. If you already know how to get past the walls, you should know where to turn to now. If you have some companions, would you like to storm the gates of the walls and break through to inside (turn to 130)? If you have no companions or decide that this is too risky, you bid any companions farewell (as they have done their task) and search for a way in by yourself (turn to 116).

89

Looking through the cages you see many corpses and cripples, but there is no sign of Aspra anywhere. You are thankful that you did not find her here, because some of the horrors you see in your searches sicken you to convulsions. It would be emotionally difficult for you to see a dear friend like Aspra violated in such a way, and you decide to leave this chamber to stop yourself thinking that Aspra had suffered the same fate. Turn to 49.

90

You remove the silver ring and begin to examine it. As you do, the body of the undead Gaddon begins to twitch. Suddenly, the dead body jerks up to its feet and grins evilly at you. It draws its sword and you must fight.

UNDEAD GADDON SKILL 9 STAMINA 7

If you have any companions with you, you can add 1 to your attack strength each round for their help. If you win, you throw the silver ring away. Turn to 140.

91

Amongst the ogre's possessions, you find some old cheese, 6 gold pieces and a necklace with a rat's skull on it. You may take any of these if you wish. You think it's a bit of a shame the ogre's armour is too big for you, it would have made a great disguise. After hiding its bulky body in the ditch, you continue north. Turn to 6.

92

You ignore the bottle and lie back in the boat as it floats past. You find it hard to relax, though, because you are worried for Aspra. Turn to 149.

93

The two goblins move around to attack you from either side. You must fight them both at once.

First GOBLIN SKILL 6 STAMINA 4

Second GOBLIN SKILL 5 STAMINA 5

If you win, turn to 30.

94

Taking the keys from the belt of one of the dark elves, you set the prisoners free. You may, if you want, take some as your companions. If so, roll 1 die to see how many are willing and able to join you. You give the rest some directions on how to get back to your camp. Bidding them farewell, you resume your trip north. Turn to 137.

95

You leap forward and attack the nearest dark elf. Because the dark elf is mounted, you must deduct 1 point from your attack strength unless you are also mounted. If you win two consecutive attack rounds, then you knock him from his mount and may fight him as normal. Now fight.

DARK ELF SKILL 8 STAMINA 5

If you win, turn to 66.

96

You stand over the remains of the rellin plant. You notice that some of its leaves have already begun to soak up some of your blood from the cavern floor. A thought occurs to you that because the leaves take the nutrition from your blood, then they may be nutritious to eat. You may eat one of the leaves (turn to 110), or you may step over the remains of the carnivorous plant and continue along the passage (turn to 134)?

97

At the base of the stairs you find yourself in the dungeons. A tortured scream echoes off the walls, followed by a maniacal laughing. Your ideas of sneaking past the torturer while he is distracted are soon erased, the corridor is blocked by a heavy wooden door which is locked. There is no grill in the door, so you can not see what lies beyond. You have no choice here but to knock on the door. You hear someone (or something) large lumber to behind the door, and a gruff voice asks "Password?" If you have a password to give, convert the letters to numbers (A=1, B=2, C=3 etc.), add the sum of the numbers together and turn to the total. If the reference you turn to is incorrect or you have no password, turn to 106.

98

You wait another two hours before you finally get fed up with waiting for him. You are just about to leave when a messenger comes and tells you Mithlir has returned. With joy you quickly rush to see him. He is visibly very tired, and apologises for being late. He tells you to be very careful when you get to the citadel, because it is crawling with guards. However, the citadel walls have a breach in them through which you can sneak into the inner courtyard. Mithlir tells you where it is located. If in future you are looking for a way to get beyond the citadel outer walls, subtract 20 from the paragraph you are on at the time to look for the breach. Thankful that waiting all the time was worthwhile after all, you turn to leave. Turn to 136.

99

Struggle as you do, you can not prevent the goblin from sinking into the marsh. You sit down and rest. The first goblin stares at you accusingly, and then says you were not trying hard enough. "You caused Rungit's death, so now I'll cause yours". The goblin draws its sword and attacks.

MARSH GOBLIN SKILL 6 STAMINA 7

If you win, turn to 15.

100

You feel guilty about leaving your fellow dwarfs to their fate. Lose 1 Luck point. Down in spirits, you rejoin the main passage and continue north. Turn to 137.

101

You leave the cavern and enter another tunnel. Your travels are long but uneventful, and you begin to wish something would happen just to ease the boredom. You eventually come to a fork in the tunnel. Will you continue east (turn to 69), or take the other fork leading south east (turn to 28)?

102

The spear clatters noisily on the floor, waking the nearby orcs. Angry at the intrusion, the orcs chase you out. Soon after they catch you, they realise you are not a slave, and lock you in a cell below the citadel. You spend your last days in agony at the hands of the evil half troll torturer, suffering the same fate as poor Aspra. Your adventure ends here.

103

You introduce yourself to the Gaddon and tell him of your quest. He sympathises with you, as he can not assist you in any way, but instead he offers to lead you to the underground town of Govanthian where there may be someone who can help you. To travel to Govanthian would be a detour and could take time, but the Gaddon there may be able to give you some valuable information. Do you go with the young Gaddon to Govanthian (turn to 17), or will you politely decline his offer (turn to 141)?

104

Rounding the corner you are confronted with an awesome sight. In front of stretches hundreds of prison cells each with an occupant. Surely Aspra will be somewhere here, but it will take time to search here. What have you done before arriving here? Did you explore both rooms (turn to 14), only one room (turn to 59), or did you explore neither of the rooms (turn to 80)?

105

Thankfully, you have enough companions to make the assault on the main gates worthwhile. Swinging your axe above your head, you engage in combat with your nearest opponent.

XOKUSAI ORC GUARD SKILL 8 STAMINA 8

If you win, turn to 31.

106

Without knowing the correct password, there is no way you can possibly enter the dungeons to find Aspra. You are close to your goal, but stopped at the last hurdle. There are sounds coming from the stairs, trapped with nowhere to hide, your adventure is over.

107

Sallak frowns, and says "That will be a hard and dangerous way to get there. Perhaps you better take some more warriors with you to ensure you make it to the citadel". This is a good suggestion, because if run into a patrol, you have more chance of winning through as a group than by yourself. However, it will

take time to gather volunteers and you may be able to avoid confrontations altogether if you are just by yourself. Do you take some volunteers along with you (turn to 29), or do you decide it would be better to travel alone (turn to 55)?

108

You run around looking for an alternative route out, but you can not find one. The passage soon fills with Xokusai troops. You and Aspra put up a brave last stand but.....

109

You charge the cart. The orcs leap down to engage you in combat. Their numbers are superior, and you are forced to fight two of them.

First XOKUSAI ORC SKILL 7 STAMINA 6

Second XOKUSAI ORC SKILL 6 STAMINA 8

Fight them simultaneously. If you win, turn to 10.

110

First you nibble a bit of the leaf to test the taste. It seems all right, so you try a bit more, then devour the entire leaf. There seems to be no immediate effect, so you continue down the passage. But soon you begin to feel light headed, and finally you faint, never to wake. Your adventure is over.

111

Though the boat is buffeted around, it stays intact and you make it through the rapids safely. Relieved, the dwarfs row the boat across the shore. Through your lantern light, you can see a wide tunnel in the rock wall. The dwarfs tell you to take the tunnel east to get to the citadel. Also, they give you a fake metal collar (write down whether you are wearing it or not on your adventure sheet) in case you do run into any Xokusai. Thanking them, you head off down the tunnel. Turn to 64.

112

You creep down the tunnel towards the sounds. Ahead, the tunnel opens into a large cavern. You creep in, staying behind rocks for cover. In the centre of the cavern is a group of dwarfs chained together. They are being tormented and abused by four dark elves, who are trying to move them. Your dwarf blood boils as you see a dark elf whip a young dwarf across the face. Do you have companions with you (turn to 26), or if you are alone (turn to 51)?

113

You draw your axe and charge into battle, screaming your battle cry. You manage to hack down a couple of goblins who were caught unawares. However, in doing so, you capture the attention of a burly troll, who makes his way towards you. Now you have a tough fight on your hands, as you lunge at a third goblin.

WARRIOR TROLL SKILL 9 STAMINA 10

GOBLIN SKILL 5 STAMINA 4

Fight them simultaneously. If you win, turn to 38.

114

For a while your travels remain without any contact, but you know this will not last. Soon your fears are confirmed as you spot a cart coming your way from the north. You can see that it is a food transport, and it is guarded by two Dark Elves on koyunlu, and 5 Xokusai Orcs on the cart itself. There is a tunnel to the side you could easily hide down and let it pass, or you could attack the cart to gain valuable provisions. Do you have any companions? If so, turn to 25. If you do not have any companions, you decide it would be unwise to assault the cart alone, so you hide in the tunnel. Turn to 81.

115

As you approach the river of lava, you feel the oppressive heat emanating from it. This will not be easy. Roll 2 dice. If the result is the same or less than your skill score, you have made it to the first stone. Otherwise, you have fallen into the lava and perish here. Repeat the procedure for the next to stones, but for each stone, add 1 to the dice roll. If you make it across, turn to 18.

116

You spend an hour or so ducking in and out of the darkness but you can not find a way past the walls. An assault on the gates by yourself would be suicidal. You are hiding in a tunnel trying to decide your next move when you hear a shout from behind you. You have been spotted! Within seconds you are surrounded. Gritting your teeth, you decide to make one last stand and take as many of these scum with you as possible. Fight them three at a time.

	SK	ST
First GOBLIN	6	7
Second GOBLIN	5	6
ARMOURED TROLL	9	11
First XOKUSAI ORC	8	6
Second XOKUSAI ORC	7	8
XOKUSAI ORC CHIEF	8	9

If you are still fighting after 30 rounds, turn to 77. If you win, you quickly search the clothing of the chief and find a note explaining that there is a hole in one of the walls surrounding the citadel. You have no option but head for this hole, turn to 68.

117

The goblin growls angrily at you for not assisting him. He soon loses the battle and his friend is lost. After panting for a few seconds, he turns turn you with a look of pure hatred. "You will pay for Rungit's life" he says, drawing his shortsword. You must fight.

MARSH GOBLIN SKILL 6 STAMINA 7

If you win, turn to 15.

118

The door opens into a massive dining hall. It is currently empty apart from a goblin, who is stuffing cutlery into his jerkin. He sees you and draws his sword immediately. Fearing you will report his thievery, the goblin decides to silence you before you can tell anyone. You must fight him.

GOBLIN THIEF SKILL 5 STAMINA 5

If you win, turn to 56.

119

After travelling for a short time, you see a light flickering ahead in the tunnel, coming towards you. There is no place to hide, so you face whoever is approaching. When they get closer, you see it is a dwarf pushing a cart. He greets you and tells you he is a trader, but has nothing left to trade after the Xokusai "relieved" him of his possessions. However, if you have a fake metal collar, he is very interested in it because it would be very useful for him. He will offer you a magical battle axe in exchange for the metal collar and your old axe. The magical axe will add 2 to your attack strength each round you use it. Make any adjustments to your adventure sheet if you trade with him, and then continue by turning to 47.

120

It is hard to relax in the darkness because you fear being caught every moment you spend here. But the rest here does both you and Aspra some good. If you eat a meal here, restore 5 stamina points, if you do not eat, you may only restore 3 stamina points. After your rest, you decide it is time to make a run for it. Turn to 142.

121

You are inside the walls of the citadel. Add 1 luck point. It is very dark here and there are many shadows around the walls. There is little activity within the courtyard, and you could easily make it to the citadel entrance unnoticed. From above you can hear gargoyles flying around in the darkness. Do you head immediately for the citadel entrance (turn to 83), or would you prefer to hide in the shadows a little longer (turn to 145)?

122

The mans face distorts with rage when he sees the collar. He screams abuse at you, telling you to keep away from you in case the Xokusai catch him hiding an escaped slave. You plead with him, telling him the collar is fake, but he will still not listen. You are forced to continue without his help. Turn to 119.

123

The door opens into a macabre torture chamber. Stretched out in the rack is a man who has blood seeping from the many wounds inflicted upon him. His legs are bent in unnatural places, which suggests to you that they are broken. You check for any signs for life, but there is none. Also in the torture chamber is a

number of iron maidens and various cages. Do you want to search this chamber (turn to 89), or look elsewhere for Aspra (turn to 49)?

124

Further up the tunnel, you notice a wooden door in the wall. Under the crack of the door you see flickering light, and you can hear someone humming. This strikes you as strange, you did not think anyone inhabited these areas. Will you knock at the door (turn to 41), or will you continue in the direction you are travelling (turn to 119)?

125

You slump against the wall, breathing heavily after your tough fight. The demon's body rots away into a dark patch, which resumes its role as your shadow once again. After a brief rest, you continue and soon come to a split in the tunnel. Do you go left (turn to 119), or do you go right (turn to 47)?

126

Your travels north for some time remain uneventful, and you begin to wonder whether this was such a dangerous route after all. Suddenly, something small drops from the roof and lands lightly on your collar. Test Your Luck. If you are Lucky, turn to 148. If you are Unlucky, turn to 4.

127

You leave the kitchen and go back to the entrance hall. Will you now take the east door (turn to 60), or the west door (turn to 23)?

128

Bravely, you decide to try and leap across the wide cavern. This is a tough jump for a human, even tougher for a dwarf. Roll 5 dice and add them together. If the total is the same or less than your current stamina, turn to 63. If you fail, you fall to your doom in the darkest and deepest chasm below Gorak.

129

The orc battle sergeant, realising you are just a dwarf, extinguishes the lantern in the room. Everything is plunged into darkness. Unlike the Khuddam or a Gaddon, you can not fight in complete darkness. Unable to defend yourself, you are a sitting target for the skilled Khuddam as he skilfully rains blow after blow into your stumpy body. Your adventure is over.

130

You make short preparations and prepare to attack. Screaming your dwarf battle cry, you and your companions charge out of the darkness and lay siege on the gates. If you have the word DENRAW on your adventure sheet, turn to 27. If not, turn to 9.

131

As you approach the koyunlu, you see the creature is nervous and frightened of you. You slowly edge closer, and the creature is undecided whether to stay or run. Test Your Luck. If you are Lucky, turn to 45. If you are Unlucky, turn to 71.

132

Your legs are screaming as you keep just out of reach of the pursuing pack. You are relieved when they back off, until you realise why. The tunnel you are running on soon comes to a dead end. In despair, you ready your axe to sell your life dearly with your back to the wall. At the head of the pack is Khuddam Gurskut, and he steps forward, grinning evilly. "You are mine" he hisses as he draws a sword as long as you are tall. You must fight the head of this regiment of the Xokusai while his troops and Aspra watch on.

KHUDDAM GURSKUT SKILL 10 STAMINA 12

If you reduce his stamina to 3 or less, turn to 150.

133

The ogre has doubts about joining you and going back to the citadel, so your powers of coercion must be good to convince him. Test Your Luck. If you are Lucky, you manage to convince him to join you. Add 1 to your companions. If you are Unlucky, then he refuses to return to the citadel, because he is too scared. Whatever the outcome, to continue you must turn to 6.

134

You travel down the tunnel for some time and it eventually forks like a snake's tongue. Will you take the tunnel south (turn to 47), or take the tunnel east (turn to 82)?

135

The gloomy passage soon ends at a pair of staircases, one leading up, the other leading down. Knowing that the prison cells are unlikely to be in the upper levels of the citadel, you take the steps down. Turn to 97.

136

Before you leave, you must decide what route to take to the citadel. You have only lived in Gorak for the past few weeks, but you can think of a number of different ways to reach the citadel. You ask Sallak for his advice, and he suggests two possible options. The quickest way would be to go east to the main tunnel, and head north straight towards the citadel. Though this route is quickest, it will be dangerous because the main tunnel regularly has Xokusai patrols. The other route Sallak suggests is to take a boat up the river north west (towards the Gaddon town of Govanthian), and then travel back east towards the citadel through the smaller tunnels. This way would take longer, but there is little chance of meeting any Xokusai that way. Do you take the shorter but riskier route up the main tunnel (turn to 107), or do you decide to take the longer but safer route to the citadel (turn to 13)?

137

You have been travelling for some time now and you are beginning to feel very fatigued. To the side of the tunnel is a dark ditch. You check it carefully, half expecting it to be filled with gremlins. But the ditch is empty and looks like a safe place to hide, so you decide to rest here. You must eat a meal now, and then drift to sleep in the ditch (if you have companions, they do likewise).

Restore 4 stamina points. You awaken to the sounds of something sobbing. Peering over the edge of the ditch, you spy an ugly ogre sitting on a rock, wearing armour with the Xokusai insignia on it, sobbing to itself. It notices you watching it, and seems as though it is trying to compose itself. You notice also that it has a large club by its side. Will you approach the ogre and attempt to talk to it (turn to 79), or will you leap out the ditch and attack it (turn to 53)?

138

You enter the tunnel and soon hear the Xokusai in pursuit behind you. Damn those sniffer orcs! They are hot on your trail and gaining fast. Did you rest before escaping? If so, turn to 34. If not, turn to 57.

139

You strain hard, and eventually the mud gives way. With a loud "Schlopp" sound, you heave the goblin out of the mud. The two goblins rejoice at the near catastrophe. However, this does not last long as they begin to eye you suspiciously. They ask you why a slave such as yourself is alone in this part of the chasms. You do not have a satisfactory reply, so they draw their swords and attack.

First MARSH GOBLIN SKILL 6 STAMINA 7

Second MARSH GOBLIN SKILL 7 STAMINA 3

Fight them simultaneously. If you win, turn to 15.

140

As you walk north, the koyunlu begins to follow you. You stop and give it a scratch behind the ear. It seems friendly enough, now that you have taken the burden of the dead body from its back. You realise that you could probably take it and ride it yourself. Do you wish to take the koyunlu as your mount (turn to 8), or do you leave it here (turn to 20)?

141

"In that case" says the Gaddon, "all I can give you in thanks is this". He hands you a flask of water. "It is weak, but the water does have some restorative powers". Note that when you drink the water, you will regain 3 stamina points. After thanking you again, he goes to one of the cavern walls and whispers something, and a tunnel opens up before him, and then closes behind. You search the wall but can find no way to reopen the secret exit, so you have no option but to go back to the lava room and take the other exit. Turn to 82.

142

You open the roof of the tunnel and discover it was very cleverly hidden by a subterranean plant. However, as soon as you crawl out of the hole you are spotted by two goblins who were on patrol. Did you give Aspra a bow and quiver of arrows? If so, turn to 7. If you did not give this to her or never had it in the first place, turn to 93.

143

You put your up to the door, but find it hard to hear what the voices are saying.

However, you do make out some of it, and one of the voices orders the second to invent a new password as he is sick of the old one. "What is wrong with 'malice'?" asks the second voice. Add 1 luck point. Do you enter the room to confront the owners of the voices (turn to 73), or would you prefer to travel up the passage (turn to 42)?

144

You charge into battle and cut down the nearest orc. Your companions all fight with equal skill to yours, but the numbers are just too great. You are engaged in a fierce contest with a second orc when you are hit from behind and knocked unconscious. You awaken in a prison cell below the citadel. In the cell opposite you is Aspra, badly bruised and tortured. You may have found her, but there is nothing you can do locked in your cell as she dies from her wounds. You follow the same fate at the hands of the half-troll torturer a couple of days later. Your quest is over.

145

You decide to rest and keep an eye on the citadel while you hide in the shadows. Add 1 stamina point. As you sit, pondering your next move, you become increasingly aware that the flapping sounds of wings are becoming closer. Then, without warning, a gargoyle lands on the ground beside you. You have little time to draw your axe before it attacks you with its claws.

GARGOYLE SKILL 9 STAMINA 10

If you win, you decide not to waste anymore time in the shadows in case more gargoyles find you, so head for the citadel. Turn to 83.

146

The tunnel is short and ends with another smaller cavern. By your torchlight you can see the thin threads of a spider web spanning the cavern. Tangled within the web is a young man, screaming for help. There is no sign of an occupant of the web. If you wish to cut him free (turn to 46), or would you prefer to avoid this scene and take the other passage (turn to 82)?

147

You leave Govanthian behind you and travel down a dark tunnel. As you follow the tunnel, you start noticing strange things happening to your shadow from the corner of your eye. A shiver runs down your spine and you sense the presence of evil in the air. Do you continue with your lantern lit (turn to 67), or would you prefer to turn your lantern off and travel in complete darkness (turn to 2)?

148

Your reactions are quick, and you manage to flick it off before it drops down your collar. It was a small red spider, and you crush the deadly arachnid under foot before resuming your journey north. Turn to 85.

149

You lie back in the boat and close your eyes. You feel the boat pick up speed. Suddenly, the dwarfs start to shout in panic. You sit bolt upright to see you are

heading into some rapids. The boat begins to get thrown around in the rapids, and the dwarfs lose control. Test your Luck. If you are Lucky, turn to 111. If you are Unlucky, turn to 44.

150

Khuddam Gurskut is weakening, and you parry his last attack easily. Suddenly he screams and unearthly scream and clutches his left knee. Then, before your eyes, Khuddam Gurskut crumbles to dust! Dumbfounded by what you have seen, you look up to see the Xokusai orcs equally confused. Then you hear a grating sound behind you as the wall opens up. From within come dozens of Gaddon knights who charge the Xokusai forces. Broken and leaderless, the Xokusai flees.

You return to Govanthian with the Gaddon warriors, and are greeted with the good news that makes things much clearer. Apparently Tancred's blood has defeated Orghuz in battle and returned the True Shield to Gorak keep. Upon Orghuz's defeat, all the Khuddam were simultaneously killed and their souls sentenced back to the dark chasms forever. In honour of his momentous achievement, Tancred's blood has been named the new monarch of Gorak!

Celebrations are long and hard as the Gaddon celebrate their new monarch and a new sense of freedom. In a quiet moment, you sit and talk to Aspra. She gives you a warm hug and thanks you profusely. You have done well, brave dwarf, you have proved you truly are a hero and worthy of Aspra's second in command. However you decide to celebrate this moment with Aspra, at least make sure you drink plenty of ale, freedom from the Xokusai is here at last!