

TOWER  
OF  
THE  
NIGHTLORD

# TOWER OF THE NIGHTLORD

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 put an end to the evil emanating from the Tower of the Night Lord?

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# TOWER OF THE NIGHT LORD

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Edited by  
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& KEN BEUDEN

### *Author's Note*

This is the second book of this series (interestingly I wrote this one first). As I designed the series to let you carry your character on from book to book (like the sorcery series) there are several spells or items that you cannot possess in this book (mainly the firebolt spell, golden orb, lucky coin and ring of feather falling). Likewise some items such as the vial of Trisalisk venom are only useful in future adventures. This is also why you can't possibly get near the maximum spell total and that some of the items/spells are not very powerful. Remember, as in this adventure you are a mere apprentice Mage-Warrior and therefore I have saved the nice items for the books later on in the series. Don't worry, these are not extremely important and it should not make a huge difference. Okay, here's the *Adventure Sheet* (on page **16**), the original version looks lovely, as does the map but for now they are not scanned. Remember, I'd love some feedback on this - whether critical or complementary.

### *Publisher's Note*

Although very similar to a normal Fighting Fantasy adventure in style and setting, 'Tower of the Night Lord' differs in a number of ways from standard Fighting Fantasy rules for calculating the attributes of your character, for carrying out combat and also has a unique magic system. It is imperative, therefore, that you read the Introduction to this adventure before embarking on your quest.

## CONTENTS

INTRODUCTION	9
ADVENTURE SHEET	18
BACKGROUND	19
TOWER OF THE NIGHT LORD	20

## INTRODUCTION

This is a game-book - half game and half novel. Each time you play you will be a different character and the story will be completely different. To play you need two dice, a pencil and an eraser. You record your character's belongings and his characteristics on the *Adventure Sheet* (shown on page 16 of this book). You should photocopy it, copy it or write on the page itself. On this you keep details of your characters possessions, spells and prowess. The novel is split up into many paragraphs, each paragraph is numbered and at the end you will be directed to another paragraph. Usually you will have the choice of going to two or more paragraphs. You start reading at paragraph **1**, once you have read this you will be directed onto another paragraph. *If you are ever given any instructions, such as changing numbers or writing things on your Adventure Sheet they will be written in italics like this.*

Here is an example of a paragraph...

**45**

You clamber out of the boat and survey the scene before you. Four heavily armoured goraks furiously battle against two elves. The elves show signs of great wounds and it looks like even you would not be enough to stop the creatures. As you approach, the elves look at you pleadingly. Will you

Charge into battle?

Turn to **69**

Try sneaking away from the scene?

Turn to **25**

Or try distracting the goraks?

Turn to **37**

If you wanted to charge into battle you would read paragraph **69**, or if you wanted to distract the goraks you would read paragraph **37**. Simply flick through the book until you find the paragraph you have been told to and read on. You continue like this until your character is killed or you triumph. If you successfully complete this adventure you may carry your character onto the next adventure in the series and use him along with all his items and weapons.

### Dice

You will need at least two six-sided dice to play this adventure. In the game these dice are called 1d6. If you are asked to roll two dice and add the totals together you will be told to roll 2d6. If you have to roll three dice and add the totals together you will be told to roll 3d6. Sometimes you must add or subtract numbers from the result. You may have to roll 2d6 and subtract three from the result. You would be asked to roll 2d6-3 (Note that anything below zero counts as zero). For example, you are told to roll 2d6+1. You roll two dice and the result is a 4 and a 3, making a total of seven. You then add one, which gives you a result of 8.

### Character Generation

Each time you play the adventure you take the role of a Kyrexian Mage-Warrior skilled in the art of both magic and hand to hand combat. Most Mage-Warriors are highly skilled and physically healthy yet every time you play your character will be slightly different. Take a moment to look at the *Adventure Sheet* at the beginning of this book. This will tell you how well he is doing, what he carries, how much wounds he has and so on. Many spaces are blank though, and need to be filled in. Always write on this sheet in pencil or make photocopies of it for if you die then you must



create a new character and start anew. If you wish to, you may give your character a name - this may help to give some identity to the list of numbers you create.

*However should you successfully complete the adventure then you may use your character in the next gamebook of this series, along with all his possessions and spells. Thus by playing all the books in order you can continue to develop your characters skills and items throughout each game.*

### Using a Character from Quest of the Phoenix

If you are using a character who has completed the last book in this series you will already know what items your character has and the character's statistics. There is a new rule called 'spell skill'. This score shows how skilled you are in each spell. Each of your spells starts with a spell skill of 1. You may exchange any of your spells for new spells from pages 6-7. Any new spells that you acquire in this way will only have a spell skill of zero. Otherwise your character is the same at the start of this adventure as at the end of that character's last adventure. You possess all the possessions you had originally yet any meals will have since spoiled or been eaten and must be crossed off. *Note that your life and spell points are restored to their maximum in the break between adventures.*

### Creating your Character

There are four steps to creating your character, these are:

- Roll for your ability scores
- Determine your energy points
- Select your spells
- Roll to see how much gold you have

#### ***Roll for your Ability Scores***

Every character you play will have different ability scores - sometimes you will have a weaker character who may possess greater magical abilities but is very unlucky. This random element is all part of the game. There are five main ability scores that range from 1-12. They are described in greater detail below. ***To determine each of your scores, roll 2d6 for every one and find the appropriate number on the chart below.*** For instance, if you roll a 9 for combat then you start the game with 7 combat points. These numbers will all gradually rise later on but remember to record the numbers that you start with.

<b>2d6 Roll</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<i>Strength</i>	3	4	4	5	5	6	6	6	7	7	8
<i>Agility</i>	4	5	5	5	5	6	6	6	6	7	7
<i>Combat</i>	4	5	5	5	6	6	6	6	7	7	7
<i>Lore</i>	3	4	4	5	5	6	6	6	7	7	8
<i>Luck</i>	4	4	5	5	5	6	6	6	7	7	7

**STRENGTH** measures your character's endurance and brute force. The more strength you have the more damage your character can sustain until he dies. Strength is also useful for wielding heavy weapons or armour and moving large objects.

**AGILITY** measures your characters dexterity, speed and skill. This is useful for any occasion where climbing, swimming, running or any other activity which requires considerable dexterity is performed by you. Agility is also used for manipulation of complex tools such as lock picks.

**COMBAT** will increase your chances of surviving a battle. If you have a low combat score you will often miss your opponent and thus will become endangered when fighting powerful foes. Note that combat measures your prowess with all weapons, both missile and melee.

**LORE** measures your character's intelligence, knowledge and skill in magic. The higher your lore the better you will deal with anything that involves thinking. Lore is critical for magical spell casting. Having a high lore score means you will also be able to identify and find a use for magical objects that would be otherwise useless to you.

**LUCK** where only pure chance will get you through. Luck is always helpful for persuading others to believe what you say is true or avoiding deadly traps. If you perform righteous and noble deeds the gods may favour you and bestow you with more luck though if you find yourself wandering to the black arts of sorcery you may lose luck.

### ***Determining your Energy Points***

These two scores will change much in the adventure. Life points represent how much damage you can take before dying. Spell points are how much magic you can use; the more you have the more spells you will be able to cast before it is drained.

**LIFE POINTS** *Your life points are four times as much as your strength score.* Record this amount under 'maximum' and 'current' on your *Adventure Sheet*. When you are injured you will be told to deduct life points, and at times you may heal and restore life points. ***If your life points ever reach zero or less your character dies.*** So if you started with 6 strength then your character would have 24 life points.

**SPELL POINTS** *Your spell points are four times as much as your lore score.* Record this amount under 'maximum' and 'current' on your *Adventure Sheet*. When you cast a spell you lose spell points (see 'spells' later on). Resting and drinking potions may restore this.

The maximum value is the highest amount that score can ever be. ***Your current energy points can never go higher than the maximum.*** If you are ever told to deduct points from your energy points then subtract them from your current score. Your current scores always start the same as the maximum scores. ***The maximum value of energy points never changes unless your lore or strength also changes, in which case the maximum value increases or decreases by four times as much as your lore or strength.*** If you gain more energy points than you have lost then the excess points will be wasted.

## *Select your Spells*

Like all wizards you have some spells. You start off with four but your collection will be increased as the adventure progresses. When you cast a spell you must deduct the amount of spell points shown by its 'SP cost' from your current spell points. If you do not have enough spell points then you cannot cast the spell. So casting *Healing Aura* will cost you 4 spell points. If you only had 3 spell points then you could not cast it. You will occasionally come across new spells to add to your collection, if you find any note them down. You may only possess 10 spells at any one time, but you may erase spells from your memory simply by rubbing them off the list. ***You must choose 4 spells from the list below to learn, write their names under your spell list on your Adventure Sheet.***

### *Spell List*

*Healing Aura*                      *SP cost:* 4

When cast your body is suffused by a bathing aura of green light, healing your wounds and restoring you. This spell can only heal yourself though, it may not be used to help others. You may cast this spell at any time, even during combat. When cast roll a die, this is the amount of life points that you may restore (you can never go above the maximum amount). With practise the aura can be kept in place to continually heal you throughout a combat while you are busy fighting.

*Stone Skin*                        *SP cost:* 5

You may cast this spell at the start of the combat. Upon the casting your skin thickens until it is as hard as rock. You must take off any body armour you are wearing for the spell to have any effect (you can pull it off in time before the fight begins and put it back on afterwards). For the duration of the combat your skin has an armour rating of 3. You may combine this with any shields or helmets you possess. With increased use you can make your body immune to fire with this spell as well as ignore severe amounts of pain caused by any physical injuries.

*Sustenance*                      *SP cost:* 6

This spell may only be cast just before you go to sleep. When cast your magic calls upon the energies of the wilderness to supply you with food and water - this magical food is enough for one meal. You must eat the meal right away before the magic fades however. With practise you can permanently create food that does not disappear or create more meals

*Energy Discharge*                *SP cost:* 5

When cast you point your finger at your enemy at send a voltage of crackling electricity into your opponent, showering him with sparks and sending him reeling backwards. When cast your opponent immediately loses 1d6+1 life points (armour will not protect against this damage). With practise the force of this spell can blast rocks away or destroy obstacles in your path, or it can be used in combat to temporarily stun them, making them easier to defeat.

*Crystal Ice-Blade*                      *SP cost:* 3

This spell may be cast at the start of a combat. You must cast the spell upon a single, bladed weapon you possess (such as a dagger, knife or sword). The steel of the weapon's blade becomes a viscously sharp, shimmering ice crystal. For the duration of the combat the weapon inflicts an extra 1d6+1 points of damage when you hit. So if you cast the spell on a dagger (which does 1d6+1 damage) it would now cause 2d6+2 points of damage when you strike your foe. However, the ice blade is very brittle and fragile, and by the end of the combat the blade is so cracked and damaged the weapon must be discarded. With improved use you can let the crystal slice through the hardest of armour with almost no effort and inflict greater damage upon your foes.

*Shadow Bind*                      *SP cost:* 6

When cast this spell causes tendrils of dark curling mist to rise from the floor and wrap around your opponent dragging him towards the ground. You may cast this spell at the start of a combat. This slows down his fighting speed and makes him easier to hit. For the rest of the combat deduct 1 from the enemies damage rolls and deduct 1 from its combat score. After you improve your ability with this spell you can use shadow bind to restrain people completely, making them powerless.

*Fool's Gold*                      *SP cost:* 6

This spell may be cast at any time except when in combat. It creates a handful of semi-magical gold coins - they are only an illusion but look and feel like real money to anyone else. However, the magic does not last permanently and after several minutes the coins vanish into thin air. The spell creates 1d6 gold coins which may be used to buy anything immediately after you cast fool's gold. But beware, for although most merchants cannot see through your magic some people (especially other wizards) may be wary to your trick. With improved use this spell can be used to create illusionary gems or beautiful trinkets, it can also be used to make an item such as a rusty sword appear to be beautifully crafted. Finally you will eventually be able to create an overwhelming sense of greed in a person.

*Touch of Venom*                      *SP cost:* 6

This spell may cast before you enter combat. You must select a weapon to cast the spell on, you may NOT cast this spell upon your fists for fear of dying from the poison the magic inflicts. Once enchanted your weapon glows with a pulsing green aura, a single touch is enough to poison a foe with a deadly venom of which there is no natural cure.

This spell takes effect the first time you hit an enemy in combat. If you do not hit your enemy in the fight with your weapon the spell wears off at the end of the fight. When you do strike your opponent then he loses 1d6 life points immediately from the poison (armour does not protect from this damage). From then on every round he will lose another 1 life point at the start of each round as the poison slowly works through his body, eventually killing him. Note that the magical effect wears off at the end of the combat regardless of whether you hit or not.

Upon further practise you will be able to cast the spell on your armour so that your enemy is affected when he hits you and after much use you will be able to create permanent poison weapons.

### *Spell Skill*

As you practise and cast spells more often they will increase in power and use less spell points to cast. When you find a new spell record the spell skill as 0, record this next to each of the spells that you start with.

***If you successfully complete an adventure you may increase the spell skill of each of your spells by 1.*** Thus if you are using a character from book 1 you will already have a spell skill of 1 in each spell (however, if you have exchanged any of your old spells for new spells then the new spells will have a spell skill of 0). Whenever you complete an adventure and begin the next one, check to see if any of your spells have improved abilities. Here are two spells with new improvements this adventure.

*Firebolt - If you have a spell skill of 1 with this spell your bolts of fire are now white hot and can be used to set fire to materials. However, you may need more than one bolt to do this at times.*

*Quickening - If you have a spell skill of 1 with this spell you will be able to use this spell to run and perform abilities much faster without getting tired. You will be told when you can use this ability.*

If you are using a character from book 1 and you possess any of these spells then you may want to make a note of these improved abilities.

### ***Roll to see how much gold you have***

#### *Money*

In your homeland of Trailt the main type of money is the gold coin. ***Roll 3d6, and add the total to 40. This is how many coins you start the adventure with (you will get a number from 43-58).*** Record this number on your *Adventure Sheet*. As you spend money during the adventure remember to deduct your purchases accordingly.

### **Meals**

You start with no food but you may find some during your journey. It would be a wise idea to find some as it will doubtless come in handy later on. Every night before your character sleeps you will be told to eat a meal - simply deduct one from your meal total. If you do not have any food when told to eat then you will lose life points. Meals are carried in your pack, so each one takes up a space on your sheet.

### **Weapons**

Mage-Warriors are trained to use most types of weapons in the Guild, and as an apprentice you are proficient with most of types of light weapons. Every weapon does a different amount of damage. Your fists inflict 1d6 points of damage when they hit an opponent. Whenever you find a new weapon you will be told of its damage rating. Record separate weapons as you find them on your *Adventure Sheet*. Note that you

may only ever carry three other weapons. Before each combat you must pick which weapon you want to use for that battle. (See 'combat' for details on weapons & damage) The rules of the test state that you must begin without a weapon but you may find one later, for now however you will have to use your fists.

### Armour

You start off with no armour at all. There are three types of armour - body armour, shields and helmets. You may carry and wear one of each type. When you find armour record it on your *Adventure Sheet* along with its armour rating. There are three types of armour, body armour, shields and helmets. If you wear more than one type of armour then you may combine the scores to find your total armour rating. When you take damage in combat you lose life points, however - ***for each point of armour rating you have you may ignore 1 point of damage per hit***. In example, in a fight you are hit and lose 9 life points. You are wearing scalemail (rating 2) and carry a wooden shield (rating 1). This gives you an armour rating of 3 which means that you can ignore 3 points of damage per hit, so you only lose 6 life points. (See 'combat' for more details). If you have a character from the first book in this series you may already have armour. Note that heavier types of armour may slow you down and reduce your magical ability.

### Equipment

You start with one item of equipment, your spell book (which is already recorded on your *Adventure Sheet*). When you pick up or buy any items you will be told if it is a worn item or a pack item. ***You can carry up to 12 pack items at any one time***. You can drop items whenever you want to make room for more (you may not drop your spell book however). Worn items are equipment that you can wear on yourself, such as boots or pendants. You will be told if an item is 'wearable' when you find or buy it. You can place worn items in your pack but they will have no effect (for instance, a necklace that adds 1 to your luck score would not give you the bonus if carried in your pack). Note: You cannot wear two of the same types of things at once, so you could not wear a necklace and a pendant at the same time, nor could you wear gauntlets and gloves. You may take off items and place them in your pack at any time, simply erase the item and rewrite it in the pack item list. You may only wear 4 worn items at once.

### Special Items

Occasionally you will come across items that may be of great use to you in the future. When you find these you will be told to enter them on your *Adventure Sheet* along with a number. For instance you may find a gold key with the number '31'. Later on in the text you may read, '*if you have a gold key use it now*'. To do so, simply add the number of the item to the paragraph you are reading and turn to that paragraph. So if you had a silver goblet with the number '20' and you read '*if you have a silver goblet, use it now*' on paragraph **42**, you would add 20 to 42 and turn to paragraph **62** to see what happens. This way you must have actually found an item to use it! Note that if you are told '*if you have an item you may use it now*' then you have a choice of whether to use it or not. If you read '*if you are wearing an item you may use it now*' then you must be wearing the item - you cannot quickly take it out of your pack and wear it!

## Combat

In your adventure you will have many encounters with denizens of evil and the only way past will be to fight. In such a situation you will be given the abilities and statistics of your opponent and told to fight. To find who wins the fight get two dice ready and follow these steps:

**#1** - Before the combat begins you have the opportunity to perform one action that may help you in the fight to come. This includes drinking potions or casting spells that may be cast before a combat (such as *crystal blade* or *stone skin*). If you are only fighting one opponent then go at once to **#2**. If you are fighting more than one opponent at the same time then go to **#9**.

**#2** - The combat is split into different rounds, this is the beginning of a round. Each round ends when both you and your enemy have attacked. If your combat ability is higher than your opponent's is you may attack first - go to **#3**. If the enemy has a higher combat ability or if you are outnumbered then it/they attack/s first - go to **#5**. If your combat abilities are equal then roll a die: on a 1-3 you may attack first (go to **#3**), on a 4-6 your opponent attacks first (go to **#5**).

**#3** You have the choice of either casting a spell (go to **#8**) or attacking the creature (go to **#4**).

**#4** Roll 2d6 and compare the result to your combat ability. If you roll less then you have hit the creature! (go to **#6**). If you roll equal then you managed to only slightly hurt your opponent with a clumsy blow, go to **#10**. If you roll greater then you have missed and the creature now attacks you (go to **#5**).

**#5** The creature attacks you! Roll 2d6 and compare the result to its combat score. If you rolled less then you have been hit by your enemy! Go to **#7**. If you rolled equal you have been slightly hit by your enemy, go to **#9**. If you rolled greater than the creature's combat ability then you have managed to dodge the attack. Now it is your turn to strike back! Go to **#3**.

**#6** Roll the amount of damage dice indicated by your weapon. *So if you hit your enemy with your fist roll 1d6 to see how much damage you inflict.* The total of the dice roll is the amount of life points your enemy loses. However, each point of damage your opponent has absorbed one point of damage. *If you rolled a 4 for damage and the enemy had an armour of 1 it would lose 3 life points.* If the creature has been reduced to zero life points go to **#12**. If it is still alive it now attacks you! (Go to **#5**).

**#7** You have been hit! Roll the amount of damage dice shown next to the word "damage". This is how many life points you lose. Remember that each point of armour you have will absorb one point of damage. *So if you have an armour rating of 2 and are hit for 4 damage you only lose 2 life points.* If you have been reduced to zero life points then go to **#13**. If you are still alive you may now strike back! Go to **#3**.

**#8** You cast your spell (deduct the appropriate amount of spell points). Read the spell

description and carry out the results. If the creature has been reduced to zero life points then go to #12. If not the creature now attacks you! Go to #5.

#9 You will have to fight this combat a little differently. When you are told that you are being attacked all of the enemies will attack you at once (roll separately for each one, record the number of hits and then roll for damage for each hit when you are told to). When you attack though you can only swing at one of the creatures - remember that each creature killed will not be able to attack anymore. Now go to #2 and prepare to fight!

#10 Roll the amount of dice indicated by your weapon type. This is the amount of life points your enemy would normally lose. However as your blow is weak you inflict 1d6 less points of damage have inflicted upon your enemy. (You cannot inflict less than 0 points damage). Remember that each point of armour your opponent has will absorb 1 point of damage you have inflicted. The final total is the amount of life points the creature loses. If you have managed to reduce your opponent to zero life points or less then go to #12. If your opponent is still alive then go to #5.

#11 Roll the amount of dice indicated by the creature's damage roll. This is the amount of damage you would normally lose. However, the blow is weak so you lose 1d6 less life points than normal. (Any roll less than 0 counts as 0). Remember that each point of armour you have will absorb 1 point of damage. The final total is the amount of life points that you lose. If you have lost all your life points then go to #13. If you are still alive then go to #3.

#12 Your opponent lies dead at your feet! You may carry on with the adventure, unless there are more opponents to fight in which case go to #2 to start the combat with your new adversary.

#13 You have been slain and your adventure is over! Erase your character and start anew.



## ADVENTURE SHEET

**Name** \_\_\_\_\_

<i>Strength</i>	
<i>Lore</i>	
<i>Agility</i>	
<i>Combat</i>	
<i>Luck</i>	

<b>Weapons (max 4)</b>		<i>Damage</i>
1	<i>Fists</i>	<i>1d6</i>
2		
3		
4		

	<i>Current</i>	<i>Max</i>
<i>Life Points</i>		
<i>Spell Points</i>		

<b>Armour</b>	<i>Description</i>	<i>Rating</i>
<i>Body Armour</i>		
<i>Shield Type</i>		
<i>Helmet Type</i>		
<i>Total Armour Rating</i>		

*Gold Coins* \_\_\_\_\_

*Meals (Meals are also pack items)* \_\_\_\_\_

<b>Spells (10max)</b>			
	<i>Description</i>	<i>Skill</i>	<i>SP Cost</i>
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

<b>Equipment List</b>		
<i>Pack Items (max 12) (include any meals you have)</i>		
		<i>Notes</i>
1	<i>Spell Book</i>	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

*Notes*  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Worn Items (max 4 - may be carried in pack)</b>		
1		
2		
3		
4		

## BACKGROUND

The twelfth night of Moorshadowing was indeed a grim night. A full moon entwined by dark clouds forbade a grim omen, and wolves howling at the sky gave testament that the night was filled with darkness far greater than midnight's shadow. Far to the north, on the edges of civilisation in the Black Mountains lurked a tower, built upon dungeons where hundreds of poor souls had died - captured and tortured to death by the grim Night Lord.

The Night Lord himself was a man of pure evil. No good words or reminders that he himself had a soul could sway his path from the dark sorcery that embodied his studies. Under his banner - a standard with an emblem as black as the tower from which it flew - scores of evil creatures flocked to the gates of the ancient tower.

The Night Lord had summoned them with the powers of his Necrostaff - an artefact of ancient evil, capable of summoning creatures of chaos for miles around and uniting them together. He looked down upon the creatures surrounding his castle, eager to join him and his fellow sorcerers. Goraks, Gharks - even several Agatoths stood out in the open, usually they would be too busy fighting each other to be of any use, but with the Necrostaff in his hands the possibilities of the Night Lord's combined army were limitless. The land that lay before his mighty tower was doomed. He would build up his army and then crush the people of the towns who lived there. The Night Lord, looking down from his balcony silenced the babbling creatures below him with one sweep of his staff. They looked up, ready for his instructions.

You are an apprentice of the warrior-mage school of Kyrexia. This wizard's Guild - tucked away in the shadow of the small town of Verdinca is a powerful organisation indeed. However, on this very day all the wizards have left for the Soltice Ceremonies in Vay-Port, far to the west. Only you and several others have been left behind to take care of the building. It is the morning of the thirteenth and a pounding on the doors of the Guild awakes you. You stumble down to the doors and fling them open to find yourself facing a crowd of panicked farmers. They appear to have run all the way to Verdinca. They look at you, wide-eyed and desperate - pointing to the north, "M'lord, we need your help. Orcs by the dozen are comin' this way. Shelby, a fisherman from up north warned us by way of his messenger pigeons and we reckon by sunset they'll be here. We need you to come with us and help ambush and stop the foul creatures from attacking our town. Will you help us?" You nod furtively knowing that the Guild and all its members have sworn to uphold the land and protect it from the foul denizens of the Black Mountains, which festoon the northern horizon.

You gather your belongings - a pouch of gold and your backpack - then set off along the road leaving some of the farmers to tell the other magic-users in the Guild of the danger. With your pack slung over your shoulder and the buildings of Verdinca just peaking over the nearby hills you set out on an adventure, which has only just begun.

Turn to 1.

**NOW TURN OVER**

### 1

You trek along the road with some of the farming men who talk to you and introduce themselves. “I know the goraks sir, and let me tell you that they never come near us, not with your Guild so near by.” One who introduces himself as Theldon tells you. “It just don’t make sense why they would be coming so near to our towns.” Another man turns to you and notices your lack of weaponry. “If you’re going to help us fight these things you’ll need to be well equipped. Here, borrow these.” The man hands you a fine suit of leather armour and a hatchet. The leather armour has armour rating of 1 and the hatchet inflicts 2d6 points of damage when it hits. *Record these two items on your Adventure Sheet, if you are unsure what these two ratings mean then check in the rules under ‘weapons’ and ‘armour’.* Turn to **418**.

### 2

You tug at the handle but the door appears to be locked. The portal is solid and firm so no amount of force will open it. *If you have a copper key, you may use it now.* You turn away from the door and decide where you will go next. If you have not been through the wooden door yet you may do so (turn to **450**). Otherwise you head back up the steps to the wizard’s study (return to **175** and make another choice).

### 3

You follow Varius as you run from rock to rock in plain view of the tower’s battlements. It is more a fortress than a tower, with armed bastions and arrow slits dotted all over its great surface. “There’s the main entrance, not a chance of getting through there my friend.” He points his finger to a set of great doors ten times the size of any man. The doors stand open though a mighty portcullis is set above the doorway. Dozens of creatures stand guard, armed with spears, bows and swords. There is even a mighty Torg leading them, standing a good five feet above the next tallest warrior. “Nope, not a chance of getting through that way.” You follow him down a rocky slope and you struggle to keep your balance on the unstable surface. Roll 2d6-1 and compare the result to your agility. If you roll equal or less turn to **334**. If you roll greater turn to **138**.

### 4

You and Varius wait behind the mound for several minutes, Varius signals that the coast is clear and the two of you resume your journey. You can’t help but wonder who the people were as you walk on. Turn to **424**.

### 5

After a moment of thinking you have it. You walk over to the chest and pick it up in your arms - no reaction from the statue. Gasping under the strain you stagger over to the exit and leave. Once you are in the next room, a black antechamber by the looks of it you drop the chest and slam the door shut. You now open the chest and find to your delight hundreds of gold coins inside. You put your hands into the money and let it fall through your fingers but then to your dismay you find that only the coins on top are gold - the rest are worthless lead coins. A fake treasures no doubt to test any greedy minions of the Night Lord. You can at least claim 13 gold coins for your effort. Behind the door you hear the heavy stamping of footsteps - perhaps the statue? You waste no time and choose another exit from the guardroom. You may leave by

either of the two remaining doors provided you have not been through one already. Do you choose the north door (turn to **326**) or the west door (turn to **178**).

## 6

You walk out of the room and find yourself at the crossroads yet again. You hear a low talking to the east and see a gigantic gorak in spiked platemail speaking to a thoragg and several goraks. The thoragg says something and points in your direction, the gorak war-chief turns and looks right at you, but in the darkness of the passage you're not sure if he can see you. No doubt they are quite capable of defeating you so it is up to you to make a quick escape before they take any action. Do you..

Quickly dash down the west corridor?  
Or run up the steps to the south?

Turn to **228**  
Turn to **350**

## 7

You suddenly remember that many wizards place runes upon their clothes and belongings so that if they are touched by anyone other than the mage himself they will explode. With this in mind if you still wish to search the body turn to **406**. If you change your mind and leave the corpse be return to **175** and choose another option.

## 8

You push open the creaky door and it lets you into a chamber that appears to be used as a laboratory. Only orbs of yellow fire, which illuminates the chamber in a pale glow, light the room. Several large bookshelves are propped up against each wall. Vials of liquid and intricate beakers are set upon various tables and desks. Coloured liquids bubbles through tubes from container to container and you marvel at the strange equipment before you. Two men dressed in dark robes stand in the room, speaking in low voices. As you enter they look up, one pulls a large dagger from his robes and steps towards you. The other stands back in the corner of the room, his hands casting a spell. *If you have a throwing dagger you may use it now.* Do you...

Knock a beaker of liquid onto your attacker?  
Or attack the wizard with your weapon?

Turn to **439**  
Turn to **89**

## 9

You run around the side of the room, using the tables of cover from the swinging cudgel of the massive thoragg. He smashes aside chairs and tables to get at you and works himself up into a frenzied rage. He charges at you and slams right into the table next to you, the table is rammed into you, slamming you against the wall. *Lose 3 life points.* The thoragg swings his weapon side to side and you have to duck to avoid it. You furtively glance at the doorway, just a few metres away... Will you crawl under the table and go for the door (turn to **105**) Jump onto the table and leap from table to table to get to the door (turn to **371**)

## 10

You carefully open the door and sneak in, right next to two burly guards waiting by the door. They see you and yelp in surprise drawing their weapons. You have entered a large chamber of stone with a huge opening in the far wall. A balcony rises up from the floor giving a view across the whole valley. On a large dais of polished bronze a great arbalest is positioned - a massive weapon of war designed like a crossbow only

with far more destructive capabilities. A seat built into it allows a thaul firer to move and use the weapon on any target below the tower - or in this room! You face off against the guards and make a few parries and blocks, they push you into the corner of the room and you are almost overcome by their savage fighting ability. The thaul swivels the weapon around to face you and fires a bolt of shining steel towards the combat. Roll 2d6-2 and compare the result to your luck score. If you roll equal or less then turn to **368**. If you roll greater then turn to **103**.

### 11

You fight your next opponent and begin to parry and feint with your weapon. Behind you Varius falls to the floor, a large gash in his head. You turn around but cannot battle both opponents at once. The last thing you remember is a club slamming into the back of the head... Turn to **220**.

### 12

You eventually come across a road heading directly to Lansbury. You walk down the bleak path shivering at the cold wind, which blows upon you, winter has only just ended in the vale yet the icy winds which the land is known for still remain. *Unless you are wearing a cloak you must deduct 2 life points from the cold.* You hear a great clattering behind you and look up as a large wagon goes past you down the road to Lansbury. The wagon hits a large rock in the middle of the road and jolts to the side violently. A small parcel falls out of the back and lands on the ground with a thud. The driver does not seem to notice and carries on. You may wait until the wagon has gone and open the parcel (turn to **348**), or run up to the wagon and return the parcel to the driver (turn to **131**).

### 13

It takes a long time but eventually you manage to decipher the strange wording. From the scroll you can tell that the goraks have come from a hidden fortress in the Black Mountains, and that they are only a small part of a much larger army that is readying itself there. The scroll gives instructions to the creatures to sneak through to Verdinica, wait until nightfall and then burn down your own Wizard's Guild! You feel glad to have rid the town of this threat yet now the whole land is threatened by a much greater one. At the bottom of the scroll is a signed name, you're not sure but you think that this reads, "The Night Lord". With all of the most experienced wizards gone from the Guild and no time to find any real help you may be the Vale's only chance. You tell the others you have decided to journey to the Black Mountains and find the tower sneak inside and defeat the master of these creatures. "Surely though, against so many creatures you would not stand a chance!" Says one of the men. "No," you say to him fingering the scroll. "If I go by myself I should be able to sneak through to find this man by myself. I have a feeling that this person who calls himself the Night Lord is a mage, or at least a creature of some cunning. Goraks would never think of anything as strategic as an attack on the Guild and they were far too organised to be lead by another Gorak. If I can defeat who ever commands them then the creature's will no doubt be left without plans and will probably wipe themselves out in the ensuing confusion." You build a pyre to burn the dead goraks on and then help carry the dead back to Verdinica. Turn to **325**

#### 14

You successfully chant the words of power and your body is revitalised by a surge of magical power. *Deduct 3 spell points.* You get up off the ground and begin to run, your legs moving faster than humanly possible. Your pace is so fast that the air sings around you and the zaurax are left far behind. You do not stop running even when the spell has worn off though, as you know that zaurax are skilled trackers and will not stop their hunt for revenge until you have left the forest far behind you. Indeed you have run much further than you had thought and as you recover from your exerting chase you notice a long road stretching out from north to south through the trees ahead. This must be the road to Lansbury! You have strayed very far to the west and decide to head along the road, as the zaurax will be waiting for you in the forest. Turn to **214**.

#### 15

You take out the key and try it in the lock - it fits! The door creaks open and you enter a hot chamber that appears to be a smithy. A small dwarf chained to the wall hammers away at an anvil and a large furnace is centred in the middle of the room. He looks up and sees you, stammering with fear. He picks a finely crafted hammer from the anvil and hands it to you - "I have made the hammer sir, just like your master told me to. Can I go now?" Do you...

Take the hammer from him and leave, pretending  
and leave, pretending to be who he thinks you are?  
Or tell him who you really are?

Turn to **127**  
Turn to **414**

#### 16

You head up the steps and arrive at passage heading west. This passage is better lit and has walls of smooth stone. You carry along until you pass a steel door set into the north door. It is locked and would be too strong to knock down. *If you have a brass key you may use it now.* Otherwise you must continue. Turn to **63**.

#### 17

You hurl yourself forward and land painfully on the stone floor. Rocks shower down on you and you have to roll out of the way to avoid several larger ones. *Lose 4 life points.* Once the dust has cleared you get to your feet and examine the area. The whole tunnel behind you has collapsed and you cannot see Varius at all. You think of yelling out to him but realise it might trigger even more cave-ins. With nowhere else to go you walk to the north. The tunnel twists and bends and it is not long before you find yourself heading east. Eventually you pass by two doors, one that is of rotting timbers and the other of darkened metal. Ahead the tunnel continues to twist into the depths of the mountain. Will you...

Open the door of rotting timbers?  
Open the door of darkened metal?  
Or continue down the tunnel?

Turn to **59**  
Turn to **30**  
Turn to **28**

#### 18

You strike down the lizard creature and with one last defiant snarl it collapses to the ground. "Ssarrrll!" Yells the leader pointing at you in anger. The three circle around

you and you find that you are surrounded. Roll 2d6-3 and compare the result to your luck score. If it is equal or less turn to **221**. If it is greater, turn to **373**.

### 19

The foul monster lies still at your feet, its body dissolving into a pool of fetid, steaming liquid. You shudder in horror at the foul creature but notice several items floating around in the acidic liquid. You retrieve 4 gold coins and a throwing dagger from the remains. These must be the undigested remains of the ooze's previous victims. *Record the money and the dagger on your Adventure Sheet. The dagger is too small to be used in combat but you may find another opportunity to use it. Record it under your weapons list with the number '161' next to it.* You continue down the tunnel, grimacing at the pain of your burnt wounds. Turn to **43**.

### 20

You try to dodge to the side but the bolts slam into your sword arm with a crippling effect. Your whole arm goes numb and you cry out in pain. Deduct 1 from your combat score until the Night Lord is defeated. Now the Night Lord is busy preparing another spell you have an opportunity to attack. Roll 2d6-1 and compare the result to your combat score. If you roll equal or less you hit, roll for damage and deduct that much from his life points. If you reduce him to 0 or less life points turn to **197**. If you miss him or fail to kill him turn to **215**.

### 21

You walk for a long time, up several flights of steps and down more twisting tunnels. You are tired and trudge wearily down every new tunnel. Eventually you come across a long staircase, which spirals up into the mountains. You count two hundred steps before you finally reach a landing. This area has walls of smooth granite instead of crude rock and is lit by bright torches. A large set of bronze doors stand here yet they are locked. Shrugging your shoulders you continue up the steps, into what you hope is the tower. Turn to **458**.

### 22

You fall into the icy waters and try to swim towards the island. You are nearly there when you feel a tentacle twisting around your leg. You turn around and try to free yourself by twisting and pulling. Soon your other legs and arms are trapped and the creature below the waters pulls you down and under the lake. You scream out as it bites into your neck with its razor sharp teeth though no one can hear you....

### 23

You make it to the shore just in time and sprint out of the waters. The creature's tentacles lunge out at you but you deftly evade its deadly grasp. Seeking safer routes up to the tower you leave the cavern behind you, heading up a rocky tunnel. It eventually leads to a straight passage with a flight of smooth stone steps at one end. You have had enough of this dungeon and decide to dash up the steps to reach the tower as soon as possible. Turn to **51**.

### 24

The ghark ducks under your sweeping blade and calls out for help. The feasting goraks look up from their food and see you with surprise. You curse at your bad luck and run the ghark through. "Aye! 'E killed wotsis' name! Gets him!" One of the

goraks yelled. They growl with anger and get to their feet. You realise your mistake and run across the room as fast as you can towards the exit. Turn to **461**.

### 25

The moss is quite tasteless and you eat enough to sate your weary appetite. *Restore 1 life point for the meal.* Return to **45** and make another decision.

### 26

The boat begins to sink and despite the fact that you almost at the island you realise it is hopeless. Beneath the murky waters you are sure that you can see something swimming around and you realise that you are in some very serious trouble! The boat has almost filled up with water when above you you see something quite miraculous. A large wooden bucket is lowering down from the darkness above towards the water. It goes beneath the water, fills up and begins to rise back up again - pulled by the rope. You seize the opportunity and leap out over the water towards the bucket. Roll 2d6-2 and compare the result to your agility. If you roll equal or less then turn to **65**. If you roll greater then turn to **22**.

### 27

The passage makes a sharp turn to the south and you continue in this new direction. You walk into a huge chamber, which has been completely destroyed. Broken tables and chairs are scattered everywhere. Many goraks lie unconscious or dead on the floor and no doubt many more have fled. The creature is gorging itself upon several goraks, which it has slain and you laugh at yourself as you survey its destruction. It would seem that the Varakeast has no taste for human flesh! You continue on your way through a great arch in the south wall, leaving the Varakeast behind to feast on the goraks. Turn to **457**.

### 28

You walk down the tunnel for several minutes and come to a point where it has collapsed and there is no way forward. You curse and are just about to turn back when the floor beneath you collapses. You fall through into a tunnel below, landing painfully. You roll out of the way to avoid the rock raining down from above and soon the way behind you is blocked. With a feeling of *de ja vu* you get to your feet painfully, *lose 3 life points*. There is no way back and you have no option but to limp north along this new tunnel. Turn to **35**.

### 29

You search through his belongings yet all you find is his quarterstaff and his armour. He was wearing a leather helm and a suit of leather armour. *The quarterstaff inflicts 1d6+3 points damage and both pieces of armour have a rating of 1.* The room is otherwise featureless, however this room may help you later on. *Record the word "well room" somewhere on your Adventure Sheet and note the number 108 next to it.* Looking around you leave by the door in the south wall. It opens into a rough-hewn tunnel going east and west, and to the west the passage curves around to the north. However, from this direction you can hear the sound of many brutish goraks laughing and talking. You have no doubts that east is definitely the way to go. You walk down the passage in this direction setting a brisk pace. Turn to **460**.



### 30

You open the door and walk into a featureless stone chamber. The only things of interest are a circle hole in the floor with another hole above it in the ceiling. You look down and can see a light blue glow coming from down the hole. You may jump down the hole (turn to **484**), leave the chamber and open the other door (turn to **59**) or head down the passage (turn to **28**)

### 31

Amazingly the boat holds together and no more water gets in. It is not long before you make it back to the shore. You see no sign of the bucket as you rest for a few moments. Once you are ready you head up the tunnel behind you and back to the main passage. Going north you walk up the steps (turn to **51**).

### 32

You continue fighting and dispatch a few more of your opponents, but there are just too many of them. Your arms ache and you bleed from many small wounds. Exhausted, you fall backwards to the ground - the gharks see your disadvantage and swarm all over you. You die an unpleasant death at the hands of the creatures. Your adventure is over.

### 33

You have been walking for a long time now and have almost lost all sense of direction. You are completely unprepared when a large, sticky substance falls down from the ceiling and onto your back. The green ooze clings to you and begins to burn into your clothes. You struggle to free it but it is not easy. *If you are wearing a cloak, use it now.* If you are wearing body armour then your armour is destroyed by the ooze's corrosive substance. If you are not you suffer hideous burns as it dissolves your flesh - *lose 4 life points*. You scream in agony and try to get it off your back. If you have a torch turn to **490**. If you have none of these turn to **49**.

### 34

A single bar is all that prevents you from opening the great portals. You lift it off and push open the doors. Beyond the doors a curving staircase heads up and down. You realise that heading back down into the caverns would be pointless so you head up the steps. Turn to **458**.

### 35

The tunnel continues to twist and wind its way deep into the mountainside and you soon spot another side tunnel heading west. The west tunnel slopes downwards and has several steps and drops along its way. To the north you spot a set of steps heading up and hopefully towards the tower. You may head down the west tunnel (turn to **483**). Or head north and up the steps (turn to **51**)

### 36

You take a look at the alchemist and realise that he is not breathing. You prod him and he keels over and falls to the ground - dead! You search through his body but find nothing of interest. Return to **463** and choose another option.

### 37

You and Varius walk into the darkened entrance with your weapons drawn. The occasional torch lights the tunnel yet you still find yourself avoiding each darkened cranny or hole. Brushing aside some old cobwebs Varius speaks, “looks like a junction up ahead - which way do you think we should go?” You notice that the tunnel splits into two routes here, one tunnel going east and one going west. You may choose to go down the eastern tunnel (turn to **480**) or the western tunnel (turn to **479**)

### 38

The brass key fits! You retrieve it from the lock and open the door. The chamber beyond is covered with straw and reeks terribly. Covering your noise your eyes widen in terror as the denizen of this room looks up at you. A great reptilian creature covered in vicious steel spikes sits in the centre of the room. Its eyes glow with a hungry malice as it turns in your direction. Several chains are attached to its neck yet upon seeing you it charges towards you with furious intent and the chains are broken in two. You have only a few seconds to act - will you dive out of the way (turn to **474**), or run back into the corridor (turn to **495**).

### 39

The cavern is awe inspiring indeed. There is no source of light yet the whole chamber is covered with blue, glowing moss. This covers the cavern in an eerie light, yet the roof of the cavern is lost in the darkness. Before you is a great lake, and several outcrops of rock form small islands or stepping-stones in the lake. An old boat is beached up at the shore of the lake though it doesn't seem particularly sea worthy. Looking out across the lake on one of the islands you think you see an object, possible a chest or a crate. You could use the boat to get across the lake and to this island, (turn to **55**), or you could jump from rock to rock to try and reach it, (turn to **57**). Some instinct tells you that simple wading through the water would be foolish though if you find the other two alternatives equally foolhardy you may leave the cavern and walk up the steps of the northern tunnel (turn to **51**).

### 40

You stride through the chamber trying to look as important as possible. Most of the goraks are so drunk they simple ignore you, and others aren't quite so sure what to make of you. “You, tidy that shirt up! Get to your feet you worthless dog!” You yell at them, enjoying the guise of a commander of the Night Lord. So intent on making your act look as authentic as possible you walk right into the largest gorak you have ever seen. His flesh is dark green and covered in warts. He stands almost seven feet tall and wields a huge cudgel. He is the leader of the group and you have angered him by crashing into him. “Aaaahhh! Tiny Yooman - Now you die!” The other goraks in the room get to their feet and surround the two of you - intent on watching the imminent fight. No commander would dare walk into the gorak barracks alone! You are far more concerned with survival. Turn to **61** to begin the combat.

### 41

The gharks rush at you though fortunately you can fight them one at a time in the small doorway. Each ghark has the same stats. This will not be easy. There are twenty gharks to kill but only three are close enough to fight. After attacking these you will have a chance to act. Remember that you are fighting all three at the same time.

### First GHARK

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	5	DAMAGE:	1d6+1

### Second GHARK

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	5	DAMAGE:	1d6+1

### Third GHARK

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	5	DAMAGE:	1d6+1

After you have defeated three you sense a lull in their attack and may flee down the tunnel behind you (turn to **472**). If you wish to keep fighting after you have slain three turn to **32**.

### 42

You must silence the ghark as quickly as possible. Roll 2d6 and compare the result to your combat score. If you roll equal or less turn to **473**. If you roll greater turn to **24**.

### 43

You carry on down the tunnel and walk up a short flight of crudely cut steps. At the top you see a skeleton by the light of your torch. You bend down to examine it and find that it is clutching a small vial of green liquid. By sniffing it and gingerly tasting it you recognise the substance to be a magical healing potion. It would seem that its previous owner wasn't fast enough to use it. *The healing potion is a pack item and restores 3d6 life points when drunk. You may drink it at any time except combat, once you have drunk it cross it off your Adventure Sheet.* You smile at your new find and continue down the tunnel. Turn to **21**.

### 44

You run down the darkened tunnel, it slopes steeply downwards and you almost stumble and fall at times. You hear the gharks following you down the tunnel though in the dark you have gained a little ground. The tunnel opens up into a huge cavern with a ceiling lost in the darkness. Luminescent blue fungi light it, which grows on the walls. Almost the entire cavern is a huge lake and in the small shore there is little place to hide. The gharks have almost reached the cavern and you find that you have no choice but to jump into the water and hide. Turn to **482**

### 45

You reach the island and look about it. The island is against the far wall of the cavern and the whole wall is covered in more of the moss. You are quite hungry and wonder if it is at all edible, you may try by eating some of the strange substance (turn to **25**). The object is indeed a chest and it is made of granite. You think its unlocked and may open it by turning to **475**. You can also head back to the shore by turning to **485**.

#### 46

Most of the goraks are drunk and don't notice you. You carefully make your way around the edge of the chamber. You notice a small ghark chained to the wall looking rather miserable here. He looks up at you wide eyed, his mouth open. You may toss a coin towards him to try and keep his silence (turn to **451**) or slay him before he can talk (turn to **42**)

#### 47

You leap backwards and land on your back as the whole ceiling collapses. *Lose 2 life points for your bruises suffered in the cave in.* Varius gets to his feet and examines the cave-in. "Not a hope of going on through there I'm afraid - looks like we'll have to turn back." You retrace your footsteps down the tunnel; several other rumblings alert you to the fact that the whole cave is probably unstable. You arrive back at the cavern where you saw the slaves and find that most of the cavern has collapsed, the entire floor is covered in boulders and rocks and you can see no trace that anything was ever here. Following Varius you hurriedly pick your way through the rocks towards the exit, watching the ceiling for another cave-in. It is sometime before you arrive all the way back at the first junction. The dim sunlight from the exit is tempting but you know that you have a mission ahead of you. The two of you head off down the next tunnel into the darkness.... Turn to **480**

#### 48

You open the door and see before you a room in utter chaos. It is a large cavern, which is lit by swinging lanterns attached to the ceiling. Several tables and bunks are scattered through the room. At least twenty small green gorak-like creatures run around the cavern gibbering and shrieking at each other. Some are asleep and others are eating, a large pot filled with filthy gruel is cooking over a small fire in the corner. Seeing you, the gharks stop their antics and all look up at you, their hands on their weapons. Do you....

Slam the door shut and flee down the northern passage?

Turn to **472**

Stand your ground and prepare to fight?

Turn to **41**

Try to bluff your way through this?

Turn to **477**

#### 49

Your only hope is to get the ooze off is by rolling around on the ground and trying to fling it off your back. Conduct a fight as normal, except you cannot use your weapon. Instead you automatically inflict 1d6+2 points damage per round. The damage you take each round represents the ooze's acids burning you. Since it is on your back you may not cast spells at it.

If you are wearing a pair of gloves you may use your hands to grab the creature so add 2 to your damage rolls.

If you do not have a light source (either a torch or other special item) then you must fight with a -2 combat penalty.

## GREEN OOZE

COMBAT:	9	ARMOUR:	0
LIFE POINTS:	12	DAMAGE:	2d6+2

If you can defeat this creature, turn to **19**.

### 50

The moss has magical properties and you find that your magical energies are returning. *Restore all lost spell points*. Now did you arrive at the island by boat? (turn to **31**) or by the stepping-stones? (turn to **56**)

### 51

You reach a landing where the steps ascend to the west. A small wooden door is set into the northern wall. You may open the door (turn to **463**) or head up the next flight of steps (turn to **16**).

### 52

You are desperate for breath and you cannot hold on any longer. You surface and find yourself looking into the eyes of a score of bloodthirsty gharks. This time there is nowhere to run. They fling their daggers at you - a deadly rain of metal. Several find their mark and you fall back into the water howling with pain. You begin to lose consciousness and fight to pull the blades from your body. The gharks wait for some time yet you do not resurface.

### 53

The bucket can only just hold your weight and you have to lean back to stop it from tipping over. It goes higher and higher and soon you can see the stone ceiling above. The bucket passes through a large hole in the roof and up a shaft. It is not long before the bucket passes through a torch lit chamber, a hole in the ceiling and floor allowing the bucket to pass through. A wooden door is in the southern wall but otherwise the chamber is empty. The bucket continues to rise towards the hole in the ceiling but you may jump off by turning to **487**. Or you can just sit back and wait for it to reach its destination (turn to **452**).

### 54

You and Varius charge at the creatures, attacking one each. The slaves look up in hope and the thauls look up in fear. Your chosen foe is armed with a vicious whip and he will not be an easy opponent.

## THAUL GUARD

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	11	DAMAGE:	2d6-2

If you defeat this warrior turn to **64**.

### 55

The boat is old and rotting. You push it off into the water and clamber inside. Using the oars you paddle slowly across the lake. Once you are about halfway there you notice that a small hole has opened up in the middle of the boat. The boat is beginning to fill up with water. You desperately attempt to find something in your pack to plug the hole with. *If you have a cloak you may use it now.* Otherwise you are going to have to start paddling very fast! (turn to **26**).

### 56

Most of the algae was scrapped off from your feet and you find it a lot easier to make it across this time. You see no sign of the bucket and soon you are back on the shore. You take a short rest and head back up the tunnel, climbing up the steep slopes and rises. Eventually you reach the main tunnel and go north, heading up the steps (turn to **51**).

### 57

The stones that jut out from beneath the water are quite slippery and some are covered in a slick green algae. There are quite a few and it will not be easy to find your footing. Roll 2d6-1 and compare the result to your agility score. If you roll equal or less turn to **465**. If you roll greater then turn to **22**.

### 58

You go back into the room and quietly close the door, praying that they do not find you. To your dismay however the door is flung open and a group of goraks, lead by a massive thoragg walk in. They see the two dead warriors and draw their weapons - realising you have no chance against them you leap down the hole in the floor. You plummet down the shaft and through the air of the great cavern, hitting the water with a splash, which almost knocks you out, *lose 4 life points*. You swim to the surface, spluttering and gasping for breath. The shore is not far away and you begin to swim towards it, however you sense something brush past your leg. Looking down you can see a dark shape under the water circling you. You swim for the shore with the creature swimming directly behind you. You are tired and your arms ache yet you are determined to make it there in time. Roll 2d6 and compare the result to your strength score, if you roll equal or less turn to **23**. If you roll greater turn to **471**.

### 59

The door opens into another dark tunnel, this one heading downwards into the very bottom of the mountain. You take a few cautious steps into the dark tunnel, your eyes straining to penetrate the murky blackness ahead. The tunnel seems dangerously crumbly and uneven, and there is no apparent light. You are about to head back when the sound of gorakish voices outside in the tunnel puts you on alert. A large patrol of them have come from down the main passage and are standing right outside the door you just came from. Unless you head into the tunnel they could find you at any moment. With no other choice and turn around and head in the depths of the mountain. Turn to **207**.

### 60

Leaping across and grabbing hold of the ladder will be no easy task. If you have any armour it will weigh you down, you may discard as much as like before you attempt your jump. Roll 2d6-1 and add 1 for every piece of armour you have. (So if you have

a shield and a suit of armour add 2), If the final total is equal or less than your agility score then turn to **323**. If it is greater, turn to **289**

### 61

This creature is the current leader of the goraks - he is drunk so he swings his weapon in a rather ineffective way - but when he hits he does a lot of damage!

#### ROTARG - LEADER OF THE GORAKS

COMBAT:	5	ARMOUR:	3
LIFE POINTS:	17	DAMAGE:	2d6+3

If you can defeat this monstrosity turn to **462**.

### 62

It is not long before the trees begin to spread out and soon you have left the forest far behind you. Your journey takes you across a large plain of grass waist high. You both wade through this, and find that as you go further the grass becomes harder and more sharp. Soon you are bleeding from many small cuts inflicted by the razor sharp grass. Unfortunately you have no other way to go so you must continue. *If you have a cloak you may ignore any damage caused by the grass but the cloak is ripped and damaged by the end of the plains, so delete it from your Adventure Sheet.* Otherwise by the time the grass becomes lower and less sharp you have lost 4 life points from the slashes and cuts inflicted by the grass. You are pleased when the plain comes to an end, the grass replaced by rocks and shingle. The black mountains are nearer and nearer with every step you take. Turn to **303**.

### 63

The passage makes a sharp turn to the south and opens out into a massive chamber. A large archway in the opposite wall is the only exit but it will not be easy to get to. At least twenty goraks are also in the chamber. Most of them are sitting at the many tables around the room, drinking and fighting. Several others are sleeping in dirty piles of straw, which serve as beds. The whole room is smelly, filthy and poorly lit. With a bit of luck you might just be able to sneak through unnoticed. Obviously attacking them would be suicidal. Do you....

Run through as fast as you can,

knocking over any goraks in the way?

Turn to **461**

Sneak around the edge of the room in the cover of darkness?

Turn to **46**

Stride through the room, looking important and giving orders?

Turn to **40**

### 64

The thaul dies by your hand and falls to the ground. Varius is waiting with his sword already sheathed. "What took you so long?" he laughs with a smile. The slaves all thank you and you find a small key to unlock their chains on one of the guards. "Thank you my friends," one says. They are all skinny and dirty, and most of them are exhausted. One of them introduces himself as Alemas. "We were captured by a ghark raiding party and forced to carve out the Night Lord's dungeon for him. He is preparing a host a huge army here larger than any that has ever been seen in these lands, and my guess is that he wanted more room for barracks and the like. We have

extensive knowledge of these parts; I know that to the north the tunnels are very unstable and dangerous, while the eastern half is controlled by a small ghark war band. Somewhere in these caverns is a great lake where a hideous water beast lurks - ware it at all cost!" Most of the slaves are free by the point and you tell them that it is your plan to slay the Night Lord and free the land of his threat. They cheer you and wish you luck. "Friend, if we had any energy we would go with you but we are far too weak to help, we must depart to go back to our families - farewell!" The group of slaves leave by the eastern tunnel and to freedom. "Well," says Varius. "Let's see what these guards had!" *You find two whips (each inflicts 2d6-2 points damage), a brass key (with the number 22 etched on it), a small note and a wooden shield (armour rating 1) among the dead bodies.* The note reads, "feed Nitraxis every night, he likes only the freshest meat - I shall be displeased if you forget." "Our friend's advice puts a new light on things - should we risk going north or should we retrace our steps and go east?" Varius says, his hands on his hips. If you want to continue up the northern tunnel turn to **489**. If you want to go back to the junction and go east turn to **480**.

### 65

Your fingers just manage to catch the edge of the bucket though your weight pulls it over, pouring ice-cold water all over you. You shiver and clamber into the bucket. Beneath you you can now see a definite shadow under the waters circling the sinking boat. Turn to **53**.

### 66

The grand priest stands over you and chants a divine blessing while touching your forehead. You thank the man and feel a relaxing calm go through you. After he has moved on you stand and leave the chamber, feeling a lot more confident of your quest. *Increase your luck by 1.* Return to **244**

### 67

You realise that it is getting late and decide to leave the tavern, heading out in the street. Turn to **121**.

### 68

It takes a while but you manage to decipher one of the sections. It details a spell, which you had no previous knowledge of. It allows the caster to drain his enemy of life and channel the stolen energy into his own body. The spell is called *Soul Drain* and costs 7 spell points to use. It may only be cast in combat and drains your foe of 1d6 life points. You may restore that exact same amount of life points that were lost by your enemy. Note that armour will not protect against this spell. *Record this spell under the spell list on your Adventure Sheet.* You are glad to have this new magic and leave the room feeling evermore the wiser. Now you may try the other door (if you have not already done so) by turning to 2. Or head back up the steps by turning to **175** and choosing an option you have not already taken.

### 69

You thank the man and leave the tavern, realising that you are wasting precious time. You head out into the streets feeling refreshed and ready for the challenge ahead of you. If you bought a potion of fortune off the man turn to **141**. If you did not, then turn to **121**.



## 70

Now that you have caught up to the gorak it is time for vengeance. Around you the goraks are being pursued into the forest and apart from the ones who have fallen in battle you are one of the last in the clearing.

### GORAK

COMBAT:	6	ARMOUR:	0
LIFE POINTS:	11	DAMAGE:	1d6+1

If you defeat him turn to **419**.

## 71

You remind one of the guardsmen of your admirable deeds and try and convince them that it was self-defence. Roll 2d6-1 and compare the result to your luck score. If the result is equal or less then turn to **410**. If the result is greater then turn to **351**

## 72

The spear catches you in the side and you fall to the ground in agony. *Lose 5 life points*. You look towards the gorak expecting another spear to finish you off but you thankfully see one of the farmers bowl over the gorak from the side and engage him in a fight. You fling the bloody spear away and rise to your feet painfully just as an gorak war horn sounds. They are retreating! One of them runs past you, and furious at their cruel deeds you pursue him towards the trees. Turn to **374**

## 73

You slam your weapon into one of the startled goraks and shove another off the bridge. The last gorak reaches for his weapon and you must face off against each other to fight for the rope. Around you the bridge is crumbling so you must hurry!

### GORAK

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	10	DAMAGE:	1d6+2

If you defeat the creature in three rounds or less turn to **360**. If it takes longer than three rounds to kill him turn to **113**.

## 74

You have been waiting for half an hour when the first goraks appear. They are armed with crude knives and spears, which they use to hack and slash through the undergrowth before them. At first they look almost human, but their greenish skin and almost ape-like faces reveal that the goraks are anything but. Seeing you and your companions they howl a war cry and charge towards your group. Steel meets steel and all around you the scene transforms into an intense battle. You find yourself without an opponent. To your left one of the soldiers is being attacked by two goraks yet he is still fending them off. To your right a farmer is battling a massive gorak who appears to be the leader and is being beaten sorely. Will you...

Help the soldier fight the goraks?	Turn to <b>421</b>
Attack the gorak leader?	Turn to <b>87</b>
Wait where you are and blast an gorak with an energy discharge spell? (if you have that spell)	Turn to <b>76</b>

**75**

You ready for combat, intent upon teaching this knave a lesson. Fight to the death!

**DRUNKEN WARRIOR**

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	9	DAMAGE:	1d6+1

If you defeat him turn to **101**.

**76**

You cast energy discharge at a nearby gorak and watch as he is blasted back into the under-growth. *Deduct 5 spell points.* You run over to him and finish him off with a sweep of your hatchet. Suddenly you hear a noise behind you and turn to see an gorak swinging a brutal club at your head. Roll 2d6-1 and compare the result to your agility score.

If the result is equal or less, turn to **86**. If the result is greater, turn to **401**.

**77**

You charge at the thaul in a frenzied rage and dive into him. He is pushed off his seat and rolls against the bars of the balcony. He snatches a massive hammer up from the ground and meets the downwards arc of your weapon in time. Steel rings upon steel in a cacophony of grating metal. He is well prepared for combat - this will not be easy.

**THAUL**

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	11	DAMAGE:	2d6+1

If you defeat the creature you may claim your reward. He carried a warhammer, a wooden shield and a pouch with 2 gold coins in it. *The wooden shield has armour rating of 1 and the warhammer inflicts 2d6+1 point's damage.* Having triumphed if you knocked out both the guards turn to **498**. If both guards were slain turn to **88**.

**78**

It is hard going but eventually you manage to hurl the lasso over a battlement on the bridge and tighten on it. "Well, it was your idea - you first." Says Varius. You begin the climb and steadily make your way up the rope towards the great bridge. The rope is slightly unsteady and swings in the wind. Varius starts the climb below you. Roll 2d6 and compare the result to your agility score. If you roll equal or less turn to **386**. If your roll greater turn to **108**.

### 79

You are hit in the leg and collapse in pain. The goraks round the corner and charge at you, intent on your death. Unable to flee you can only wait for your death at the hands of the brutal warriors. Your adventure will soon end forever.

### 80

The weapons shop is rather small and unfortunately does not stock items of great quality, as there is little call for arms around here. However you do see several interesting items, which you may buy. These are –

Leather Armour	-	15 gold	armour rating 1
Ringmail Armour	-	36 gold	armour rating 2
Iron Helmet	-	12 gold	armour rating 1
Small Shield	-	11 gold	armour rating 1
Dagger	-	12 gold	1d6+1 damage
Cudgel	-	16 gold	1d6+3 damage
Shortsword	-	23 gold	1d6+4 damage
Hatchet	-	21 gold	2d6 damage

*Record any purchases you make on your Adventure Sheet and subtract any money that you spend. When you have bought what you want turn to **121***

### 81

You and your companion begin your walk along the featureless road which leads to Lansbury. Roll a 1d6. If you roll a 1-3 turn to **424**. If you roll a 4-6 turn to **144**.

### 82

You find yourself in a dark tunnel stretching into the darkness. You strain to see the end of the tunnel but it is just too dark. The walls seem to be natural here - in your flight you ran down many flights of steps. Perhaps you have wandered into the dungeons beneath the tower. You shrug your shoulders and head down the tunnel. Eventually after walking around a sharp turn you pass by two doors. The one to your left is made of dark metal while the one to your right is a door of rotting timbers. The tunnel up ahead continues to delve into the darkness beyond. Do you...

Open the door of rotting timbers?	Turn to <b>59</b>
Open the door of darkened metal?	Turn to <b>30</b>
Continue down the tunnel?	Turn to <b>28</b>

### 83

You slip and fall down the slope landing heavily on your side, a large gash from a sharp outcrop of rock inflicted on your thigh. *Lose 4 life points.* "Careful! We don't want anyone hearing us out here." Varius gets you to your feet; you thank him for the assistance and continue to the very bottom of the gully. Turn to **334**.

### 84

Your flight has taken you down many flights of steps and you notice that the walls around you are much more natural now - almost as if you were in a cave, not a building. The tunnel disappears into the darkness to your left and right so you decide

to turn around and head back the way you came. The tunnels you are in are unnerving and you are determined to get back up and into the tower as fast as possible. Turn to **35**

### 85

The thoragg lifts its cudgel to deflect your first blow. Its fighting ability is severely impaired from the vicious burns it has sustained. You must now try and finish it off.

#### THORAGG

COMBAT:	4	ARMOUR:	3
LIFE POINTS:	16	DAMAGE:	2d6

If you defeat this monstrosity turn to **396**.

### 86

Your quick reflexes save you and you dodge the weapon. You then leap over to attack the gorak. You will have to fight him quickly for around you the battle is going badly.

#### GORAK

COMBAT:	7	ARMOUR:	1
LIFE POINTS:	10	DAMAGE:	1d6+2

If you are victorious turn to **378**

### 87

The gorak wields a mighty axe which he wields with ease. You run up to him, and aided by the farmer attack. You will have to fight the creature. As he is fighting both of you every time he attacks roll a dice. On a 1-3 he swings at you as per normal. On a 4-6 he swings at the farmer and you may ignore his attack for that round.

#### DARK GORAK

COMBAT:	9	ARMOUR:	2
LIFE POINTS:	12	DAMAGE:	1d6+2

If you defeat this creature, turn to **413**

### 88

You survey your destruction with mild satisfaction. The room is open to the sky and beyond the balcony you can see for miles across a grim desert of black stone shadowed by the arch of jagged rock known as the Black Mountains. The chamber is obviously one of the defence bastions built into the tower in case of an attack. You search the room and find a small chest hidden beneath a table. You flick open the catch and lift the lid, inside is a vial of greenish liquid and 3 gold coins. You recognise the flask as a potent healing potion, when drunk it will restore 3d6 life points. *You may take the coins and the potion, the potion is a pack item.* You destroy the arbalest with your weapon and tip the remains over the edge of the balcony. You then leave the room with haste. Turn to **320**

## 89

You are fighting two evil mages skilled in the lore of evil necromancy. You must fight them one at a time but while you fight the first Necrolyte the second will cast spells at you. At the beginning of each round of combat roll a dice and look on the chart below. Remember, after you defeat the first opponent the second will stop casting spells.

- 1-3 - the necrolyte is not yet ready to cast a spell yet.
- 4 - the necrolyte casts "aura of healing" on the necrolyte you are fighting. Your opponent may restore 1d6 life points (if he has lost any)
- 5 - the necrolyte casts "energy discharge" at you. *Lose 1d6+1 life points.*
- 6 - the wizard casts "shadow bind" on you. Deduct 1 from your damage rolls and 1 from your combat score until the fight is over. If he has already cast this spell then he does nothing else this round.

### NECROLYTE #1

COMBAT:	6	ARMOUR:	0
LIFE POINTS:	7	DAMAGE:	1d6+1

### NECROLYTE #2

COMBAT:	6	ARMOUR:	0
LIFE POINTS:	8	DAMAGE:	1d6+1

If you defeat both of the evil spell casters turn to **193**

## 90

You chant magical incantations and the jailer looks alarmed and begins to back away towards the exit. He has 8 wounds and armour rating of 1, and you have just enough time to cast two spells before he escapes. You may use 'energy discharge', 'fire bolt' or 'fire flash'. If you cast the spell 'shadow bind' upon him or 'quickenning' (if you have at least 1 skill in this spell) upon yourself first then you will be able to cast three spells at him (four including your first spell). Remember to deduct spell points for each spell cast. If you manage to kill him with just two (or three) spells turn to **441**. If you fail to kill him turn to **157**.

## 91

Your friends greet you as you sit with them and tell you of what has happened so far. You comment on the huge range of items available to you and that you are vaguely unsure of what to buy. "If I were you," says Roran, one of the farmers who helped fight the goraks with you. "I would definitely buy a weapon, a club or staff should do for now. Buy at least 2 meals of food as these will be essential on your journey, you may find more on the way however. If you haven't already got leather armour then you'll need it, nothin' like good hard leather to stop the pounding of a club or mace. I'd also buy something to go with it, like a shield or helmet - nothing too flashy mind you. Then you might want to buy 1 or 2 oddments like healing herbs or rope. With this equipment you should be able to reach the tower with ease." You thank Roran for

his advice and realise that you had best go now before you waste anymore time. Turn to **121**.

### 92

You run desperately through vaulted corridors and down dark stairwells. All the way you can hear the sound of heavy gorak boots running after you. Eventually it seems that you have lost them as the pursuing noise has stopped. You pause to take a deep breath and examine your surroundings. Roll 1d6. On a 1-2, turn to **84**. On a 3-4 turn to **82**. On a 5-6 turn to **292**.

### 93

“I dunno, is it the password?” one of the goraks says. “How should I know, I can’t remember somfing that long now can I?” Replies the other. The two goraks begin to argue with themselves and you count yourself lucky. You use the distraction to sneak further down the passage. Turn to **286**

### 94

The inside of the temple is as grand as it is on the outside - rows of steps line the great chamber, and elegant tapestries and symbols adorn the far wall. A robed priest nearby leads you to a group of people kneeling by the main altar. A aged man in bright purple robes is engaged in blessing them one by one. You kneel at the end of the row and wait for him to reach you. Roll a dice. If you roll a 1-4 turn to **66**. If you roll a 5 or 6 turn to **385**.

### 95

The book is almost a fairy-tale really, and you find it hard to believe that such nonsense made it into the library of a deadly sorcerer. You flick through its pages yet the childish rhymes within do not help you. Throwing down the book you curse at the time you have wasted. You leave the room in a hurry. Turn to **384**

### 96

Unfortunately you cannot seem to read the scroll and you give up with a sigh of frustration. “Never mind,” says a burly looking farmer who is nursing a broken arm. “Just ask ol’ Karnel back in Verdinica. A right scholar ‘e is, he’ll help you figure it out.” He says. “Runs some shop with a whole lot o’ magical items and what not.” The leader of the soldiers says, “No doubt he will be able to figure out the writing, yet I doubt he’ll do it for free. A real greedy one he is.” You place the scroll in your pack; *record it on your Adventure Sheet*. After building a pyre and burning the dead goraks you help carry the dead back to Verdinica. Turn to **325**.

### 97

A miracle! On your fourth attempt the lasso lands right around the lever and with a sharp tug you pull it down. A shimmering steel bridge slides out of the pit’s side directly below you, connecting with the pillar. You walk confidently across the bridge and retrieve your rope. Looking above you the ladder stretches out until it is but a blur in the dark. You take a deep breath and begin to climb. Turn to **199**.

### 98

You are marched down the street and forced to a large stone building - the town gaol. It is a place for criminals and cutthroats and you are ashamed to be put into such a

place. You spend three hours in a stinking, damp stone cell but look up as several men come to your door. One of them is Ghandel, the town mayor. A guardsman unlocks the door and you step out of the cell. "Well my friend," Ghandel says, a grim look on his face. "You seem to have really got yourself into a situation. I managed to convince the captain of the watch to release you yet only on the condition that you leave town immediately." You are disappointed to hear this but decide not to argue. You take your belongings back and leave the town by the main entrance. Turn to **160**.

### 99

The gorak's spear misses and you run into him, bowling him over. Your weapon slips from your hand but the gorak is also without a weapon. You must fight this one with your fists (they inflict 1d6 points of damage).

#### GORAK WARRIOR

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	7	DAMAGE:	1d6

If you defeat him you retrieve your weapon, turn to **419**

### 100

An odd looking man in fancy clothes wanders over to your table and sits at your seat. "Mandrel's the name, friend. Mandrel Falkanion." He says, his wide-brimmed hat only adding to his strange appearance. "Now then, you look like a man of good taste - perhaps I could interest you in some of my wares. I have oddities collected from all four corners of Enthelon." You're not sure whether to trust this man or not, he has a strange gleam in his eyes. If you tell him that you are interested then turn to **407**. If you politely decline and leave the tavern turn to **121**.

### 101

The crowd around you cheers as the man falls to the ground clutching his stomach. You may keep his dagger if you want, it inflicts 1d6+1 damage when it hits. Suddenly to your dismay two of the town guard walk into the tavern with swords drawn, intent upon keeping the peace. You recognise one as a fellow fighter from the battle outside the town. The two guardsmen walk over to you and declare that you are under arrest for murder. Will you...

Bribe the guardsmen with 5 gold coins each?	Turn to <b>433</b>
Plead for your innocence?	Turn to <b>71</b>
Or come quietly, hoping everything will be sorted out?	Turn to <b>98</b>

### 102

You try to cast the spell but you are so tired. Your vision is blurred after running so far. Your lungs are heaving and your breath comes in wheezing gasps. Desperately you attempt to utter the words to the spell correctly. Roll 2d6 and compare the result to your lore skill. If you roll equal or less turn to **14**. If you roll greater turn to **155**.

### 103

The bolt strikes you in the midriff and drives you into the floor. The guards laugh at their luck and raise their weapons, ready to end your life. You close your eyes and

before your life ends think of the hundreds of people who will die because of your mistake.

#### 104

You enter a large common room with several tables set out through the room. The room is warm from the blazing fire, which crackles and roars in a great fireplace set into the west wall. Over the fire is great iron pot of bubbling green gruel. An ornate oak door is in the middle of the south wall. Abandoned tankards and plates lie scattered over the tables, no doubt their owners left to hunt for you. The room is deserted save for a massive thoragg who sits in a great chair in the centre of the room. The chair can barely support his bulk and creaks under the weight of the thoragg. He picks a gigantic cudgel from the floor and stands to his feet. “Yagar give puny hooman lesson, ha ha!” You must think fast. You’re not sure if you will be able to fight such an opponent. Will you...

Attack him anyway?	Turn to <b>149</b>
Set fire to the tables and chairs	
With a fire flash spell? (if you have the spell)	Turn to <b>123</b>
Set fire to the tables and chairs with a fire bolt spell?	
(if you have at least 1 skill in this spell – you will need to cast it twice to ignite enough furniture)	Turn to <b>123</b>
Run around him and through the door opposite?	Turn to <b>9</b>
Grab the pot of gruel and throw it over the Thoragg?	Turn to <b>139</b>

#### 105

You get on your hands and knees, diving under the table. The thoragg bellows a deep thunderous laugh and brings its heavy club down upon the table above you, ripping it apart and smashing down on upon back. You feel several of your ribs crack and the wind is blasted from your stomach. *Lose 5 life points*, you manage to roll away from what is now just a pile of kindling. You stagger to your feet, wearily clutching your weapon. You must now fight this vicious enemy. Turn to **149**

#### 106

You reach a shop within the most odd looking building you have ever seen. It is almost as if three upside down buildings have been built on top of each other. Opening the door you hear a gruff voice from in the behind a closed door to your left. “Who would disturb me at this time of morning!?” The owner of the voice appears and looks at you in disdain. “Who are you? What do you want?”. He is a grey haired old man who seems annoyed at your presence. You talk to him of your problem and show him the scroll. He mutters under his breath and brings it closer to the counter of the shop. For the first time you glance around the room and notice it is filled with all sorts of magical items and apparatus, you make a mental note to return here later when the shop is open to buy some equipment. “Yes well it won’t be easy mind you,” Karnel grumbles. “I require at least 15 gold coins to translate the scroll - no less!” With a look of disdain you hand him the money. *Reduce your money by 15 coins*. The man places his hands on the scroll and chants ancient words of power, the words on the scroll glow and swim around the page - finally resettling in changed wording which you can read. You thank Karnel, take the scroll off him and begin to read.. Turn to **308**



### 107

You charge at the cowardly creatures and several run before you even reach them, yet two manage to fire their bows and hit you in the arm. You cut down a ghark who gets in your way and begin to fight the opponents around you. Several men in dark robes step out of the door further down the passage and the other group of goraks engage you in combat. You here one of the men chanting above the ring of steel as you desperately fend off your attackers. A dark mist forms around you, hampering your movements and slowing you down. Outnumbered by staggering odds you die fighting in the halls of the Tower of the Night Lord. Your adventure is over.

### 108

You are halfway there when your grip loosens and you slip and fall. *If you are wearing a ring of feather falling use it now.* You give a cry of panic and land heavily on your backpack - which thankfully breaks your fall. But you are winded and must lose 3 life points. *Because of the impact of the fall, any potions you were carrying have been broken by the fall. Deduct them from your Adventure Sheet.* "Are you alright down there, my friend?" Varius calls, as he carefully climbs back down towards you. Now roll 2d6-1 and compare the result to your luck score. If you roll greater than your luck score your fall has not gone unnoticed! Turn to **284**. If you roll less or equal than your luck score then fortunately nobody has heard or noticed the two of you. Varius waits to see that you are alright. "Sure you don't want to go in the easy way?" he says. If you wish to head through the hidden doorway with Varius turn to **37**. Otherwise you begin to climb the rope again, this time below Varius. Turn to **386**.

### 109

As you examine the dead you notice that one of the fallen is Brax - the man who lent you the weapons and armour. You say a quick prayer for the man and place his weapon and armour at his feet - it is only right that they are returned to their rightful owner as keeping a dead man's possessions is beneath you. *Cross off the hatchet and leather armour from your Adventure Sheet.* You then join the others in searching the dead goraks. Turn to **427**

### 110

The guardsmen seem unconvinced and force you out of the tavern, your head hanging in shame, leaving a yelling and shouting crowd of people behind you. Turn to **98**.

### 111

You awaken feeling very weak and sick. Varius is looking down at you, a concerned look on his face. "You've been unconscious for nearly three hours now, I was worried that I had lost you for a moment". He helps you to your feet and gives you some water to drink. You feel very weak and sick - though you are lucky not to have died from the plague, which you contracted. *Deduct 1 from your strength (this means you must also deduct 4 from your maximum and current life points) and lose 5 life points afterwards.* Varius helps you walk along the road until you have recovered some energy. Turn to **81**.

### 112

The creature is too strong and resists your feeble attempt at freedom. He runs off down the passage, calling for help. The guard returns soon with a small regiment of

armed warriors. In the prisons of the tower, the only punishment for escape attempts is death...

### 113

Behind you the mighty tower finally collapses in a mighty cascade of falling stone and magic. The force of the collapse rips the bridge to pieces and both you and your enemy fall through the air to your deaths below.

### 114

You run after the bandit over several hills and you manage to gain on the panicked man. You have almost reached him when he runs into the nearby woods that are ahead. You are enraged and will not give up the chance for vengeance so easily. You run past ancient trees, leaves and foliage snapping under your pounding feet. You lose him for a moment and then spot a flash of colour to your right. Thinking it is your quarry you carefully approach this. You curse when you see that it is just the brigand's ragged cloak, caught on a branch. *If you wish you may keep this cloak, it is a worn item record the number '423' alongside it.* You turn around but can't seem to remember the way that you came from, the darkness of the forest surrounds you creating a maze of twisting boughs and branches. You attempt to retrace your path and then realise that you seem to be lost in the depths of these thick woods. You must continue to hack through the forest, trying to find your way out (turn to **239**).

### 115

The liquid splashes all over the incoming wizard but with a disastrous effect. The man begins to grow taller and soon his head almost reaches the ceiling. He laughs at you and takes several giant strides towards you. It is too late to do anything else so turn to **89** to begin the fight, but since the man is almost a giant now you must add 6 to his life points and 2 to the first wizard's damage scores.

### 116

You chant the runes to the spell and a bolt of crackling energy surges from your fingers into the gorak's back, knocking him into a tree. *Deduct 5 spell points.* You attack the gorak while it is getting up. Turn to **70** to fight this creature but deduct 1d6+1 life points from the gorak first.

### 117

Just as you are about to leave you notice a barred door, half hidden behind a bookshelf in the west wall. If you want to you may push aside the bookshelf and leave by this secret door (turn to **137**). Or you can just return to the crossroads by the southern door you came from (turn to **6**)

### 118

You recognise the warrior as Varius. You wipe your weapon on the grass and ask him what made him venture into the forest after you. "I knew you wouldn't make it too far into this place, not many people would. No offence stranger." You dismiss his words with a wave of your hand and thank him for saving you. "Anytime friend, say what was your name again?" You thank the warrior and once again he asks to join you on your quest. You refuse politely but Varius responds, "seeing as you owe me your life I think it would repay the debt nicely if you were to let me go with you - besides, I think you need all the help you can get!" You know that you really have no choice,

Varius did save your life after all, and you accept the alliance with a handshake and turn your attention to the dead bodies of the zaurax. Turn to **434**.

### 119

With a cry of triumph the thaul pulls the final level on the Great War engine and a bolt of vicious steel slams into your body driving you back into the doors. You choke as blood trickles from mouth and the world around you blackens. As you slide to the ground your last thoughts are of the people who you have failed.

### 120

The arrow slams into your side (*deduct 5 life points*) and you grunt in pain. The goraks have reached the crossroads now and are so close you can almost smell them. You turn and run around the corner. Turn to **278**.

### 121

You step out into the busy crowded street wondering where you should go next. If you believe that you are ready to start your journey now, turn to **160**. Otherwise note that you may only go to places you have not been to.

The Armoury?	Turn to <b>80</b>
The General Store?	Turn to <b>343</b>
The Tavern?	Turn to <b>432</b>
Or a nearby shop which stocks magical items?	Turn to <b>395</b>

### 122

“Well, it seems that we have a situation of tremendous importance here.” Ghandel says after listening to you tell of the tower. “You must prepare immediately for your quest, I would suggest that you leave the inn and buy some equipment, for it is a long and dangerous path to the Black Mountains.” One of the men stands up and speaks to you. “Friend, my half-brother Varius is a true warrior of valiant spirit indeed. With him on your side you would find victory much easier. I will send a messenger pigeon to his home town of Torstone to ask for his help though you will have to hope you can meet up with the warrior on the way there - for you cannot spend a day here waiting while this dark force grows stronger.”

You nod your head in thanks. “If you need us later we will be in the tavern,” Ghandel says before him and the others leave the inn. You step out into the streets jingling your coins in your hand - now you have a goal and a mission to complete. But first you must equip yourself for the journey. There are several shops in the town, which could supply vital equipment, and there is also a tavern, which may prove useful for picking up gossip or information. You may visit each location once. Where will you go...

The tavern?	Turn to <b>432</b>
The local weapons trader?	Turn to <b>80</b>
The nearby shop which stocks magical equipment?	Turn to <b>395</b>
The general store?	Turn to <b>343</b>

### 123

*Deduct 6 spell points.* With a flick of your fingers a wave of fire envelops the space before you, setting fire to the tables and seats around you. However, the fire is not as powerful as you expected and the thoragg simply moves around the burning furniture, laughing to himself and grasping his cudgel tightly. The fires are not intense enough to stop you from leaving but the thoragg blocks the only safe route out of the room. You are cornered by your own fires, which block off the exit. You grip your weapon tightly in anticipation of the coming battle. Roll 2d6-1 and compare the result to your luck score, if you roll equal or less turn to **345**. If you roll greater turn to **149**.

### 124

Seven dead goraks lie strewn across the ground along with one of the soldiers and four farmers. As you tend to the injured, other survivors of the group appear from the trees, their weapons stained with blood and tending their wounds. Roll 2d6-2 and compare the result to your luck score. If you roll equal or less turn to **387**. If you roll greater then turn to **109**.

### 125

Obviously opening the chest will trigger the statue to attack you, or come alive - presuming it is indeed a trap. But if you can't open the chest then how will you find what is inside? Roll 2d6-1 and compare the result to your lore, if the number you rolled is equal or less turn to **5**. If the number you rolled is greater turn to **133**.

### 126

The smell is familiar and you recognise the potion as a vial of deadly Trisalisk venom. One drop of this could kill a man instantly. Drinking this would be suicidal but you may keep the poison with you if wish. *If you do so record the number 50 next to the Trisalisk venom.* Return to the paragraph you just came from.

### 127

As you reach forward to retrieve the hammer he takes a swing at you at with the hammer. You manage to dodge the wild blow yet the dwarf presses in on his surprise attack. "Nay yer scurvy dog! Ye'll never get me craft off me without a fight!!" It is too late to tell the dwarf who you are, you must defend yourself.

### DWARF

COMBAT:	7	ARMOUR:	0
LIFE POINTS:	12	DAMAGE:	2d6+1

Before you attack you may choose to flee from the room and back up the spiral steps as he is chained up and cannot follow you. To do this return to **175** and make another choice - note that he will get an automatic hit on you (roll for damage) as you leave. If you defeat the dwarf then you have little else to do but retrieve his war hammer (it is a weapon which inflicts 2d6+1 points damage) and leave back up the steps, feeling rather guilty. Return to **175**.

### 128

The snake finally dies, its body bleeding from many vicious cuts and slices. Varius lowers his weapon and breaths a sigh of relief. "Dam that thing was big, I'm amazed

we found so dangerous a creature near to the edge of the forest. Usually only the small creatures stray around these parts.” You both rest against a large V-shaped tree to regain your stamina. Once you are ready your friend gets up and you follow him into the forest. Turn to **173**.

### 129

Your blow sends the half-gorak reeling off the bridge and he plummets to the ground far below with a dying scream. Behind you Varius dispatches a large thaul yet both of you are tiring immensely. The foes from either tower are still coming and it seems impossible that you could win against such odds. Will you...

Continue fighting nevertheless?

Turn to **344**

Or abandon Varius to his fate and try to escape down the rope?

Turn to **382**

### 130

Despite Varius’s warnings you walk over to the people and offer to heal them. They just wave you aside and walk past you however, staring into the distance. It seems that the disease has eaten away at their minds as well as their bodies. The shambling mass continues on their way and you cannot stop feeling pity for the poor souls. “Why did you do that? Can’t you see they had the plague?” You tell him that you felt sorry for them though Varius interrupts. “No doubt they fled a nearby town to escape being burnt. Those with the plague are rarely accepted anywhere, I’ll bet they’ll just wander along aimlessly until they die from their disease.” You shake your head and the two of you continue. Roll 2d6-1 and compare the result to your luck score. If you rolled equal or less turn to **81**. If you rolled greater turn to **370**.

### 131

You scoop up the parcel and sprint towards the wagon as fast as you can yelling at the driver to stop. Roll 2d6-1 and compare the result to your agility score. If you roll equal or less you manage to close enough for the driver to stop (turn to **154**). If you roll greater then you are too slow and the wagon begins to disappear into the distance. Do you....

Open the package to see what it contained?

Turn to **348**

Or leave it and continue towards Lansbury?

Turn to **214**

Cast the quickening spell to let you catch up to the wagon?

(If you have this spell and have attained at least 1 skill with it) Turn to **154**

### 132

An gorak peers over the side of the battlements as you are sliding down and with an evil grin slices the rope in two. Fortunately you are almost at the bottom and falling you suffer only a few cuts and bruises. (*Lose 2 life points*). You hear Varius’s anguished cries above you on the bridge and can only sigh in sadness. You run into the hidden entrance before anyone can see you. Turn to **422**.

### 133

You come up with an idea, not a brilliant idea but its something. You walk into the guardroom and pick up the chest in that room. Carrying it into the statue’s chamber you switch it with the stone chest. Now there is a wooden chest sitting atop the plinth,

hopefully that will fool any magical traps. You turn your attentions to the stone chest. Turn to **319**.

#### **134**

Your magic ring glows and you feel yourself slowing down. You float down through the air and manage to land nimbly on your feet. Varius manages to reach the bottom of the rope and is relieved to see that you are uninjured. Turn to **138**.

#### **135**

You continue and find the terrain gets worse and worse. Hours of trudging through the cold mud pass and soon you are hopelessly lost and so exhausted that you slump to the ground and fall asleep. It is a sleep you will never awaken from - few are those who dare to enter the swamp, and none are those that leave. Your adventure is over.

#### **136**

You see nothing but an empty cell, with a wooden bed pushed up against the wall. You decide not to waste any time there and head back down the passage, heading west when you reach it. Turn to **318**.

#### **137**

You carefully open the door and peer out of the portal. The doorway opens out into a long, dank passage heading north and south. You step into the passage and a shriek from the south alerts you to the presence of a group of gharks chatting further down the corridor. They have spotted you and ready their bows, which they carry. You draw your weapon but hesitate to attack as a flurry of deadly arrows drives you back down the passage. You turn and run with the gharks in hot pursuit, several arrows fly past you, but none hit. The passage makes a sharp twist to the east, you dash around this corner and the passage continues, winding further into the depths of the tower. Ahead is a dead end, but just before is a oaken door in the southern wall. You run to the door and turn to see the gharks rounding the corner. Seeing you they laugh and ready more arrows to fire. You have no choice but to open the door in front of you and dash in... Turn to **104**.

#### **138**

You trip over and fall down the slope, your backpack tumbling off your shoulders and landing at the bottom of the gully. You get to your feet, rubbing your bruises - *deduct 4 life points*. Varius draws his sword, looking fearfully around for any creatures that might have heard your fall. You retrieve your backpack, unfortunately any potions inside have been broken and are useless, and otherwise everything else is all right. You signal to Varius that you are all right and he follows you down the slope. Turn to **334**.

#### **139**

You circle around a table to avoid the thoragg's swinging club. It smashes down and rips the table into a pile of splintered kindling. You run to the fireplace and take the pot in your arms, yet it is much heavier than you had expected. You desperately try to throw the contents over the thoragg, but you are not sure your arms are strong enough to. Roll 2d6-1 and compare the result to your strength score, if you roll equal or less turn to **425**. If you roll greater, turn to **369**.

**140**

“Ah, found it!” Varius calls, he is referring to a small lever tucked between two rock outcroppings. He flips it and a hidden door opens in the side of the cliff, made to look exactly like its surroundings. Merged perfectly with the rock face it would have taken days to find it otherwise. “Well, what are you waiting for? Let’s go!” With Varius leading the way you plunge into the depths of the tower’s dungeons... turn to **37**.

**141**

The potion of fortune is a complete fake and is worth nothing! If you have already drunken it then the bonus to your luck is no more. Turn to **121**.

**142**

You eventually manage to calm the furious man down and he lowered his pitchfork. “Alright then boy, yer don’t look like the stealing type anyway.” Varius gets to his feet and rubs the back of his head, wincing in pain. You have no choice but to give the man all the stolen apples back as well as **5** gold coins for compensation. *Delete the money and food off your Adventure Sheet*. Feeling rather ashamed of yourself, you and your companion leave the orchard and tramp north. Turn to **189**.

**143**

You sit with the man and order a drink of ale. *Deduct 1 gold coin*. You introduce yourself to the man and he greets you. “Heh, ain’t you the lad who helped us fight off the goraks? Me, I would have helped but I’ve been through the best of me days.” He points to a wooden peg, which protrudes, from his breeches instead of a foot. “Yep, me and my maties had some good years sailing on the oceans, fighting fierce battles and finding good hard booty.” You drink your ale and listen to his stories for a while, relaxing in the warm atmosphere. *Restore 1 life point for the rest*. Then the man straightens up and with a smile in his face pulls a ragged scroll from his pocket. “Me first mate kept his share of the treasure in a chest buried on the southwestern part of serpent forest, due west of massive V-shaped tree. He hid a chest underneath a covered of ferns and mosses, away from any prying eyes. Would’ve kept it to if it weren’t for the scurvy that killed him. Now it just sits there wasting away, I’d get it meself but I’m not exactly young anymore - and let’s face it, Serpent Forest is no place for an old timer like me. You won’t find the bushes without this map and I’m giving it away for just **8** gold coins. Well are you interested?”. If you wish to pay him and buy the map, turn to **398**. If you are not convinced or just don’t want it then you bid the man farewell and leave the tavern, turn to **121**.

**144**

You and Varius trudge along the bleak road for what seems like hours, the sky grey and the ground around you muddy and unkempt. You shiver at the bitter cold wind which blows over you. If you are not wearing a cloak you must *lose 1 life point* from the cold. Varius interrupts the monotonous journey by pointing along the road. “I don’t like the look of this at all.” A wagon carrying crates of valuable goods has been tipped over. A group of rough looking bandits swarms over the wagon, attacking the drivers of the vehicle. “Don’t you think we should help?” you ask your friend. “Nay my friend, I don’t think we would be able to. In fact, I think we should try and stay out of view. Varius’s words come too late as already the bandits have seen you. They snarl in greed and leap off the ruined wagon, their bows at the ready. Several arrows

sing through the air around you and four of the rogues charge you with their blades drawn. “Dam! Run for your life, these are a foe too many to fight off!” You and Varius flee off the road to the east, the bandits pursue you and the sound of their curses and yells is enough to keep the two of you running. All the time you are fearful of looking back and you do not stop until you have reached the cover of trees. You collapse to the ground in exhaustion and look up as Varius appears beside you. “Dam, they’re waiting for us back there, and I get the feeling that they’re not going to let us go. We’ve got no choice but to head through this forest after all.” You look into the dark twisting trees before you and something deep down makes you shiver. But better that than the sharp steel sword of an outlawed gang of thieves. You and Varius begin your journey into the depths of Karez Tarnath - The Forest of Serpents. Turn to **173**.

#### 145

“Okay, you’re the leader.” Varius says, rolling up his map and placing it in a fold of his cloak. You both walk steadily to the west, the horizon flecked with the twisted trees, which mark the border of Serpent Forest. Eventually you find a good road which heads north through the rugged hills around you. After an hour of walking down the bleak path Varius points into the distance where you see a crowd of people slowly walking down the road towards the two of you. At least you *think* that they are people, at this distance it’s hard to tell. “Hmmm, I don’t like the look of this.” Varius says. “Perhaps we should wait behind that nearby hill until they pass.” If you would rather stay and investigate turn to **429**. If you want to join Varius and hide behind a nearby hill turn to **4**.

#### 146

You get down to search the man’s body. Roll 2d6-1 and compare the result to your lore score. If you rolled equal or less turn to 7. If you rolled greater turn to **406**.

#### 147

You keep trying yet it seems completely hopeless. Your arms ache and you seem to be getting no closer to the mark. Your next throw goes completely awry and the rope slips right out of your hand! It flies into the pit never to be seen again and you curse at your bad luck, or bad skill as it is. *Cross the rope off your Adventure Sheet*. Now return to **254** and make another decision.

#### 148

The pendant fits perfectly and you marvel at your new treasure. Suddenly it changes and tightens around your neck, making you choke. The pendant is a part of the changeling and still alive. You gasp for breath and sink to the ground, clawing at the shrinking cord around your neck. You fall to the ground, dead and the pendant reforms into a smaller slime, slithering off into the corner of the tower. The changeling has claimed another victim.

#### 149

The Thoragg is a fearsome opponent and it will be a miracle if you can defeat him. There is no escape from this foe and therefore fight him you must.

THORAGG



COMBAT:	8	ARMOUR:	3
LIFE POINTS:	20	DAMAGE:	2d6+5

If you manage to somehow win against this monstrosity turn to **396**.

### 150

The man introduces himself as Gheronius and leads you over to a small table. You show him the injuries that you have sustained so far. “Yes, yes I can see this needs attention. For 6 gold coins I should be able to set the wounds right and clear them of infection.” If you wish to pay the fee Doktor Gheronius will administer healing balms and ointments to heal all your wounds. *Restore all lost life points if you do so.* Otherwise you politely decline and may leave (turn to **244**) or ask him if he has any healing items for sale (turn to **359**)

### 151

You blow the dust off this ancient book and open its yellowed pages. By the light of the candle beside you you can just make out the spidery script that adorns the old pages. Much of it seems to be in a completely different language and you have trouble making it out. The diary is off a renowned sage yet his ramblings do not help your predicament. You are about to give up when you turn a page to find that a section of the book has been hollowed out. A small copper key is lying in this hole. *You may take the key if you wish - record the number 13 next to it if you wish to keep it.* You realise that the book contains no further information and decide to leave the room. Turn to **384**.

### 152

The book is just too obscure to be any help to you. Wishing that you had paid more attention to your studies you realise that you have wasted a lot of valuable time. You leave the small chamber and head out into the landing leaving the book behind you. Turn to **384**.

### 153

You slam his head into the bars and knock him out. He falls to the floor, completely helpless. You slide your arm through the bars and take the jail key off his belt. With a cry of triumph you unlock the door and run out of the cell, pausing only to retrieve your equipment. You run out of the room and through several passages and bump right into a patrol of goraks! They give a cry of alarm you turn in the opposite direction and run for your life. They are soon to follow however and two of the goraks in particular seem to be gaining on you. Roll 2d6-1 and compare the result to your agility score. If you rolled equal or less turn to **92**. If you rolled greater turn to **182**.

### 154

Panting with exertion you hand the package to the driver. He is a rough looking man with rugged features typical of the many travellers who roam these lands. As he looks at the parcel a smile breaks over his stern face and he thanks you, grateful for your assistance. “Yep, that’s pretty valuable Sterna Moss you recovered. Would’ve been a pain to lose them before I could sell them. Here, take this as a reward.” He gives you a purse with 5 gold coins in it. You thank the man and he continues on his journey, as do you. “Hey maybe you’d like a lift to Lansbury, it must be at least 15 miles to the

town. How about it partner?" If you decline his offer and carry on turn to **214**. If you accept his offer then climb onto the wagon and turn to **346**.

### 155

You try to cast the spell but you are too tired. You cannot speak properly and your fingers refuse to move. No matter how hard you try the spell will not work. The zaurax reach you and surround your collapsed form. You stagger to your feet and try to escape but it is too late, one of them throws a massive spear at you which hurtles through the air towards you. With a weak cry you fall to the ground, the spear buried deep in your back. This time you do not get up. Your adventure is over.

### 156

You show Varius the map and explain to him the importance of finding the treasure. "Okay, I'll help you. Don't worry though, I won't ask for any of it. Unless of course you have trouble carrying the money of course in which case I won't mind taking some to help ease the load. You both follow the instructions on the map and end up at a patch of bare soil. "Well this is it! Let's get digging shall we?". You both use your hands to pull away the topsoil and find the top of a small chest beneath. You lift the chest out of the ground and are about to open it when Varius pushes your hand out of the way. "Careful now, these pirates are crafty devils." He lifts the lid up with the tip of his sword and a needle flies out and embeds itself in a nearby tree. "Thought so, trapped! No doubt covered with poison too." After thanking Varius for correcting your foolish mistake you look into the chest. Inside are 22 gold coins, a bejewelled cutlass and a pair of wristbands. The cutlass is a fine weapon, which inflicts 2d6 points damage. You place the wristbands on your wrists and feel a surge of magical power flowing through your body. *These are magical bands of strength and, when worn will increase your strength by 1. This means that they will also increase your maximum and current life points by 4. They count as one worn item and you lose the bonus whenever you take them off. Record all the items you wish to take.* Once you have all the treasure you want Varius sets off into the forest with you behind him. Turn to **173**

### 157

The gorak flees from your magical attacks and escapes into the passage beyond the prison room. He runs off into the darkness no doubt to fetch a squadron of armoured goraks to help. Unable to leave the confines of your small cell you are powerless and can do nothing but wait for the goraks to arrive at the chamber where no doubt you shall be executed. Your adventure is over.

### 158

You drink the potion and feel your magical energies returning. *Restore 2d6+1 spell points and cross the potion off your Adventure Sheet.* Now return to the paragraph you came from.

### 159

The stairs go around in a twisting spiral and ends at a small landing. Burning braziers of green fire cast eerie shadows upon the ancient stone around you - the pale light illuminates two doors here, one made of wood and the other made of iron. The wooden door is embellished with twisting runes of arcane design that you cannot

decipher. You may return up the steps and back to the sorcerer's study (return to **175**), open the wooden door (turn to **450**) or open the iron door (turn to **2**)

### 160

You manage to leave Verdinica without any trouble and carry on through green fields of Lathesian Vale for an hour or so without any confrontations. It is about mid-morning when you hear the sound of battle to your right. Not far away a man in glistening chainmail is locked in deadly combat with a green skinned creature, several more of the creatures lie dead on the ground nearby indicating that this has been a long fight. Do you...

Help him?	Turn to <b>216</b>
Wait until the battle is over, then help him?	Turn to <b>256</b>
Or ignore the warrior's plight and walk on?	Turn to <b>235</b>

### 161

The gorak will only be interested if you give him at least 12 gold coins, if you cannot or are not willing to do this return to **220** and choose another option. If you wish to try and bribe him with the money roll 2d6-1 die and compare the result to your luck score. If it is equal or less turn to **211**. If it is greater turn to **257**.

### 162

You reach the top and peer out through the tree. The end of the forest is in sight, just a mere half a kilometre away! Further out from the forest looms the Black Mountains, an unpromising prospect against the green bed of wilderness. You yell down to Varius and he replies, "Good, if we hurry, we will reach the Night Lord's tower by the beginning of tomorrow!" You are about to climb down when you notice several strange looking black leaves among the trees branches. They are out of character with the rest of the leaves and you recognise them as a magical reagent. *If you wish to take some shadow leaves with you record them on your Adventure Sheet (they count as 1 pack item) and note the number '20' next to them.* You then climb back down the tree and the two of you continue through the bushes. Turn to **250**.

### 163

It is only an hour before you reach the forest. You are scratched from the harsh, sharp grass and tired but otherwise fine despite your laborious journey. Turn to **239**

### 164

You close your eyes and blurt out the first thing that comes to mind. Roll 2d6-1 and compare the result to your luck score. If it is greater then turn to **282**. If it is less or equal then turn to **93**.

### 165

You walk along side the river, hoping that there is some other way across. The river goes on for some distance; you pause for a second and decide to return to Varius. As you turn a roaring cacophony of grunts and snarls startles you. You leap around to see a large shape pounding through the shrubbery towards you. Do you...

Turn on your heels and flee?	Turn to <b>277</b>
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Or face the oncoming beast?

Turn to **245**

**166**

You sit down and rest against the wall. *Restore 2 life points and 1 spell point.* You begin to realise how hungry you are. If you wish you can eat a meal here (or create one with the sustenance spell). *If you do so cross it off your Adventure Sheet and restore 3 life points.* Roll 2d6 and compare the total to your luck score, if it is equal or less turn to **499**. If it is greater turn to **190**.

**167**

*If you are wearing a war helm use it now.* The axe slams into your skull and you feel your grip loosening on the ladder. You fall backwards and tumble through the air back down into the void. You lose consciousness before you hit the bottom of the shaft and it is a sleep that you never awaken from. Your adventure ends here.

**168**

Just as you grab the keys a yell makes you spin around, weapon at the ready. Three thauls stand blocking the passage. Foul minions of the Night Lord no doubt, smaller than goraks but twice as evil. One whips a thin dagger and throws it at you, cutting a spinning arc of steel through the air. *Roll 2d6 and compare the result to your agility score. If you roll equal or less you jump aside. If you roll greater the dagger cuts into your arm, lose 4 life points.* You know that you do not stand a chance against three of them, after all, reinforcements will arrive any second. You decide that you will have to charge through them. You are about to when Varius yells, “quickly! Free me and we can fight them together!” Do you...

Free Varius?

Turn to **316**

Or charge through the thauls and escape?

Turn to **191**

**169**

Your dagger whistles through the air and slams into the chest of the wizard who slumps to the ground lifeless. You must now engage the other wizard in combat (you may retrieve your dagger after the fight). Turn to **420**.

**170**

You quaff the potion and wait for effects. Your wounds begin to magically heal and wounded flesh knits itself together. It is not long before all of your wounds are healed. *Restore 3d6 life points you have lost. Now cross the potion of your Adventure Sheet and return to the paragraph you came from.*

**171**

You run through the door and into an empty room. Apart from a tapestry in the far wall there is nothing of interest here and no escape. With your pursuers only seconds behind you realise that perhaps behind the tapestry there is a secret passage or an escape route! You fling it aside and your heart sinks, as you see nothing but a blank wall. This is the last thing you ever see as an gorak battle club smacks into the back of your head dropping you to the ground and ending any chance of ever defeating the Night Lord. Your adventure is over.

**172**

You ascend the stairs silently and onto a landing. You continue up them to the very top and head north along a silent passage. Turn to **196**

### 173

The two of you head through the forest happily talking about past experiences. It must be near midday when you hear the sound of running water ahead. Varius walks ahead and yells, “come look at this!” You run up to him and see what he is pointing at. A great river crashes over a group of glistening boulders, the sun shines through the spray to create a dazzling array of multicoloured light. The river must be at least ten metres wide and you could not swim through it. To your left an ancient bridge spans the distance, its timbers rotting and ropes tangled. It does not inspire you with confidence. Do you...

Insist that another way of crossing should be found?

Turn to **231**

Or grit your teeth and head across?

Turn to **213**

### 174

He pauses for a second and says, “perhaps you are right my friend, well we had best be going then. What are you waiting for?” He leaves the orchard munching on an apple and you follow him. Turn to **189**

### 175

You lower your weapon panting in exhaustion; the air still crackles with mystic energy and the dead body of the mage lies before you. You wonder what magical items and spells this powerful sorcerer possessed. A twisting spiral staircase leads up to the top of the tower and down to the base. Do you now...

Search the study?

Turn to **261**

Leave the tower and head back along the bridge,

Heading east at the last junction within the tower

Turn to **254**

Search the dead body of the wizard?

Turn to **146**

Walk up the spiral staircase?

Turn to **366**

Or walk down the spiral staircase?

Turn to **159**

### 176

You sleep in the village stables trying to ignore the stench of foul offal which litters the area. If you do not have any food to eat then *lose 8 life points* as you are starving. You wake in the morning, stretching your aching arms and brushing yourself off. *Restore 2d6-2 life points and 4d6-4 spell points.* You leave the stables and notice that many people are avoiding you due to the stench that you have contracted from last night. Turn to **244**

### 177

You whip out your weapon and attack one of the goraks. He is startled and you push him to the ground. Your hopes quickly fade as the other races to the gong and slams a large bronze mallet into it with all his might. There is a huge booming dong, which sounds through the entire tower. In moments a squad of armoured goraks will arrive at the scene and ensure that you are no longer a threat, with nowhere to go you realise you are doomed. Your adventure is over.

### 178

You open the door and see a vaulted corridor beyond. You walk steadily down the passage and down a flight of steps into a dark room. *If you have a golden orb you may use it now.* You feel around for exits but can find none. You decide to leave this room and head up to the upper levels when your foot kicks something on the ground. You bend down and pick up a small circular-shaped object, and walk up the steps to the light to examine it. It is a small, ruby ring with the number '10' scratched onto the back. You slip it on your finger, but can sense no effects. *You may keep the ring if you wish, it is a worn item but can be carried in your pack. If you keep it record the number next to it.* You re-enter the guardroom and choose another door. You may leave by either door, provided you have not been through that door already. Do you leave by the...

East door?

Turn to **243**

Or north door?

Turn to **326**

### 179

“Yeah, an’ me muther’s a gnome. Do I look dat stoopid?” Before you can tell him he whips the hood of your cloak off and seeing your face his comrade slams a bronze mallet into the gong with all his force. Before you can react a group of heavily armoured goraks come running down the corridor armed with heavy crossbows. You realise you have no chance and raise your arms in surrender. But these creatures of evil take no prisoners, at a signal from their leader a hail of lethal steel rips into you and ends your life. Your adventure ends here.

### 180

You whip the pouch away from the creatures as fast as you can. Roll 2d6 and compare the result to your agility score. If the result is less or equal then you take the pouch with no injuries. If you roll greater than you are not fast enough and suffer 5-life points damage from leach bites. In the pouch you find 12 gold coins. Smiling with your fortune you take the money and walk on. Turn to **12**

### 181

The arcane magic slams into your body, blasting you into the wall. You scream in pain as your vision blurs and your side numbs. *Reduce your life points by 2d6 for this grievous wound.* You manage to pick yourself up and dodge another bolt of energy that slams into the wall nearby. You the Night Lord in a berserk rage, your weapon held high above your head. Roll 3d6 and compare the result to your combat score. If you roll equal or less you strike the Night Lord - roll the appropriate damage dice to see how many life points he loses. Because of your rage you inflict extra 1d6 damage. If you roll greater you miss and do no damage. Turn to **293**.

### 182

Two goraks run ahead of the rest and catch up with you. It looks like you will have to fight...

First GORAK

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	9	DAMAGE:	1d6+2

## Second GORAK

COMBAT:	7	ARMOUR:	1
LIFE POINTS:	8	DAMAGE:	1d6+1

Fight them one at a time. If you defeat them, turn to **225**

### 183

You notice a familiar face - Varius! You greet each other for the second time and speak. "Looks like you did well in getting here by yourself! I can tell by those bite marks on your legs that you've been fighting grass leaches, shame I wasn't with you or I would have warned you about them. Maybe you've changed your mind about whether or not we should join up?" Do you...

Decline for the second time?  
Or take him up on his offer?

Turn to **290**  
Turn to **218**

### 184

He falls to the ground with a last snarl. You quickly go through his equipment and find his meat cleaver (which inflicts 2d6-1 points damage) and an ornate war helm. The helmet is fine protection and has armour rating of 2. The number 20 is inscribed in the back. *If you take the war helm record it under the armour section of your Adventure Sheet along with the number. (Remember you may only carry one helmet at a time).* You may also take his leather armour and wooden shield (both armour rating 1). It seems that the noise of the fight has attracted some unwanted attention. The door he came from opens and you see the face of a large thoragg appearing, his eyes widening in shock. Not wanting to fight you turn your back and flee. The door bursts open and several gorak warriors charge out of the portal and after you. Turn to **274**.

### 185

You deal the final deathblow to your opponent as Varius does the same. A search of them reveals **3** gold coins (which Varius lets you take), a suit of leather armour and a club. The leather armour has armour rating of 1 and the club inflicts 1d6+2 point's damage. Varius says, "well, the Night Lord better have some more skilled guards or he'll be dead in no time!" You laugh and spit on the corpses. Suddenly there is a movement behind you. You and Varius turn to face a small group of goraks behind you, viscous stone clubs in their hands. Before you can react one swings its mighty club at your head. One of the clubs swings towards your face... Roll 2d6-1. If the result is equal or less to your agility score turn to **426**. If the result is greater turn to **220**.

### 186

Your weapon hits the statue in its midriff with full force and you cry in surprise as the weapon you were holding breaks in two! *Delete the weapon from your Adventure Sheet.* The statue does not move an inch and you get the feeling that you made a wrong move. However, you are still worried that the statue may be magical and therefore dangerous. Do you...

Leave the room and head north?

Turn to **206**

- Return to the guardroom and open the north door?  
(If you have not before) Turn to **326**
- Return to the guardroom and open the west door?  
(If you have not before) Turn to **178**
- Try to think of a way of getting at the treasure with no risk? Turn to **125**
- Or else open the chest? Turn to **319**

### 187

The weapon slams into your helm and the force of the blow knocks it off your head and spiralling down into the dark depths below, by some miracle you are unharmed - the warrior is surprised for you to have survived such an attack and you use the opportunity to vault through the trapdoor and attack. He wears violet markings, which betray him as a member of the Night Lord's elite guard.

#### NIGHT GUARD

COMBAT:	7	ARMOUR:	2
LIFE POINTS:	11	DAMAGE:	1d6+4

If you win, turn to **288**

### 188

You tumble into the pit, and hit a hard stone floor several metres down. *Lose 3 life points*. You vault out of the hole and charge towards the necromancer - The Night Lord summons a wind of green fire, which sizzles through the air towards you. Roll 2d6-1 and compare the result to your agility score. If you roll equal or less you jump out of the way in time and suffer only minor burns (*lose 1 life point*). If you roll greater the fires hit you with full force and you cry out in agony (*lose 6 life points*). The mystic fire burns your flesh but you manage to keep your balance instead of falling back into the pit. You swing at him once more with your weapon, roll 2d6-1 to see if you hit. If he is killed turn to **197**. If not turn to **295**

### 189

You walk in a northerly direction across the grasslands towards the Black Mountains, which are now easily in sight. Varius seems to be thinking to himself and is not talking when you notice a man lying face down in the grass nearby. His garments are blood soaked and Varius has not noticed him yet. "We don't have much time, I doubt we can do much to help that poor soul", Varius says, his hand on your shoulder. Do you...

- Walk over to the man and see if you can help him? Turn to **281**
- Or ignore him and walk on? Turn to **303**

### 190

You rest relieved against the cool stone wall. You close your eyes and almost fall asleep - *regain 3 life points*. You are startled from your dozing by the sound of clamping footsteps. You grasp your weapon and meet the incoming foe. It is two gharks, armed with small but sharp daggers. They realise they outnumber you and attack! In the confines of the hall you will only have to fight them one at a time.



## GHARK #1

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	5	DAMAGE:	1d6+1

## GHARK #2

COMBAT:	6	ARMOUR:	0
LIFE POINTS:	4	DAMAGE:	1d6+1

If you manage to defeat them, turn to **314**

### 191

You duck your head and charge headlong into the mass of creatures yelling at the top of your voice. You barge into them and send two sprawling into the walls. The last one swing at you with his sword, cutting into you and drawing blood, *lose 3 life points*. You clutch your wound and sprint away from them back to the junction, heading the other way this time. You turn and to your relieve see that the creatures are not following. Obviously you made quite an impression! You walk on. Turn to **318**.

### 192

After a few hours walking you encounter no creatures other than the occasional sheep or goat. You sit down on a nearby rock and have a rest (*gain 2 life points*). You survey the land ahead of you and in the distance see a long line of trees, which can only be Serpent Forest - one of the deadliest and largest forests in all of Trailt. You stand up and carry on. You pull out a crumpled map of Lathesian Vale and decide which of two ways to carry on. The short route, which is by far the most dangerous, would be to head straight through Serpent Forest directly towards the Night Lord's Tower. The longer, but safer route would be to travel around Serpent Forest and through the village of Lansbury. Where will you go...

Right around the forest?	Turn to <b>258</b>
Directly through the forest?	Turn to <b>239</b>

### 193

The last one falls to the ground, clutching his wounds. You search them and find 2 daggers (each inflicts 1d6+1 damage) and 2 gold coins. You notice that although the robes they wear are ripped and bloodstained they still conceal their faces. It could be used as a reasonable disguise. Will you...

Take their robes for a disguise?	Turn to <b>285</b>
Search the room for any useful items?	Turn to <b>302</b>
Or just leave the room?	Turn to <b>238</b>

### 194

You place the head-band over your own head and wait for effects. You feel a strange presence probing your mind. Roll 2d6-1 and compare the result to your luck. If you rolled equal or less turn to **400**. If you rolled greater then turn to **291**

### 195

You raise the potion to your lips and notice a strange smell coming from the flask. Roll 2d6 and compare the result to your lore. If the roll is equal or less turn to **126**. If the result is greater turn to **353**.

### 196

You walk for a short distance and the passage soon widens considerably. Two goraks ahead stand guard to either side of the hall and a brass gong stands beside one. *If you are wearing a wizard's cloak use it now.* With a startled grunt the goraks spot you and one raises a hammer above his head, ready to sound the alarm. *If you have a throwing dagger, you may use it now.* You charge towards the goraks but it is too late, the hammer slams into the gong and in response a great number of evil warriors run up the steps behind you, intent on your death. The two gorak guards alone would be hard to defeat, but against this hoard you have no chance. You shall die fighting, your adventure is over.

### 197

The Night Lord clutches his wounds and a dark green gas escapes from them. He staggers over to the throne. "You may have slain me, mortal - but I shall ensure you pay for the deed with your life!" As the Night Lord dies the room begins to shudder, plastic cracks from the ceiling and the floor quakes beneath your feet. Small rocks and a shower of dust rain down on you from above - as the Night Lord died his magical energies which held the tower in place died with him.. You look at his crumpled form in hope of some plan or idea. You find an emerald ring lying next to his hand and place it on your finger. The ring is a ring of knowledge and you begin to feel its effects, your thoughts increase in speed and you feel your magical powers growing. *The ring is a worn item and will increase your lore by 1 when you wear it. Remember that this means it will also increase your current and maximum spell points by 4.* You have no time to admire your treasure however as you must leave immediately. You dash out of the room and down the shaking halls of the tower. Confused and fearful creatures dash by you, holding their hands to their heads to avoid the falling rubble. If you have been to either the well room or the tower-bridge you will know as you will have recorded the name of the room and a number next to it. One of these rooms may provide an escape from the tower, add the number of the room you wish to go to to the number of this paragraph and turn to the total. If you have not been to either of these rooms then turn to **227**.

### 198

You arise early to get a good start. *Restore 2d6 life points and 4d6 spell points.* The land becomes rough and the few trees that dot the landscape are blackened and burnt. The dim silhouette of the Black Mountains is an ever-present thought on your mind and a grim reminder of the foul tower of chaos, which are your final destiny and possibly your grave.

"The Black Mountains mark the boundaries between two lands, Trailt and The Shadow Lands. Aye, not a single good soul has ever stepped in that foul land and lived to tell the tale. Horrible things I've heard of the terrors and demons, which reside in there. Let me tell you - this Night Lord fellow isn't the first person who's ever set foot in this place. Many others have tried before and five great wars have been fought because of it - and there isn't going to be a sixth war. Not if we can finish it before it starts anyway." Turn to **262**

### 199

You climb higher and higher up the pillar and begin to feel very tired, the ceiling is still not in view and you realise that you must be nearing the top of the tower - around you is nothing but a black void and you wonder if it is still the same tower you are climbing up. As you climb further and further sweat rolls down your forehead and your fingers shake. Roll 2d6-3 and compare the result to your strength score. If it is equal or less, turn to **315**. If it is greater turn to **240**

### 200

You hear the creature's bestial roars behind you but only quicken your pace. The monster takes a viscous swipe at your back, raking down your shoulder with its claws - you cry out as white-hot pain burns through your shoulder. *Deduct 4 life points*. You stagger as fast as you can back to where Varius is waiting. You reach Varius and tell him of the creature, gasping for breath. "I knew these forests were too dangerous", he says with a curse. "We had best be going before it follows us, once those things get a taste of blood they never falter their pursuit, c'mon." Turn to **213**

### 201

You turn to run and the hovelled creature places a small wooden tube to his lips and blows. A small dart whistles through the air towards you. You turn around just in time to see it. Roll 2d6-1 and compare the result to your agility. If you roll equal or less turn to **321**. If the result is greater turn to **259**.

### 202

The temple is a grand building. The marble doors are marked with the wheel, the symbol of fate. A large number of people are entering the building today and a colourful sign proclaims that the Grand Priest is present today, and is currently blessing all those who wish his divine favour. You walk through the great doorway and into a small antechamber. A robed deacon standing nearby you holds out his hand and asks for a donation of 4 gold coins to enter. Do you give him the money and enter into the temple? (turn to **94**) or decline to pay and leave the temple (turn to **244**)

### 203

The Night Lord stares at you, his arms outstretched. Magical energies crackle at his fingertips. "It is you." He snarls, the words striking a chilling cold into your heart. "Prepare to be destroyed!" You yell in defiance. "Never again shall your evil presence darken this land." You raise your weapon and prepare for battle. The Night Lord looks to the far corner of the room where his Necrostaff lies against the wall. You turn around and smile realising that he is isolated from his main powers, without his staff he can not call upon the arcane sorceries that it holds. "So be it then," He utters. "I shall slay you with my own mortal powers." Turn to **322**

### 204

You race out of the room and back along the bridge. Once you are back inside the tower you turn around but see no signs of pursuit. Consider yourself lucky. You walk down the passage and return to the junction, this time heading east. Turn to **254**

### 205

“Eh, No wun told me.” The gorak says, scratching his head in bewilderment. “Why are we always the last wuns to know? Well, we’ll let yer past this time but next time we’ll kill yer anyway!” The other one says, disappointed in thinking you are not an impostor. As you walk past your heart beats rapidly and you do not feel at all relieved until they are right behind you. With the gong at their sides they could have summoned the whole tower upon you. Turn to **286**

### 206

You find yourself in a large circular antechamber. The room is dark and lit by a pale orb of red light in the centre. The walls are obsidian and black as night - they curve up towards the centre of the room like a giant dome. Another set of doors stands opposite you but a curving spiral staircase of amethyst steps twists upwards towards an opening in the ceiling. You have a feeling your destiny lies up the stairs and ascend them with your weapon drawn. Turn to **224**

### 207

The darkened tunnel is only lit occasionally by wall torches and you may take one of a wall if you wish to light the way. If you do not you will be forced to feel and stumble your way through the darkness. *If you have a golden orb you may use it now.* Choose whether you will take a torch and *record it under your Adventure Sheet if you do.* The torch is a worn item as you must carry it in your hand to use it. Note that if you carry the torch in your hand you will not be able to use a shield at the same time. You continue along the tunnel as it burrows deeper into the ground. Turn to **33**.

### 208

You remember the orb and pull it out of your pack. The sphere’s golden light illuminates the entire room before you. The chamber is roughly circular, with a small iron shod door in the far corner. You walk over and carefully open the door a fraction to see a twisting passage of dark green stone curving upwards towards the top of the tower with a dark archway at the end. You are considering entering the passage when you notice a small object at your feet. You stoop down and find it is a small ruby ring. *If you wish to take this worn item then note the number ‘10’ alongside it.* The room is otherwise empty. If you wish you may wander up the curving passage and through the archway into what appears to be a dark room (turn to **206**). Otherwise you leave the room and return to the guard chamber. You may head through either of the two doors here, provided you have not gone through that door already. If you wish to open the northern door, turn to **326**. If you wish to open the eastern door, turn to **243**.

### 209

After a few hours of tiring walking you sit down on a large rock nearby. “Tired already?” Varius says. When you are ready to continue you stand up and Varius points to the north. “See that line of trees over there? That’s Serpent Forest. The deadliest and probably the greatest forest in all of Trailt.” The line of trees is dark and you shiver, though not from the cold. You get up and continue your comrade on your journey. Turn to **251**.

### 210

After an hour or so have passed you begin to get the feeling that you’re just going to be left here to rot. You have wasted enough time pacing around and you are desperate to escape. *If you have an iron key then use it now.* You wait in the corner of your cell

for the right moment but not long after the door is smashed open and a troop of mail-clad warriors enters. A small cowering ghark follows in after and points at you. "That's him! That's him!" He screeches. The warriors clutch their axes and approach your cell. You have no weapons and nowhere to go. You are grabbed and dragged off to the torture chambers deep below the tower, your screams of torment echo throughout the dungeons all night then stop. Your adventure is over.

### 211

The gorak looks at your money for a moment and says, "Well, guess it's something. Right then yer free to go." He unlocks the cell door and you step out, relieved to be free. You have only just picked up your equipment when the cowardly gorak yells, "escaper!!!" at the top of his voice. You realise you must flee as fast as you can and run out of the room leaving your traitorous captor behind you. You burst into dark passage lit by burning torches set into the walls - somewhere you suspect in the tower. Several stairways and doors lead from this passage. You hear the sound of tramping footsteps coming from behind a nearby door. You run in the opposite direction around a corner in the passage. The door bursts open and a group of startled goraks peer around. Seeing you they waste no time in charging at you with their weapons drawn. You shall have to run like you have never run before to lose them. Roll 2d6-1 and compare the result to your agility score. If the result is equal or less then turn to **92**, if it is greater, turn to **182**

### 212

The room beyond the door is bare save a bed in the far corner with a man asleep on it. You try opening the door but find it is locked. With a start, the man awakens. You recognise the face of your former companion, Varius! \*\* He looks up at you and leaps to his feet. "So, you escaped did you?" You nod your head and tell him of your encounters so far. "Great! See the key hanging on the wall opposite my cell, yep - that's it! Get me free and then I can tell you what I've learnt in my imprisonment." Do you...

Hesitate to do so?

Turn to **297**

Or unlock his door and free him?

Turn to **168**

### 213

You walk over the creaky bridge and come to a point near the middle where there is no railings. The spray from the vicious stream has made it slippery and you have to go across with one foot after the other. You feet slide across the glistening surface and you find yourself wavering over the crashing river trying to keep your balance. Roll 2d6-1 and compare the result to your agility score. If you rolled equal or less, turn to **300**. If the total is greater then turn to **230**.

### 214

It is not long before you have started walking again along the road that night falls upon Lathesian Vale. You notice the walls of Lansbury ahead and continue towards them. Once in the streets of the small village it is not long before you locate an inn and enter. The Dragon's Rest is a cosy hostel nestled between buildings of dark stone. From inside lights shine and you hear merry singing. You enter into the warm common room and walk through groups of patrons towards the innkeeper. He is a burly dwarf with a bright yellow beard who barely stands taller than the chairs of the

room. "Bit late to be wandering 'round the streets me boy! A room fer the night will cost ye 3 pieces o' gold." Do you...

Pay him the cash and head up to your room?

Turn to **275**

Or else leave the inn and bed down in the streets?

Turn to **176**

### **215**

The Night Lord laughs and conjures a new spell. His image splits into three identical images, each of which swirls and blurs before you. Each of the images laughs and folds its arms. You must strike now - but at which image?? *Choose whether you will strike at the left, middle or right image. Now roll a 1d6, if you roll a 1-2 the real Night Lord is on the left, 3-4 he is in the middle, 5-6 he is on the right.* If you choose the correct image you hit automatically and can roll for damage. If you have slain him yet turn to **197**. If he is still alive turn to **317**.

### **216**

You run over to the battle and cut down the gorak with your weapon. It topples to the ground like a stone where it lies still amidst a pool of glistening blood. The warrior wipes his glistening brow with his mailed fist and speaks to you, "Thanks, Varius's the name." You shake hands and Varius looks down at the creature you fell. "These days goraks seem to be everywhere. If you're travelling around these parts you'll have to be careful if you want to make it to your destination in one piece. By the way, where are you going?" You explain your quest to Varius and he hesitates for a moment, then says, "this time of year Lathesian Vale is full of goraks and other such scum. Maybe I could come with you? It's been awhile since by sword has been able to taste the flesh of *real* foes. After all, a warrior and a wizard would make a perfect team. Do you..."

Politely decline his offer?

Turn to **248**

Let him join you?

Turn to **271**

### **217**

You quaff the potion and feel a strange coldness passing over your body. You feel compelled to look in a nearby mirror and are shocked by the image you see before you. A face you have never seen before, though not all that bad looking, stares back at you. You don't know what foul sorcery has changed your appearance though there seems little you can do about it. *Make a note that if you ever see a \*\* in the text later on, add 17 to the current paragraph you are on and turn to the total. Your new appearance may help or hinder you in your quest, fortunately for you the effects will only last for several days at most.* Now return to **302**.

### **218**

"Excellent! I'm glad you came to your senses my friend. This Night Lord will find himself hard pressed to beat the two of us. Our main problem however lies in reaching the tower." He pulls a crumpled and stained map from the folds of his cloak. He stabs his finger down at a point on the parchment. "Heading through the Dung-Weed Swamps would be like walking into our own grave so it looks like we must head through the Forest of Serpents to get to our destination. I suggest we leave immediately!" With that he slams down his mug of ale and leaves. You follow him barely able to get a word in. Turn to **233**

### 219

You walk past the guards trying to look confident, and one of them grabs you by the arm and cackles, “lookie ‘ere, this wun didun’t say der password. Wot do yer reckon we should do, Lagroc?” Dam! You didn’t know anything about a password! The other gorak speaks. “Dunno, maybe he just fergot - did you? I thought you wizard blokes wer spost to be smart bodgers?” You break out in a cold sweat and you desperately try to think. What could the password possibly be? Do you...

Guess the password?

Turn to **164**

Answer with your weapon and attack?

Turn to **177**

Or else try to bluff your way past?

Turn to **304**

### 220

After a long moment of darkness the blurry scene before you clears out and you notice that you are in a jail cell! *Deduct 3 life points for the head wound.* You sit up and look around but there is no sign of Varius. You see your equipment piled up in a corner of the cell though a set of thick iron bars prevent you from retrieving it. You grasp in around in your cloak and to your relief find that your money is still there. It seems that keeping your money in a secret pocket paid off. After sometime a gorak enters the guardroom from a door in the far wall with a plate of food in his hand. He approaches the cell door. Do you...

Attack the jailer with spells?

Turn to **90**

Wait to see what he does?

Turn to **280**

Wait until he is close enough and ram his head into the bars?

Turn to **296**

Or bribe him to let you free?

Turn to **161**

### 221

A valiant battle cry from behind you startles the zaurax. You turn just in time to see one of the zaurax fall forward, a throwing knife embedded in its scaly back. A familiar looking man dressed in glinting chainmail charges out from behind the trees and engages another zaurax in battle. The last creature flees into the bushes. The zaurax tries to ward off the blows but you step in and help to finish off the evil creature. It falls to the ground dead with a hissing death cry. Think back to when you saw the warrior battling the gorak near the beginning of the game; if you spoke to him turn to **118**. If you left him without speaking to him turn to **381**.

### 222

You bind his bloody wounds with your cloak and wait for him to recover. After twenty minutes of waiting the man has not yet regained consciousness. You remember that at any moment the Night Lord’s army could be unleashed on the land and decide that you have no choice but to leave the man to fare for him. Before leaving the battlefield you make a quick search of the dead goraks, you find a single gold coin in the boot of one of the creatures. They are armed with daggers (that inflict 1d6+1 damage), which you may take if you wish. You leave the battleground and jog slowly back to the road to make up for lost time, heading onwards on your quest.

Turn to **192**

### 223

You open the door and see a small room beyond which appears to be empty. As you turn to leave you notice a crouched figure in the corner of the room. You take a step nearer to get a better look and it looks up at you. Skin peels from its bony cheeks and its red eyes seem to pierce your soul. Once it may have been human but now it is something horribly different. It rises to its feet and takes a step towards you - the look of death in its eyes strikes a terror you could not imagine into your heart. You flee without hesitation. You run back towards the blue door and fling it open. Turn to **291**

#### 224

You enter a large chamber made of what looks like pure gold! Elaborate and deathly carvings, which radiate a pale aura of blue light, embellish the gleaming walls. In the centre of the room atop a throne of dark obsidian sits the Night Lord himself. He radiates an aura of pure evil and crackling halos of dark magic circle around his fingertips. As he looks up towards you he strikes terror into your heart.\*\* Turn to **313**

#### 225

If you have no weapon you can snatch up one of the gorak's clubs (they inflict 1d6+2 damage each) before running on. The heavy clamping footsteps of the goraks is getting closer and to escape them you sprint off down a darkened side passage nearby. They pursue you through many darkened stairwells and along halls of carved stone. Throughout the tower alarm bells ring and the sound of creatures barking orders echoes through the walls. Finally the sounds of pursuit fade and go away. Realising that you have lost them you lean against a nearby wall and pant with exhaustion. Sweat runs down your forehead though you realise that you must get going, it may not be long before somebody finds you again. You look around at your surroundings and see that you are standing in a dirty stone passage. You quickly run in the direction, which feels right. Roll a dice. If you roll a 1 or 2 turn to **292**. If you roll a 3 or 4 turn to **84**. If you roll a 5 or 6 turn to **82**.

#### 226

You find a decent looking tavern called the 'Hungry Boar' and step in. You can barely see through the rowdy crowds of people standing around but manage to spot a seat nearby. You quickly sit down before anyone else sees it. A fat looking bar wench wanders over (she has no trouble in moving through the crowds) and comes over to you, "Well well! Whaty'll it be handsome?" You may order a plate of steaming hot food for 3 gold coins or a drink of ale for 1 gold coin. If you do not buy either then you will have to leave (return to **244**). *If you choose to eat the food you may restore 2 life points as it is replenishing.* You relax in your seat. Think back: what happened to the warrior fighting the gorak you saw at the beginning of your quest? If you left him to fight or helped him without speaking to him, turn to **246**. If you healed him and spoke to him, turn to **183**

#### 227

You run down several flights of steps and eventually find yourself about halfway down the tower. The floor behind you caves in and the walls begin to crumble. Two goraks up ahead in the passage are showered in falling stone and buried. You are trapped inside a death trap. The energies, which keep the tower standing, have been depleted and without them it cannot exist. The tower crumbles and falls to the ground - a thousand tonnes of stone and rock crashing down to the rocky ground - bringing half the mountainside down with it. A thousand creatures are killed amidst the



devastation and you were one of them. Sadly you will not be present to witness the freedom you have bought to the land. You shall be remembered always. Your adventure ends here.

### 228

You walk down a long, torch-lit passage. After ten or so metres you notice a large quarterstaff leaning against the left wall. If you wish you can pick up this weapon, as you have been trained to use such weapons it inflicts 1d6+3 points damage. You carry on walking and eventually find yourself at another set of crossroads. You hear an angry shout behind you and turn around to see a squadron of armoured goraks charging down the corridor towards you, they wield mighty weapons of black steel and a massive gorak in spiked platemail leads them. Looking to the south you see that a group of ghark warriors armed with bows has appeared from a small door wall. To the north the passage goes past a door and makes a sharp twist to the east, while to the west the passage ends at a bronze coloured door. You cannot fight the hoards who approach so you must flee. What will you do?

Charge the gharks before they can fire at you?	Turn to <b>107</b>
Stop and make a stand?	Turn to <b>428</b>
Through the bronze door?	Turn to <b>171</b>
Or north and around the corner?	Turn to <b>278</b>
Or north and through the door?	Turn to <b>435</b>

### 229

You tell Varius of your exploits in the tower and that you are here to free him. “What? Who are you? Do I know you?” Varius asks, a look of doubt on his face. You tell Varius about the magical potion which changed your appearance yet he does not seem convinced. You are thinking of a way to persuade him to believe you when you hear the tell-tale stomp of marching soldiers approaching. You turn your head and see the shadows of several creatures rounding the bend at the junction you came from. A ring of keys hangs from a hook on the wall nearby but you doubt you would be able to unlock Varius in time. Do you...

Fling open the door at the end of the passage and hide inside the room beyond?	Turn to <b>306</b>
Attempt to unlock Varius in an attempt to prove your identity?	Turn to <b>168</b>

### 230

Suddenly there is a great wave that smashes into the bridge. Your foot slips and you slide into the river, trying desperately to catch a breath of air as you go. Your equipment drags you down and you feel your life slipping away. Roll 2d6-1 and add 1 for each piece of armour you wear. Compare the result to your strength score, if you rolled less than or equal turn to **272**. If you rolled greater turn to **491**.

### 231

“Surely there would be some other way of passing this without risking our lives?” You ask. “The river isn’t a major one so it must thin out somewhere, right?” Varius thinks for a moment and says, “I don’t know, if you want to you can scout down the river and check, I’ll wait here for you to report back.” Walking any distance alone in

this forest sends a shiver down your spine yet the sound of crashing waves does not inspire you much. Do you...

Change your mind and walk across the bridge?  
Or wander downstream by yourself?

Turn to **213**  
Turn to **165**

### 232

After some walking the passage curves around to the north. Ahead the passage terminates at a great, oaken door. The sound of laughter and gorak singing comes from behind this door, so you deem it wise not to enter. You are just about to turn around and head back when the door opens and a large gorak steps out. Its skin is as red as blood and he wields a massive meat cleaver. This is a not clumsy, brutish gorak like the ones you are used to. This is a mighty gorak champion; clad in fine gorak armour he will be a fierce foe indeed. Seeing you the gorak raises its weapon and charges to attack you, a deep war cry issuing from its mouth! If you want to you can flee around the corner and back to the crossroads (turn to **341**). Otherwise you will have to fight this creature.

#### BLOOD GORAK

COMBAT:	7	ARMOUR:	3
LIFE POINTS:	10	DAMAGE:	2d6-1

If you defeat him turn to **184**

### 233

The two of you walk through the streets of Lansbury and Varius begins to make plans immediately. "We will have to leave now of course, there's no telling what the foul wizard may be up to. The sooner we get there the better." The two of you leave the town and head east across the green plains of the vale, walking towards the Serpent Forest. "With a bit of luck," Varius says. "We should be able to reach the base of the Black Mountains in about one and a half days, now come my friend - destiny awaits us". Soon the large wall of trees is in sight. Varius sees your worried face and says, "don't worry about it, it's just a name. Never mind the stories you've heard, I'll bet there's nothing even in there." You are surprised at how tired you are; perhaps you have spent too much time studying in the last few years. You sit on a nearby rock to catch your breath and rest your aching legs. "Tired already?" laughs Varius. When you are ready to go you both leave the area and head towards the forest. It is not long before you have passed under the shadows of the first trees that you draw your weapon out, wary of any dangers. Varius keeps his weapon sheathed but still looks cautious. Turn to **173**.

### 234

This passage ends shortly at two doors, one in front of you and one to the left. The left door is of steel and has a large grille set into it. Do you...

Peer into the grille?  
Open the other door?  
Or head back to the junction and walk west?

Turn to **212**  
Turn to **306**  
Turn to **318**

**235**

You leave the battle scene and head off to the north with the clashes of cold steel still ringing in your ears. Turn to **192**.

**236**

The Karakoth will certainly be the most fearsome monster that you have ever faced. Its claws are as strong as steel and its hide as tough as any armour. Note that because you have had warning of the fight you may cast perform two *different* actions instead of one before the fight starts (such as casting a shadow bind spell or drinking a potion of strength). Fight it to the death.

KARAKOTH

COMBAT:	8	ARMOUR:	2
LIFE POINTS:	16	DAMAGE:	2d6+2

If somehow you win, turn to **283**

**237**

You take the orb out of your pack and its golden glow suffuses the passage with a warm light. The golden orb is small enough to carry in your hand while using a shield but you may still take a torch with you if you wish. *The torch is a worn item - if you wish to use it you must be holding it in your hand. You may not use a shield while holding the lighted torch.* Feeling much more safe you continue down the passage - the shining sphere in your hand. Turn to **33**.

**238**

Roll 2d6-2 and compare the result to your luck score. If you roll equal or less turn to **117**. If you roll greater turn to **6**.

**239**

You have been walking through the forest for some time now, and though you cannot see the sky through the tangled leaves above, you judge the time to be near evening. You are weary of the dangers that could be lurking nearby and have your weapon at the ready. Suddenly an arrow sings through the air from your right. You turn just in time to see five lightly armoured scaly creatures, looking like some bizarre reptilian half-men. One of the zaurax hisses, "Sssss! slay the human ssscum, Sarezor!" A particularly small and miserable zaurax steps out in front of you, it looks like you're going to have to fight the creature for the amusement of the others!

ZAURAX

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	8	DAMAGE:	1d6+1

If you defeat him turn immediately to **18**

**240**

You are so exhausted now that every rung of the ladder is a great effort and soon your fingers are numb from the ladder. You cannot go any further up and just cling to the ladder, hoping for a miracle. But nothing happens. Eventually your strength drains and you let go of your grip, falling through the air. *If you are wearing a ring of feather falling use it now.* You fall to your bloody death on the spikes below you. Your adventure is at an end.

#### 241

The Night Lord looks at you and snarls - "Servant! How dare you enter into my presence un-announced, explain yourself!" You realise that your new form must be the exact form of one of the Night Lord's servants! You cautiously approach him carefully. His visage is a terrifying one and you feel your hands shaking. You walk right up in front of him. "What is it fool?" He yells. With one swift movement you pull your weapon out and strike at him. Roll 2d6 and compare the result to your combat score. Subtract 1 from the dice roll as he is without his precious Necrostaff. Now compare the result to your combat score, if you rolled equal or less you hit him - roll for damage and subtract it from his life points (he has 17 at the moment). If you roll greater then he easily ducks under your blow and you miss. Keep track of the Night Lord's life points throughout the following paragraphs. Now turn to **203**.

#### 242

The guards do not look too convinced at your words. Roll 2d6-1 and compare the total to your luck score again. If you rolled greater this time turn to **179**. If you rolled equal or less this time turn to **205**

#### 243

You walk east from the room and down a short passage that eventually ends in a small room with another door set into the northern wall. A large marble plinth is in the centre of the room and a carved granite chest sits atop it. A large, statue of obsidian stands to the side of the chest. The statue is that of a great winged demon and two glowing red gems are set into its face as eyes. Your senses tell you that it must be a trap but is it worth setting off for the contents of the chest? Do you...

Run over and attack the statue?	Turn to <b>186</b>
Try and figure out some way of opening the chest without endangering yourself?	Turn to <b>125</b>
Open the chest?	Turn to <b>319</b>
Return to the guardroom and leave by the northern door (if you have not before)	Turn to <b>326</b>
Return to the guardroom and leave by the western door (if you have not before)	Turn to <b>178</b>
Or leave the room by the northern exit and enter the next room?	Turn to <b>206</b>

#### 244

At this time of year Lansbury is a bustling place and has many shops and stores that catch your eye. You take in the sights around you - wagons trundle past bustling townsfolk over cobbled lanes, and shrewd stall-keepers try to sell their wares to passer-by. You notice many colourful signs have been posted around the town and have a look at one. It reads, "the great priest of Krinith - keeper of the way and divine healer is coming to Lansbury. The date on the sign is today and the writing says that

“this great priest shall bless all on this day and give all the favour of Vikilian, God of Fate at the temple of Layma.” Perhaps the temple might be worth a visit, you could use some divine favour on your journey ahead. However you don’t have much time here so any business you have should be brief. You may leave the town at any time by turning to **268**. Where will you go...

The local healer’s house?	Turn to <b>287</b>
The temple of Layma?	Turn to <b>202</b>
The shops and stalls that fill the main road?	Turn to <b>273</b>
Or the tavern?	Turn to <b>226</b>

#### **245**

You stand fast and the creature appears out of the foliage. It stands nearly ten feet tall and has four arms, its tail a jagged whip of bony ridges. Blood drips from the monster’s fangs and its eyes strike a terror into your heart. The Karakoth eyes you for a moment, hesitates and moves into attack! Turn to **236**

#### **246**

Sitting beside you is a worn out warrior in torn chainmail. You recognise him - it is the warrior who you saw fighting the gorak several days before! He sees you staring at him and holds out his hand in welcome. “Greetings stranger!” He says. “Welcome to Lansbury - Varius’s the name, what’s yours?” You introduce yourself and soon find that you are deep in conversation with this man. He appears to know quite a bit about adventure and it is not long before you bring up your quest. After listening Varius takes a long draught of ale and says, “friend, I would like to join you on this quest of yours, together we would make a perfect team, warrior and wizard - what say you?” Do you...

Politely decline?	Turn to <b>290</b>
Or take him in on his offer?	Turn to <b>218</b>

#### **247**

The statue raises his arms and sends several more beams of crackling energy in your direction but does not follow you through the doorway. You sigh in relief and carry on down the passage, open the door at the end and step through into a large room. Turn to **206**

#### **248**

You explain that you prefer your own company and like to work alone. He accepts your statement. “Very well then.” Varius says. “Perhaps we shall met again. Well, as they say in North Despira, Chavari - Ba’shni Chihata.” He salutes you and departs. You continue on your way. Turn to **192**.

#### **249**

The Night Lord backs away into the corner of the room and you run at him. The necromancer raises his hands and a great pit opens up in the floor beneath your feet. You have a few desperate seconds to jump to safety before you fall in. Roll 2d6-1 and compare the result to your agility score, if you roll equal or less turn to **324**. If you roll greater turn to **188**.

### 250

The two of you trek for another hour through the dark forest. Neither you nor Varius speaks, both of you thinking of the task ahead. Roll 2d6 and compare the result to your luck score. If you roll equal or less turn to **307**. If you roll greater then turn to **62**.

### 251

It is almost dark and you have been walking through Serpent Forest for sometime now. Varius looks at your worried face and says, “don’t worry, we’re only travelling through a small portion of the forest. Besides, only the weaker and more natural creatures dwell on the outskirts of the woods.” The black twisted trees are all around you and their branches seem to beckon towards you. You hear the hissing and calling of unknown creatures, which seem to shift and move out of the corner of you eyes. The path you tread is rough and uneven, and on many occasion you trip and stumble. You both tramp through the rugged woodland and the hissing noises around you from behind some of the trees makes you nervous. Eventually night arrives without mishap and you are relieved to find a good spot to camp. Varius builds a fire and tells you some of the tales of his early adventuring days. You are hungry and must eat a meal here. If you do not have one then Varius shares some of his food with you. You don’t hear many of his stories however as it is not long before you are fast asleep. Turn to **264**.

### 252

You sprint as fast as you can through darkened tunnels and down flights of crumble steps. All around you confused and bewildered creatures run for their lives. You remember the bridge and the tower - perhaps a key to freedom? You avoid blocks of falling masonry and arrive at the bridge. A group of creatures stand near one end and are using a rope, which is tied to the battlements and are lowering it down the mountainside below. You notice the other, smaller tower at the far end of the bridge and wonder whether that, too will be destroyed. But will the smaller tower be destroyed with the larger one? Will you...

Attack the creatures and use their rope to lower yourself down?      Turn to **73**  
Or run past them and into the smaller tower?                              Turn to **443**

### 253

You remember the key you found and check around your neck. Thankfully the goraks have not taken it. If that man escaped from here with this, could this key have been how he escaped from his prison cell? You wait until the guard outside your cell falls asleep and try it - it fits! You take the key and run out of the cell, pausing only to retrieve your precious equipment. As you do so the guard nearby leaps to his feet in a panic. “Guards! Escaper!” You sprint out of the room, your possessions in your arms. You curse to yourself as many booted footsteps tread the ground behind you. You sprint through many corridors and steps but still cannot lose them. Roll 2d6-1 and compare the result to your agility. *If you possess the spell “quickening” and have at least 1 point of skill in this spell you may cast it now to help you run faster. In this case roll 2d6-4 instead.* If the final result is less than or equal to your agility, turn to **92**. If the result is greater than your agility, turn to **182**.

## 254

You walk for a short distance down the passage and find that it ends rather abruptly at a large circular room with no floor! You look down and notice that the bottom of this pit is bristling with deadly spikes! The ceiling is too high up to see and a great pillar is set in the middle of the room with a ladder built into it. The ladder is made of bronze and stretches up the pillar into the shadows above. A lever is set into the pillar beside the ladder, but both of these things are beyond your reach. *If you have a rope you may use it now.* Do you...

- |   |                    |
|---|--------------------|
| Cast a 'mind shift' spell (if you have that spell)?                                     | Turn to <b>327</b> |
| Attempt to jump the pit and land on the ladder?   | Turn to <b>60</b>  |
| Or head back to the junction and walk north?<br>(if you have not been that way already) | Turn to <b>331</b> |

## 255

Inside the drawer you find a purse containing 5 gold coins. There is also a scroll and a tiny shard of crystal. *The crystal shard is a pack item, if you take it with you note the number '10' next to it on your Adventure Sheet.* Upon the scroll is written the arcane runes of a magical spell. You read the scroll and the words fade away from the paper - the spell imprinted in your memory. *'Mind Shift' is a spell, which requires 5 spell points to use. It lets you move and manipulate objects with your mind. You may only cast this spell when the text tells you to. Record the spell on your Adventure Sheet.* Now return to **175** and make another choice.

## 256

The creature deftly evades the warrior's blade and lunges towards him, stabbing his blade into his stomach. The warrior gives a cry of pain and falls to the ground, dying. He collapses and the gorak runs off, leaving the wounded man to die. You run over to him and find that he is still alive, though only just. He is bleeding badly and unless you help him you're not sure if he'll live. Do you....

- |  |                    |
|--|--------------------|
| Use some bandages on him? (If you have any)                                | Turn to <b>417</b> |
| Give him a healing potion (if you have one?)                               | Turn to <b>260</b> |
| Or try to patch up his wounds with strips of<br>cloth torn from his cloak? | Turn to <b>222</b> |

## 257

The gorak takes your money. "Thanks fer that, not enuff to let yer out of da cell in all, but all donations are widely accepted." You curse him and try and grab the money back off the jailer. "What money?" The fat gorak smiles and hides the cash in the folds of his cloak. *Cross the money you offered off your Adventure Sheet.* The gorak laughs and approaches the cell door. Turn to **280**

## 258

You tramp through large hills and find that around these parts the going is very rough indeed. You are often in mud up to your ankles and slogging through the quagmire is not at all an easy take.. You pause for a moment to find your bearings and feel a strange sensation on your leg. You look down to see several large green leaches crawling up your body, a jab of sharp pain burns through your leg as the hideous

creatures bite into your leg, sucking your blood out. *Lose 2 life points.* Many more grass leaches are crawling towards you and you must fight them as one creature.

#### GRASS LEACHES

COMBAT:	6	ARMOUR:	0
LIFE POINTS:	7	DAMAGE:	1d6+2

If you defeat them turn to **267**

#### 259

The dart whistles past your shoulder and strikes a nearby wall. You do not look back and keep running for sometime, eventually slowing down to a walk when you are sure that you are safe. Turn to **206**

#### 260

You heal the warrior of some of his wounds; he coughs and chokes for a moment, then wakes up. He rubs his head stiffly - "Don't tell me my friend, I lost didn't I?" You begin to explain when there is a rustling in the bushes nearby. The gorak which originally attacked him bursts out and charges at the two of you followed by another gorak. The warrior leaps to his feet to take on one while you defend yourself against the other. Fight it to the death.

#### GORAK

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	7	DAMAGE:	1d6+2

If you win you must aid the warrior in fighting his opponent. Turn to **216** to do so

#### 261

You open the drawers beneath the desk hear a tell tale click. Too late do you realise that you have sprung a trap! An arrow flies out from a concealed hole in the wall towards you. To dodge the arrow you must roll equal to or under your agility on 2d6. If you fail to avoid the arrow then it thuds into your thigh and you must *lose 4 life points* from the injury. You look inside the drawers... Turn to **255**

#### 262

You scabble up the rocky slope being careful to avoid cutting yourself on the sharp rocks that litter the side of the mountain. The going is rough and you both have to rest several times. Eventually you round a massive boulder and get your first close look at the tower. It reaches into the sky, its many turrets and towers like claws. Dozens of archways and bastions contain heavy crossbows, which are aimed in various directions. A banner as black as night flies atop the highest tower and many groups of goraks and gharks patrol the areas around the base of the great building. *Lose 1 life point for your hard climb.* "That's no tower, it's a dam fortress!" Both you and Varius are breath taken by the sheer size of the colossal monolith. You look around you and notice a small building built into the side of the mountain near by, out of view of the tower. Mountain side and notice a tiny stone building built into the side of the mountain. You point it out to Varius and he replies; "it must be some kind of guard



house - to stop any unwanted guests from arriving perhaps!" Varius draws his sword and walks cautiously towards the building entrance. You rub your sore limbs and follow him. Turn to **299**

### 263

As you take the pill you feel very strange indeed. Your mind slows down and you feel your skin thickening. Your body swells outwards and your clothes rip apart. If you are wearing a suit of leather armour then turn to **339**. If you do not then turn to **153**.

### 264

You wake up just before dawn. *You may restore 2d6 life points and 4d6 spell points for the rest.* Varius is busy cooking breakfast over an open fire he has built in the clearing, and offers you some. If you wish to accept it, you hungrily devour the stringy pieces of soft meat you gives you - *restore another 2 life points for the meal.* "What is it?" You ask. "Jakura snakeworms - who do you like them?" You hold your stomach and feel sick, wishing you hadn't been so hasty. "Never mind, a bit of that stuff's good for you. Full of nutrition and energy." Never the less you decide to promise yourself that never again will you eat any of Varius's cooking. Turn to **380**.

### 265

The gorak speaking to you says, "Fair enough, 'urry up and go then before we make yer give it to us anyway!" You cannot believe your luck! You walk down the hall thankful of the goraks' stupidity. Turn to **286**

### 266

The ring on your finger glows with a vibrant light and you feel yourself slowing down enough to grasp the ladder and hold on to it before you fall any further. You rest for a few minutes, thanking your ring's magical power. After a while your arms stop aching and you continue your ascent of the ladder. Turn to **315**.

### 267

You look around and see that there are grass leaches all around you, slowing crawling through the grass. You pause for a second and think that maybe coming this way was a bad idea. It's still not too late to head through the forest if you've change your mind. Do you...

Retrace your steps and delve into the great forest?  
Or continue towards Lansbury?

Turn to **163**  
Turn to **279**

### 268

You head north, hoping to arrive at the Black Mountains by the next day. As you progress further the ground seems to get muddier and wetter. Your boots sink deep into the mud and you retch at the sickly smell that surrounds this area. The trees are leafless and there is no grass in this place, just pools of brown water and mud. It seems that you have strayed off course and have mistakenly walked into the Dung-Weed Swamps. This area is dangerous and not many people escape alive. Will you...

Press on to the east and try and leave the swamp?  
Or turn around and retrace your footprints?

Turn to **377**  
Turn to **135**

### 269

Climbing trees is not your best of skills and it is tiring work, you also slip and fall painfully to the hard ground below you on several occasions (*lose 3 life points*). After your third failed attempt, Varius says, "Never mind with the tree, it's not that important - I'm sure we're close to the edge anyway. Let's just continue." If you weren't mistaken you would swear that Varius is giving you orders! Shaking your head at his ways you follow him heading north. Turn to **250**

### 270

You help your friend and pluck several ripe looking apples off the trees. Soon you have collected enough for 2 meals. You have almost taken enough when you hear an angry yell behind you. You spin around just in time to witness a grizzled farmer slamming the back of a pitchfork into Varius's head. Your friend slumps to the ground, knocked out. "So you're the thieves that been stealing my stock eh? Take this!" He lunges at you with the sharp end of his pitchfork. You may try and avoid a fight by turning to **390**. You may also try and knock the farmer out instead of killing him by turning to **383**. Otherwise you have no choice but to defend yourself.

#### FARMER

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	7	DAMAGE:	2d6-1

If you defeat him turn to **201**

### 271

"Ah, 'tis good." He retrieves a crumpled map from his pocket and spreads it out in front of you. "There is two routes to the tower. One lies in heading straight through Serpent Forest, I know it sounds risky but time is of the essence and it would certainly cut at least two days off our journey. On the other hand we could head around the forest and through Lansbury, this would take longer but it would be safer and we could resupply once we reached the town. The only problem with this route is that to avoid the Dung-Weed Swamps we would eventually have to head through Serpent Forest anyway, albeit a lot less however. What do you think?" Since it's your quest it's up to you which way you travel. If you wish to go directly through the forest turn to **209**. If you would rather take a detour around and go through Lansbury turn to **145**.

### 272

Your vision blurs and you feel your arms going limp. You begin to sink into the depths when suddenly you feel a hand grab around your collar. You are pulled up out of the depths by Varius. He drags you out onto the far bank of the river and checks to see if you are okay. You cough and choke but soon you find yourself returning to normal. Your are soaked and weakened from your experience (*deduct 3 life points*). The water has ruined any meals in your pack. Also if you were carrying any items with writing on them (such as maps, scrolls or books) the ink has run over the surface and ruined any chance of reading them again. *Cross any such items off your Adventure Sheet*. "For a moment there, I almost thought I had lost you. Feeling better now?" You nod and say that you are ready to go now. Varius leads the way and you continue northwards through the forest. Turn to **300**

### 273

Many of the stalls are decorated in flamboyant colours and the stall keepers wave their wares about, crying out for customers. Several interesting things that catch your eye from the main stalls are:

Meals of Food:	5 gold coins
Quarter Staff :	20 gold coins
Bandages:	3 gold coins
Leather Armour:	17 gold coins
Dagger:	9 gold coins
A fine cloak (423)	5 gold coins

The quarterstaff inflicts 1d6+3 points damage when you hit and the dagger inflicts 1d6+1. The leather armour has an armour rating of 1. Each set of bandages is a pack item. Each set can be used once after combat, cross them off your sheet when you do and restore 1d6 lost life points. The cloak is a worn item (record the number alongside it). When you are done return to **244** and choose another location to go to.

### 274

You run back around the corner with a large group of bloodthirsty goraks hot at your heels. At the crossroads you hide behind a corner in the shadows and wait for them to pass. The stupid creatures run blindly past your hiding place and down the passage. You may head towards the steps and leave this level, turn to **172**. Or you may head down the western branch of the crossroads (turn to **228**) or open the silver door to the north (turn to **8**).

### 275

After giving him the money you walk up to your room and collapse in a tired heap on the bed. You should eat a meal before you go to sleep. You awaken refreshed in the morning to the sound of birdsong. You may restore 2d6 life points and 4d6 spell points for the rest but if you did not eat a meal the previous night then you are starving (*deduct 8 life points*). You stretch lazily and head out into the streets of Lansbury. Turn to **244**.

### 276

You tie the rope into a lasso and twirl it above your head. Your first attempt at snaring the lever goes wrong and you realise that this is going to be much harder than you thought. Several tries latter you are still missing though you are sure that you are getting closer. If you want to give up now then return to **254** and make another decision. Otherwise roll 2d6 and compare the result to your agility.

If you roll equal or less than your agility, turn to **97**

If you roll greater and your total was 10 or less, turn to **442**

If your total was 11 or 12, turn to **147**

### 277

You turn your back and flee sprinting back to the bridge as fast as you can. You glance behind you for a second and see a gigantic beast lumbering after you with great steps. This creature is very fast and will be difficult to outrun. Roll 2d6-1 and

compare the result to your agility score. If you rolled equal or less, turn to **298**, if you rolled greater, turn to **200**

### 278

You run past the door and around the corner, down a stone passage for about fifty paces and around another corner, this time turning back south. This new hallway ends at a wooden door. Several of the creatures appear behind you and stop their chase, laughing quietly to themselves. You are hesitant in your next decision but a flurry of arrows from your chasers forces you to fling open the door and run through. Turn to **104**

### 279

You tread carefully through the tall grass, being careful to avoid any more leaches. Not far away you notice a glint of white. Peering down you find an old skeleton lying across the ground, covered in grass leaches. The skeleton still wears a leather pouch, though it is covered with a dozen or so of the slithering creatures. Do you...

Carefully retrieve the pouch from the leaches?  
Or decide against it and continue walking?

Turn to **180**  
Turn to **12**

### 280

The gorak slides a dish of foul smelling gruel under the door. He then walks over to a chair in the corner of the room and starts picking away at his toe nails. The food smells truly disgusting but with a grimace you manage to eat it all as you are desperately hungry. *Restore 2 life points.* Turn to **210**

### 281

Sprinting over to the man you bend down and examine him. Varius runs behind you to catch up. The man is barely alive and covered in numerous wounds. He looks up at your face in hope and tries to talk, "I escaped from the tower.... Night Lord's dam troops shot me as I ran... It was so close... so close..." The man closes his eyes and dies before you. "He must have been taken prisoner by the Night Lord, we can probably follow his tracks all the way to the tower. You notice that the man wore an iron key on a long chain around his neck. You examine it and see the number '43' engraved on it. *If you wish to take this item record it on your Adventure Sheet.* Varius covers the dead man's face with his cloak and you both continue, heading towards the mountains. Turn to **303**

### 282

You give them your answer confidently and an evil smile appears on the two goraks' faces. You curse silently realising that your answer was wrong. Before you can pull out your weapon the goraks are upon you, slashing and hacking at you with their blades. You desperately attempt to fight back but fall backwards to the ground. In just a moment it is all over and you are slain within the darkened halls of the tower. Your adventure is over.

### 283

The mighty creature falls to the ground, the earth shaking as it falls. After resting for a short time you get up and explore the area the Karakoth came from. Not far from where you fought the creature you find its lair - a small hollow within the side of a

hill. Several rotting skeletons are scattered over the ground here and around them you see scattered valuables, which must have belonged to the beast's previous victims. You find 10 gold pieces, a finely crafted quarterstaff and a small potion. You recognise the potion as a potion of healing. When drunk this will restore 3d6 lost life points. The quarterstaff is a good weapon and inflicts 1d6+3 life points damage when it hits. *Record any items that you take on your Adventure Sheet.* After a short rest you continue you search down the river. Eventually you find an area where the river crashes over massive boulders, which are firm and flat enough to walk over. You run back and tell Varius of the crossing and of your battle. "Well done! I wish I had been there to see your victory. So you found a better way to cross have you?" You nod your head and the two of you head back to the boulders - jumping from rock to rock to get to the other side. Turn to **300**.

#### 284

Your fall has not gone unnoticed! A small group of creatures run at you from around a large rock and up the slope towards you. They are small and have ugly, gorak like faces and wield small, dirty knives. The gharks are cowardly creatures yet in large groups they can be dangerous. You and Varius must fight two each. Every round you may attack one but they will both attack you. When you slay one the rest of the battle will be fought one on one, as normal. As you are all fighting on a slope deduct 1 from both the enemies and your combat ability for this battle only.

#### First GHARK

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	6	DAMAGE:	1d6+1

#### Second GHARK

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	6	DAMAGE:	1d6+1

If you defeat the creatures you run over to help Varius and finish off his last opponent. While he rests you search the bodies and find a single gold coin tucked away in the boots of one of the creatures. You show Varius, "keep it, my friend!" He says. "You've earned it." You polish the coin and put it away, then indicate that you are ready to go. Turn to **334**.

#### 285

You pick up one of the wizard's robes, it is embellished with dark runes of evil and you shiver and you place it around you. It is really too small for a disguise, even with the hood over your head but it might be useful against some of the more dim-witted inhabitants of the tower. *Record the wizard's robes on your Adventure Sheet and note the number 23 next to them. They are a worn item but you can carry them in the pack if you want.* Now you may search through the room for useful items (turn to **302**). Or leave the room (turn to **238**)

### 286

After a short while of walking the passage turns to the west and you find yourself faced with a short flight of steps, which lead to another passage. You walk up them and notice that this new level is of much better quality than the lower chambers. The floor is polished stone and every so often mild tapestries adorn the walls. After about twenty metres you reach a side passage, do you...

Walk down the side passage?  
Or carry on walking west?

Turn to **234**  
Turn to **318**

### 287

The local healer's building is a large ramshackle affair, with two wide doors marked by white crosses. You push open the doors and walk into a large room, with many beds pushed up against the walls. In these beds lie wounded and sick, recuperating from whatever mishap they have had. A skinny man walks briskly from person to person, giving aid where possible. He looks up as you enter and greets you. "Ah, a traveller! What ails you my friend?" Will you...

Ask him to tend to your wounds?  
Ask if he has any healing potions or medicines for sale?  
Or apologise and leave the building?

Turn to **150**  
Turn to **359**  
Turn to **244**

### 288

The final deathblow sends the man falling backwards and tumbling down the trap door. You race to the hole and peer down but already its body has fallen out of view. You stand up and survey the room before you. It is a large guardroom lit by a torch in each wall. A chair is set against the south wall with a small chest next to it. You open the chest but it is empty. Three doors lead from this room, one to the north, east and west. The southern wall is blank. You pause for a moment and decide where to go. Will you go...

East?  
North?  
West?

Turn to **243**  
Turn to **326**  
Turn to **178**

### 289

You take a step back and leap for the ladder, your fingers touch the rope but they slip off the rungs. You fall backwards and scream as you plunge to a grisly death below. Your adventure is over.

### 290

"Ah well, its your own choice my friend. Well I better be going now!" Varius finishes his ale and strides out of the building. After relaxing for a few minutes you realise it is getting late and decide to leave. Return to **244** and choose another place to go.

### 291

The headband glows with a pale red light. It has searched your mind and found evil within your mind. You try to wrench it off but it is too late. The ring of steel turns red hot and your whole body begins to smoke and burn. Your scream out and fall to the

ground twisting in pain, your body burning. The next person who passes through here will find two skeletons. Your adventure is over.

### 292

Well, you think to yourself. You've finally made it into The Tower. But where could the Night Lord be? You stop and examine the area you are in. You are standing at crossroads, to the north the passage heads for some feet until terminating at a silver door. A sign on the door reads, "NO GORAKS ALLOWED". Hmm, sounds promising. To the east and west the passages just carry on until they vanish into the darkness while to the south a flight of steps curves up into the tower. Where will you go?

Through the silver door?

Turn to **8**

Up the stairs?

Turn to **172**

Down the west passage?

Turn to **228**

Down the east passage?

Turn to **232**

### 293

The Night Lord realises his opportunity and chants a word of power. A green beam of energy stabs through the air at you and burns deep into your side. You cry in pain and *lose 5 life points* for the wound. Turn to **249**

### 294

You enter the orchard and do not see any immediate signs of farmers around the area. "I hope whoever owns this place won't mind if we take a few of these fine fruits!" Varius picks several apples of the trees and stores them in his backpack. As he does so you begin to glance around and get worried, the areas near the Black Mountains are dangerous and whoever owns the orchard won't be too pleased if you are caught stealing apples. "What are you waiting for - we need all the food we can get!" Varius says, his hands already around several large apples. Do you...

Follow suit and take a some apples?

Turn to **270**

Or try to convince Varius to leave them be and carry on?

Turn to **174**

### 295

As you raise your weapon for the next blow the Night Lord lifts up his arms and sends a rain of deadly acid towards you. *Roll 2d6-2 and compare the result to your agility score. If you roll equal or less then you dodge the spray and suffer no harm. Otherwise the acid burns into your body armour, burning and melting it. Delete your body armour from your Adventure Sheet. If you are wearing no armour then the acid burns into your skin and you must deduct 8 life points instead.* You take another swing at the Night Lord. Roll to 2d6-1 to see if you hit the wizard. If you do and kill him turn to **197**. If he is still alive after your attack, turn to **408**.

### 296

The jailer bends down and slides the food under the door. You grab your arms around his neck and try to pull him in towards the bars. The jailer tries to resist by wrenching your hands off. Roll 2d6 and compare the result to your strength score. If you rolled equal or less turn to **153**. If you rolled higher then turn to **112**.

### 297

“Is something wrong? Hurry up before somebody comes!” Varius frantically says. You are pondering whether to help him when you hear the sound of heavy booted feet coming from further down the passage. “Dam! A patrol! Hide my friend!” curses Varius. Thinking fast you open the door behind you and dive through (turn to **306**)

### 298

You run back along the river, your heart pounding away inside you. You do not even slow down or look back until you have reached Varius. He sees your panicked state and stands up, his hand on his weapon. You tell him of the beast and he does not look surprised. “The river is a common place for all sorts of hellish creatures to reside. We had best get going before what ever that was finds us. C’mon, let’s go!” Turn to **213**

### 299

The two of you approach the building just as a large gorak walks out. He sees you and yells for help. A second gorak runs out of the building, armed with a large club. The two of charge into battle, each of you attacking one gorak.

#### GORAK

COMBAT:	7	ARMOUR:	1
LIFE POINTS:	9	DAMAGE:	1d6+2

If you defeat him, turn to **185**

### 300

You rest for a moment on the other side of the river and the two of you head into the forest along a worn track. After nearly two hours of walking the two of you decide to rest by a large tree. Varius says, “strange, I would have expected to have reached the end of the forest by now.” *Restore 2 life points from the rest.* Eventually you offer to climb a tree and see how close you are to the edge of the forest. “Good idea, try that one over there.” He points to a large oak with many branches protruding from its centre. You furtively grasp the first branch and haul yourself up. Roll two dice and compare the result to your agility score. If it is equal or less turn to **162**. If it is greater turn to **269**.

### 301

You finish off the farmer and watch as he falls to the ground, dead. He falls dead as your weapon cuts into him and a brief search only reveals a leather vest (with an armour rating of 1) and a pitchfork. *The pitch fork inflicts 2d6-1 points damage when it hits but it is a clumsy weapon and you must deduct 1 from your combat when you use it in combat.* Varius wakes up, rubbing his head painfully, “Damn, what in the gods happened?” You tell him of the transpired events and he gets up, a worried look on his face. “I think we had better go before somebody sees us.” You feel guilty about killing the farmer and realise that you have done a very evil thing indeed. Subtract 1 from your luck score. The two of you hastily continue on your journey. Turn to **189**



### 302

You notice the following items, most of them seem to be different types of vials or flasks filled with strangely coloured liquids. Whether they are magical or what they do however is a mystery to you. If you want you may take a potion with you to drink later. *If you do so record the number below along with the potion on your Adventure Sheet. When you wish to drink it cross off the potion and turn to number beside it. Remember the paragraph you are on before you do however as there will be no directions from the new paragraph.* You may also try swallowing a pill to see if they have any effect (you may only try each pill once however). Beware however for the apparatus before is indeed confusing and you are unsure of its dangers. The items before you are....

Clear potion  
Violet potion  
Green potion

Turn to **195** when you wish to drink it  
Turn to **217** when you wish to drink it  
Turn to **170** when you wish to drink it

When you are done you may take the wizard's robes as a disguise (turn to **285**) or just leave the room (turn to **238**)

### 303

You have been walking for about two hours now and find that you are journeying across a great plain of rocks and blackened sand that stretches out below the Black Mountains. Not a single tree marks the monotonous landscape and you find the journey rather weary. Eventually you come across a small cluster of boulders and Varius decides to make camp. You build a small fire and if you have any meals of food you must eat one now. If you have no food at all Varius will share some with you. You are weary indeed and it does not take long to get to sleep. Turn to **198**.

### 304

"Password?" You say. "Haven't you yet been told that the password has been rid of due to the many misunderstandings and problems which have arisen from it?" The guards look puzzled, mainly from your use of big words. Roll 2d6-2 and compare the result to your luck score. If you rolled equal or less then turn to **265**. If you rolled greater then turn to **242**.

### 305

You remember the well room and dash down darkened corridors towards it. Your mind races and only the powers of the enchanted ring keep your thoughts in check. Collapsing ceilings are an ever present worry and several times you have to retrace your steps as the passage ahead has collapsed in a hail of earth and stone. Around you panicked creatures dash past you, clutching their heads in fear. You reach the room just as the passage behind you caves in completely. The tower around you creaks and you can feel it moving under your feet. You have no time to lose - you jump headlong into the well. You plummet through a shaft of crumbling stone for about twenty metres, the shaft opens out into a huge underground lake. You hit the lake so hard that you nearly lose consciousness, around you blocks of stone fall from the roof into the water and you are hard pressed to avoid these debris. Suddenly a huge part of the nearby wall collapses in a pile of dust and rocks. Brilliant sunlight floods into the shaking cavern and the water of the lake swirls and rushes towards this gap. You are caught in the current and you are helpless as the water carries you out of the hole and

down the crumbling mountainside in a waterfall of stone and icy water. The daylight almost blinds you and as you are tossed down the slope you begin to lose consciousness. The last thing you remember is the thunderous sound of the tower collapsing above you, bringing half the mountainside down with it....

Turn to **500**.

### 306

You enter a small room with no exits save the door you entered through. You bar it behind you for safety and survey the scene before you. This must be the tower's armoury as many racks of weapons and armour lie before you. You see the following items of usefulness –

1 suit of leather armour	-	armour rating 1
2 wooden shields	-	armour rating 1
2 leather helmets	-	armour rating 1
1 Hand-Axe	-	damage 2d6
3 Daggers	-	damage 1d6+1
2 Cudgels	-	damage 1d6+3

Record any items that you take from the room. When you are finished here return to **234** if you have not yet looked into the grilled door or **312** if you have.

### 307

You carry on for half an hour and the trees begin to spread out more. It is not long before you are completely clear of the Forest of Serpents! You pass through fields and notice that a small orchard, surrounded by a wooden fence is nearby. The apples hanging from the trees look delicious and you begin to feel quite hungry. "Somebody must live around these parts if there's an orchard growing around here, what do think we should do?" Varius asks.

Investigate further?

Turn to **294**

Or give it a wide berth and continue your trek?

Turn to **189**

### 308

As you walk back to the inn you read the scroll. It is addressed to the Gorak leader of that band. It tells the goraks to sneak past Verdinica and to burn down your own Wizard's Guild. You feel glad that now both your Guild and the town has been rid of the threat. However, at the end of the scroll it tells the goraks to report back to some kind of fortress nestled deep in the mountains. The scroll also states that there an army is being formed to invade the land. Something is not at all right here; goraks live in caves and underground tunnels, not fortresses. Also the fact of any gorak performing a task of strategic importance such as destroying a nearby Wizard's Guild is unheard of. At the bottom of the scroll you see the name - "The Night Lord". You have a feeling that this person must be either a wizard or some other creature of great cunning that is massing creatures such as goraks in the fortress. You decide to yourself that you will journey to the Black Mountains and attempt to find this place, only by destroying there leader will you be able to succeed in your quest. Without someone to guide them creatures such as goraks will eventually destroy themselves from rivalry and fighting. Also there is the matter of the planned destruction of the

Guild, which you decide you must seek revenge for. You arrive at the inn and tell the others of everything you have learned. Turn to **122**.

### 309

The mage advances upon you, clutching a large quarter staff in his hand. "I shall punish your interruption with your death!" The wizard is a powerful foe and it will be hard to use magic against him. Every time you cast a spell at the mage, roll a dice - on a 5 or 6 your magical spell cannot penetrate the barriers and runes surrounding the sorcerer and it is dispelled, wasting your spell. Each round instead of attacking roll a dice and consult the chart below.

#### DARK MAGE

COMBAT:	6	ARMOUR:	0
LIFE POINTS:	15	DAMAGE:	1d6+3

#### *1d6 roll*

#### *Effect*

- 1 He casts no spell this round, instead attacking you as per normal.
- 2 He chants mystic words and his wounds begin to heal, restoring 1d6+1 of any lost life points. If he is fully healed then he attacks you normally.
- 3 He summons a mystic shield around him, raising his armour to 2. If he has already cast this spell then he attacks you normally.
- 4 He waves his hand and your weapon crumbles to dust. *Cross it off your Adventure Sheet.* You must pick a new weapon to use. If you have no weapon then he attacks you normally.
- 5 He sends a bolt of energy into your body. *Lose 1d6+2 life points*, armour will not protect you from this.
- 6 He casts a spell and his staff turns into a mighty glowing blade. Add 2 to his combat and damage rolls from now on. If he has already cast this then he attacks you normally.

If you defeat this evil spellcaster, turn to **175**

### 310

You draw your weapon and charge the vile monster. It yells a savage cry and swipes at your bare flesh with its talons. They cut into you and draw blood - *lose 2 life points*. Startled by the pain you press in on your attack. It is up to you to end the creature's miserable life and save your own!

#### GRIMLOCK

COMBAT:	8	ARMOUR:	0
LIFE POINTS:	13	DAMAGE:	2d6-1

If you defeat him, turn to **328**

### 311

You attack the Night Lord and strike him with the weapon in your hand before he can react. The Night Lord has 14 life points, roll for damage and subtract the number from his life points. Turn to **203**

### 312

You open the door and look through the grille again, not surprisingly the room is empty now. You say a silent prayer for Varius, wherever he may be and go back down the passage. You turn right at the junction, heading west this time. Turn to **318**

### 313

As soon as you enter the chamber you realise your mistake. The Night Lord jumps to his feet and summons a whirling bolt of force to blast into you before you can draw your weapon. You are knocked off your feet and hurled into the wall. *Lose 3 life points.* Further more the Night Lord has retrieved his Necrostaff from the corner of the room. In the up and coming paragraphs you will be forced to fight the Night Lord with your weapon. Note that because he has his Necrostaff and is using its arcane powers to protect himself you must deduct 1 from your combat score for this battle. *Note the number '17' down on your Adventure Sheet - this is how many life points the Night Lord has.* As you do damage to him in the following paragraphs you will be able to reduce this number. You circle each other warily, both ready for an attack. Turn to **203**.

### 314

The second ghark falls backwards with a shriek and lies still on the cold stone floor. You rummage through both the creatures' possessions. Both were armed with small daggers (which inflict 1d6+1 life points when they hit) and one had a gold coin tucked into his boot. You shake your head at the gharks' stupidity for opposing you. After making sure that the battle went unnoticed you continue. Turn to **403**.

### 315

You keep on climbing despite your sore arms. You are exhausted but by pure will-power you manage to keep on going. Rung after rung passes beneath you and sweat rolls down your forehead. Below you is just a black void now yet above you a dim ceiling can just be made out. This gives you a burst of hope and you increase your speed. Soon you have reached a wooden trapdoor set into the ceiling. Stretching out a tired arm to lift it you are surprised when the trapdoor is pulled open from above. Torchlight streams down through the hole and you find you self-looking up at a surprised face. It gives a grunt of surprise and you have barely started to climb through the hole when it brings a heavy axe down onto your head. Turn to **167**

### 316

You put the keys in the lock and turn them, just as a crossbow bolt sinks into your side. *Lose 6 life points.* You scream in agony and turn to face the enemy. Forgetting Varius you are overcome by a great rage and charge towards them in a frenzy. You hack and slice your weapon through the air killing two before the other two turn and run back down the corridor. You turn to face Varius and see that the door is open but the room is empty! You have no time to explore the other door as even now the thauls will be running to get reinforcements. You shake your head in confusion, and continue back to the junction where you proceed down the other passage. Turn to **318**

**317**

The Night Lord is still alive and you feel your limbs begin to tire. The wizard dodges your next clumsy swing and casts a spell. A storm of electrical fire sprays out at you, burning your flesh. As you collapse onto the ground and writhe in agony the Night Lord laughs at you with an evil sneer. He pulls a slim dagger from his belt and ends your suffering. Your adventure is over.

**318**

You trudge on wearily down a featureless stone passage and arrive at corner. Looking around the bend to the north the hall stretches out into the darkness. You are very tired after all the walking you have been doing and find it hard just to stand. Do you...

Take the risk of getting caught and take a short rest?  
Or carry on walking?

Turn to **166**

Turn to **403**

**319**

Looking up nervously at the statue you open the chest. Your face lights up as you see a pile of gold coins and gems lying inside. So intent are you on your discovery that you barely notice the statue stepping off its platform and walking towards you. *If you are wearing a ruby ring use it now.* You prepare to defend yourself and the creature points a stone claw at you and magical bolts of golden energy entwine around your body, trapping you in a burning web of fire. The claw waves through the air and a crackling beam of blue light hit you full in the body, ending your torment. Your adventure is over.

**320**

You head north up the passage for a few minutes and ascend a short flight of steps. The next level of the tower is carpeted in lavender and instead of mounted torches there are brass lamps hanging from the ceiling. You walk on and arrive at a junction. One passage branches off to the east while the other goes north and ends about ten metres away at a door. Where will you go?

North and through the door?  
Or east and down the passage?

Turn to **331**

Turn to **254**

**321**

The dart embeds itself in your back and your blood runs cold as you realise that this dart was coated with a slow, deadly poison. *Lose 1 life point.* The poison will gradually kill you but if you can resist it for long enough it will wear off. *From now on you must deduct 1 life point for every paragraph you read.* If you can complete your adventure before you die then the poison will wear off. Ignoring the throbbing pain you keep on running without looking back. Turn to **206**

**322**

The Night Lord summons a bolt of pure black magic and sends it sizzling through the air towards you. *If you are wearing a ruby ring, use it now.* Otherwise turn to **181**.

**323**

You take a few steps back and make a running jump for the ladder. You fly through the air and for a moment think that you will not make it. However, your hands just manage to grasp the edge of the bottom rung, avoiding a grisly death just a few metres below you. You gather your strength and pull yourself up and onto the ladder. Looking above you the ladder stretches up the pillar into the darkness. After recovering your breath you begin to climb. Turn to **199**

### 324

You clear the pit and continue charging towards the Night Lord. He is surprised by your speed and raises his arms to defend himself. Roll 2d6-1 to see if you hit and roll your weapon's damage dice to see how much damage you inflict if you do. If he has been reduced to 0 or less then he is now dead, turn to **197**. If he is still alive, turn to **295**

### 325

You arrive at the town and find yourself treated as heroes. Everybody rushes up to you to retrieve the bodies of the fallen and tend to your injuries as you come through the gates. Several women help bandage some of the injuries you sustained in the battle. *Restore 5 life points*. You are invited by the farmers and the owner of the local tavern to a night of celebration to honour the victory over the goraks. You spend the night forgetting about your troubles and relaxing with the men. They are truly grateful for your help and continually thank you. By the time you go to bed you have eaten your fill and get to sleep easily in the best room of the local inn. Turn to **411**

### 326

The door opens into a well-lit corridor. You walk down this hallway carefully, your weapon at the ready. Ahead you notice that a skeleton lies in your path, propped up against the wall. Kneeling down to examine it you notice that it wears a silver head-band and suit of fine ringmail armour. The armour has an armour rating of 2 (if you are wearing leather armour you must discard it to take it however). *If you decide to take the armour record it on your Adventure Sheet*. The skeleton itself shows signs of being burned and many bones are missing. Do you...

Take the head-band from the skeleton?

Turn to **194**

Continue on down the passage?

Turn to **330**

Retrace your steps to the guard-room and walk east?

Turn to **243**

Or Retrace your steps to the guard-room and go west?

Turn to **178**

### 327

You cast the spell (*deduct 5 spell points*) and concentrate on the lever. It begins to vibrate and slowly moves down into the opposite position. With a click a shimmering steel ramp slides out from underneath your feet to meet the pillar. You walk across the bridge and reach the ladder, looking up you can see that it disappears into the darkness above. Placing your hands on the cold metal rungs you begin to climb. Turn to **199**

### 328

The mutant falls to the ground with a sickening death cry and soon lies still. You pause for a rest and look down at the dead beast. Its face is a frozen grimace of pain and you almost pity the wretched thing. You have console in the fact that you were

probably doing the creature a favour. This thing is one no doubt one of the Night Lord's cruel experiments which have failed. You look up from the body and continue down the passage, more determined than ever. Ahead the passage ends at a large archway. You pass under the archway and into a large chamber. Turn to **206**

### 329

The statue points a stone finger in your direction. A glowing beam of red light strikes out at you and instinctively you raise your hands to shield your face. The beam strikes the ring you wear and the ruby glows as it magically absorbs the energy. It glows a bright white and the copper metal it is made of begins to heat up. You take it from your finger and fling it at the statue, it strikes it and releases the energy stored inside in a spectacular explosion of white fire. *Cross the ring off your Adventure Sheet.* Fearful that the explosion was not enough to destroy the stone creature you flee from the room through the nearby portal without looking back. Turn to **247**

### 330

You walk down the passage for some time until you reach a corner turning east. You peer around the edge and can see nothing dangerous so continue in this new direction. A vicious snarl alerts you to danger at your back and you spin around, weapon at the ready. A hideous creature follows you - in the darkness you can only just make out its vague outline - but you what you can see is fearful and horrible indeed. Two milky white eyes stare at you from the creatures shaggy and chaotic mane. From its arms are vicious talons and it gibbers madly upon seeing you. You recognise the creature as a Grimlock, foul creations of ancient experiments gone wrong. Do you...

Run forward to attack the Grimlock?

Turn to **310**

Attempt to talk to the Grimlock and avoid combat?

Turn to **397**

Or turn on your heels and run down the corridor?

Turn to **201**

### 331

You open the door and find it opens out into daylight. You walk through the portal and onto a small balcony on the side of the tower. Six metres below you you see the rough, rocky ground below you. A tall, slender bridge leads from the balcony to another smaller tower nestled within the side of the nearest mountain side. This several story high building appears to be a bastion or look-out post to watch over the nearby mountains. You walk cautiously along this bridge towards the tower. *Under the notes section of your Adventure Sheet write the word 'tower bridge' and next to it the number 55.* You carefully edge open the door at the far end and walk through into a well lit room within the smaller tower. The room is appears to be an office, a large mahogany desk is before you and a wizard dressed in dark black robes sits at this desk. Several bookshelves line the walls and many charts and scrolls are either lying on the floor or hanging from walls. The magic-user looks up at you and scowls. He appears to be in a bad mood and demands an apology for intruding. You stammer out several words but it seems you have angered him enough already. He gets to his feet though you're not quite sure what he's going to do next. Do you...

Wait for him to act?

Turn to **309**

Or flee from the tower and run back along the bridge?

Turn to **204**

### 332

As the death-bolt nears you the ring glows and you find that your hand gains a will of its own. It raises with the ring towards the spell and the bolt of power hits the ring. The ring glows as it absorbs the magic and shatters (delete it from your *Adventure Sheet*). The Night Lord is startled by the ineffectiveness of his magic and you use the opportunity to swing your weapon at him. To hit him you must roll equal to or under your combat score on 2d6-1. If you hit roll for damage and subtract the amount inflicted from his life points. If this kills him, turn to **197**. If not (or you miss him), turn to **293**

### 333

You pull out the treasure map from your pack but then stop and think. What if Varius wants a share of the treasure? Hmm, you're not particularly sure if you should reveal the map to him. Will you...

Trust Varius and show him the map?

Turn to **156**

Or make an excuse to get away from Varius

so you can get the treasure yourself?

Turn to **372**

### 334

You reach the bottom of the slope without any further mishap and find yourself in a rocky valley out of sight of the towers guards. "The secret doors somewhere over there I think, no one will see us get in from down here." You pick your way gradually towards the tower, stopping occasionally to hide as patrols of goraks march past. You reach the side of the mountain just below the tower. "Well, it *should* be here. I guess it would have to be hidden." Varius begins to search over the rocks and shingle for the entrance. Above you the tower loom against the sky like a monolithic hand clutching at the sky. You happen to be standing under a point where a large bridge spans over the valley six or so metres above you and joins the main tower to a smaller one nestled in a nearby mountain. *If you have a rope, you may use it now.* Otherwise you help Varius to find the hidden doorway. Turn to **140**.

### 335

The liquid is a strong acid, which burns into the wizard's flesh. He screams in pain and runs around the room trying to wipe off the acid. You charge the other wizard before he can cast his first spell and engage him in combat. The burning wizard falls to the ground motionless, his robes smoking. Turn to **420**.

### 336

You awaken to find that it is early evening. You pick yourself off the ground and find that you are still very weak. *You may gain 5 life points for the rest but if you do not eat a meal right away you will lose 2 life points instead.* You walk as far away from the forest as you can get and it is not long before you come across an old road leading north and south. To the north you can just make out a large cluster of buildings nestled among the hills, about 4 or 5 miles down the road - Lansbury! You set off towards the town hoping to reach it by nightfall. Turn to **214**

### 337

You yell a battle cry at the top of your lungs and charge the panicked thaul. He wheels the giant weapon around on its swivel to face you and fumbles with the controls. Roll



2d6-2 and compare the result to your agility score. If you roll equal or less turn to **77**. If you roll greater then turn to **103**.

### 338

“Lads! Help me!” The ghark shrieks and runs up the steps in terror. The group of goraks down the eastern passage hear you and run towards you, their weapons drawn. At the top of the steps another two goraks appear, armed with crossbows. Several bolts whistle down towards you and you are forced to run back to the crossroads. The goraks have almost reached the crossroads and you must act quickly. Will you run back into the laboratory? Turn to **402**. Or run down the western passage? Turn to **388**.

### 339

You scream in pain as your expanding body becomes to large for your armour which refuses to rip open. *You lose 4 life points from the pain.* Finally the swelling subsides and you cast off your ruined armour (*cross it off your Adventure Sheet*). You find that your muscles have grown to a much larger size than before though your head hurts so much its hard to think. The pill has warped and changed your body, though the magical energies have dulled your mind. *Deduct 2 from your lore, 1 from your agility, add 2 to your strength and 1 to your combat score. Because of this you must deduct 4 from your maximum and current spell points, and add 4 to your maximum and current life points. All the changes are permanent!* Now return to **302**

### 340

The man appears miserable and depressed. He fidgets with his ale mug and stared dejectedly into the corner of the room. You sit next to him and introduce yourself. Seeing you, his eyes widen in anger and he jumps to his feet, pulling a large knife from his belt. You tell him that you mean no trouble but he advances on you menacingly, a drunken look in his eyes. Someone calls out, “look, Varak of Sarenwaite is about to get into another fight!” Around you the rest of the tavern patrons stand to their feet, intent on witnessing the outcome of the fight. Will you fight back to defend yourself? (turn to **75**), or attempt to disarm the man (turn to **412**).

### 341

The gorak gives a harsh yell and more of the foul creatures appear through the doorway. Moments later the door bursts open, five goraks clad in battle armour run out and charge down the corridor waving their spiked clubs above their heads. You turn and flee back around the corner, your pursuers slowly gaining on you. Eventually you run and back to the crossroads and pause a second to think. With the goraks almost around the corner you do not have much time to decide what to do next. Will you...

Open the silver door in the northern passage and run  
into the room beyond?

Turn to **8**

Run down the southern passage and up the steps?

Turn to **172**

Or run straight across down the western passage?

Turn to **388**

### 342

You cast the spell (*deduct 3 spell points*), your body revels in the waves of energy and speeds up immensely, becoming as fast as the wind. You sprint across the room and push the creature off the weapon. He is overcome by your heightened abilities and

staggers back into the balcony. You leap onto the seat of the weapon and turn it to face him. You pull the lever of the great weapon and the massive bolt rips into the creature with such force he is pushed through the balcony and over the edge of the tower. His cries of pain do not last long however and are ended by a sickening thud as his body hits the hard rock below. Did you knock the two guards unconscious? (turn to **498** if you did - if you killed them turn to **88**).

### 343

It does not take you long to find the place you are looking for, as it is a well-known and large establishment. A small bell jingles as you enter into a cosy looking room, whose walls are adorned with all many of items from everyday life. Brooms, pans and barrels of grain festoon the chamber among other bric-a-brac. You are greeted by a small man in a stained white vest, "mornin' to yer mi'lord. I'm pleased to have the hero of the town in my humble shop, please, look all you want." You look around the shop and can see a few items that may help you. The shop keeper is only too helpful to give you the prices, and for your deeds even knocks a few coins of each item.

Meal of Food	5 gold
Gloves (66)	3 gold
Bandages	3 gold
Cloak (423)	4 gold
Hunting Knife	19 gold
Rope (22)	7 gold

You may buy one of each item (except for meals). The gloves and cloak are worn items and will only ever help you if you are wearing them at the time. The bandages, meals and rope are all pack items. The gloves and cloak are a worn item. The hunting knife is a weapon and inflicts 2d6-1 damage when it hits. *If you buy an item with a number next to it record the number next to the item on your Adventure Sheet.* Note that bandages may be used after a fight, if you use them cross them off your list of items and restore 1d6 life points. Remember that the tower is at least three or four days walk from here so you will need to buy several meals of food. *When you are done record any items you have bought and reduce your money by the appropriate amount.* Then return to **121**.

### 344

You fight against the odds bravely but the creatures are too good and too numerous. You die with honour fighting for your people yet as you sink to the ground gasping for your last breath you realise that it is your people who you have failed and who will pay for your mistake. Your adventure is over.

### 345

The fires crackle and burn spreading throughout the room. The thoragg is almost upon you when he looks to the side and gives a cry of shock. The burning fires have reached his prized chair and it has almost caught fire. He runs over to it, desperately trying to beat out the fires and to save his possession. Will you...

Attack the thoragg while he is busy?  
Or run out of the burning room?

Turn to **355**  
Turn to **416**

### 346

You sit in the wagon and admire the landscape as you pass by it on your journey. You chat with the driver, whose name is Radalon Thymor. He invests in potion ingredients and sells them to alchemists around the land. The moss you gave back to him was a valuable ingredient in a potion, which an alchemist in Vay-Port has requested, and he thanks you several more times during the journey. It is has been several minutes since either of you have said anything when your thoughts are interrupted by the sound of swords being drawn. You look up and see several men dressed in leather armour and armed with large clubs running out into the road from behind a large boulder. "Dam!" Radalon yells, pulling a large knife from under his seat. "Bandits!" You leap from the wagon and charge one of them with your weapon drawn; the bandit pulls a savage looking whip from his belt and prepares to do battle. Two bandits leap onto the wagon and attack Radalon - meanwhile you must fight the bandit to the death.

#### BANDIT

COMBAT:	6	ARMOUR:	2
LIFE POINTS:	7	DAMAGE:	2d6-2

If you defeat the outlaw, turn to **423**.

### 347

You listen at the door and cannot hear anything - hopefully the goraks have left. You enter the passage and look into the grilled door. Varius has vanished! Perhaps the goraks took him with them. Hoping that you will bump into him later you hurry down the passage and turn west at the junction. Turn to **318**.

### 348

The wagon trundles on along the road and you pick up the parcel. Eagerly opening it up you find that it is filled with a strange violet, almost luminescent moss. Dam! Not exactly the hoard of glittering treasure you were hoping for. If you really feel the urge to you may keep the violet moss in your pack. *Note the number 15 alongside it if you do.* Feeling rather guilty you continue onwards, turn to **214**

### 349

"I hear that you seek help from Karnel, our local mage. He is a selfish one, and his services may be expensive, despite the help you have given us." He gives you a pouch containing 10 gold coins and gives you instructions on how to reach his shop. *Record the money on your Adventure Sheet.* "Hopefully this will cover the cost - afterwards return here for we have more to speak of." You leave the inn and head out into the streets of Verdinica yawning in the early morning mist. You head down the lane following the directions you were given. Turn to **106**

### 350

You slip quietly up the steps and almost bump right into a ghark warrior who is coming down. He is unarmed but opens his mouth to yell. Fight the ghark as normal but only for one round of combat.

#### GHARK

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	5	DAMAGE:	1d6+1

If you slay him in this first round (with one attack) turn to **430**. If you fail to kill him with this attack turn to **338**.

### 351

The guards seem unconvinced until some people from the crowd tell them of your sincerity. "Very well my friend. It seems we shall let you go this time, but I don't want to hear of any more trouble from you or we'll haul you right to the gaol." They leave the room and everybody comes up to you patting you on the back and given you free drinks. Soon after you leave, not wanting to attract much more attention. Turn to **121**.

### 352

You hurry down a stone passage and are thankful to see that nobody is pursuing you. The passage slowly curves around to the west and you bump right into a small ghark. Before you can stop him he turns around and runs screaming into the darkness - it seems you've made quite a reputation of yourself. You walk west down the passage making sure you keep to the shadows and find yourself at the crossroads you first found yourself at on this level of the tower. All around you on this floor you hear the sounds of chaos, the groaning of wounded, shouts of panic and many footsteps. You turn to the south passage and decide that you should leave this level while you still can, you dash up the stairs at the end of the passage. Turn to **172**

### 353

You drink the potion and feel rather giddy for a few seconds. Suddenly viscous stomach pains wrack you and you fall to the ground clutching your stomach. You gasp for breath as the vile poison you have drunk spreads throughout your body. Your vision blurs and darkens forever and it is only a few seconds before you stop moving. Nobody has ever drunk a vial of Trisalisk Venom and lived to tell the tale. Your adventure is over.

### 354

Your dagger misses and snaps as it hits the hard stonewall. *Cross it off your Adventure Sheet*. You curse at your bad luck, as the other wizard is upon you. Turn to **89**

### 355

You slam your weapon into the back of the thoragg's head yet to your amazement he is still standing. He turns around, dizzy and bleeding yet still capable of killing you. You must fight him, though as you do so the room is burning and filling with smoke. "Yer burnt me chair!" His yells echo throughout the room. He is so enraged he drops his cudgel and tries to throttle you with his bare hands. Your blow did some damage but will it be enough? Each round the smoke from the burning furniture will do 1 point of damage to each of you.

THORAGG

COMBAT:	7	ARMOUR:	3
LIFE POINTS:	14	DAMAGE:	1d6+2

If you defeat him you may quickly search through his belongings despite the thick smoke (turn to **415**) or you may dash through the southern exit to this room (turn to **416**)

### 356

You pull out your rope and examine it. It's at least eight metres long; if you could tie it into a lasso you could probably hurl it over the bridge and around one of the battlements on the bridge. By climbing onto the bridge you would then have a much easier access into the tower. You are about to tell Varius your idea when he gives a triumphant cry. "Eureka!" He flips a small and nearly hidden latch and a door, almost camouflaged perfectly with the rocky side of the mountain opens outwards revealing a dark stone passage beyond. He turns around and sees you tying your rope into a lasso. "Hmmm, not a bad idea. But I still think it would be much safer if we went through here." Yes, and longer too. Since it is your quest you may decide how you will get into the tower. Will you venture into the hidden doorway? (Turn to **37**). Or will you use your rope to get you and Varius onto the bridge? (Turn to **78**).

### 357

You whip out the dagger and fling it at the gorak, the blade flies into the green belly of the gorak who drops the hammer in surprise. He falls to the ground, dead and the other gorak runs off in terror. You think about searching the dead gorak but change your mind when you realise that the other gorak could be sounding the alarm at this very time. You retrieve your dagger and continue down the passage as fast as you can. Turn to **286**

### 358

The book may be useful but unfortunately the writings are extremely complicated and lengthy. You will have to decipher many of the ancient glyphs and sigils that fill its pages. Roll 2d6-1 and compare the result to your lore. If you rolled equal or less than your lore turn to **68**. If you rolled greater then turn to **152**.

### 359

"I suppose I have a few which might interest one such as you." He leads you to a small cabinet over which you ponder. There are many vials and bottles though you are not sure which you want. The items that seem most useful are:

Snake Bite Antidote	6 gold coins
Bandages	3 gold coins
Potion of Healing	15 gold coins
Meal of Healing Herbs	7 gold coins
Vial of Healing Ointment (2 uses)	12 gold coins

All the items are pack items and there is only one of each item. The potion of healing restores 3d6 life points when drunk. The bandages can be used after combat and restore 1d6 wounds. The meal of Healing Herbs can be eaten instead of a normal meal and restore 1d6 wounds also. The Vial of Healing Ointment restores 1d6+1 life points

when used. All of the items except the healing ointment can only be used once, after which they must be crossed off. After buying all you want you may bid the good doctor farewell and leave the premises (turn to **244**) or ask him to have a look at your wounds (turn to **149**)

### **360**

You defeat the gorak and clamber down the rope as fast as you can. The shaking bridge rains masonry and brick down upon you yet you climb all the faster. The ground is still far below you but you are only halfway down when behind you the great tower collapses. In a mighty cascade of stone and magic, and with a thunderous roar like a thousand demons it crashes to the ground, ripping the bridges to pieces as it falls. The shockwave blasts into you and you swing down on the rope away from the blast. Your grip loosens and you tumble through the air towards the ground below you. You cover your eyes and hold your breath and the ground comes up to meet you...

Turn to **500**.

### **361**

You stand up and everybody, including the nearby priests turn around and look at you. You ask the priest as nicely as you can to come back and bless you yet it seems to come out like a demand. The grand priest has a shocked expression on his face, "my son, you are greedy to wish to be blessed twice!" Everybody else in the temple begins to whisper and stare at you. You tell him that he missed you yet the priest is sure that he blessed you. Two large priests grab you by your arms and roughly escort you out of the temple. They push you out into the streets and one yells, "perhaps you can come back when you learn to accept your fate more readily." You scowl in anger and storm off down the street, cursing your misfortune. Turn to **244**.

### **362**

You look up from the dead guardsman to see Varius dispatching his foe. The third guard flees back along the road. "Stop him! If he reaches Lansbury he'll accuse us of murdering those guards. No doubt he'll say that were the swindlers!" You both pursue the fleeing man but he is too fast and escapes off in the direction of Lansbury. You both stop and pause for a moment, trying to catch your breath. "Well my friend, we may as well forget about going through Lansbury, we'd be arrested in no time. In fact, I don't even think we should stay on this road for much longer - just in case the guard's come looking for us." You leave the road and head east in to the wilderness. As you walk you notice more and more trees around you. "Looks like we're a lot closer to Serpent Forest than I thought." Varius says. With no possibility of any travel to the north you both decide to plunge into the depths of the forest. The trees around you are dark and twisted, their roots burrowing into the hardened earth below you. The two of you make your way gradually through the densely packed trees cutting away any branches, which get in the way. The work is exhausting and you don't make much progress though at least your journey is uneventful. Eventually you make camp in a small clearing. Varius builds a small fire as you rest and rub your aching legs. "In the morning we shall head north, hopefully leaving the forest in a day." You must eat a meal now; if you have no food then Varius gives you some of his to eat. Varius tells you tales of his adventuring days though you do not hear much as soon you are fast asleep... Turn to **198**

### 363

Hurriedly you side step and watch them go past. They wear tattered old rags and you are amazed that they can walk at all. As you watch them go into the distance Varius says, “no doubt they fled a nearby town to avoid being burnt. Those with the plague are rarely welcomed anywhere, no doubt they’ll just wander on like that until they die.” You sigh in pity for the poor souls and the two of you go on your way. Turn to **81**.

### 364

You awaken early in the morning to find that Varius is almost ready to go. *Restore 2d6 life points and 4d6 spell points for the rest. If you did not eat a meal last night you are starving and you should deduct 8 life points.* You gather your belongings and follow him through the trees along your journey. Turn to **380**.

### 365

The last thaul is left bent over and clutching at his wounds. You kick him in the belly and send him falling backwards into the spiked pit. *A search of the other body reveals only 2 gold coins, a wooden shield (armour rating 1) and a club (damage 1d6+2).* You decide to give up your seemingly futile attempts at trying to rope the lever. Return to **254** and choose a different option.

### 366

You walk up the steps, which curve around in a spiral, eventually arriving at a trap door above your head. You open it and climb out onto the top of the tower. A magnificent telescope is placed near the battlements, mounted on a frame so that it can be turned and raised. You can see for miles around, and the mountains stretch out below you. This tower is dwarfed in comparison to the mighty Night Lord’s tower however; so large is it that it nearly blocks out the sun. You notice a small vial containing a blue liquid on the ground. You are not sure if it is magical, or what it does but you can take it with you if you wish. You can drink this potion at any time by turning to **158**. *Record the item if you take it.* If you wish to have a look into the telescope before you go turn to **394**. Otherwise you descend the staircase and back into the sorcerer’s office, return to **175** and make another choice.

### 367

After falling down a great shaft you crash in to the bucket, suspended halfway and filled with water. The force of your crash rips the rope in half and both you and the bucket tumble down into a great cavern beneath the tower. With a great splash you crash into a huge lake below. You resurface and take a deep gasp of breath, above you the ceiling of the cavern is also collapsing, large pieces of rock fall into the water. You dive into the murky depths trying to find a way out of the cavern. Your lungs feel like bursting when you finally find a crevice in the rocky under-depth. You squeeze through it and emerge down a streaming waterfall outside. The sunlight blinds you and you tumble in a small lake at the base of the mountains. Above you there is a deafening crash as the tower collapses and is smashed into a thousand pieces. The whole mountainside is brought down with the tower, and this forms a viscous avalanche of rocks and boulders, all hurtling down towards you... You hold your breath and plunge as deep into the water as you can yet when the rocks reach the lake

they splash into the water at deadly speeds. One hits you in the head and everything goes black...

Turn to **500**.

### 368

The bolt misses and slams into one of the warriors. He is hit with such force his body is flung across the room and driven into the wall. You must now face off against one of them - the thaul is already refitting the arbalest with another bolt and you must defeat this opponent with haste.

### NIGHT GUARD

COMBAT:	7	ARMOUR:	1
LIFE POINTS:	9	DAMAGE:	1d6+3

If you defeat him you may pick up his quarter staff before continuing. *The staff inflicts 1d6+3 points of damage.* The thaul is almost ready to fire. Do you...

Turn around and flee from the room?	Turn to <b>119</b>
Charge the thaul and attack him?	Turn to <b>337</b>
Cast a 'energy discharge' spell at the thaul?	Turn to <b>399</b>
Cast a 'quickening' spell and charge the thaul? (if you have the spell and have attained at least 1 point of skill with it)	Turn to <b>342</b>

### 369

The gruel spills all over the floor though you are not strong enough for any of it to hit the thoragg. The thoragg charges you in a fit of rage and you must fight for your life. Turn to **149**

### 370

As you walk along the road you begin to feel dizzy and your legs beneath you weakening. Varius looks concerned and yet his face is just a blur. You collapse to the ground and fall unconscious. Roll 2d6 and compare the result to your luck score. If you rolled equal or less turn to **111**. If you rolled greater turn to **446**.

### 371

To the thoragg's surprise you leap onto the table and jump to a nearby table. The thoragg runs after you in hot pursuit but you are too fast for it. You run out of the southern doorway, the thoragg runs after you but is too fat to make it through the doorway, he hits the sides of the door frame and almost goes right through the wall. The wall cracks and shakes under the force and the thoragg howls in frustration as he realises that he is stuck, wedged between the two sides of the opening. You laugh and walk south down the passage knowing that nothing is going to get past that blockade. You briskly stride down an empty passage, which changes direction to the west at the end. You walk around the corner and end up back at the crossroads with the silver door. The whole level is alert with the clamour of soldiers so you deem it wise to head up the steps and away from the level. Turn to **172**.



### 372

You tell Varius you are going to find a quiet spot to answer a call of nature. He sits down by the tree and munches on some rations while you head into the forest by yourself. You follow the maps instructions and eventually locate the exact spot where the buried treasure should be. You dig away at the spot with your hands and are relieved to find that the chest is not very deep below the ground. Eagerly you lift it out of the ground and beside you. You flip off the latch and open the lid. *If you are wearing gloves, use them now.* If you are not then as you lift the lid of the chest a small needle flies out and hits your hand. You feel a deathly cold as your hand becomes paralysed and refuses to move, the chilling sensation goes right up your arm and where ever it spreads you cannot feel or move. You are helpless as the poison reaches your heart and kills you. The pirate who sold you this map forgot to tell you that the chest was trapped and now it is too late. Your adventure is over.

### 373

The zaurax's fighting style is viscous and you find yourself blocking a fury of deadly sword blows. You desperately block the attacks from all sides yet find that they press down upon you only harder. A sword blade hits you in the side (*lose 3 life points*). You yell in pain and drop the weapon you were using in the last fight, (*cross it off your Adventure Sheet*). You see no option but to run for your life. You turn on the vile creatures and flee. Roll 2d6-1 and compare the result to your agility. If you roll equal or less turn to **405**. If you roll greater then turn to **437**.

### 374

He is a fast runner and you will have to sprint to catch him. Roll 2d6-1 and compare the result to your agility score. If it is less or equal then turn to **70**. If it is greater then turn to **431**.

### 375

You sit down and pay for a drink of ale. *Deduct 1 gold coin.* You sit back and relax, watching people chatting to each other and leaning back in your seat contentedly. *Restore 1 life point* for your rest. Roll 2d6-2 and compare the result to your luck score. If the result is equal or less then turn to **100**. If the result is greater turn to **67**.

### 376

Both you and Varius walk for some time and eventually you decide to stop in a small clearing. You are relieved to be able to rest your aching legs and Varius builds a small fire. You should eat a meal of food here; if you do not have any food then Varius will share some of his with you. As night descends over Lathesian Vale Varius tells you stories of his previous adventures. You do not hear much however as soon you are fast asleep. Turn to **264**.

### 377

You walk back, following your own footprints, yet you are unsure if the marks upon the ground are indeed yours. Soon you are hopelessly lost and stumbling through the murky depths of the swamp looking for some way out. You trudge through a lake of mud and to your horror find that your feet are stuck. You cannot move any further and panic as you slowly sink deeper. It is not long before you head slips below the surface and you cannot breath. Nobody will ever find your body in the Dung-Weed Swamps. Your adventure is over.

### 378

The gorak falls to the ground dead and you pause for a moment to survey the scene around you. Two of the soldiers are back to back and are fighting four of the creatures, their dazzling swordplay cutting the goraks to pieces. The countrymen are not faring as well, several are dead and the others are being beaten. Suddenly a massive spear whistles past your face and embeds itself into a nearby tree. You turn to see a large brutish gorak standing on a nearby hillock hurling the weapons into the fray. He has several more and is readying them to throw. You charge towards the gorak with the your hatchet held high above your head. The gorak readies another spear and hurls it at you. Roll 2d6-2 and compare the result to your luck score. If the total is equal or less, turn to **99**. If the result is greater then turn to **72**

### 379

The gorak proves to strong for you and pulls your arms away. Having done so he breaks your fingers and pushes you back into the cell. While you clutch your hand in agony the gorak calls for help. A squadron of armoured goraks soon appears in the room armed with massive spears. You are powerless to stop them as they execute you for trying to escape. Your adventure is over.

### 380

The two of you have been hacking your way through dense foliage for some time when Varius gives a yell of alarm and draws his sword. A great snake lies in your path. It is at least 7 metres long and slithers towards the two of you. It's skin is stripped and you recognise it as a deadly Zhelconda, a viscous predator of the jungle. "Defend yourself!" Varius yells, whipping out his blade. Fight the battle below as normal but because Varius is fighting on your side add 2 to your combat score and 1d6 to your damage. If you have a vial of snake bite antidote you may drink it before the fight in which case the snake will only inflict 1d6-1 points damage (cross the vial off if you do this).

#### ZHELCONDA SNAKE

COMBAT:	7	ARMOUR:	0
LIFE POINTS:	15	DAMAGE:	2d6-1

If you manage to defeat the great creature then turn to **128**.

### 381

The man is bleeding quite badly and wears a suit of badly damaged chainmail. You help him to sit down by a nearby tree and he thanks you. "I heard about your quest, I was trying to join up with you but a group of goraks soon saw to that. When I was told that you had gone into the depths of Serpent Forest all by yourself I knew I would have to come after you, this is no place for a man to be by himself - let me tell you." You thank him for saving your life but he dismisses your words with a wave of his hand. "Think nothing of it, but let me accompany you on your journey, I too wish to put an end to this foul creature who dares to challenge our land." You accept his partnership knowing that really you have very little choice. You shake hands and ask him his name. "Varius Steelbearer at your service. Now let's see if these zaurax have anything worth taking." You both turn your attention to the dead bodies. Turn to **434**.

**382**

You jump over and swing under the bridge, the rope in your hands. You quickly slide down it as fast as you can. Roll 2d6 and compare the result to your luck score. If you roll equal or less turn to **132**. If you roll greater turn to **436**.

**383**

You do not want to kill the man so you must use your fists in this combat. Remember that they only inflict 1d6 points damage, but if you reduce him to 0 life points he will only be knocked out.

FARMER

COMBAT:	7	ARMOUR:	1
LIFE POINTS:	6	DAMAGE:	2d6-1

If you manage to render the man unconscious turn to **444**.

**384**

You are back in the small landing at the bottom of the sorcerer's small tower. Above you the flight of steps spirals up towards the wizard's study while the iron door still remains closed. You may head back up the steps (return to **175** and make another decision) or open the iron door (turn to **2**)

**385**

The priest reaches you and you expect him to bless you but he walks right on to the next person without even noticing you! You are not entirely sure if he skipped you intentionally but you feel angry that he ignored you. Do you stand up and ask the priest to come back and bless you? (turn to **361**). Or curse your bad luck and leave the temple (turn to **447**)

**386**

You reach the top and clamber onto the bridge. It seems to be deserted and is long indeed, at least forty metres in fact. No sooner have the two of you got onto the bridge when doors at each tower open. You have no time to retrieve your rope as it is still tied to the bridge (make a note of this, if you ever return here you may retrieve your rope). Minions of the Night Lord pour from the doorways. Both you and Varius fight back to back, fortunately you only have to fight the creatures one at a time on the bridge. Each time either you or the creature is hit roll a dice, on a 6 that combatant is knocked off the bridge and killed. The first two foes are have reached you, fight them one at a time.

GHARK

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	6	DAMAGE:	1d6+1

HALF-GORAK

COMBAT:	6	ARMOUR:	1
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LIFE POINTS: 7

DAMAGE: 1d6+2

If you defeat both these foes turn to **129**.

### 387

Brax - the man who lent you his weapons and armour appears out of the forest, dragging a stiffened gorak corpse behind him. Seeing you he drops the body and strides towards you, a large grin on his face. "We did it! You helped us greatly my friend. It is good to know that the wizard's Guild will readily offer help when it is needed." You smile and hand back his belongings. "Keep the armour as a token of our thanks, it's the least I can do." You thank him - *Erase the hatchet from your weapon list*. You then turn away to help the others search the dead goraks. Turn to **427**

### 388

You flee down the western branch of the crossroads and several more goraks appear from down the steps. The goraks follow you in a frenzied madness and you and several crossbow bolts whistle past you as you run. You find yourself at another set of crossroads with a large bronze door at the end of the opposite passage. To the south a group of gharks has seen you and are loading their bows with viscous looking arrows. With the two groups too large to fight your only hopes are through the door ahead of you or down the passage to the north. A sturdy looking door is also halfway down the north passage. Will you...

Fling open the bronze door and run through to escape?	Turn to <b>171</b>
Charge the gharks before they can fire?	Turn to <b>107</b>
Make a stand?	Turn to <b>428</b>
Dash down the north passage and around the corner?	Turn to <b>278</b>
Or run and open the sturdy door in the north passage?	Turn to <b>435</b>

### 389

A face appears over the edge of the bridge. Somebody has heard you! It gives a shout of surprise and begins to cut at the rope with his knife. Varius hurriedly slides down the rope to the ground before it is severed. The creature seems to change its mind now and instead pulls the rope up towards it, when it has pulled its prize up it gives a cackle of glee and disappears. *Cross the rope off your Adventure Sheet*. "Dam!" Varius cursed. "No doubt that thing will spread the alarm. I told you we should have gone my way." You shrug your shoulders and follow Varius through the hidden doorway, and into the dungeons of the tower.... Turn to **37**.

### 390

You try to apologise to the enraged farmer and tell him that this is the first time you have ever been here. Roll 2d6 and compare the result to your luck score, if you rolled equal or less turn to **142**. If you rolled greater then turn to **445**.

### 391

You dive down beside the wagon and look for Radalon. When his wagon plunged into the ditch it was tipped upside down, anything underneath would have been crushed - the fleeing bandit was lucky to escape. You eventually find the bodies of the other bandit and Radalon, both dead. You sigh in pity for the poor man and bury him beside

the road. You leave the corpses of the other man in the trench for the vultures to feed on. You search his body and find:

Club	(inflicts 1d6+2 damage)
Studded leather tunic	(armour rating 1)
Leather helmets	(armour rating 1)
3 gold coins	

As you leave the trench for the final time you see that several more boxes have been broken open from the impact of the crash and that they contain a strange red weed. You recognise it as bloodweed, a rare herb used sometimes in sorcery. *If you take some of the bloodweed record the number 49 alongside it.* After making a short prayer for Radalon you continue along the road on foot. Turn to **214**.

### 392

Your leap at the men but in your tired state is no match for them. They cleave through your body with their blades and you collapse in a bloodied heap on the floor. Your foolishness has ended all hope for your land and your life.

### 393

You fling open the doors and they knock over two warriors whose faces are kept behind black masks. They are hit in the head by the great portals and knocked to the floor - unconscious. You see before you a large chamber with a huge balcony at the other end. The whole end of the chamber is open to the sky and a great arbalest - a massive crossbow of devastating power is positioned on the balcony. A thaul mans the weapon and seeing you he gives a yelp of surprise and turns the weapon to face you. Do you...

Sprint at him to stop him?	Turn to <b>337</b>
Rush out of the chamber and down the passage?	Turn to <b>320</b>
Cast the spell 'quickenning' and then charge at him? (if you have that spell and have attained at least a spell skill of 1 with it)	Turn to <b>342</b>
Or cast the spell 'energy discharge' at him? (if you have that spell)	Turn to <b>399</b>

### 394

You place your eye to the telescope but the view is just a blur. Puzzled, you stand back for a moment and to your shock and surprise see the object morphing before your eyes. In just an instant the telescope has changed into a large, featureless slime which bubbles and churns at your feet. The disgusting mess then reforms into the shape of a warrior in armour, armed with vicious short sword. The creature is a changeling and you must battle it in its new guise.

#### CHANGELING

COMBAT:	6	ARMOUR:	2
LIFE POINTS:	12	DAMAGE:	1d6+4

If you defeat this vile creature turn to **448**.

### 395

You enter the most interesting and bizarre building you have ever seen. It almost looks as if somebody as gone and built three buildings on top of each other and then turned the entire structure inside out. You enter the shop and behold a bizarre sight indeed. Small glowing spheres set into the walls light up the room in an eerie green glow, the walls are lined with all many of mysterious items. Most are mere baubles with minor enchantments on them, yet some seem to be very interesting items indeed. "I'm coming, I'm coming!" Shouts a man grumpily from the back of the room. He wears a long grey tunic and seems to be one whose temper is always near its end. His face is red from shouting and as you look at him he sneers, "Well, are you going to buy something or not?" You look around and see many fascinating things yet only some are within your price range and worth buying. These are...

Item	Price	Use/Effect
Healing Salve	10 gold	The healing salve may be used at any time except when involved in combat it restores 3d6 life points, which have been lost.
Enchanted Dagger	26 gold	The enchanted dagger inflicts 1d6+3 damage when it hits and adds 1 to your combat while you are using it. The bonus only applies when you are using the dagger.
Potion of Sorcery	10 gold	The potion of sorcery may be used at any time and will restore 2d6+1 spell points.
'Fire Flash' Spell Scroll	11 gold	Fire Flash may be cast in combat and needs 6 spell points to use. When cast a fiery wall of heat billows into the victim's face, burning and scalding them. It inflicts 2d6 damage (armour protects) on a single enemy. The next time it swings it is half blinded and choking from the smoke and flames and must deduct 1 from their combat score for that one attack.
Potion of Strength	6 gold	The strength potion may be drunk before you enter combat. For that combat your hits will inflict extra 1d6 damage.
'Quickening' Spell Scroll	12 gold	Quickening may be cast at the start of a combat and needs 3 spell points to use. For that combat your reflexes speed up dramatically and every time you attack you may cast a spell immediately afterwards (normally you must spend an entire round casting a spell).

If you buy a magic scroll then record the spell on your list and make a note of its effect.

There is only one of each item, the scrolls are no longer needed once you have bought them - the spell is merged into your memory. The enchanted dagger is a weapon and the other items are pack items. The healing salve and potions can only be used once.

Once you have decided what to buy then return to **121**.

### 396

The thoragg is finally dead and you pant from exhaustion and gaze upon its smelly corpse. Ruffling through its smelly clothes you find 4 gold pieces and a small green flask. You recognise the liquid inside as a potent healing brew, when drunk it will restore 3d6 life points. The thoragg's weapon and armour are too large for you to use, but there is enough food lying on the tables around you for one meal, if you want to take it. *Record the items you take on your Adventure Sheet.* You now turn to leave the room. As you are about to leave you notice a fine war helm of burnished bronze lying on the floor. *If you wish to take this helmet record the number '20' alongside it, the war helm has armour rating of 2. Remember that you may only carry one helmet at a time.* Turn to **416**.

### 397

Your attempts at parley are wasted and the creature slashes your face with its razor sharp claws. *Lose 2 life points.* Clutching the bleeding cut you attempt to defend yourself. Turn to **310** to fight the creature but deduct 1 from your combat score for this fight only as you are dizzy and the attack has left you half blinded for the duration of the combat.

### 398

You pay the man, (*deduct the money from your Adventure Sheet*), and eagerly retrieve the map. To find the treasure, you'll have to pass through Serpent Forest, which is no mean feat, yet with a bit of luck you may find it on the way to the tower. Once you find the V-shaped tree if you use the map it should be easy to locate the treasure. *Record the treasure map on your Adventure Sheet (it is a pack item) Record the number 205 along side it. If you find this V-shaped tree then immediately use the map (add 205 from the paragraph and turn to that number).* "Well, farewell young feller and good hunting!" The aged buccaneer gets up wearily and limps away from the table. You also decide to leave as you are losing valuable time here. Turn to **121**.

### 399

You cast the spell (*deduct 5 spell points*). Sparks of crackling energy surge from your fingertips and blast into the creature. He is pushed off his seat and slams into the rails of the balcony behind him. He cries in panic and his fat body rips through the weakened beams and he plummets over the edge and off the tower. His cries of anguish do not last long however and you are rewarded by the sickening thud of the creature's body dashing against the hard rocks below. Did you knock the two guards unconscious? (if so turn to **498**) If the two guards were killed turn to **88**.

### 400

The headband glows a pale blue light - it has searched your conscience and found you good of spirit. Your wounds heal and you find your energy returning. *Restore your life points and spell points to their full values.* You try to take it off but find that it has vanished! You give a bewildered shrug and continue down the corridor. Turn to **330**

### 401

You are not fast enough and the staff slams into your head, driving you back into the ground. *Deduct 5 life points for the injury.* You feel dizzy and roll out of the way before the gorak swings the staff into the ground to finish you off. The gorak pulls a knife from his belt and raises it to stab you with it when he gives a gasping cry and falls to the ground with a farmer's spear in his back. You leap your feet and stand to thank the farmer, yet he has no time to respond, a massive gorak with skin as dark as night pushes its way through the melee towards the two of you. The two of you have no choice but to fight this opponent. Turn to **87**

#### 402

Flinging open the silver door you dive back into the room and slam the door behind you. The goraks seem hesitant to follow you. You look around frantically for an exit and see a half hidden door in the western wall. You push a heavy bookshelf out of the way and open the door, running out of the room and into a passage beyond. Looking to the south you see that the passage ends at another crossroad ahead, the group of goraks appear down the eastern branch and give a shout when they see you. Dam! Several goraks wield large crossbows and the flurry of bolts, which whistles towards you, gives you no choice but to turn around and run north up the passage and around a corner to the east. Turn to **278**.

#### 403

You pass by an elaborately carved arch in the wall, a pair of solid iron doors stand in the arch. You place your ear to the door and can faintly hear grated speech from beyond the portals. Do you...

Burst into the chamber, your weapon at the ready?

Turn to **393**

Sneak carefully through the doors?

Turn to **10**

Or carry on past and down the passage?

Turn to **320**

#### 404

You run into the room and close the door behind you, yet strangely the creatures do not pursue you in... Turn to **8**

#### 405

You run like you have never run before with the sound of your pounding heart in your ears. The zaurax are persistent in their chase though you do not slow down. You run for what feels like hours. Eventually you stagger out of the forest and collapse to the ground. Sweat rolls down your forehead and you cannot go any further. The chase has weakened you to the point of exhaustion and you must *deduct 8 life points* for your state. If you survive you find yourself sinking into a deep sleep. Turn to **336**.

#### 406

You touch the robes of the body and your finger accidentally brushes against a rune written upon the garment. It glows brightly and you stand away, fearful of the magic before you. Suddenly there is a massive explosion which sends you flying back into the wall. The body of the wizard is but a small pile of ash and most of the room has been destroyed. *Lose 6 life points.* You stagger to your feet, coughing and spluttering and realise that you must have triggered a ward placed upon the wizard's robes with the intention of stopping any thieves from going through his belongings. Return to **175** and choose another option.



#### 407

“Ah good! You won’t regret this my good man.” He pulls out a large sack and opens it up upon the table. Many pieces of equipment and items of unknown nature lie there. He rambles on about how some of them have come from ancient temples of death and forbidden dungeons yet despite his obvious lies some of them actually seem useful. These are:

*Fire Dust* - 5 gold coins

When flung into an enemies face it bursts into fire and partially blinds them. You may do this at the beginning of a combat, for the rest of the fight the enemy will have their combat score reduced by 2.

*Potion of Fortune* - 7 gold coins

This green shimmering potion, when drunk will permanently increase your luck score by 1 point.

*Climbing Boots* - 6 gold coins

These are normal boots only they have special climbing blades attached to them. When you are told to make any roll against your agility or strength that involves climbing you may subtract 2 from your roll. They are a worn item and only work when you are wearing them. Note that they only count as one item.

*Knuckle Dusters* - 7 gold coins

When these are worn on your hands they increase the damage you do with your fists by 2.

*Throwing Dagger* - 9 gold coins

This weapon is too small to be used in a proper fight, but you may find the opportunity to use it later on. *Record it under your weapons list with the number ‘161’ next to it.*

You may buy one of each item. The potion and fire dust are pack items, the boots and knuckle dusters are worn items and will only work if you wear them. *Record any changes on your sheet and remember to deduct the appropriate money.* Turn to **69**.

#### 408

The Night Lord vanishes and reappears behind you. You are about to charge when he sends two bolts of sizzling cold hurtling through the air towards you. You have just enough time to dodge out of the way, but in which direction will you go? If you jump to the left turn to **20**. If you jump to the right turn to **454**.

#### 409

You open the pages of the book and begin to read. It is a very detailed manual written by a famed alchemist by the name of Luthar Mathanar. Some parts of it are just jargon yet there is one interesting section. It is a chapter devoted to the study of herb lore, it details which reagents should be used for various concoctions. One ingredient frequently mentioned is a rare, violet moss - while blood weed is another common item. One thing to be avoided at all costs is the deadly shadow weed. One taste of this plant can spell death for even the most resistant person. Therefore it is a commonly

acquired for the creation of poisonous compilations - the rest of the material is too lengthy and complicated to understand so you decide to stop reading. You stand up, stretch and leave the chamber. Turn to **384**.

#### 410

The guards see you have apprehended the man and rush over to arrest him. "Well done my friend," says one of the soldiers - a man you recognise from the fight with the goraks. "You managed to bring this criminal into the hands of the law - here take this for your troubles." The guard hands you a small bag containing 6 gold coins. The guards march the man away to the town gaol and soon after people patting surround your back and offering you free drinks. After awhile you get worried that you are attracting to much attention to yourself and leave the tavern. Turn to **121**.

#### 411

You awaken early in the morning feeling refreshed and invigorated. *Restore 2d6 life points and 4d6 spell points.* You dress and head downstairs into the main room of the inn. Here a group of nervous looking citizens awaits you. Several of them you recognise as comrades in the battle yesterday. You greet them and a man stands up to introduce himself. "My name is Ghandel, I am the leader of this small town. I have heard of your plight and wish to help you." If you managed to decipher the scroll that you found turn to **122**. If not then turn to **349**.

#### 412

You attempt to grab at his wrist and pull the dagger away from his grip without injuring him. Treat this as a normal fight instead every time you attack him roll 2d6 and compare the result to your agility. If the result is equal or less you successfully snatch away the weapon, if the result is greater then you miss. However, he will attack you normally.

#### DRUNKEN WARRIOR

COMBAT:	5	ARMOUR:	0
LIFE POINTS:	7	DAMAGE:	1d6+1

If you manage to disarm him then the town guard burst into the tavern at the same time. Turn to **410**.

#### 413

The gorak leader falls dead on the ground and you catch your breath. Around you you hear the screams of battle and the ringing of blades on armour. The farmer who was helping falls to the ground, a massive wound on the back of his hip. You try to help him but he signals that he is okay. You leave him and consider your next move. Several metres away one of the soldiers is lying on the ground fending of an gorak, you could easily take him out from behind yet another gorak is ready to help finish the soldier off. In front of you an gorak is fleeing for the cover of the trees in panic. Will you...

Cut down the attacking gorak from behind?  
Run after the fleeing gorak?

Turn to **421**  
Turn to **374**

#### 414

As you tell the imprisoned dwarf of your quest a smile breaks out on his face. “Ye have slain the evil wizard who dwells in this tower?” You nod your head and he hands you the hammer. “Then take this as a gift me friend. That mage forced me to labour down here to craft weapons and the like for the Night Lord’s minions.” The weapon is finely crafted indeed and inflicts 2d6+1 points damage when it hits. You thank the dwarf and offer to free him. “Alas, these chains are magically protected from any harm and will never break. I fear that I’m stuck down here forever, if yer find something that may help me out then feel free to come back though, friend.” You see that the golden chain is attached to a massive ring in the wall, and the dwarf has a steel band around his ankle which is firmly joined to the chain. You promise the dwarf that you will and return up the steps to the wizard’s office. Return to **175** and make another choice.

#### 415

Roll a dice, this is how many life points you lose from the choking smoke as you go through the thoragg’s belongings. In its dirty pockets you find a small flask of green liquid - a healing balm! You quickly gulp down the contents and sigh in relief as your wounds heal. *Restore 3d6 life points.* The thoragg’s weapons and armour are too large for you but you snatch up a handful of coins as you crawl through the intense heat towards the door. *Record the 5 gold coins on your Adventure Sheet.* You also notice a large war helm lying on the ground nearby. *You may take this if you wish; it has an armour rating of 2, record the number ‘20’ next to it if you do. Remember that you may only carry one helmet at a time.* The room is like a furnace and massive sheets of flame lick up towards the walls, filling the air with a sick greasy smoke as the fire eats upon the wood. Finally you locate the exit and dash out into a cool stone hallway, you are still coughing and your eyes are streaming. You stagger south down the passage leaving the burning room behind you. At least nobody will be able to follow you through that room. You head down a passage of smooth stone and around a corner to the west. You encounter no enemies along the way though this whole level is filled with the clamour of excited voices and the sound of running footsteps. You find yourself back at the crossroads with the silver door. You decide that this level is too dangerous and turn south, running up the steps. Turn to **172**.

#### 416

You leave the thoragg’s chamber far behind you as you dash down a stone tunnel that leads from his chamber. You turn your head but see no signs of pursuit. Eventually the passage turns to the west and you follow it in this new direction until you arrive back at the crossroads, which you started this level on. To the north you see the familiar silver door while to the south is the flight of steps leading up to the next level of this tower. However from down the west passage you hear the sounds of marching soldiers and shouts of alarm. You decide that soon this level will be swarming with enemies and that now is the time to leave. You make haste to dash up the stone steps before you. Turn to **172**

#### 417

You spend twenty minutes using your bandages to help the injured warrior. After some time he is awake again and you help him to his feet. (*Deduct the bandages off your Adventure Sheet*). “My thanks to you, friend.” The warrior says, rubbing his aching body. You give him some water to drink and ask him how he got attacked. He

starts off but stops as a noise to the right startles the two of you. The gorak who attacked the fighter has returned - with company. Two goraks run down the slope armed with vicious looking knives. Your friend is weak but is able to draw his sword and defend himself. The two of you must fight - each of you is attacked by a single gorak.

GORAK:

COMBAT:	7	ARMOUR:	0
LIFE POINTS:	8	DAMAGE:	1d6+1

If you defeat him you take little respite, as you must hurry to help your friend. Turn to **216**

#### 418

As you approach the walls of Verdinica three armed men on horseback ride out to meet you. Each one carries a longsword and a shield bearing the flag of Trailt. The leader speaks to you., “Finally, you’ve arrived! The goraks are nearly upon us. The whole town is in dire need of all of your help”. The man, who is obviously one of the soldiers employed in Verdinica to keep the peace draws his sword and points to the northeast. “Follow us, we shall attack the raiding party in that grove of trees.” The farmers smile in anticipation of battle and heft their makeshift weapons. You follow the determined village folk into the nearby hills along with the guardsmen. Turn to **74**

#### 419

Your last blow sends the gorak reeling backwards into the ground where it finally lies still. You notice a pouch around his waist and open it to reveal **5** gold pieces. Around your comrades chase you the sounds of battle fade as the last of the goraks into the woods. You pocket the money and survey the battle site. Turn to **124**.

#### 420

You are only fighting one wizard now, as he is in close combat he is too busy fighting you to use his magic.

DARK WIZARD

COMBAT:	6	ARMOUR:	0
LIFE POINTS:	8	DAMAGE:	1d6+1

If you defeat him turn to **193**.

#### 421

You reach the soldier and slam your axe into one the gorak’s back but as the creature falls to the ground you see to your dismay that it is too late, the soldier lies on the ground - mortally wounded. The remaining gorak turns on you and attacks, it’s bloodied knife a reminder of the gorak’s murderous intent.

GORAK

COMBAT:	8	ARMOUR:	2
LIFE POINTS:	7	DAMAGE:	1d6+1

If you defeat him, turn to **378**

#### 422

You run into the darkness, brushing away cobwebs while your heart pounds at the base of your throat. You hear shouts of anger and an alarm bell ringing from behind you but still you run down the darkened tunnel of stone. You blindly run down a side passage to elude any pursuers and your foot brushes a small level against the base of the wall. With a deafening crash an iron portcullis crashes down behind you, sealing the way back. You stop for a second, leaning against the wall to try and recover your breath. Try as you might, you cannot lift the portcullis. You give up this futile task and head down the dark passage, which looms before you. Turn to **481**.

#### 423

Your final blow knocks the man to the ground and he does not get back up. You turn around to help Radalon but see that the wagon has gone out of control. It swerves wildly and falls into a massive trench on the side of the road. You run over to the trench and look over. The wagon is in ruins and you can see the forms of two people lying beneath the wreck, you also see an injured bandit run out from under the smashed wagon and out of the trench. He turns around to see you and gives a gasp of shock. He runs faster and over a nearby hill. His leg is bleeding and you could easily catch up with him but if you pursue the bandit you may not be able to save Radalon, that is - if he is not already dead. Will you...

Chase the bandit?	Turn to <b>114</b>
Or run into the trench and see if you can help Radalon?	Turn to <b>391</b>

#### 424

You and Varius walk along the road for another half hour and come across several men dressed in military style armour. "Those soldiers have the markings of town guards from Lansbury, I wonder what they would be doing on a road like this." You approach them and one of them gives you a toothy grin and sneers. "Road tax! 7 goldies apiece if you don't mind." Varius gives an angry look and talks back to them. "There has never been a tax on this road, your thieving trickery is a slur on my name!" You wince at Varius's choice of words though it is too late now. The guards snarl and draw their weapons. "Doesn't mind us, we just kill you and take all of your money then!" You must defend yourself against these corrupted soldiers. Varius battles against one while you must fight another. The third is hesitant and stands back to watch.

#### TOWN MILITIA

COMBAT:	6	ARMOUR:	2
LIFE POINTS:	8	DAMAGE:	1d6+2

If you defeat this enemy turn to **362**.

#### 425

You throw the pot into the air and the boiling hot gruel splashes all over the thoragg. It burns its skin and the creature howls in agony. Its skin blisters and it sinks to the ground in pain. You may run out through the south door (turn to **416**) Or you may attack the creature while its down (turn to **85**)

#### **426**

Your swift reactions save you and you duck the incoming blow. Varius's sword comes down heavily into the back of the gorak's head and ends its threat. "That was a close call - nice dodge!" Varius wipes his sword on the back of the rocks. The gorak had only a club (which inflicts 1d6+2 points damage). You both investigate the guardhouse, it is smelly, dirty and it is hard to find anything worth taking inside. "Ah ha!" Varius takes a worn scroll from the drawers and spreads it out over a table. It depicts an image of the tower from the outside. He stabs his finger at a large X set into the middle of the mountainside. "A secret door I'll bet. I wasn't looking forward to storming through the front gates. I'll bet that this mountain is riddled with passages and tunnels; we just have to find the one, which leads up into the tower. Come on, let's go." Turn to **3**.

#### **427**

Among the bodies there is little of interest. If you wish you may take one of their daggers (it inflicts 1d6+1 points damage). You find several copper coins but nothing else worth taking. One of the soldiers is looking through a gorak's pack when he finds a piece of parchment and brings it to you. "A message it would seem." He says, handing it to you. "Written in our tongue but it appears to be in some form of code." Everyone gathers around yet nobody can decipher it. You think carefully and hard, trying to read it. Roll 2d6-1 and compare the result to your lore. If the result is equal or less, turn to **13**. If the result is greater, turn to **96**.

#### **428**

The gharks set the arrows to their bows and fire just as the goraks reach you. A hail of deadly arrows rains down the passage towards you yet their aim is poor and it is the goraks who feel the burning pain of arrows ripping into their flesh. The mistimed fire kills several and at least another three are injured. You push the only uninjured gorak out of the way and run in the opposite direction to the gharks, leaving the dying and injured behind you. Turn to **278**.

#### **429**

Varius is unsure but stands with you. Eventually the crowd reaches you. Their faces are covered in blisters and swollen skin. "Damnations! They have the plague!" Varius cries, backing away. The people slowly shuffle towards you, almost in a trance. You may quickly get out of their way (turn to **363**). Or offer a healing potion to the group to help with their afflictions (if you have one) turn to **130**.

#### **430**

You silence him before he can speak and catch his body before it hits the ground, you slowly lower to the ground and search the corpse. All you find is an old rusty dagger which inflicts 1d6+1 points damage. Looking around to make sure nobody has noticed your fight, you slip quietly up the steps. Turn to **172**.

#### **431**

The gorak is getting away. Unless you blast him down with an energy discharge he will escape! If you want to do this turn to **116**. If you decide to let him escape and hope that others will catch up to him, turn to **124** to turn your attentions to the battlefield.

#### 432

The tavern is a seedy place and is always crowded. The whole room smells and the tables are grimy and in constant need of repair. The room is crowded and filled with the sound of chatter, clinking mugs and laughter. Pipe smoke wafts up into the air and you look around the crowded room trying to find a place to sit down. Several seats seem free, in the corner you spot the your friends from the battle with the goraks sitting by themselves with concerned looks on their faces. If you wish to sit at a small table by yourself, turn to **375**. If you wish to sit next to a drunken warrior, turn to **340**. If you wish to sit the group of farmers, turn to **91**. If you wish to sit with a grizzled old man in the back, turn to **143**

#### 433

You wink and pull out a handful of coins before the men. However they are honourable soldiers and refuse to accept the bribe. They instead grab you and haul you away, in doing you lose your grip on the money and it clatters to the floor. *Deduct 10 gold coins*. You are dragged down the street to the nearby town gaol. Turn to **98**.

#### 434

Searching you find 4 gold coins (*which you split halves with Varius*) and their equipment. Their swords are designed for clawed hands so will be no use to you, one had a spear but it was snapped in two in the combat. Likewise their armour will be of little value to a human. Both the zaurax had wooden shields however and you may equip yourself with one if you wish. *The wooden shield has armour rating of 1*. Varius retrieves his throwing knife from the back of his first victim and slips it down his boot. "Right let's get going, I would have liked to go around the forest but I guess it's too late for that know. We should waste no time, if we hurry we can reach the tower in two days" You take a deep breath and follow your new friend through the trees, heading north. Turn to **251**.

#### 435

You reach the door and tug on the handle but the door is jammed. The gharks fire several arrows in your direction and one of them hits you. Roll 2d6-2 and compare the result to your luck score. If you rolled equal or less turn to **120**. If you rolled greater turn to **79**.

#### 436

As Varius is fighting a curious gorak peers over the battlements of the bridge and sees you going down the rope. With an evil grin he slices the rope in two and sends you plummeting down to your death on the rocks below...

#### 437

You run and the creatures pursue you. Your equipment weighs you down and your legs feel like lead. Lashing tree branches and foliage make many small cuts in your body (*lose 2 life points*). You hear the creatures gaining on you, yet still you run.

Eventually you collapse and can only watch as they run towards you, intent on slaughter. *If you have the “quicken” spell and have attained at least 1 point of skill with it you may cast it* (turn to **102**). Otherwise the zaurax will reach you and with no chance of survival you are slaughtered mercilessly.

#### 438

A small needle fires out of the chest into your hand, though it does penetrate your thick glove. No doubt the needle was poisoned - the gloves may very well have saved your life. You take the needle out and flick it away. Looking into the chest you find 22 gold coins, a bejewelled cutlass and a pair of glowing wristbands. The cutlass is a sturdy weapon and inflicts 2d6 points of damage when it hits. You place the wristbands on your wrists and feel a surge of power going through your body. *These are bands of strength and will increase your strength by 1 when you wear them. This means that they will also increase your initial and current life points by 4. They are a worn item and will offer no bonus if you carry them in your pack. Record the items you take on your Adventure Sheet.* You carefully hide the items and return to Varius. “About time, I thought you’d never come back. Right, let’s go.” You follow Varius through the trees on your journey. Turn to **173**

#### 439

You slam your weapon into a group of containers, which shatters into thousands of crystal fragments, spilling a red bubbling liquid onto the approaching wizard. Roll 2d6-1 and compare the result to your luck score, if you roll equal or less turn to **335**. If you roll greater then turn to **115**.

#### 440

You delve into the depths of the forest, great branches a hundred years old passing over your head. The roots of nearby trees twist through the ground beneath your feet and on several occasions you trip over them. You have been walking for some time when you find yourself walking into a large clearing. Varius says to you, “Hmm, night is approaching, I think we should make camp here. Karez Tarnath is no place to wander around in the dark.” You are quite happy with his decision and you sit down to rest your aching legs as Varius builds a fire. You may eat a meal before the two of you go to sleep under the ancient branches of the trees above you. Turn to **364**.

#### 441

The gorak collapses to the ground, sparks of magical energy still sizzling around his form. You breathe a sigh of relief and stretch your arm through the cell bars, trying to reach at the jailer’s keys. They are just within your reach and you retrieve them eagerly. You stand up and unlock the door. The jailer had nothing of value but a *grubby leather jerkin (armour rating 1), which you may take with you if you wish.* You retrieve all of your equipment and take a brief look at the passage outside but can see nothing, which alarms you. You leave the prison room and run through several side-passages and up a flight of steps - right into a startled gorak patrol. They give a cry of alarm and reach for their weapons. You turn and flee down the steps with the goraks in hot pursuit. Running as fast as you can you attempt to lose your pursuers in the maze of hallways that you are being chased through? Roll 2d6-1 and compare the result to your agility score. *If you possess the quickening spell and have attained at least 1 point of skill with it you may instead cast it to roll 2d6-3.* If you rolled equal or less turn to **92**. If you rolled greater then turn to **182**



#### 442

You spend at least ten minutes pointlessly trying to snag the lever with your rope. So enthralled by your efforts are you that you fail to see two thauls sneak up behind you. Just as they are about to push you off the ledge you hear their movements and whirl around, weapon at the ready. You must fight these foes one at a time in the confines of the passage. Every time you are hit however roll a dice, on a 6 you fall backwards and are killed on the bed of spikes below you.

#### First THAUL

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	8	DAMAGE:	1d6+2

#### Second THAUL

COMBAT:	6	ARMOUR:	1
LIFE POINTS:	10	DAMAGE:	1d6+2

If you manage to defeat both of these opponents turn to **365**.

#### 443

You sprint past the goraks and give one a good shove as you go. He gives a startled shriek and plummets over the parapets. The other two goraks are too busy trying to flee to stop you as you sprint towards the tower. The great monolithic fortress behind you collapses in an almighty explosion of magic and rock. The bridge begins to shake apart and the goraks tumble through a large gap to their deaths. The doorway is almost in reach as the shock waves of the towers destruction hit you, the stone beneath your feet is blown apart and you are flung off the bridge, clinging on to the mountainside on which the smaller tower is built. Around you massive chunks of masonry fall and the thundering rumble almost deafens you. Your finger slips and you fall back into the ravine behind you - blackness envelopes you...

Turn to **500**.

#### 444

The farmer lies at your feet groaning. Varius wakes up and gets to his feet slowly. He sees what you have done and you explain to him the events that transpired. "Dam - We had better leave this place as soon as possible in case somebody sees us." You feel guilty about just leaving the farmer in the middle of the orchard but decide you have no choice. Turn to **189**

#### 445

The farmer does not believe your words. "Liar!" His next swing tears into your shoulder and clutching your wound you realise that you have no choice but to fight. Return to **270** and engage the angered man in combat after *deducting 4 life points* for the wound.

**446**

You never awaken, yet another victim to the dreaded Dripping Death Plague. Your adventure is over.

**447**

You walk out into the bright streets feeling a bit depressed and annoyed that you wasted your money. Little do you know however that Vakilian has acknowledged your humility and acceptance of fate - *Increase your luck score by 1*. Return to **244**.

**448**

You knock the warrior over the battlements and watch his body fall through the air. It reforms back into the featureless slime halfway and breaks up, splattering over the rocks below. You turn aside in disgust and notice a small pendant lying on the ground. It must have fallen off the changeling's neck in the fight. If you want to you may place the pendant around your neck (turn to **148**). Or you may head down the steps towards the wizard's office (return to **175** and make another choice).

**449**

The journal reads:

*“Too long have I been afflicted by old age. I have prepared a potion to cure my ailing body and it is almost ready. I miss one important reagent however and I'm not sure if it is safe to drink without it. Needless to say if I cannot get the necessary ingredient I shall administer it to myself anyway.”*

You realise that the potion in question must be the flask of liquid sitting on the table. *If you wish you may add either blood weed, violet moss or shadow leaf to the substance by using the ingredient (adding its number to this paragraph's number and turning to the result)*. If you do not wish to try changing the potion then return to **463** and choose another option.

**450**

You open the door cautiously and venture into a small library. A rough looking bed is shoved up against the far corner and books lay scattered over a wooden desk in the middle. After first making sure that you are indeed alone you wander over to the desk and take a look at the books. Using the light of two candles to study the titles of the books you find several that may help you. If you want to you have time to read one of the books. You can read....

“The Diary of Thon Reabichular Valanstik”

(a hand written journal)

Turn to **151**

“A Guide to Practical Sorcery”

Turn to **358**

“A Study in Basic Herblore and Alchemy”

Turn to **409**

“Varkarian - A dragon's tale”

Turn to **95**

You will only have time to read one of these books and there does not seem to be any other exit from this chamber. If you do not wish to read any of the books you may leave immediately (turn to **384**)

**451**

You toss a coin at the ghark and he clutches it eagerly. “Ey guys, look what I got!!!” He shrieks with glee, alerting everyone to your presence. The goraks of the chamber look up at you with surprise. Several of them get to their feet and pull out weapons. You curse and prepare to run for the exit. Turn to **461**.

#### 452

The bucket passes through the hole and up another shaft. You must be almost within the tower by now. Soon it emerges into a circle chamber that has a single exit - not unlike the last room. You find it emerges from a large well with the rope attached to a spindle above. Two rough looking thugs in violet-dyed leather armour who are turning the crank are shocked to see you. You leap out of the bucket and cut down one of them before he can even speak. The other warrior is armed with a steel-shod quarterstaff and he attacks you in a furious rage.

#### NIGHT-GUARD

COMBAT:	6	ARMOUR:	2
LIFE POINTS:	8	DAMAGE:	1d6+2

If you defeat him turn to **29**.

#### 453

The dark shape beneath the waters circles you - waiting to make a kill. You try to draw your weapon but it is no use. The Aquasloth strikes with unerring deadliness and you are dragged screaming beneath the waters to a horrible death and a watery grave.

#### 454

You jump to the side but you are too slow. If you have a shield, it absorbs the impact of the spell but it is destroyed but the power of the arcane energies (*cross it off your Adventure Sheet*). If you did not have a shield the bolts slam into your left arm, numbing it and freezing you. *Deduct 3 life points*. If you survive the Night Lord begins another incantation. You have another opportunity to strike at him. Roll 2d6-1 and compare the result to your combat skill, if you roll equal or less you hit him and may roll for damage. If you slay him with this hit turn to **197**. If you fail to kill him or miss him turn to **215**.

#### 455

You awaken with a sore back yet very much alive. You're not sure how much time has passed yet you are refreshed and alert. *Restore 2d6 life points and 4d6 spell points*. *If you did not eat any food before you slept then you are starving and you must now deduct 8 life points*. You stand up and approach the bronze doors. Turn to **34**.

#### 456

You pull your cloak off and hurl it into the darkness. The ooze is still attached to it and begins to dissolve it. You shudder at the sight of the hideous creature and run further down the passage to get away from it. Turn to **43**.

#### 457

You walk down a passage of dark stone, which makes a sudden turn and twists around a corner. You carefully survey the passage to the east, which disappears into the

darkness. Seeing no immediate threat you continue and eventually pass a sturdy wooden door to the left. You may open this door (turn to **494**) or continue down the passage (turn to **460**)

#### **458**

The steps carry on for some time, curving around in a great circle. You walk along a stone corridor at the end and pass by several arrow slits in the wall. Sunlight streams through them, a welcome sight after so many hours below ground. You carry on walking and the passage opens out into a great chamber indeed. The passage leads out onto a bridge that looks out over the room. You cautiously peer over the side and see the floor about six metres below you. The southern wall has a great set of iron doors, ten metres high. Dozens of creatures mill about the guardroom - goraks, thorrags and even a few humans. This would seem to be the entry chamber to the tower. Fortunately there are no creatures standing on the bridge and you find it easy to dash across to the portal at the far end of it. You walk down a long twisting passage that goes past several locked doors. All prove impossible to open however. Eventually the passage ends at a trapdoor set into the floor. With no other way onwards you are forced to open it and below you can make out another dark passage. "Passages, passages and more passages" you mutter to your self. You lower yourself down and land lightly in the new passage. Turn to **292**.

#### **459**

You add the ingredient and it turns the potion into a strange red colour. You sip it carefully but can taste nothing. You drink some more and realise that the potion is having no effect on you. The blood weed must have neutralised the potion's magical properties. Return to **463** and choose another option (any more drinks from the potion will have no effect however).

#### **460**

The passage opens out into a large storage chamber. Crates and boxes are piled up against several walls and two large bronze doors stand against the eastern wall. The eastern wall is made of strong brick and is slightly curved. You realise that this must be the foundation of the tower! You are too tired to realise the importance of your discovery however, and the events up to now have worn you down. This could make a good place to rest and recover, though it could be dangerous. You may go to sleep behind several boxes (turn to **497**). Or you can attempt to open the bronze doors (turn to **34**).

#### **461**

You run as fast as you can through the room. Two goraks get in the way and you barrel into them, sending them sprawling. Some of the goraks curse and get to their feet and make a lazy attempt of going after you but they are far too slow. One massive gorak in black armour walks in front of the arch and stands there with his arms folded across his great chest. You lower your head and charge - roll 2d6-2 and compare the result to your strength score. If you roll equal or less turn to **496**. If you roll greater turn to **492**

#### **462**

The leader crashes to the ground and you almost feel the ground shaking. The other goraks look rather frightened of you and all begin to back away, their hands on their

weapons. You may scoop up the leader's weapon, a massive cudgel which inflicts 1d6+3 damage before you go. Seizing the golden opportunity and run out of the exit to the south - leaving the group of nervous goraks far behind. Not surprisingly, none of them pursue you. Turn to **457**.

#### 463

You push the door open and find yourself staring into a small study. The cavern has been decorated with several carpets and tapestries, and a seated old man in white robes is slumped over his desk, apparently asleep. His desk is large and covered in all sorts of apparatus, bubbling jars of liquid, vials of coloured chemicals and so forth. One flask of colourless liquid has been placed on the centre of the table with an open book next to it. Several scrolls and papers lie over the desk as well. Will you...

Read through the notes?	Turn to <b>476</b>
Read through the journal?	Turn to <b>449</b>
Drink from the flask of liquid?	Turn to <b>493</b>
Investigate the old man?	Turn to <b>36</b>
Or leave and head up the steps?	Turn to <b>16</b>

#### 464

You drop the moss into the vial and it changes the liquid to an eerie purple. You take a cautious sip from it and feel your body speeding up. The changes to your body cause you to go into a series of violent convulsions and you collapse to the ground choking as your muscles taunt and your bones shrink. *You lose 2d6 life points from the effects of the potion.* However, if you recover, you feel younger, fitter and more limber than before. *The potion has permanently increased your agility by 1 point, record this increase on your Adventure Sheet.* Now return to **463** and choose another option (any further drinks from this potion will have no effect).

#### 465

You jump from rock to rock with unerring skill and do not slip. You have only one more easy jump to make when you notice a strange sight above you. A large wooden bucket is lowering down towards the lake nearby on a large rope. It sinks into the water and then is pulled up again by the rope. If you wish you may jump onto the bucket and clamber in, letting it pull you up (turn to **65**). Or you can ignore the bucket and head towards the island (turn to **45**)

#### 466

The two of you edge around the outside of the cavern, keeping into the shadows and being sure not to make too much noise. The thauls have their backs turned to you and you breath a sigh of relief. You feel bad to leave the slaves behind but you console yourself in the fact that if you slay the Night Lord then their freedom is ensured. Turn to **489**.

#### 467

You wait until your head feels like its about to burst and silently resurface. The gharks are heading back up the tunnel, away from the cavern - fortunately none have seen you yet. You gasp for breath and find that you are dizzy and weak after your experience. *Deduct 1 life point.* You drag yourself out of the lake and rest on the shore, trying to regain your breath. You finally manage to get to your feet and check

through your pack. Thankfully the water ruined none of your provisions so you have a better look at the cavern. Turn to **39**.

#### 468

The dark shape beneath the water circles you and you try to draw your weapon but it is caught on something. You prepare to defend yourself when above you, almost miraculously a bucket lowers down from the darkness above towards you. It is being lowered down on a long rope and goes towards the water. Obviously the creatures of the tower use this lake as a water source and you may be able to climb into the bucket once it is low enough. However, you must defend yourself against the creature while you are waiting. It comes at you from beneath the waters and attacks with teeth and tentacle. Fight the creature for **3** rounds using your fists as a weapon.

#### AQUASLOTH

COMBAT:	7	ARMOUR:	2
LIFE POINTS:	33	DAMAGE:	2d6-1

If you can survive for three rounds then you will have enough time to clamber onto the bucket and let it safely carry you back up. Turn to **53**.

#### 469

You drop the leaf into the potion and it changes the liquid into a cloudy - grey colour. You carefully sip the potion, your eyes widen in panic as you feel a numbing cold go through your body. The shadow leaf is one of the most poisonous reagents known and you have been incredibly foolish to partake from the liquid. You die within seconds and your body falls to the ground - perhaps the next person to enter this chamber will not be so foolish....

#### 470

You blast one of the gharks into a wall with your magic powers. *Deduct the appropriate number of spell points.* The gharks look terrified and run back against the far wall, shrieking in fear. "Please!!! Master! Don't kill us!!" One yells, his eyes wide with terror. You thank your good fortune, so many creatures would have been hard to defeat. You decide to leave while your luck still holds - by the looks of things any magic-users strike fear into the hearts of such beings. Laughing to yourself you walk north up the tunnel (turn to **35**).

#### 471

You have almost reached the shore when the creature's tentacles ensnare you. You make a desperate lunge at a nearby rock but it is too no avail. You scream and the Aquasloth pulls down struggle as you beneath the waters where you suffer a horrible fate. Your adventure is over.

#### 472

You run as fast as you can to the north and the gharks rush out of the doorway and after you. Several throw their daggers at you but their aim is poor and they clatter of the walls. You run as fast as you can, yet your armour weighs you down and you gain little distance over your pursuers. Ahead you can see two passages - one a dark tunnel heading west and the other continues north and ends at a set of steps twisting up into

the depths of the mountain. You must choose quickly where you will go. If you wish to run west turn to **44**. If you want to run north turn to **488**.

#### 473

You silence the pathetic creature with a single blow and quietly sheath your weapon. Not a single gorak turns his head in your direction, and you smile all the way as you sneak quietly to the exit. Turn to **457**.

#### 474

You dive to the side and the creature hurtles past you slamming into the stonewall of the passage outside. You pick yourself up and pull your weapon out, expecting a fight to follow. But when you look out the doorway, the creature is gone. You hear many cries and shouts coming from the western end of the passage and the roaring of the vicious Varakeast that you have unleashed. Several more anguished cries and yells echo down the hall and then there is silence. You carefully creep down the passage, your weapon at the ready to the source of the noise. Turn to **27**.

#### 475

The chest is old and heavy. You lift its lid up carefully - ready for any traps. Inside you are disappointed to find nothing but junk. Old clothes, pieces of meat, bones and dead rats fill the chest - it is quite repulsive. You rummage around in the chest and are pleased to at least find three gold coins and a pair of old, worn gloves. *Record the money on your Adventure Sheet. If you wish to keep the gloves record them on your Adventure Sheet with the number '66', they are a worn item.* You also find a small note. It is written in scrawled hand writing and it reads: "I GrenDark, of da 'undred goraks of Moerdak do leavv my fortunne to enywun dat finds it. If you do takes it though, me'll come aftah an kill yer fer it." What misfortune - to find the treasure hoard of a single gorak! You sigh in disappointment though decide to toss the chest into the water out of spite. Return to **45** and make another choice.

#### 476

The notes show all the various concoctions he has made in the last few weeks. Most of them are simple potions of healing or medicines yet one catches your eye. One entry catches your eye however, it reads:

*"Damn that infernal Night Lord! He wants me to prepare a special item to change the appearance of his personal servants, simple because he cannot stand their ugliness. I have laboured all night and have finally prepared a set of violet potions; these temporarily alter the appearance of a being for several weeks. Gave it to Kaldor for further testing."*

Return to **463** and choose another option.

#### 477

You attempt to talk, telling them that you are in search of their master but they do not seem to understand you. They rush forward, their rusty daggers in their hands intent on slaying you. It is too late to run so you stand your ground ready to fight. Turn to **41**.

#### 478

The cloak makes a good plug and stops any more water from entering the boat. The cloak will be ruined however and you will not be able to wear it again. *Cross the cloak off your Adventure Sheet.* You continue paddling towards the island and when you are almost there you see a very strange sight indeed. A large bucket is lowering down towards the lake on a thick rope. You look up but the rope just stretches up into the darkness. Puzzled, you approach the bucket carefully in your boat. The bucket dips into the water and fills up, it then begins to ascend back up towards the ceiling - the rope pulling it back up. The bucket is within reaching distance. You may pull the bucket over - emptying it of water and then clamber in (turn to **53**) otherwise you may just continue towards the island (turn to **45**).

#### 479

The two of you tread carefully down the tunnel as it winds its way into the depth of the mountainside. Varius is strangely quiet though both of you have your weapons ready. Eventually the tunnel opens out into a large cavern. The room is brightly lit and crowded. About a dozen slaves are being forced to work on the wall of the cavern, hacking away at it with heavy pick axes. They are chained together and two brutish looking thauls ensure that they do not stop, whipping them if they tire. Another tunnel in the northern wall leads away from this place. You and Varius hide behind a large rock and the two of you talk. "It's your quest - what should we do?" You may decide to....

Head back to the junction and go east

Turn to **480**

Attack the thauls

Turn to **54**

Or sneak around the edge of the room and leave

Turn to **466**

#### 480

You both walk down the new tunnel. It seems to have been crudely dug out, as large parts of the wall seem ready to collapse or jut out into the tunnel. You have been walking for several minutes and Varius is silent, thinking to himself when a click alerts you. You instinctively look up and see a great iron portcullis crashing down to the floor. You dive out of the way and it slams into the rock with a noise like thunder. Varius is trapped on the other side and though you both try to lift it, it is to no avail. "Seems like you're on your own friend, I'll go back and see what's down the other passage - perhaps we'll meet up again. Farewell." You watch him heading back down the tunnel and then turn back to your own route. You have no idea what creatures or traps lie beyond the darkness ahead but you are determined to find out. With a determined sigh you begin to walk. Turn to **481**.

#### 481

You walk down the tunnel and arrive and at a point where it bends around sharply to the north. You stop to rest for a second and notice a small wooden door, almost hidden in the southern wall of the tunnel. You may open the small door (turn to **48**) or ignore it and start walking north (turn to **35**).

#### 482

You wait beneath the waters, holding on to your breath as long as you are able. You think you see something large swimming through the murky depths not far away, but you can't be sure. The sound of gharks talking barely makes it through the water to



your ears, though you know you must not surface for air until they have gone. Add your strength and luck scores together - this shows how long you can hold your breath for. Now roll 4d6-3. This is how long the gharks will wait. If you rolled equal to or lower than your strength & luck turn to **467**. If you roll greater then turn to **52**.

#### **483**

The tunnel is very steep and several times you have to get on your hands and knees to avoid falling. You clamber down several steps and over a pile of debris. Ahead the tunnel opens out into a massive cavern and an eerie blue glow emanates from the opening. You may turn back and head up the stairs of the northern tunnel (turn to **51**). Or continue into the cavern (turn to **39**).

#### **484**

You take a deep breath and jump down the hole, you plummet down a long, stone shaft and then through the air of a great, open cavern. The whole cavern is lit in a blue light from glowing fungus that covers the walls. You land in a lake of water and get the breath knocked out of you. *Lose 3 life points*. You resurface, coughing and spluttering. You are amidst a great underground lake, several islands of stone lie in the lake and you are about to swim for one when you feel a slimy tentacle brushing past your feet. You panic and kick out with your feet, it connects with something very large and you hear a howling roar beneath the water. Roll 2d6-2 and compare the result to your luck score. If you roll equal or less turn to **468**. If you roll greater then turn to **453**.

#### **485**

Before you leave, have you eaten any of the blue moss? If you have turn to **50**. Otherwise, did you get to the island by boat? (turn to **31**) or by stepping stones (turn to **56**).

#### **486**

The gharks nervously approach with their daggers drawn. This fight will be incredibly difficult. You may cast either fire flash, fire bolt or energy discharge at one of the gharks before the fight begins (turn to **470**). Otherwise prepare to fight! (turn to **41**).

#### **487**

You clamber out and watch the bucket disappear through the hole in the ceiling. This chamber is bare so you leave by the door. You exit into a roughly hewn passage heading east and west. A door of rotting timber is opposite you in the other side of the passage. You are deciding where to go when you hear the sound of marching feet from one end of the tunnel - a patrol! Will you fling open the door before you and hide there? (turn to **59**) or go back into the room you just came from (turn to **58**)

#### **488**

You bound up the steps, three at a time and once you have reached far up enough you take a risk by looking behind you. The gharks do not pursue you, instead they remain at the bottom of the steps, hissing and cursing you. You wonder why they did not follow but do not question your good luck. You continue to head up the steps (turn to **51**)

#### **489**

You both continue down a featureless tunnel, which seems to go on for some time. At regular intervals it is supported by wooden braces, which creak and groan with the pressure placed on them. The tunnel is badly made, and often you have to duck to go under rock outcrops or climb over piles of debris. "Looks like the Night Lord's building his own little dungeon into the mountain, or maybe a mine. I hope it's not too vast or we may be down here for sometime..." You are about to say something back when the roof of the cavern caves in above you. Stone and rocks rain down on you and you must act quickly. Varius is behind you and the tunnel continues ahead. Will you leap back to avoid the collapse and be with Varius (turn to **47**) or will you leap forward into the tunnel beyond (turn to **17**).

#### **490**

Thinking quickly you touch the torch to the ooze. The burning flame scorches you (*lose 2 life points*) but as soon as the ooze is touched by it it jumps off you back and flows into the darkness. You shudder at the hideous creature. You limp down the tunnel, your wounds stinging and burning. Turn to **43**.

#### **491**

The stream pulls you under and you gasp for breath but it is to no avail. You are swept down stream and the jagged rocks which lay in the river side rip you apart. Your last vision is the water before you turning red.

#### **492**

You bounce right off the creature and back into the ground. *Lose 2 life points*. The massive gorak in black armour is the leader of these creatures and is scared of no-one. He pulls a heavy handled cudgel from his belt and prepares to finish you off. The goraks get to their feet and crowd around the two of you - ready for the prospect of slaughter! Turn to **61**.

#### **493**

You drink deeply from the flask and then begin to choke and cough. The liquid is extremely acidic and burns you throat. *Lose 2d6 life points*. Your vision blurs and you stagger out of the room clutching at your neck. You can barely breathe and find yourself falling backwards onto the floor. After several minutes you manage to recover and pick yourself up, you are weak and sore but otherwise still alive. Having had enough of the alchemist's study you continue up the steps. Turn to **16**.

#### **494**

You open the door and find yourself looking into a plain, circular chamber. A well sits in the middle with a bucket attached to it. The bucket is filled with beautifully clear water. You drink deeply from it and quench your thirst, *restore 1 life point*. This room may prove valuable to you later - *note the word "well room" and next to it the number 305*. Seeing nothing else of interest you leave the chamber and continue down the passage outside. Turn to **460**.

#### **495**

In a panic you run out of the room and down the passage to the west. The massive creature hurtles out of the room, ripping several blocks of stone out to get its carcass through. It slams into the wall of the passage with a mighty crash and then charges towards you. You turn your head in time to see the creature charging behind you and

you are flung into the air as its huge bulk hits you with full force. *Lose 5 life points.* You land on the stone floor several metres away, bruised and winded. The monstrosity continues to run down the passage and into the darkness. You pick yourself up, wincing with pain. Your grimace turns to a smile however when you hear the sound of goraks screaming and crying with panic, and the roaring of the mighty Varakeast that you have unleashed. You laugh to yourself as the cries and shouts soon subside. Continue down the passage cautiously by turning to **27**.

#### 496

To the gorak's surprise your charge is too much for him and he is knocked backwards into the ground. Behind you the goraks are all yelling in anger and drawing their weapons, but by the time the drunken creatures are ready to come after you you are long gone. Turn to **457**.

#### 497

You are also very hungry by now and may eat a meal before you go to sleep. The barrels and crates contain various foodstuffs and provisions yet most of them are foul concoctions or vile reagents that you sense would not do you much good - therefore you will not be able to eat a meal from here. It is not long before you go to sleep. Turn to **455**.

#### 498

The two guards have got to their feet. Seeing your handiwork they flee into the passage and run down the passage to get away from you. You smirk and turn back to the room. Turn to **88**.

#### 499

After a while you feel revitalised enough to continue and head down the passage, your weapon at the ready. Turn to **403**.

#### 500

You awaken to see the wise face of Ghandor, one of the master wizards who taught you your powers, looking down at you. Several other familiar villagers are beside him. You notice that you are lying on a bed in a small hospital back in your hometown, Verdinica. "I was wondering when you would awake," Ghandor says. "For a moment we thought that you were lost, but it seems that we were wrong. A lone warrior from the mountains found you unconscious and took you here, said he was on his way to the city of Vay-Port, somewhere in western Trailt. The Night Lord's tower is completely destroyed, and every single gorak, warrior and wizard under his power is dead - including the Night Lord himself." You sit bolt upright realising that by some miracle you have survived your adventure. "Don't be so quick to get up, your body has yet to heal. You have proven yourself to be quite a hero my friend! All the land is in debt to you. Now that you have experienced what it is like to be an adventurer - do you wish to turn back?"

"Never!" you shout.

"Good, I am glad to see that you wish to continue your training. When you are fully healed, I shall be ready to teach you some more powerful spells. Besides - I believe that I have another mission for you..."