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Perhaps the Wood Elves' powerful art of dream-control could give you important advantages and allow you to cast spells at vital moments in your adventure...

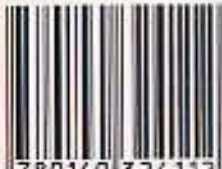
Two dice, a pencil and an eraser are all you need. YOU decide which paths to take, which dangers to risk and which monsters to fight!

Cover and illustrations by Ian Miller



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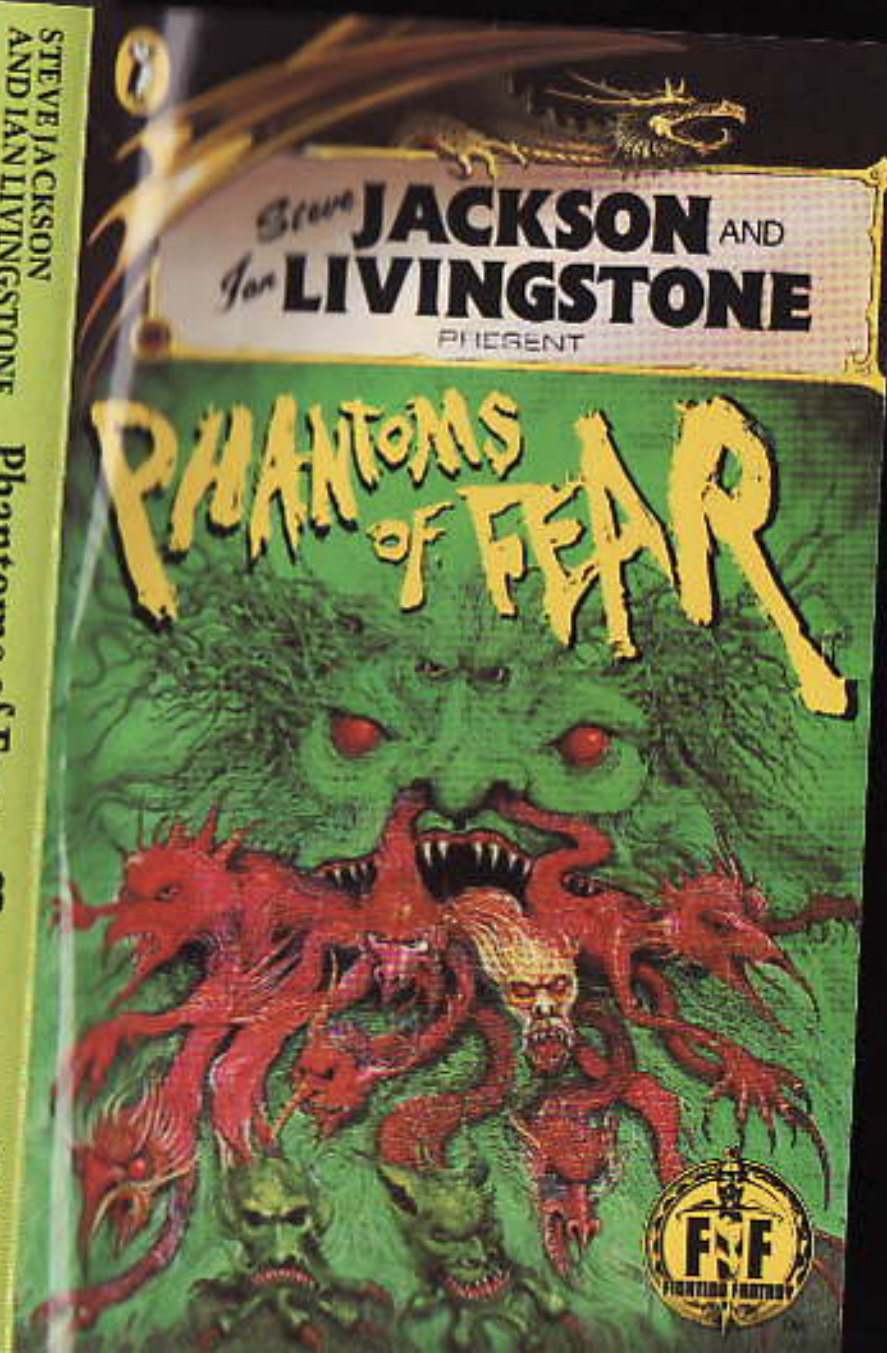
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STEVE JACKSON
AND IAN LIVINGSTONE

Phantoms of Fear

28

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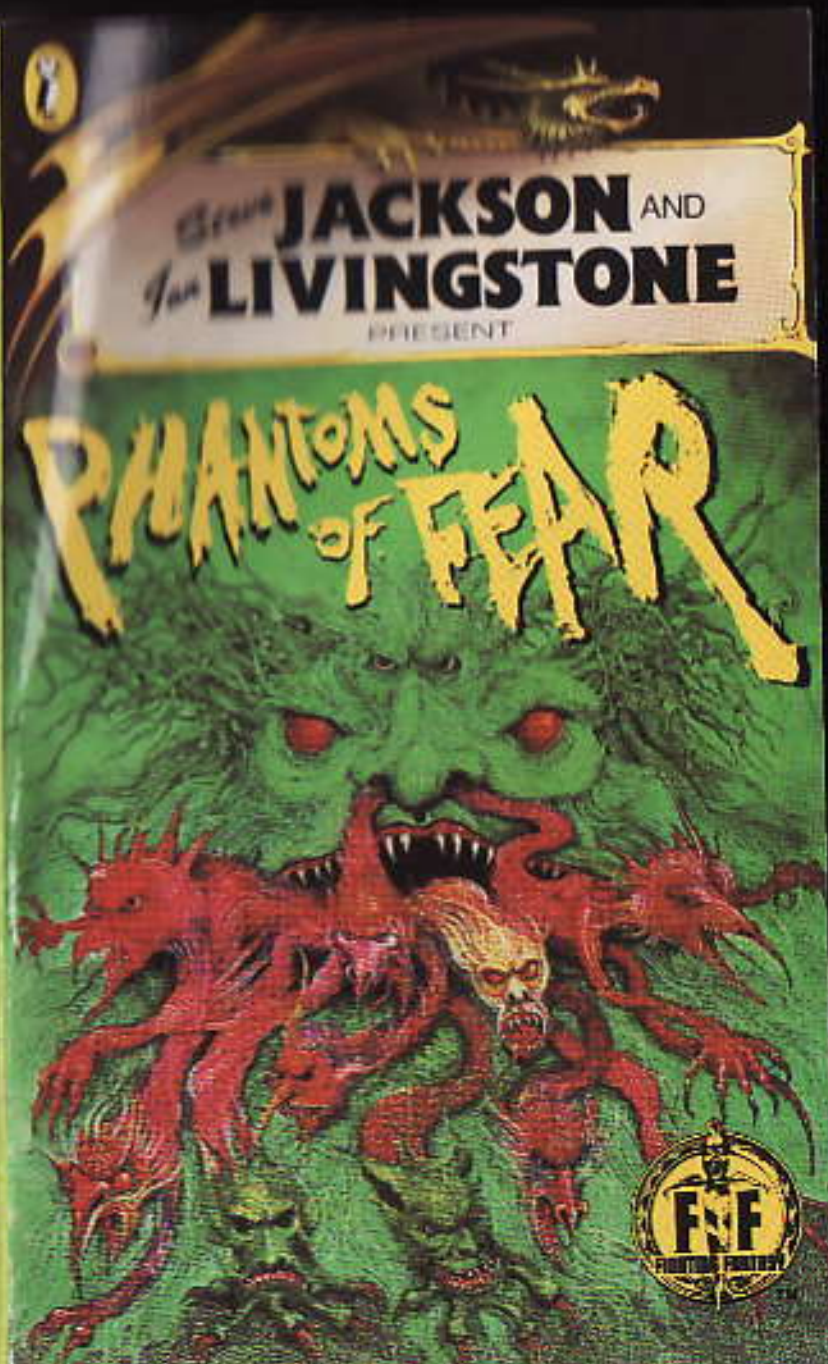
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A humble Wood Elf you may be, but it's YOU the gods have come to in a dream, and YOU they have singled out to take on the might of Ishtra and his growing force of evil creatures! In a dream, you learn that at this moment, deep beneath your home in the Affen Forest, a cruel army is being assembled by Ishtra. You must penetrate this force before its strength becomes invincible. As a Demon Prince, Ishtra cannot be killed by a weapon of any Earthly race — even the most magical sword of the High Elves would have no power over him. So what effect can you, with your lesser powers, have on him?

Perhaps the answer to this lies in the Wood Elves' art of dream-control, governed by the faculty of POWER, which could give you certain important advantages and allow you to cast spells at vital moments in your adventure . . .

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to YOU to decide which route to follow, which dangers to risk and which adversaries to fight!



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To Steve and Ian

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Published by the Penguin Group

Penguin Books Ltd, 27 Wrights Lane, London W8 5TZ, England

Penguin Books USA Inc, 375 Hudson Street, New York, New York 10014, USA

Penguin Books Australia Ltd, Ringwood, Victoria, Australia

Penguin Books Canada Ltd, 20 Avenue Avenue, Toronto, Ontario, Canada M4V 3B2

Penguin Books (NZ) Ltd, 187-190 Waiwara Road, Auckland 10, New Zealand

Penguin Books Ltd, Registered Office: Hammondswoth, Middlesex, England

First published 1987

7 9 10 8 6

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Text copyright © Robin Waterfield, 1987

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Printed in England by Clays Ltd, St Ives plc

Set in Linotron Palatino

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INTRODUCTION

You are a Wood Elf in north-east Khul; your home is deep within Affen Forest, a remnant of the One Forest of old. Your father was a warrior and your mother a shaman, and you have inherited both talents. You are neither as mighty a warrior as your father, nor as adept at magic as your mother; but you are good to have around in a fight, you can weave a few useful spells, and you can also enter into the dream world which is a shaman's special realm. Both your parents are dead, and you are now Eldenurin, 'Defender-Shaman of the Tribe'.

You are about to embark on a hazardous adventure. Before doing so, you must determine your strengths and weaknesses. On pages 20-21 there is an *Adventure Sheet* for recording the details of your adventure. You are advised either to write on the *Adventure Sheet* in pencil or to make photocopies of the pages to use in future adventures. Apart from a pencil and an eraser, you will need two ordinary six-sided dice to play this book as a game.

Skill, Stamina, Luck and Power

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

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

Roll one die and add 6 to find your initial score in **LUCK**.

Roll both dice and add 6; this is the amount of **POWER** points with which you start your adventure.

For reasons that will be explained below, your **SKILL**, **STAMINA**, **LUCK** and **POWER** scores will change constantly during your adventure. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. As in other Fighting Fantasy Gamebooks, although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page. Note, however, that your **POWER** score *may* exceed its *Initial* value.

Your **SKILL** score reflects your expertise as an adventurer, with a weapon and in other situations; your **STAMINA** score reflects your physical fitness; your **LUCK** score indicates how naturally lucky a person you are; your **POWER** score determines how good you are at casting spells, and how well you can cope with the dream world, which is the special domain of Wood Elf shamans like yourself. In the case of each of these scores, the higher the better.

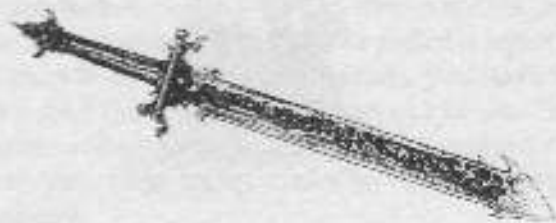
Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. You may be able to use magic to resolve the combat, but if you cannot, or you choose not to, or for some reason the spell is not enough to defeat your opponent, you must resolve the battle as described below.

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

The sequence of actual combat is then as follows:

1. Roll both dice once for your opponent. Add its **SKILL** score. This total is your opponent's Attack Strength.
2. Roll both dice once for yourself. Add your current **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If its Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack



Strength totals are the same, you have avoided each other's blows: start the next Attack Round from step 1 above.

4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. Again, you may use LUCK at this stage (see below).
6. Begin the next Attack Round by repeating the procedure. This continues until the STAMINA score of either you or your opponent has been reduced to zero, which is death.



Fighting More Than One Opponent

If you have more than one opponent ranged against you in a battle, the instructions on that page will tell you what to do. Sometimes you will treat them as a single opponent; sometimes you will fight each one in turn; sometimes you will have to fight them all simultaneously!

Luck

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

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

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

Using Luck in Battles

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

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from its STAMINA score. If you are Unlucky, however, the wound turns out to be a mere graze and you must restore 1 point to your opponent's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full force of the blow: restore 1 STAMINA point (i.e. instead of losing 2 points, you lose only 1). If you are Unlucky, you have taken a more serious wound and must subtract 1 *extra* STAMINA point.

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



Power

When you are dreaming, and when you are casting spells, POWER is the relevant faculty.

Dreams

The deities of your people communicate through dreams: they tell you what to do – though sometimes the instructions are open to more than one interpretation! They refresh you and restore your powers; the same power allows you both to cast spells and to be an effective dreamer.

As you know, most beings dream, but they do not possess the art of dream-control: it is not up to them whether or not they dream, or what they dream, or whether their dreams are the mere ramblings of an unwinding mind or what Elves call 'dreams of potency'. Your race has long known the art of active dreaming. Your training allows you sometimes not to be taken over by dreams, and to exert your will to manipulate and be effective in that world, just as anyone is in this world. Thus, by dreaming, you encounter situations which parallel, often in a bizarre fashion, the familiar everyday world.

You will often find yourself asleep and dreaming in the course of your adventure! The types of situation you will get into in dreams will parallel those of 'reality'. There will be choices to make, but otherwise dream routes and dream encounters will be entirely governed by **POWER** (and occasionally by **LUCK**). There will even be dream combat against illusory opponents: the book will tell you how to handle such encounters. If you lose such a battle, you will usually not really be killed or overcome, but you may suffer loss of **POWER**; if you win, your **POWER** may be increased. **POWER** points will also be gained and lost by successfully or unsuccessfully coping with the dream world.



Spells

Spells can be cast only in the real world, not in a dream. In fact, you should be warned never to confuse the dream world with the real world.

You are not a master magician. You know only half a dozen spells, which are mostly of the sort which are useful to a peaceful Wood Elf going about his or her

daily business. Nevertheless, you may well find them useful in your adventure! Casting spells depletes your energy, however, and every time you cast a spell you must reduce your **POWER** score by 1 point.

All the spells at your command are only temporary, and last no more than quarter of an hour. You can use the spells in battle only if it is feasible to do so: the book will tell you when you can. The spells available to you are as follows:

| <i>Spell</i> | <i>Effect</i> |
|--------------|--|
| Protect | Casts a pall of invisibility over the area surrounding you. Elves use this to protect their villages, for instance. Beware of including an opponent within the pall, because he would still be able to see you within it, though you would both be invisible from outside. |
| Illusion | Allows you to make anything, yourself included, appear to be anything else, within reason (for instance, you cannot make a molehill appear to be a mountain). |
| Weaken | Reduces an opponent's STAMINA by 4 points. |
| Levitation | Allows you to float freely in the air up to a ceiling of about four metres. Since |

Spell

Effect

you also float gently to the ground under the influence of this spell, it could also be used for descending a cliff, for instance.

Finding

Allows you to detect the presence of something – it may be treasure, a secret passage, or even a lurking enemy. The spell has only a short range.

Fire

Allows you to produce flames from your fingertips, which you can project either to a small area (such as an opponent's chest!), or to create a barrier of fire, or even just to keep yourself warm!

Restoring Skill, Stamina, Luck and Power

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score, but it can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see below) will restore your SKILL to its *Initial* level at any time.

Stamina

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battle will then be particularly risky, so be careful!

STAMINA can be restored by rest, food and drink. You will not start your adventure with any Provisions, but you will have the opportunity to gather some along the way. You must note how many meals' worth of Provisions you have in the Provisions Remaining box of the *Adventure Sheet*. Every time you eat one meal's worth, you may restore up to 4 STAMINA points and must cross off one point from your Provisions. You may rest and eat at any time except when engaged in a battle. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically told that it can. Drinking the Potion of Strength (see below) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded in the adventure when you have been particularly lucky, or have created your own luck by some action. Details are given on the relevant pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless

you are specifically told that it can. Drinking the *Potion of Fortune* (see below) will restore your **LUCK** to its *Initial* level at any time, and increase this *Initial* value by 1 point.

Power

As already mentioned, your **POWER** score will usually (but not entirely) be increased or decreased as a result of actions within the dream world, or as a result of casting spells. Note once again that, unlike the other faculties, your **POWER** score may exceed its *Initial* level.



Equipment and Potions

You will start your adventure with a bare minimum of equipment, but you may find other items during your travels. You are armed with your sword *Telessa* and are dressed in leather armour. You have a backpack to hold your *Provisions*, your water-flask and any items you come across which you want to keep.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may take *one* of the following:

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

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

A *Potion of Fortune* – restores **LUCK** points and adds 1 to *Initial* **LUCK**

These potions may be drunk at any time during your adventure, except when you are engaged in a battle. Drinking the potion will restore your **SKILL**, **STAMINA** or **LUCK** score to its *Initial* level (and, in the case of the *Potion of Fortune*, increase the *Initial* level of **LUCK** by 1 point).

Each potion can be used only once. Note down on your *Adventure Sheet* which one you take with you, and cross it off when you have drunk it.



ADVENTURE SHEET

| | | |
|---|---|---|
| SKILL <i>Initial</i> Skill = | STAMINA <i>Initial</i> Stamina = | LUCK <i>Initial</i> Luck = |
|---|---|---|

| | |
|--------------|------------------|
| POWER | EQUIPMENT |
| | POTION OF |

| | |
|--------------|---------------------------------|
| NOTES | PROVISIONS REMAINING |
|--------------|---------------------------------|

| | | |
|---------------------------|---------------------------|---------------------------|
| <i>Skill</i> Stamina = | <i>Skill</i> Stamina = | <i>Skill</i> Stamina = |
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BACKGROUND

You wake up suddenly, shivering despite the warm mid-summer night air. You are grateful to see the familiar walls and trappings of your hut; you know that you are secure, surrounded by the rest of your tribe and deep in Affen Forest. The dream from which you awoke momentarily escapes you. What was it? Then memory floods in on you.

It was a dream of ordinary, everyday life in your village. Elves were out hunting, tilling the ground, collecting roots for medicine and food, cooking and repairing huts. You could not see yourself in the dream, but you were surveying the scene. Suddenly a voice spoke – a voice which simultaneously made everyone look up from their work and frightened you. It took you a moment to realize why it filled you with fear: *it was your own voice!* But what words are these you are speaking?

'I must leave you for a while,' you said to your fellow Elves. 'May the gods of the forest protect you all while I am gone. The Demon Prince Ishtra is just beginning to gather a vast force of damned, chaotic and evil creatures beneath our forest. He plans to overrun the entire world – starting with the Wood Elves. His rule over his army is so cruel that even his foul minions would rebel if they could, but Ishtra holds them in his sway by magical power. Thus he

must be overcome. If his sway is broken, his army will have no organization and power: they will be reduced to civil war between themselves. His army is not yet large, so I must go now to face him, while there is still a chance of penetrating his defences. May I fare well, and fare you all well until I return – if I return. Otherwise, we will meet again in Tir nan Og, the island realm of the Son of the Sea, the Land of Youth where all must go when their time comes.'

At this point you woke up. You now take stock of the dream. You know full well that it is a message from your gods, yet never before have they chosen to communicate by having *you* speak their words. You realize that this must be their way of impressing upon you both the urgency of the task and the fact that you and only you have been chosen for the mission. But the idea terrifies you. As a Demon Prince, Ishtra cannot be killed by any weapon of any Earthly race: even the most magical sword of the High Elves would not strike him down, so what can your lesser powers do against him? Nevertheless, you have been commanded to go, and you put your faith in the gods. They would not so command you if there was no hope.

You decide to go back to sleep, to see if you can dream a dream which will give you more information about the noble and awesome task facing you. Turn to 1.



1

In your dream, you walk through Affen Forest, yet it is both familiar and unfamiliar. The trees seem more alive, even more than they normally appear to your trained Wood Elf senses; the tiny noises of twigs and shrubs seem magnified. A vivid force plays over the surface of the trunks, being sustained by the vibrant, slow earth below and spreading to the smallest shoot on the topmost branch. Even while you dream, you are aware that this is a vision of the life-force, which your people call Maëlla: it gives all things life, and a minute fragment of it is your power to dream and make magic.

You do not recognize the particular part of the forest you are in. Perhaps it exists only in your dream, but perhaps it has a real counterpart. Affen Forest is vast – but only a small remnant of the One Forest of old, when the three continents of Titan were unified. In your dream, branches bend down from the trees and usher you onwards along a trail which opens up in front of you.

You are content to be following the trail, but you also detect urgency in the prodding of the branches. Where are the trees leading you? As soon as the question is formed in your mind, it is answered: the trees stop pushing you onwards and you find yourself at the meeting of three ways. One way is the trail you have been following; the other two extend in different directions, forking like the angle of a serpent's tongue.



The trees have stopped urging you, so this is where they were guiding you. In your dream, you know that the crossroads is more than just the meeting of three ways: the path behind you symbolizes your past life and now – with your heart beating fast and with your mind strangely calm – you have a choice of two ways onward. But where do they lead? At the moment, they both look like greensward tracks through a still forest.

Then you notice for the first time – it has only just appeared – a statue standing on the exact spot where the three ways meet. She is a beautiful goddess, but in human form, and you know neither her name nor her function. She is completely impassive; her arms are folded across her chest and billowing robes shroud her body. Though made of stone, her eyes seem to bore into your mind and read your thoughts.

Your thoughts, of course, are of which way you should turn at this junction. The statue's arms unfold, and a small black dog, which she was cradling in her arms and had been hidden among her full sleeves, leaps down and runs yelping past you and away through the trees behind you. But you know that, whatever the meaning of this, the dog is not showing you your path, and you remain watching the statue.

Her arms continue to unfold, so slowly that it seems to take eternity, and meanwhile her robes take on the glow of a pale but brilliant blue, and her face

unlocks gently into an enigmatic smile. Finally, her arms are simply pointing down each of the routes between which you have to choose.

You look first down the one to your left. Instead of the plain forest path, lacking significant features, which you had seen before, there is now a highway that seems, contrary even to your dream expectations, to open up the more distant it gets. The end – if there is an end – is indefinite, but such a sense of health and well-being issues from it that your heart is warmed; and the trees, as they recede into the distance, lose many of their tree-like features, but take on the essence of vitality.

Down the other path, however, the trees and woodland shrubs become more and more grotesque, until they are empty shells, not truly alive, but sustained by some fell force which exudes such a malignant power that your nostrils are assailed by the rotten odour of it. And as soon as your mind registers the full horror of the putrescence, in your dream you see its source. A wide area of the forest has collapsed into a pit, whose bottom you cannot see; but whatever is there, deep underground, is causing the blight of the forest, your forest.



You now see that the statue bears in either hand duplicates of your trusty sword Telessa. The beautiful goddess fades into invisibility, leaving a last glimpse of her enigmatic smile, and letting the two swords fall to stick quivering in the turf. Will you take up the one to your left and proceed towards the hearth and health of the forest (turn to 306), or will you take the one to the right and investigate what is causing your precious forest to suffer (turn to 67)?

2

The Goblin asks what you want. You have been thinking fast, and you ask him whether he has heard the rumour that Ishtra is going to ban all Goblin ale until after the invasion. The Goblin looks horrified and dashes off to tell his comrades the bad news. Add 1 LUCK point for sowing seeds of discontent among Ishtra's troops. You wait a while and then continue east down the passage, until you come to a junction, where you could turn right (turn to 123) or left (turn to 310).



3

You find yourself on the bank of a subterranean river. A noxious mist rises from the river and prevents you from seeing how wide it is. There is a thick, taut rope which disappears into the mist, but looks as though it stretches across the river. Will you use the rope to cross the river (turn to 26) or wait a while (turn to 345)?

4

The noise of some small creature scuttling up a tree-trunk startles you for a moment, but you see that it is only a black squirrel. The squirrels of Affen Forest will not attack creatures larger than themselves, unless they feel that their territory has been infringed, when they have been known to group together and pounce on the invader in a flurry of little claws and teeth.

This one is by now bounding from branch to branch away to your right. 'Where there are squirrels,' you reason to yourself, 'there are probably nuts.' Will you follow the squirrel in the hope of finding some nuts (turn to 339), or will you carry on northwards (turn to 275)?

5

You think that whatever Ishtra's troops find so dangerous might be of interest to you. Of course, it might be equally dangerous to you! You walk slowly along the passage, to let your eyes get accustomed to the gloom. You have not gone far when, in the

dim light from the tunnels behind you, you see a barred entrance to a cave. You notice it because you have just triggered some secret catch in the ground, which has opened the door in the bars. Immediately, the Banshee which was imprisoned inside leaps out through the door. You are not misled by its resemblance to an ancient hag; its claws alone tell you that this undead creature can fight, and it is uttering one of its notorious screams. Roll two dice. If the total is less than or equal to your SKILL, turn to 337; if it is greater than your SKILL, turn to 374.

6

You continue through the cursed forest. The leaves are brown and swollen beyond their normal size; there is a constant dripping of vile liquid from the leaves on to the soggy ground. Late in the afternoon – or so you guess it to be, but the sun is usually invisible beyond the seething brown mist – you come across a definite trail, tending to your left. You dread to think what manner of creatures may have made a trail in this doomed place. Will you follow the trail (turn to 69) or continue through the trackless trees (turn to 321)?



7

Unfortunately, a Bhorket, which was near by, has the same ideas as you. You and this shaggy ape meet head on in a frantic dash for cover. Bhorket are usually timid creatures, but this one is terrified and will fight for its life. It kicks and gouges and pummels with its powerful arms and legs. Its high SKILL score reflects its ability to leap out of your reach.

BHORKET SKILL 8 STAMINA 11

If the Bhorket ever wins two consecutive Attack Rounds against you, you lose your footing and tumble some way down the slope. You must deduct 1 extra STAMINA point before resuming the fight. If you win, you know that your destiny is waiting for you, and you must go to face it. Turn to 373.

8

You have chosen not only the name of a clan which has sent troops to aid Ishtara, but also the one whose insignia you are wearing. The Orc captain stands aside and lets you pass. Once the patrol has disappeared up the tunnel, you duck down behind the pile of bones to quieten your racing heart. Turn to 27.

9

The vision immediately changes and you are no longer walking beside a river, but seem to be pushing your way through a huge crowd. Elves like yourself jostle humans and Dwarfs; Giants brush aside Trolls and Ogres as if they were not there.

Many of the faces seem to be familiar, though another part of your mind tells you that you have never seen them before. Will you try to talk to somebody (turn to 254) or not (turn to 235)?

10

As you journey west, you keep meeting impassable thickets blocking your way. You have to zig-zag to keep heading in the right direction, and you reckon that you are walking about three kilometres for every kilometre of westward progress you make. Eventually, you get fed up with this delay, and you start to hack your way through the thickets with your sword. This is all right for the first couple of thickets, but you are less fortunate with the third. Your hacking disturbs the spores of an Itching Powder Plant. The tiny spores get everywhere inside your clothing, and the irritation they cause is extremely distracting. You must lose 1 SKILL point until you find a way to rid yourself of the spores. You decide to return to your former zig-zag route to avoid any further such dangers. Now your progress is slowed even more by your frequent need to stop and scratch! Turn to 311.

11

The door is locked. If you have a key, you try it in the lock, but it does not fit. Lose 1 LUCK point. If you want to try another door, repeat the procedure you used to get here; otherwise, you walk on up the corridor (turn to 217).

12

As you are thrusting through the very next tangle of prickly shrubs, you disturb a nest of Giant Scorpions. One or two of these creatures would pose no threat to you, but a dozen are dangerous. You fight them as if they were a single opponent. They are already crawling up your legs, so it is too late for magic.

GIANT SCORPIONS SKILL 6 STAMINA 6

If you lose any Attack Rounds, you have been infected by poison and will have to deal with it. You can either cut out the infected area with your blade, at a cost of 2 STAMINA points, or you can search for Alaba root, an antidote to the poison, at a cost of 1 LUCK point. You must do this, after the fight, for every Attack Round you have lost. The encounter makes you decide to avoid the thick undergrowth and you turn west after all. Turn to 376.



13

You peek through the keyhole, but see nothing except the corner of a table in the room beyond. You look down the side of the door: it does not seem to be locked. Will you try to barge the door down (turn to 43) or to creep quietly in (turn to 70)?

14

You hear grumpy noises from inside and an Orcish voice yell, "What's going on?" Before you can run away, the door opens and an Orc guard blocks the doorway. Another pokes his head under the first one's armpit, to see what caused the disturbance. You try to tell them that you are an ally, a Dark Elf, but they are too angry at being woken up to listen. Luckily, you can fight them one at a time as they come through the doorway.

| | SKILL | STAMINA |
|------------|-------|---------|
| First ORC | 7 | 6 |
| Second ORC | 6 | 6 |

If you win, turn to 92.

15

Before long, you arrive at the bank of a creek, which is flowing east in the direction of Lake Nekros. The creek is not too wide, and you can see the stony bottom, so it seems fordable. The water would come up to your chest, at the most. Will you wade through the water to continue north (turn to 268) or follow the creek upstream to the west (turn to 111)?

16

You are unable to prevent the axe clanging against the side of the tunnel. The sound is magnified by the tunnel and carries clearly to either end. Patrols of Orcs at one end and Goblins at the other devise an amusing game, which involves shooting crossbow bolts along the tunnel for ten minutes: even if you





were invisible, you would have no chance. Not all the bolts hit you, of course; but by the time the guards come down the tunnel themselves, you are too weakened by wounds to resist. Your adventure is over.

17

You tumble through empty space. You will land in the Demonic Planes, where Ishtra's colleagues will show you no mercy. Your adventure is over.

18

As you travel north-west, you gradually become convinced that it was a good idea to change direction, because you begin to notice increasingly strange behaviour among the animals of the forest. Normally shy creatures snarl aggressively at you from the undergrowth; birds twitter in alarm from the tree-tops. It is also clear that the woodland creatures have been harvesting food. It is not the usual season for this, and you realize that all this strange behaviour is due to their instinctive awareness of Ishtra's imminent invasion.

You begin to regret not having brought any Provisions from home, especially since it is likely that the closer you get to Ishtra's pit, the more the forest animals will have gathered or eaten all the available food. You always knew that you would have to carry food when you were underground, but it now seems sensible to gather Provisions for your whole journey, both overground and underground.

The next stage of your journey will be found by turning to 399. Before you turn there, however, remember that paragraph number and turn to 50.

19

As the fight went on, you could sense Eric being hard pressed. You yelled encouragement to him when you could, but just as you finish off the last of your opponents, you feel him slip to the ground. You whirl round to find that he has killed one Dark Elf, but two remain, though one of them is wounded: this brutal creature has just plunged his spear through Eric's neck.

You fight these two Elves simultaneously. Each Attack Round, choose which one you are attacking, but roll dice for both of them. Conduct the Attack Round as normal against the one you have chosen; the other may wound you (if his Attack Strength is higher), but you cannot wound him (even if your Attack Strength is higher).

| | SKILL | STAMINA |
|------------------|-------|---------|
| DARK ELF | 8 | 7 |
| Wounded DARK ELF | 5 | 4 |

If you win, you bury Eric with all honour; there is the glimmer of a peaceful smile on his bloody face. You lay his notched axe to rest with him, and continue on your way alone and with a heavy heart. Turn to 392.



20

You know the virtue of staying with a dream, however strange or lethal it may appear: after all, it is happening in your mind, so you can come to little actual harm. But you are too frightened by the idea of losing your eyesight, and you wake up with a start. You see the moon high above you: there are several hours of night still to come, so you return to troubled sleep. Turn to 360.

21

You think that whatever Ishtra's troops find so dangerous might be of interest to you. Of course, it might also be equally dangerous to you! You walk slowly along the tunnel, to let your eyes get accustomed to the gloom. You have not gone far when, in the dim light from the tunnels behind you, you see a barred entrance to a cave. You notice it because you have just triggered some secret catch in the ground, which has opened the door in the bars. Immediately, the Banshee which was imprisoned inside

leaps through the door. You are not misled by its resemblance to an ancient hag; its claws alone tell you that this undead creature can fight, and it is uttering one of its notorious screams. Roll two dice. If the total is less than or equal to your SKILL, turn to 102; if it is greater than your SKILL, turn to 140.

22

The door is locked. If you have a key, you could try it in the lock (turn to 359); otherwise, you could try another door by rolling another double on your dice, or you could walk on up the passage (turn to 217).

23

It is now morning, and you wake in the Wild Man's hut. Restore your POWER score to what it was before the dream fight, and add 1 for your victory. If the Wild Man is still alive, turn to 215; otherwise, you crawl back through the holly bushes and continue on your way (turn to 116).



24

You walk east up the gloomy tunnel, until it meets another, which is better lit by more torches in the walls. This new tunnel runs north and south, but you estimate that south would take you back to the cave of bones, near the entrance to Ishtra's underground kingdom, so you turn north. Some way further on, you pass a stout wooden door on your right. You listen, but can hear no noises from beyond the door. Will you carry on north (turn to 274), or find out what is beyond the door (turn to 13)?

25

You wake up. While you were dreaming, you had a feeling of certainty, invincibility and knowledge. But when you are fully awake, that feeling is gone; although you remember the details of the dream, you are uncertain what it means or what it could have to do with your quest. You judge from the night sky that dawn is still a couple of hours away. Will you go back to sleep (turn to 120) or climb down the tree and resume your journey (turn to 169)?



26

You tug on the rope and it seems firm. It is suspended only a metre or so above the water, so if you don't want to get wet, you will have to wrap your legs as well as your arms around the rope and inch your way across. You start to do this. It is hard work and before long you feel your grip starting to go. Roll one die: on 1-2, turn to 82; on 3-4, turn to 312; on 5-6, turn to 353.



27

Once you are fairly well hidden behind the bones, you start to wonder what they are doing there. They are too old to be the refuse of the tunnels' present occupants. You see cloven skulls and other signs that these people did not die peacefully in their sleep; you also see that the skeletons are mainly human.

It dawns on you that these must be the remains of a force that fought against the legions of Evil in the Great War which ravaged Khul centuries ago. In the past these tunnels have seen bloody combat. It heartens you that these underground warrens were once home to such heroes: maybe there are traces of Good left in this nest of Evil. It could be worth your while to explore a bit. Add 1 LUCK point and turn to 84.



28

The stags do not speak in response, but a strange force sparks and crackles between their two sets of antlers. Your sight is temporarily blinded by the brightness of the flashes. When you can see again, there is a single antler suspended in mid-air between the stags. You step forward and grasp the antler; whatever force is holding it is released, for it comes easily into your hands. On inspection, it turns out to be hollow, like a horn; and you note particularly that it has *twelve* branches (note this on your *Adventure Sheet*). You blow a mighty blast, which echoes around the canyon, before tucking the antler-horn safely in your backpack, silently thanking the majestic creatures, and proceeding on your way up the valley. Add 1 LUCK point and turn to 383.

29

Even while you are steadying yourself to meet the Bloodhawk's diving attack, the thought passes through your mind that it is far from its usual open habitat. Could it be a spy sent by Ishtra? Then there is no more time for thinking, only doing.

GIANT

BLOODHAWK

SKILL 7

STAMINA 12

If you win, you leave the clearing and continue north. Turn to 332.

30

The kitchen does not lie behind you, so your bluff does not work. The Goblins make short work of you and then return to their meal – with an extra item on the menu!

31

You harden your resolve and spurn the offer of the fairies; your destiny lies in more direct action. You awaken from the dream and find that the glade has vanished. You are right on the border of the blighted land; all that is left of the enchanted glade is a single elder tree. The tree is obviously magical: your attention is drawn to its branches in particular, because of their regular arrangement. You notice that there are exactly *twenty-two* branches (note this on your *Adventure Sheet*). All but one are normal, leafy boughs; but the other is silver and gleams with its own inner light. You pluck it, stow it in your backpack, and take your first step into Ishtra's cruel kingdom. Turn to 259.

32

'Oh, very clever,' says the chief of the Pixies, as the net dissolves, and you wade to the bank of the pool. 'All right, we'll have to help you. The first thing you should know is that the entrance to Ishtra's pit is more or less due north of here – though why you should choose such a complicated way of killing yourself, I don't know. Secondly, the Riddling Reaver, the majestic jester, allows you to take any one of these items.'

The Pixie makes a gesture in the air, and several items appear on the ground in front of him: a pouch of medicinal herbs; a twelve-branched stag's antler, hollowed and carved into a horn; a net just like the one you were caught in; and a pair of boar's tusks. Choose one of these items and turn to 109.

33

The door is open. Although it is cool throughout Ishtra's underground kingdom, you are met with a blast of cold as soon as you enter the room. This is the cook's freezer; the walls are solid ice, and carcasses are hanging from rows of hooks. You can identify some of the carcasses, but wish you couldn't. There is nothing here to interest you, unless you want to take some ice. A fair-sized lump of this would keep for quite a while, wrapped in a strip torn off your clothing. For some reason, the room number, 33, sticks in your mind. Next you can either try another door by rolling another double on your dice, or you could walk on up the corridor (turn to 217).

34

When you become invisible, you do not become immaterial. The Lizard Man platoon still know where you are, and are still able to cut you to pieces. To their satisfaction, your dying, bleeding body becomes visible again as it drops to the ground.





35

Will you cast a Finding spell, to see if you can detect any danger up the tunnel (turn to 218), or preserve your POWER and risk exploring it without foreknowledge (turn to 279)?

36

The Goblin grunts, 'Huh! Carry on!', and lets you pass. Will you make for the door to your right (turn to 119) or the one to your left (turn to 330)?

37

Deduct 1 POWER point. When you rise into the air above the Weevil Man, he howls in surprise and runs away. Your ruse has worked and you may continue safely with your journey. Turn to 308.

38

Your fight with the first Pygmy Orc has you circling around each other, looking for an opening. The Orc makes a quick move to the right—and is struck in the neck by his comrade's dart! A look of surprise flits across his face; then he drops down dead. You turn to engage the second Pygmy Orc before he has time to reload his blowpipe. Turn to 369.

39

You can find nothing useful to take among the foul and barbarous instruments of torture which the Ogre dropped. Will you now take the passage north (turn to 351) or turn right and walk east (turn to 255)?

40

Tears well in your eyes as you raise your sword against this nightmare-spawned monster, which has taken over your village. As soon as you strike the first blow, the image changes and you see the peaceful village you left, where Elves go about their daily business as if they had no cares in the world. Again, you are viewing the scene from above, not as part of it, and the village recedes as if you were floating away. Gain 1 POWER point and turn to 231.

41

As soon as you attempt to cast the spell, you wake up from the dream in the utmost terror. You have fallen into the trap of confusing a dream with reality: you cannot cast spells in dreams. You must lose 2 POWER points — 1 for the failed spell and 1 extra. Turn to 380.





42

If, during this combat, the Ogre ever rolls a double 6 against you, he has succeeded in knocking you off the boat (turn to 161). Otherwise, resolve the combat as normal.

FERRYMAN

SKILL 8

STAMINA 10

If you win, you tip the body overboard and pull yourself across the river. Turn to 100.

43

If your STAMINA is 15 or more, you succeed in crashing through the door (turn to 189); otherwise, you succeed only in bruising your shoulder (deduct 1 STAMINA point) and in waking the Orcs who were resting in the room (turn to 14).

44

The door is locked. If you have a key, you could try it in the lock (turn to 280). Otherwise, you can roll dice for another room, or continue up the passage (turn to 217).

45

As soon as you leave the eye of the storm, you are lashed and buffeted this way and that by the raging forces. Something seems to eject you violently from the storm and deposits you back in the centre. Lose 1 POWER point and turn to 164.



46

The Drake takes you swiftly to the top of a hill. A single tree crowns the hill; it stands stark and leafless against a grey sky. In the fork of the two main branches of the tree a large, untidy nest has been built by some bird. The Drake deposits you on the ground next to the tree and flies off, its duty done. You hear a loud squawk; a bird takes off from the nest and swoops down towards you to investigate. As soon as you see it, you know what to expect. It is a Hoatzin, a mythical bird with a two-metre wingspan, a vicious beak and claws projecting from its wing-tips. You may gain some **POWER** here, certainly, but only if you win the fight.

The Hoatzin dives in to the attack. It has a **POWER** score of 12. Roll two dice. If you roll 2-7, the Hoatzin reduces your **POWER** score by 2 points; if you roll 8-12, you reduce its **POWER** score by 2 points. Continue the fight until either its or your **POWER** score is zero. If you win, turn to 340; if you lose, turn to 293.



47

The cracking of a twig to your right warns you that someone or something is approaching. Before you can react, a heavy foot presses down on your neck and immobilizes you. A gruff voice commands you to reach slowly for your sword and throw it away from you. Will you do as he says (turn to 375) or resist (turn to 125)?

48

There is a path of sorts between ruined houses, some of which are still smoking. The smell of death hangs heavy in the air. In a crater in the ground you see two bloated corpses, which are being ripped at by scavenging Mordidas. You know that you are walking through a scene from the future of Titan, if Ishtra's plans of conquest succeed. You are determined that they shall not. The path forks to bypass a hill. Will you go left (turn to 208) or right (turn to 186)?

49

You know the virtue of staying with a dream, however strange or lethal it may appear: after all, it is happening in your mind, so you can come to little actual harm. Although the dream is frightening, you manage to stay asleep. When your eyes are pierced, it is true that you are blinded to that dream world, but instead your eyes are opened to another world, and the dream abruptly changes. Turn to 144.

50

As you search for Provisions, you may well have to fight some forest creature, either because you try to deprive it of some food or simply because it is aggressive. Roll one die to find out what creature, if any, you fight:

- 1 No encounter
- 2 Wolf (SKILL 7, STAMINA 6)
- 3 Moose (SKILL 6, STAMINA 12)
- 4 Bear (SKILL 7, STAMINA 14)
- 5 Forest Giant (SKILL 9, STAMINA 9)
- 6 No encounter

If you do not have to fight any opponent, or when you have won, roll two dice: this is the total of meals' worth of Provisions you are able to find. Enter this total in the Provisions Remaining box of your *Adventure Sheet* and then turn to the paragraph whose number you were instructed to remember.

51

As you walk along, you notice signs that this part of the forest is occupied by some other humanoid creature. At first you see only the occasional broken twig, which could have been caused by something else, but a footprint in a muddy patch of ground makes you certain. Will you cast a Finding spell westward, to see if there is danger near by (turn to 148), press on regardless (turn to 349), or turn back to the north to keep out of the way of whatever it is (turn to 227)?

52

You run and run, but seem not to be moving at all. You hear the Angaroc behind you; you sense that it is about to pounce. It smothers you with its vast body and pins you down while it drains your life-force. There is no escaping this monster, since it is not just a figment of your imagination, but one of the guardians which Ishtira has set in the dream world. Your adventure is over.



53

As soon as you begin to feel your **POWER** draining, you flip to the dream world and find yourself confronted by Morpheus, Ishtra's lieutenant. He is a gross, bloated creature, the source of all nightmares for the races of Titan. His body has no definite form, but seethes with the stuff of nightmares - foul creatures, great and small. He will send several nightmare creatures against you, to soften you up, before attacking you himself. You will have to fight, one after the other, a Harpy (**POWER** 10), a Clawbeast (**POWER** 12) and a Wraith (**POWER** 14). The Harpy is a winged demon that slashes at you with its talons; the Clawbeast swings its four arms at you, trying to rip your dream body with huge hooked claws; the Wraith simply tries to drain your **POWER** by its terrible presence. Conduct each battle as normal for dream combat, by rolling two dice: if you roll 2-7, the monster has reduced your **POWER** score by 2 points; if you roll 8-12, you have reduced its **POWER** score by 2 points. At the end of each fight, restore your **POWER** to 1 less than what it was before the fight began. If you lose all three battles, you are unable to remain in the dream world, and you flip back to 73, with no chance to return here. Otherwise, turn to 364.



54*

The captain of the Lizard Man patrol that you meet out in the corridor is a little more intelligent than the Goblins. He finds it not just amusing, but suspicious, that you cannot stomach the good, wholesome food they get served up here. It makes him think that you are not the Dark Elf you seem to be. Rather than take any risks, he orders his platoon to cut you to pieces. They do so, with relish.

55

The door is not locked. You open it and find yourself in a larder. You can restore 4 **STAMINA** points by eating some of the food. Then you can either try another door by rolling another double on the dice, or you can carry on up the passage (turn to 217).

56

Further on up the hill, you are set upon by three Wolves. At first, you see only their eyes, glowing like red-hot coals in the undergrowth. Then they spring out, snarling, and prowl around you in an ever tighter circle, waiting for an opportunity to pounce. You draw Telessa, and you hope you have time to cast a spell as well. They are too close for you to use *Protect* effectively. You think you had better try *Levitation* (turn to 103) or *Fire* (turn to 273). Alternatively, you may simply fight them without using a spell (turn to 79).

57

You continue your journey on all fours. It is some time before you dare to pick yourself up and proceed as normal through the trees. You wonder whether the blast of wind was directed by some intelligent mind towards you in person, or whether it was the instinctive response of Evil towards Good.

You realize that, however hazardous your journey up to now has been, the dangers have at least been reasonably familiar. Once you reach the blighted land, however, you suspect that you will enter an uncharted region of unknown terrors. Turn to 239.





58

Although your body becomes invisible when you slip into the dream world, it does not become immaterial. Your physical body is still obliterated, leaving you to wander for ever in vain through the dream realm. Perhaps you will be seen by sensitive people as a ghost; at any rate, your adventure is over.

59

You step out into the open. The sun glints off your sword Telessa and you seem to the six frightened travellers who are staring at you to have appeared from thin air. This is the stuff that legends are made of: add 1 POWER point.

The awestruck travellers invite you to share their meal, but since they are eating venison, you decline. Wood Elves do not eat meat. It turns out that the travellers have been on the road for many months, and have come from a city called Kalagar, far in the west. They are trying to get to Arion, and to catch a boat from there to some remote island, to escape the doom which the Kalagarian prophet Vanator has foretold for the world. You grimly acknowledge to yourself that the prophet may not be far wrong, if Ishtra has his demonic way. Will you in response tell the travellers something of your mission (turn to 209) or not (turn to 236)?

60

You should have obeyed your instincts. In the real world, your body, though invisible, bumps into a Troll and an Ogre, who have themselves collided at a junction in the tunnels. The Ogre thinks it was the Troll which caused it to drop the instruments of torture it was carrying; but it might have been you in your invisible state! This rude awakening jerks you back to the real world, where you again become visible. Turn to 193.

61

You cross the cavern, taking care not to touch any of the weird lichen. You have to get back on to your hands and knees to continue down the tunnel. But after another half hour of this awkward mode of travel, you start to detect fresh air, and soon you break out on to the western slopes of the hill. You stretch your cramped muscles and look ahead to the west, to see what terrain you must cross next.

The hill descends gently into a valley, where all seems to be peace and harmony. The trees there seem still to be clothed in spring green. But this sparkling copse ends with shocking abruptness in a landscape which is unlike anything you have seen before, awake or in your worst nightmares. You realize that you are looking out over the blighted part of the forest, which your dream revealed to you. It is considerably larger than you thought it would be: it stretches for kilometres in front of your eyes. Turn to 386.

62

In the dream world, you land in a river of molten lava; in the real world you land in a river of ordinary water. Turn to 161.

63

You lock the door, with the Orcs' bodies inside the room, to prevent anyone easily seeing signs of your intrusion into *this* room, at any rate. Add 1 LUCK point. However, the key jams in the lock and you cannot take it with you. You then carry on north. Turn to 274.

64

The view before you twists and heaves. Is it the entrails of some immense monster or the coils of a serpent? And then, while you watch, it changes again into a sinister landscape of wild country with waterways running through it. It strikes you that what you see here parallels the real world of tunnels, but on a much larger scale: a narrow tunnel becomes a wide river; the solid rock between tunnels becomes bizarre and bloated countryside. While the dream world retains this much similarity to the real world, you had better choose which way to go. Will you follow a river which runs west (turn to 313), east (turn to 226), north (turn to 365) or north-east (turn to 9)?



65

You strike the final blow against the Vampire. It immediately vanishes, the illusion is dispelled and you wake up. Restore your POWER score to what it was before the combat and add 1 point for your victory. It is now morning, so you decide to continue your journey. Turn to 172.

66

The door is not locked, for the simple reason that the room is empty. You poke around for a while, but find nothing. When you come out, you are confronted by a squad of guards. You try to persuade them that you are a Dark Elf with legitimate reasons for searching rooms, but they are not convinced. You are frogmarched off to Ishtra's dungeons, where you will spend the remainder of your short life.

67

As you walk up the path, the trees change from the peaceful, slow creatures which you know and love. Roots bulge out of the ground even as you pass and snake towards your ankles; branches brush your cheeks, but not in gentle recognition of a kindred spirit. There are no leaves on these trees, except for a few rotten remnants, which ooze thick resin and flick it at you; it burns whenever it lands on some exposed part of your skin. But worse than all this, and worse than the hideous forms of these warped trees, is the smell which the pit exudes. The closer

you get to it, the more your senses scream that this is wrong, *wrong*, **WRONG!**

The part of you which remains conscious even while you sleep is aware that you are tossing and turning on your pallet, and are close to waking up in order to avoid the foul nightmare. Will you try to continue with the dream (turn to 395) or choose to wake up (turn to 380)?

68*

After a while, the tunnel veers to the left, and you find yourself outside what is unmistakably the kitchen of Ishtra's stronghold. You feel that you have been lucky in not meeting any patrols recently, and you do not want to push your luck too far by returning along the passage you have just walked down, so you push open the door into the kitchen. Turn to 320.



69

You walk warily along the trail. To your relief, nothing pounces out at you from the woodland on either side, and there appear to be no traps. The trail leads straight to a fenced-off area. Inside the fence the trees have been cleared, but great holly bushes have been allowed to spring up. The hollies are so dense that you cannot see whether or not there is anything else apart from them here. The spot has obviously been created by an intelligent mind – but for what purpose? For all you know it could be a nursery for poisonous holly bushes. Will you go into the fenced-off area (turn to 122) or avoid it (turn to 321)?

70

Test your Luck. If you are Lucky, the hinges do not squeak and you are able to get in without disturbing the room's occupants (turn to 189). If you are Unlucky, the hinges make the most abominable noise (turn to 14).

71

Deduct 1 **POWER** point. You create the illusion that you are covered in black, spiked armour from head to foot – not just a formidable foe, but an impenetrable target as well. The Weevil Man shrieks in terror, hurls his hatchet at you and runs away. You have time to wish that you were really wearing armour: a hatchet cannot be deluded. *Test your Luck.* If you are Lucky, turn to 185; if you are Unlucky, turn to 157.



72

The door is actually a disguised Quartz Golem, which Ishtra has set to guard the armoury. You do not know the secret for entering the armoury, so as soon as you touch the 'door', it transforms and attacks you. You are taken so much by surprise that it inflicts 2 STAMINA points of injury on you before you can react. Then you are ready for it – but it is a massive and terrifying prospect.

QUARTZ GOLEM SKILL 10 STAMINA 18

After two Attack Rounds, you can try to escape (turn to 180). If you remain and win the battle, turn to 121.

73*

The further you go along this passage, the more you can sense great Evil ahead, so you think you must be nearing your goal. You come to a cave where, though there is nothing to be seen, the aura is so oppressive that you cannot move. It is like an impenetrable, suffocating blanket, but it writhes with an evil force, and nightmarish images form in your mind. You feel your POWER draining away as you struggle to break through, and then your lifeless body drops to the ground.





74

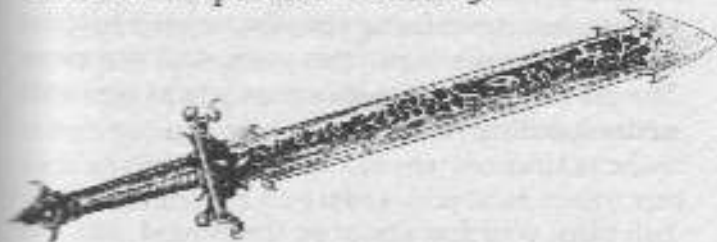
'That is not permitted; that is not the boon we may grant,' is the stern reply. Do you detect a note of sadness in the voice? However much you plead, you cannot move the impassive stags to respond any further. Will you carry on up the valley (turn to 383) or investigate the pile of bones (turn to 135)?

75

The water closes over your head and you find yourself swimming freely in a new and miraculous realm. You have temporarily broken through into a part of the dream world which the Evil of Ishtre's sway cannot touch. You explore this underwater realm at your leisure, marvelling at the colours of the fish and the plants. Add 2 POWER points. But this cannot last for ever. Just as you are beginning to think of remaining here, a waterspout forms and picks you up. It travels at unimaginable speed back in the direction you came from. It dies down gradually and deposits you gently on a river-bank. Turn to 105.

76

While you watch in amazement from the clear spot, the chaos of the storm subsides a bit and you begin to be able to make out certain distinct features. Arranged from right to left in front of you are three types of storm: lightning flashes on your half-right, rain lashes down directly in front of you, and an immense hurricane is boiling up to your half-left. You spin round to find exactly the same arrangement behind you. While you look on in awe, a feeling of great calm descends on you, but it is the calm of power waiting to be unleashed, not the calm of sloth. At the same time you know, as if a voice had spoken inside your head, that the eye of the storm is formed by wind, water and fire in this way. Gain 2 POWER points and turn to 25.



77

The Goblin senses your hostile intent. He draws a curved and stained blade and silently engages you in combat.

GOBLIN

SKILL 5

STAMINA 5

If you win, you carry on east down the passage until you come to a junction, where you could turn right (turn to 123) or left (turn to 310).



78*

The portcullis on the path to your left rises and you walk under it. The only trick in the Sphinx's words is that, since it was facing you, then what is left from its point of view is right from yours, and vice versa. The portcullis smashes down on you as you walk under it, killing you instantly.

79

You plant your feet firmly on the ground, and face the three-pronged onslaught. By summoning up your innate nimbleness as a Wood Elf, you can fight them one at a time.

| | SKILL | STAMINA |
|-------------|-------|---------|
| First WOLF | 7 | 6 |
| Second WOLF | 6 | 6 |
| Third WOLF | 6 | 8 |

If you win, turn to 314.

80#

You would definitely rather not be here at all. Your surroundings seem normal enough, but that only increases the terror you feel. It is as if you are walking along a forest track, knowing that you are entering the jaws of death – or, worse, about to commit some horrendous crime yourself – but are unable to stop yourself. Whatever lies waiting for you up ahead, you are sure that it will take great POWER to overcome it. Turn to 338.

81

You fail to notice an ingenious, but primitive, trap, which is hidden in the undergrowth. Several short, sharpened stakes have been tied on to a stick. When you step on the trigger – a length of supple wood lying on the ground and covered with leaf mould – the stakes spring towards you at chest height. You cannot avoid the stakes altogether, but you manage to turn so that you are sideways on to them, and not such an open target. Roll one die: the number rolled is the number of STAMINA points of injury you sustain.



You then continue your journey, wondering what type of creature set the trap . . . and for whom. Soon, however, the deepening dusk persuades you to make camp for the night. You could sleep in a hollow under the roots of a fallen tree (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).



82

Your hands slip off the rope and you dangle head down in the water by your ankles. The polluted water of the river burns your skin and seeps into your nostrils. Lose 1 STAMINA point. Roll two dice. If the total is less than or equal to your SKILL, turn to 353; if it is greater than your SKILL, turn to 161.

83

By the time you have walked south-west for most of the morning, you are convinced that you have taken the wrong direction. There is no increase in the trepidation of the forest animals; if anything, you notice a slight decrease. You decide to turn north, to link with where you would have gone had you travelled north-west since morning. Lose 1 LUCK point and turn to 171.

84*

You cannot stay here for ever. You can easily find a time when the cavern is empty of patrols to enter one of the other tunnels, but which one? There are four to choose between, not counting the one you have recently come from, and by now you have seen patrols either emerging from or entering all four tunnels.

While you are pondering the matter, two patrols emerge from two of the tunnels and go down the other two. You reckon that the tunnels they have just come from are now likely to be more clear. Will you take the northern tunnel (turn to 281) or the western one (turn to 333)?

85

Suddenly, the tunnel starts to move; the earth itself is heaving. The river seeps through cracks in the ground and disappears. Great rocks come crashing down, but none touch you – they are not meant to. The way ahead and behind is now blocked, but there is open air overhead. But an Angaroc is slithering through this vent.

Angarocs are hell-spawned creatures which exist only in the dream world – until some sorcerer discovers how to bring them through to the real world! They are servants of the Snake Demon Sith, who values them highly among her pets. They are like huge snakes, but at intervals along their bodies four legs sprout from either side. The legs are thick and hairy, like a spider's, and enable the Angaroc to leap surprising distances. Angarocs have no weaponry – no armour, claws or teeth. They need none, for their very being is venomous. Anyone who comes near an Angaroc will lose **POWER**: their life-force will be gradually drained off. Roll two dice. If you roll 2-7, the Angaroc reduces your **POWER** by 2 points; if you roll 8-12, however, you do not affect the Angaroc at all. But if you roll 8-12 three times in succession, you may be able to escape from the monster. If you manage to do this, turn to 168.





86

You feel perfectly safe in the hut now. You lie down on the floor, cover yourself with some sack-cloth, and fall asleep. But even though you are in an oasis within the blighted forest, your dreams are troubled. You seem to see a vast serpent, coiled around the forest and squeezing. As the forest contracts, it turns into a mocking face, whose mouth is Ishtra's pit and whose laughter becomes the chilling shriek you heard from the hillside.

You wake up to find that the scream was your own, but you soon return to your dreams. You are walking through the forest and a tree blocks your path. You step aside, but it is still in front of you, though you did not see it move. Wherever you go, the same thing happens, until you realize that you will have to fight it. Immediately, its branches try to throttle you and you can feel yourself suffocating. The tree has a **POWER** score of 16. Roll two dice. On a roll of 2-7, it has reduced your **POWER** score by 2; on a roll of 8-12, you have reduced its **POWER** score by 2. Continue until either its or your **POWER** score reaches zero. If you defeat the tree, turn to 23; if it defeats you, turn to 287.



87

Will you cast a spell to fight the Weevil Man (turn to 352) or to avoid a fight (turn to 271)?

88

Without a backward glance, you set off north. There are few true paths this deep in the forest, but even when the sun is not visible, there are plenty of signs to show a Wood Elf which way is which. Although you often have to digress to avoid some obstacle or other, you keep to a generally northerly direction.

After half a day's journeying, it is time to rest and eat. You look for berries while you continue walking, but there are not many. The presence of more light off to your left tells you that there is a glade there, and you think that it may have shrubs such as bilberry growing in it. Will you turn left towards the glade (turn to 141) or carry on northwards (turn to 4)?



89

You pass another of the clearings which afflict the forest like open sores. To your astonishment, there is a perfectly ordinary, peaceful deer grazing in the middle of the clearing. The sight is like a breath of fresh air in a sewer. Will you investigate this remarkable phenomenon (turn to 240) or not (turn to 146)?



90

The tunnel takes you to a junction. There is a solid door straight ahead of you; it has no keyhole and looks too tough to barge down. There is another passage leading east. You could go along this (turn to 179) or return to the previous junction and take the more northerly eastward passage (turn to 132).

91

Since there are no features to make one direction more attractive than another, it takes a surprising amount of will to start walking. But no sooner have you made that effort of will than things change drastically. You are standing in a clear spot – the eye of the storm – while all around you rages the most terrible storm, as if the gods themselves were at war, or the sky were trying to separate from the earth. The storm seems to be pressing in towards you. Will you run for your life (turn to 45) or stay where you are (turn to 164)?

92

You look around the room; there is not much of interest. Weapons are stacked in one corner and hanging on the walls, but there are none which look any better than your own. Apart from the weapons, the room is almost bare. The Orcs were sleeping on chairs against the table; the table has only a wooden bowl on it. The racks of weapons are numbered in good military fashion, and even the bowl has the number 9 burned into it. You can take the bowl, if you want. As you are leaving, you see a key hanging behind the door. You can take this too, if you want. Will you lock the door behind you (turn to 63) or quickly make your way north (turn to 274)?



93

You happened to be drawing a breath when the wind struck, so some of the evil blast enters your lungs. You feel a chill sap your strength and your sense of purpose. Lose 1 POWER, 1 SKILL and 2 STAMINA points. Turn to 57.

94

You struggle to change your dream, to get away from the Angaroc. Roll one die. On 1-3, turn to 52; on 4-6, turn to 242.

95

Deduct 1 POWER point. The spell does not indicate that the valley contains danger as such, but warns you of a powerful animal aura, which is neutral rather than hostile. Will you carry on through the valley (turn to 282) or retreat out of it and find another route north-west (turn to 383)?

96

The dart strikes your arm and sticks fast in your muscle. The fast-acting poison kills you within seconds. Your adventure is over.

97

Deduct 1 POWER point. You cast a pall of invisibility around yourself and start to move stealthily around the Weevil Man. He grunts with surprise and hurls his hatchet towards the blank area, which is all he can see of you and the few metres surrounding you. Test your Luck. If you are Lucky, turn to 185; if you are Unlucky, turn to 157.

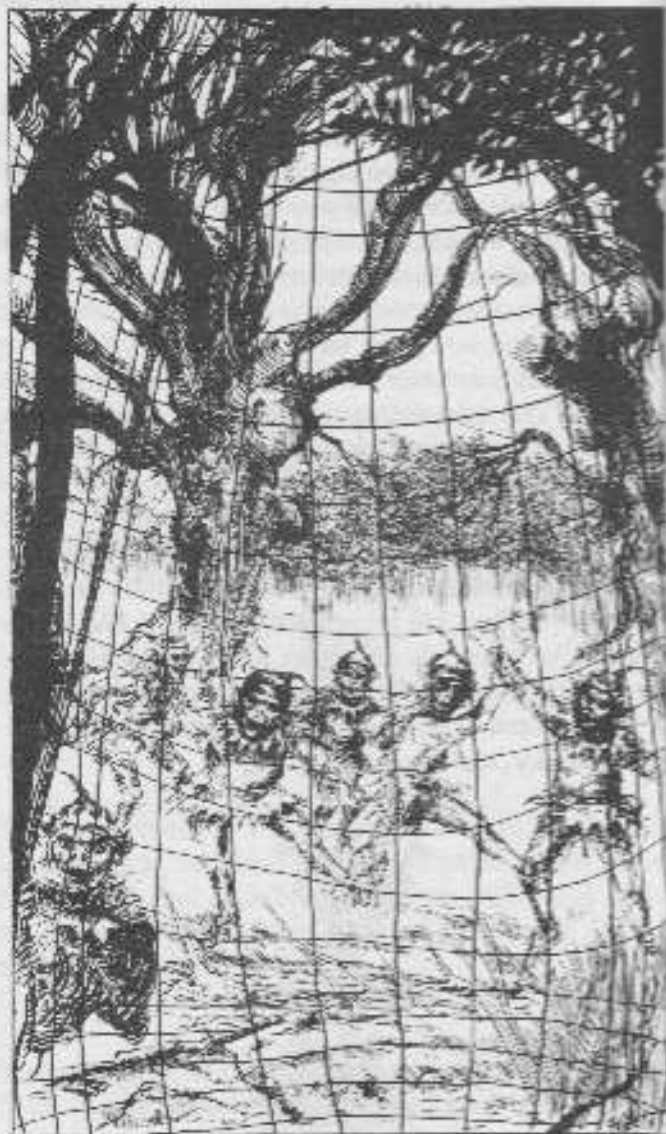


You come to, spluttering and gasping for air. You are soaking wet, and you soon realize why. You are still in the net, but suspended from a stout branch over a pool. It is morning; you have been unconscious for a whole night. A dozen Pixies prance around you and occasionally let the net – and you – drop into the pool!

You protest, of course, and one of the Pixies approaches. 'Our master,' he explains, 'is the Riddling Weaver. Now, he doesn't particularly want to see Ishtara take over the world – that would upset the balance between Good and Evil – but he doesn't want to make it too easy for you. He's not particularly bothered either way! So this is the situation: if you solve our riddle, we will help you. The answer to the riddle is a number, and I'll give you a clue: *the number is in the words.*'

At that, all the Pixies start to dance around the pool, chanting an inane poem:

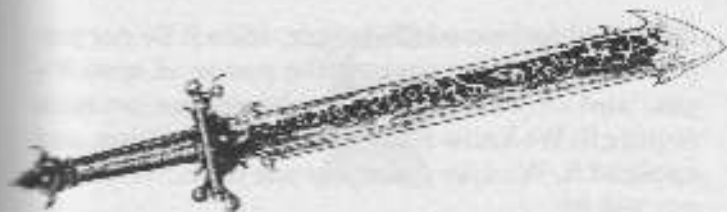
There was a young Wood Elf from Khul,
Trussed up in a net like a fool.
The wee Pixies' rhyme
Can save precious time . . .
Or else you'll be dunked in the pool!



Each time they come to the last line they suit action to words and drop you in the water. If you find the number in the words, turn to the paragraph with that number. Otherwise, you'll just have to stay here!

99

You slip down, endlessly down, into darkness. Then you seem to be flying through tunnels, at such a speed that anything you pass is just a blur, until you reach a grotesque figure. He is huge and flabby; he squats like some vast pile of slime in the middle of a cavern. You can see inside his mind, and it squirms with all the nightmares of the world; for he is Morpheus, Ishtara's lieutenant, and source of all bad dreams. Will you attack him (turn to 343) or not (turn to 285)?



100*

On the other side of the river, the tunnel continues west for a while, and is then joined by another which heads north. Dank moisture from the nearby river drips from the roof and down the walls, and the ground is pitted and puddled. Will you go north (turn to 317) or west (turn to 130)?

101

A heron flaps lazily from the pile of bones as you approach. Now that you are close, you see that the stags are not alive, but are amazingly lifelike statues. But your surprise at this discovery is nothing compared with your astonishment when one of them speaks inside your mind! The voice is slow, as if unused for a long time, and the words are



rather old-fashioned: 'Advance, friend! Be not surprised. Our maker gave us the power of speech - yes, and of movement too, should the occasion require it. We know somewhat of your mission, and applaud it. We may grant you one boon.' What will you ask for:

Their company and protection?

Turn to 74

A gift?

Turn to 28

Information about how to defeat
Ishtra?

Turn to 248

Information about the best route to
Ishtra's pit?

Turn to 225



102

You manage to resist the petrifying wail of the Banshee, and before it reaches you, you have your weapon ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE

SKILL 9

STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 195), or you could return to the junction and head east (turn to 388).

103

Deduct 1 POWER point. You rise gently into the air above the Wolves. They are astonished and a bit fearful, but they soon recover and follow you wherever you fly. They jump up at you, but you are just out of reach of their snapping fangs. You have only delayed the battle, because you will soon have to return to earth, and your mid-air position is too unstable for you to do more than prod at the Wolves with your sword. Turn to 79, but deduct 2 STAMINA points from two of the Wolves for the slight wounds you manage to inflict on them.

104

Although it grieves you to do so, you must defend yourself against these creatures, if you are to have some of their food. You fight the many squirrels as a single opponent. They are difficult to defeat, because there are so many and they are so fast: they dart in at you, bite and then scurry away, like miniature guerrilla fighters.

SQUIRRELS SKILL 7 STAMINA 8

If you defeat them, the ground is littered with small corpses, and the rest of them take to high branches and hurl squirrel insults at you. But you find just enough nuts to satisfy your hunger and keep your energy up. Turn to 332.



105

You walk along, with the river on your left. The river goes underground after a while, but there is still room to walk beside it. Will you follow the river underground (turn to 196) or remain overground (turn to 368)?

106

The water is clear and refreshingly cool. You may add 2 STAMINA points. After drinking, you sit on the bank and gaze in wonder around you. Somewhat to your surprise, you find that your head is resting on the soft turf. You drift off to sleep. Turn to 160.

107

The Orc captain halts his soldiers and accosts you. The Orcs stand in an unruly mass and hurl insults at you: they take you for a Dark Elf and there is no love lost between the various evil races. The captain asks you to which clan you belong. You rack your brains for the names of Dark Elf clans. Will you answer:

| | |
|--------------|-------------|
| Mirisgroth? | Turn to 155 |
| Tesarath? | Turn to 223 |
| Camcarneyar? | Turn to 8 |

108

The other Pygmy Orc has recovered enough to put a blowpipe to his mouth and shoot a poisoned dart at you. *Test your Luck.* If you are Lucky, turn to 38; if you are Unlucky, turn to 96.





109

If you chose the herbs, these will restore up to 6 STAMINA points; you can use them all at once, or in two doses. If you chose the net, you can use this to resolve any *one* battle; you will ensnare your opponent and be able to avoid the fight, or dispatch him with ease, but then the magical properties of the net will disappear and it cannot be re-used. If you chose the antler-horn, you note particularly that it has twelve branches.

The Pixies chuckle at your choice. You make your way quickly out of their domain and head north. You will later find that your dunking in the pool has damaged your Provisions. Roll one die. If you roll 1-3, one meal's worth of Provisions have been ruined; if you roll 4-6, two meals' worth have been ruined. Turn to 171.

110

The only item you can find is a pendant around the skeleton's neck. The chain is made of white gold, and supports a green stone, whose nature you do not know. The stone is hanging inside the skeleton's rib-cage. You can remove the pendant, if you like, and put it on yourself. Then you can change your mind and roll away the boulder after all (turn to 370), or carry on across the small cavern and down the continuation of the tunnel (turn to 61).

111

The further west you travel along the creek, the less of a creek it becomes, and the more of a bog. Although Wood Elves can tread more lightly than any other race, even your feet are beginning to sink into the brown mud, which is covered with an oily film. To make matters worse, night is beginning to draw in. Will you plough on through the mire (turn to 246) or turn south for a while to avoid it (turn to 284)?

112

The passage takes you, after a while, to a door. You can see nothing through it, and can only hear, from beyond it, occasional snuffles and snorts. You are wondering whether to retrace your steps, when you hear the tramp of marching feet behind you. This puts you off the idea of going back and, with your heart in your mouth, you open the door and enter the room beyond. Turn to 258.



113

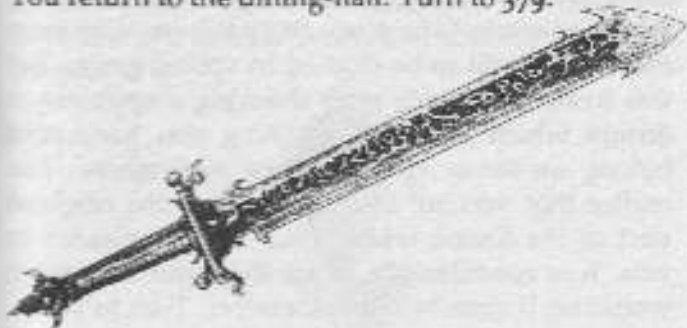
You find the cook in a foul mood. Everything has gone wrong for her today: a Dark Elf raiding party failed to return from the outside world with fresh meat; the food from the ice store is taking ages to thaw; her assistant put too much bat's blood in the stew (a crime for which the assistant quickly *became* the stew!); and so on. When you walk into the kitchen, she thinks of a neat solution to her problems. Her day has been ruined by Dark Elves: why should a Dark Elf not make things better, by joining her former assistant in the pot? The cook is a large half-human, specially brought from Corda by Ishtra's spies. She attacks you with a cleaver.

COOK

SKILL 6

STAMINA 10

If you win, you find another door in the south wall of the kitchen, but you can hear feet coming up the tunnel towards it. You bar the door. It will not take them long to break through it, but in an evil place like this, the death of the cook is probably not too remarkable, and you don't expect to be pursued. You return to the dining-hall. Turn to 379.





114

The last stretches of the hill are hard going. The trees are thinner; scree covers the slope and provides little or no soil for roots, and little or no safe footing for a traveller. The trees which line the ridge are bent into weird shapes as if by a constant westerly wind. Eventually, you arrive, panting, at the crest itself, and you lie down on the ground to survey the scene below you. The western slope of the range of hills descends fairly gently into a valley, where all seems to be peace and harmony. The trees there seem still to be clothed in spring green. But this fresh copse ends with shocking abruptness in terrain which is unlike anything you have seen before, awake or in your worst nightmares. You realize that you are looking out over the blighted part of the forest, which your dream revealed to you. It is considerably larger than you thought it would be: it stretches for kilometres. Turn to 386.

115

You are now in the monster's throat. You can see snapping jaws ahead, lined with wicked teeth. You will have to make a dash for freedom, but the teeth do not snap together regularly. It will be a matter of luck. *Test your Luck.* If you are Lucky, turn to 210; if you are Unlucky, turn to 177.

116

The closer you get to Ishtra's pit - or Ishtra's mouth, as you are beginning to call it - the worse the pestilence becomes which has ravaged the forest. Even the brown and swollen leaves, which had given the trees some sort of covering, die out, and you walk silently among the dead shells of once magnificent oaks and beeches. Turn to 89.

117

You do not have enough **POWER** to change yourself from being a salamander in your dream. You could remain in the dream world and continue down the mountain (turn to 219) or return and enter the mouth of the volcano (turn to 174); or you could force yourself to wake up and re-enter the real world (turn to 3).



118

Despite its camouflage in the undergrowth, you spot an ingenious, but primitive, trap. Several short, sharpened stakes have been tied on to a stick; if you were to tread on the trigger – a length of supple wood lying on the ground and covered with leaf mould – the stakes would spring towards you at about the height of your chest. You go around the trap, wondering what type of creature set it . . . and for whom. Soon, however, the deepening dusk persuades you to make camp for the night. You could sleep in a hollow under the roots of a fallen tree (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).

119

You walk through the doors and find yourself in a passage which very obviously, because of the steamy smells, leads to the kitchen. You could wait a while in the passage, to convince the Goblins that you have visited the kitchen, and then return to the dining-hall (turn to 221), or you could enter the kitchen through a door straight ahead of you (turn to 233).

120

For a while, nothing happens. Then you see the most bizarre and unrealistic series of images. You are standing in the middle of a sort of ravine, whose sides are made out of . . . well, you suppose they are buildings of some sort, since many weirdly dressed humans are coming and going through the

doors. But you cannot even begin to guess what stone the buildings are made of; they are filled with unnatural lights as well, but the worst thing is that they tower to the sky and threaten to fall on everyone's heads. You shout to the strange people to run, but it soon becomes clear that they can neither see nor hear you. You can see, but cannot hear; you are surrounded by rush, but it all takes place in eerie silence.

Then a new horror becomes apparent. The smooth path you are standing on is suddenly filled by dozens of monsters. They are made of metal and glass, it seems, and move at a terrifying speed. Each of them has at least one of the humans in it, who are obviously prisoners, and often have grim, tortured expressions on their faces.

You wake up from this nightmare: you can bear no more of it. Is this some other world altogether, or is this to be the future of Titan? Is the earth to be controlled by metal monsters, with humans for slaves? And where were Elves, Dwarfs and other races? You find tears springing to your eyes in fear for your race, for you know that no Elf could live in such a place. But now you are awake, you must get on with your mission. Turn to 169.



121

This is a notable victory – but no use at all! As soon as the Golem felt itself being overcome, it changed back into an inanimate and immovable quartz door. Moreover, if you were fighting with your sword (rather than a two-handed axe), you have notched and blunted the blade and must reduce your Attack Strength by 1 for future combats. This only increases your frustration at being unable to get into the armoury. You stamp off east down the tunnel. Turn to 68.



122

The holly bushes are very prickly and may well be poisonous, but you find that there is enough space between the lowest branches and the ground for you to hope to crawl through. You would have to be lucky to make it unscathed, however. If you want to make the attempt, turn to 277; if you change your mind and avoid this fenced-off area, turn to 321.

123

You come to a set of imposing double doors. Beyond them you can hear nothing except occasional grunts and snorts. Will you open the doors and step into the room (turn to 176), or turn around and walk back past the junction (turn to 310)?

124

The tunnel continues fairly straight, westward into the hillside. After another few minutes, the source of the glow becomes clear, when you find yourself gazing down into a natural cavern, which is lit by the eerie, phosphorescent glow emitted by lichen clinging to the walls and roof. Some rocks and stones are scattered on the ground; they too are covered in the lichen, but the dull stone floor is completely free of it. The mouth of your tunnel is about a metre up one wall of the cavern. The cavern is not large; you could stand up in it, but it would not take you many paces to cross it. The tunnel continues on the other side.

You boldly let yourself down into the cavern – and immediately trip over an obstacle you had not noticed before, since it was tucked right underneath your entrance. It is the skeleton of an earlier traveller. The tattered remnants of clothing cling to the bones, and to judge by the contorted position of the body, this person died in some pain. One bony arm is flung out on the ground, and the hand is trapped beneath a fair-sized boulder. Will you examine the corpse (turn to 295) or not (turn to 61)?

125

You struggle to throw the foot off your neck and get to your feet. You never even see the two-handed axe descending on your skull. Your mission is over and your soul wings its way to join your ancestors in Tir nan Og.

126

You have six relevant objects and you know from your dreams that it takes six objects in a circle, with yourself in the centre as the seventh, to create a space within which Evil cannot exist. You have also known from the start of your adventure that Ishtra cannot be defeated by normal means. He is approaching; you have one chance to make an arrangement of the objects which will overcome him. The antler-horn and the crystal ball represent wind; the elder branch and the amber represent fire or light; the ice and the bowl represent water. Will you arrange the objects so that fire is next to fire, water to water, wind to wind (turn to 367), or so that fire is opposite fire, water opposite water, wind opposite wind (turn to 173)?

127

Since the Bloodhawk is attacking from above, a wall of fire may not frighten it off. You decide to hurl a fireball at it, but you will have to be very accurate. Roll two dice. If the number rolled is equal to or greater than your SKILL, you miss: turn to 29 to fight the huge predator. If the number rolled is less than your SKILL, you succeed in hitting the creature, and it crashes to the ground, feathers aflame. For a moment it resembles nothing so much as a Phoenix; but the Bloodhawk is dying, not being born from the flames. You can safely continue on your way. Turn to 332.



128

Ishtra bursts into your field of vision with the sound of a thunderbolt. He is delighted to see you wearing the green pendant. He crosses over to you, in appearance a goat-headed crocodile, and raises one scaly claw to your head. You find you cannot resist, as he sucks your POWER from you, and refills you with his own corruption. The Undead Elf will serve him well in his army of conquest.

129

The only thing you can do now is step out into the open, still proclaiming your friendly intentions. But by now these frightened travellers, lost in a strange forest, where every shadow seems to threaten, have had time to imagine all sorts of traps you might be setting for them. Even though, when they see that you are alone, they realize that you mean them no harm, nevertheless they remain sullen and uncommunicative. All you can find out is that they have travelled for many months, from a city in the west called Kalagar, and are trying to get to Arion. It appears that a prophet in Kalagar, called Vanator, foretold doom for the world, and these people are trying to escape it. You keep to yourself the news that their prophet might not be far wrong, if Ishtra has his demonic way. You are able to teach them a few pointers of woodcraft, which should help them to tell west from east, even when the sun is not shining; but it is not clear that they are grateful, or even listening. You leave them and continue your westward journey. Turn to 298.



130

Ishtra and his commanders delight in genetic experiments. Some time ago, they created a new monster, which they called the Prowler. The species is now self-sufficient – and you have stumbled upon their breeding-pens, in a dead-end cavern. It is difficult to tell what creatures Prowlers were cross-bred from: there might be some Wolf in them, since they are covered in fur and slink like Wolves; but they go on two legs like humanoids, their bodies have a narrow waist like a wasp's, and you can see that Prowler young are larvae. You see a great writhing mass of these larvae and dread the day when they will be let loose on the surface of Titan. But luckily for you, there are only two which have emerged from their pods and are fairly full grown. The breeding-pens are not enclosed, because the instinct of any Prowler is to stay close to the larvae and protect them until they have hatched; moreover, this corner of the tunnels is cut off by the river which flows near by. The Prowlers attack you with ferocity, slashing you with their claws, to keep you from the grubs. In the narrow tunnel, you can fight them one at a time.

| | SKILL | STAMINA |
|----------------|-------|---------|
| First PROWLER | 8 | 7 |
| Second PROWLER | 7 | 6 |

If you win, will you carry out the vile duty of destroying as many of the grubs as you can (turn to 276), or walk back up the tunnel and turn north (turn to 317)?

131

The rustling of the bracken, as small night-time creatures negotiate its stems, influences your dream. In your dream the rustling sound becomes the wind, as it rushes over a vast plain, with its endless acres of dry grass. You see yourself walking through the grass, which comes up to your thighs; you do not know where you are going, but a growing feeling of doom convinces you that it is not towards good!

All at once, you find yourself falling forwards. This happens in agonizingly slow motion, and you know that two sturdy stalks of grass will pierce your eyes and blind you to the light of this world. If your **POWER** score is 14 or more, turn to 49; otherwise, turn to 20.



132

You walk boldly along the well-lit passage, trying to look as though you belonged here. You pass the narrow tunnel to your right which you came along before. The patrol of Goblins that you saw then is long gone. You meet a couple of Troglodytes, but have no difficulty in bluffing your way past these pea-brains. The passage ends at a junction where you could turn right (turn to 123) or left (turn to 310).

133

On your way up the tree, a branch breaks when you step on it and you fall to the ground. Roll one die. On 1-3, you were not high up and your fall only winds you: reduce your **STAMINA** by 1 point. On 4-6, you were high enough up for the fall to be nasty: reduce your **STAMINA** by 4 for a couple of cracked ribs. You take this to be an omen and decide to sleep among the roots of the old fallen tree. Turn to 335.

134#

The creature speeds off. You cannot tell what direction it takes, since there is no sun in this dream world. After some time (an hour? a year?), you sense that the beast is about to dive under the sand. Will you remain on its back (turn to 391) or jump off before it dives (turn to 147)?



135

You take only one step towards the ancient pile of deer bones. Your intention alone is enough to galvanize the two stags into action. With a silent cry of 'Desecration!', they drive you effortlessly from the place. You lose 4 STAMINA points for the injuries they inflict, and 1 LUCK point for your foolish action. You pass through the rest of the valley and continue on your way. Turn to 383.

136

Roll one die. If you roll 1-4, turn to 220; if you roll 5-6, turn to 316.

137

Howling horribly, the Snow Ghost pummels you to the ground with frozen fists. You wake up with a start, sit up and crack your head on a thick root of the tree which is sheltering you: lose 1 STAMINA point. Restore your POWER score to what it was before the illusory combat took place. Turn to 372.

138

You gingerly push away the boulder with your feet, so that no lichen touches any bare skin. No sooner has the rock cleared the hand than all the light of the lichen around the cavern seems to converge on a ring the skeleton is wearing on that hand. The light then flashes from the ring to the pendant around your neck. The green stone burns icy-cold through your body and finds its way unerringly to your heart. Once your flesh has rotted, there will be two skeletons on the floor of the cavern.

139#

A stately woman, dressed in robes which constantly change colour, greets you in the garden. She smiles upon you, introduces herself as Galana, goddess of plants and fertility, and gives you a message: 'This garden may be the last haven you find, but you must persevere, even when all seems hopeless. There are two ways you may defeat Ishtra; both require considerable POWER, but one also requires physical artefacts to channel your POWER. You decide.' You try to ask her what she means, but she is

gone. Add 1 LUCK and 1 POWER point, and turn to 303.

140

As soon as you saw the Banshee, you got your weapon ready to fight. But you are unable to resist its petrifying wail: you are temporarily frozen with fear, and the monster gouges you with its claws. Reduce your STAMINA by 2 points. The shock of the pain jolts you out of the trance and you are now ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 195), or you could return to the junction and head east (turn to 388).



141

Sure enough, there are bilberries in the glade. You also find edible toadstools, wild parsnips and the fern called Skunkbear's Tongue, which Elves value as both nutritious and refreshing. There is only just enough food to make a single meal for you, however. It seems that animals have already removed much of it – more than they could eat, you think. It looks as though they have been storing food, which is unusual for this time of year. It occurs to you that they probably know instinctively that some peril is near by, and are preparing for it. After your meal, you decide to rest against a log. Will you stay awake (turn to 363) or let yourself drift into the dream world (turn to 203)?



142

The Drake circles the blasted landscape below for ages. You see cities burning, people of all races being slaughtered; fabulous, evil creatures battle for dominion over some parcel of land. In short, there is no place of safety in this dream world, since it coexists with the evil of Ishtra's stronghold. But the Drake has to obey your command. It flies up into the sky, unimaginably high, and then plummets down to the ground. You scream at it to stop, but the wind whips the sound of your voice away almost before you've spoken. The Drake has summoned all its power to do you this service. You reach the ground - but there is no sickening thud, no oblivion. The Drake has taken you out of the dream world, since it cannot find safety for you within it. However, you know what it does not, that there is little safety in the real world either. You find yourself in a tunnel in Ishtra's domain; by the light of the torches blazing on the walls, you see a tiny lizard scurry into a crack in the ground. You trudge along the tunnel, heading north, as far as you can tell. Turn to 188.

143

The tunnel narrows considerably the further along it you go, and it is hard to keep your balance in the dark on the rough, unfinished floor. If you are carrying a two-handed axe, turn to 16; otherwise, turn to 381.





144

You are standing alone on the plain; you know, in your dream, that it has taken you years to get here. The plain stretches without features to the horizon in all directions. Will you wait to see what happens (turn to 341), or start walking (turn to 91)?

145

When you have recovered, you head north up the passage. You pass a well-lit corridor on your left, but your senses tell you that north is the way to Ishtra. Turn to 310.

146

Late in the afternoon, you are resting against the trunk of a rotten tree. You are convinced that you are close to your goal. The feeling of oppression weighs down on you like a physical force, but you have more direct evidence than that. Chaos is beginning to taint the forest. You have seen a two-headed weasel scurrying through the putrid leaf mould; you have seen ivy with a trunk as thick as an ancient oak; and at one point the ground itself heaved underneath you – you didn't wait to see what caused it!

Suddenly the tree you are leaning against gapes and tries to engulf you; but you leap away from it in time. That puts paid to your plan of resting before the final push towards your goal: you are not going to stop for anything now. You pick up your backpack . . . and freeze! A guttural call disturbed a raven from its branch, and the call was answered by another behind you – and another, and another! You are surrounded, and you don't yet know by what or whom. If you have a companion, turn to 323; otherwise, turn to 229.



147

You leap on to the hard, hot sand. To your surprise, the creature stops. It takes it a fair distance to do this, but then it turns round and comes back towards you. It lifts its huge head out of the desert sand and bears down on you. Even from a distance, you see its sharp teeth and pig-like eyes, surrounded by folds of leathery skin. You cannot tear your gaze away from the eyes. The creature opens its massive maw to swallow you whole; you are rooted to the spot and know that you are about to die. They say that scenes from your life flash before your eyes when you die, but the images which follow are alien. Turn to 371.

148

Deduct 1 **POWER** point. You detect some danger ahead, but your impression is that it is not alive – not even in the sense that plants are alive. It is the sort of impersonal danger of an avalanche, for instance. Will you continue your westward journey, but cautiously (turn to 187), or will you turn back to the north to avoid whatever the danger is (turn to 227)?

149

A vast tidal wave surges out of the sea and sweeps you mercilessly back in the direction you came from. You are terrified by the might of this new thing, the sea. Lose 1 **POWER** point. The tidal wave deposits you, none too gently, on a river-bank. Turn to 105.



150

In the mid-morning of this further day of travel through Affen Forest, you enter a valley, formed by sheer crags towering on either side. The tops of the crags are wooded, but there are fewer trees on the floor of the valley. As soon as you enter it, you feel that this is a special spot – but special to whom, and for what reason, you do not know. Will you cast a Finding spell, to see what that tells you (turn to 95), or will you preserve your **POWER** and either continue through the valley (turn to 282) or retreat out of it and find another route north-west (turn to 383)?



151

You think that the trick in the Sphinx's words is that, since it is facing you, what is left from its point of view is right from yours, so you approach the tunnel to your right. The portcullis rises, you step under it with bated breath . . . and proceed down the tunnel. You are safe, for the moment. There is the tramp of marching feet up ahead, but the sound is getting fainter. You will not have to test your disguise immediately.

The tunnel ends at a large well-lit cavern; there are several other tunnels leading off the cavern. While you wait and watch, a company of Orcs emerges from one tunnel, crosses the cavern and goes down another tunnel. You watch for ten more minutes, and two more patrols pass through the cavern. There is a large pile of ancient bones close to one wall of the cavern. Will you go over to them (turn to 27) or carry on watching (turn to 304)?

152

You realize that the man is a dangerous lunatic, driven to insanity by the Evil surrounding him in the forest. But something in the power of your voice and your presence pierces the veil of madness in his mind and fans the spark of humanity deep inside him. You see a shift in his eyes, as if he were now looking at reality, not at some crazy image of it. He wordlessly returns your sword to you, then goes and fumbles in a corner of the hut.

When he comes back, he offers you his most prized possession – a small piece of amber. Trapped inside the amber is a female glow-worm, whose phosphorescent light is still shining, despite the millennia it must have spent in the fossil resin. You gravely accept the gift. Before putting it in your backpack, you inspect the amber cube and see that it has the number 20 engraved in fine, spidery runes on one of its faces.

The Wild Man next invites you to spend the night in his humble abode. Will you accept or not? If you accept, turn to 86; if you do not, you bid him a cautious farewell and make your way safely back through the hollies (turn to 321).



153

You hesitate to strike a blow against your family and friends. But these are not really your family and friends, and the serpentine, dream-spawned cat sinks its fangs into you. Lose 1 POWER point and turn to 231.

154

You cast a pall of invisibility around yourself and dash out of the clearing before the Bloodhawk's momentum carries it within the field of invisibility. Once you are safely among the trees, you continue northwards. Turn to 332.

155

You are right that this is the name of a Dark Elf clan, but unfortunately for you this clan has not sent troops to aid Ishtra. Moreover, you are not wearing the insignia of this clan. You are surrounded by Orcs, so there is no point in becoming invisible: they would still know where your body is. Your disguise is penetrated, and you are executed on the spot as a spy. Your adventure is over.



156

The tunnel takes you straight to Ishtira's dungeons. The vile gaoler, whose job it is to guard the cells, resents your intrusion. Nobody comes here alone, not even an ally, unless they are asking for trouble. Shikara will try to pummel you unconscious, and then lock you up with her other unfortunate wards, until she has decided which one to have for breakfast. Shikara is a mutant Ogre; her mutation is her thick, scaly skin, which takes only 1 STAMINA point of injury. This is why she does not especially fear weapons, and uses her fists against all opponents, however they are armed. You had better teach her to respect cold steel!

SHIKARA

SKILL 8

STAMINA 8

If you win, a peek through the grilles in the floor convinces you that none of the prisoners are worth freeing; they would stab you in the back rather than assist you. You return to the last junction and turn right. Turn to 73.



157

The hatchet strikes your arm: deduct 2 STAMINA points. You quickly make your way out of the Weevil Man's domain. Turn to 308.

158

The ground in the clearing is surprisingly firm underfoot, but you soon discover the reason why. Much of the slime of the rotting trees has been gathered by a Slime Monster to itself. This monster now rises from the ground, and you will have to fight it to cross the clearing. It resembles a massive, loathsome earth-worm, but one equipped with vicious teeth.

SLIME MONSTER SKILL 7 STAMINA 13

If you win, turn to 6.



159

You find yourself perched precariously on the back of a huge winged serpent, a Drake, which is flying through the air. If your POWER score is 18 or more, turn to 260; otherwise, turn to 283.

160

In your dream, the fairy folk who tend this enchanted garden appear to you. They tell you that they are the secret children of Galana, goddess of plants and fertility. They dance and teach you many things about plants that even the Wood Elves do not know. Finally, they invite you to stay with them, to combat Evil by tending their Garden of Good. It is a sweet temptation, especially to a Wood Elf. Roll one die. If you roll 1-5, turn to 31; if you roll 6, turn to 296.

161

You tumble into the water and are swept downstream. Whether you drown before or after being eaten by the carnivorous fish of the river is irrelevant to the future of Titan.



162

You look in the Weevil Man's pack to see if you can add to your store of Provisions, but the crawling, maggoty contents make your stomach heave. You may take the hatchet, however, if you want to. You then resume your westward journey.

The morning passes without much incident, but you notice how the further west you travel, the more cautious the forest wildlife becomes of any intrusion – even that of a Wood Elf, who is normally considered to be just another denizen of the forest. This gives you confidence that you are heading in the right direction. Turn to 383.

163

In real life, the windpipe is matched by a narrow tunnel. Your sleep-walking body is unable to fend for itself in the rough tunnel. It falls; you wake up and become visible again. Turn to 143.

164

While you watch in amazement from the clear spot, the chaos of the storm subsides a bit and you begin to be able to make out certain distinct features. Arrayed from right to left in front of you are three types of storm: lightning flashes on your half-right, rain lashes down directly in front of you, and an immense hurricane is boiling up to your half-left. You spin around to find exactly the same arrangement. While you look on in awe, a feeling of great calm descends on you, but it is the calm of power waiting to be unleashed, not the calm of sloth. At the same time you know, as if a voice had spoken inside you, that the eye of the storm is formed by wind, water and fire in this way. Gain 2 POWER points and turn to 253.

165

You still have the POWER to decide that you have had enough of being a salamander. You change back into a Wood Elf and continue through the dream world, down the mountainside. At the bottom of the mountain, however, you meet a river of molten lava. You wish you were a salamander again, but you cannot change back. The river is wide, but in the dream world many strange things are possible, and you may be able to leap across. Test your Luck. If you are Lucky, turn to 190; if you are Unlucky, turn to 62.





166

You realize too late that, for all his ludicrous antics, the man is a dangerous lunatic, driven to insanity by the Evil surrounding him in the forest. He picks himself up off the floor, wipes the tears of merriment from his eyes – and lops off your arm at the shoulder with his axe. You collapse unconscious and will never recover.

167

If your **POWER** score is 22 or more, turn to 201; otherwise, turn to 292.

168

If your **POWER** score is 18 or more, turn to 242; otherwise, turn to 94.

169

You take stock of your situation. When you think back over the last part of yesterday, it occurs to you that you noticed no increase in the strange behaviour of the forest animals while you travelled north. This makes you think that, while you may be no further away from Ishtra's pit, which is causing their disturbance, you are probably no closer either. Lake Nekros still lies to the east, so you must choose between heading west (turn to 10) or south-west (turn to 366).



170

The Goblin in the rear of the squad turns round and sees you. He thinks you are a Dark Elf, of course, so he doesn't raise the alarm, but it looks as though he is about to call out some typical Goblin insult, which would still attract unwelcome attention. You make mysterious signs to him to be quiet and stay where he is, until his curiosity is aroused. The rest of the platoon go on ahead and turn right at a junction. When you catch up with the lone Goblin, will you fight him (turn to 77) or not (turn to 2)?

171

Not long after you have turned north, you are set upon by a ferocious Arctolyce. These dangerous creatures, which are native to the more remote parts of Titan, resemble a cross between a wolf and a bear. They have long snouts like a wolf, and are equally mobile on two legs or four. Their teeth are so vicious, and jaws so strong, that a Khulian term for a gin-trap is 'Arctolyce's mouth'. Their fur is highly prized by those who can afford the considerable price hunters charge, in view of the risks they take to acquire such pelts. In short, this beast bounding towards you through the undergrowth is not to be taken lightly.

ARCTOLYCE

SKILL 9

STAMINA 16

The impetus of the charging monster is such that, even if you cast a Protect spell, it will end up within the circle of invisibility. However, you may reduce its STAMINA by 4 points if you care to spend 1 point of POWER on either a Fire or a Weaken spell. If you win, turn to 383.

172

You have to decide about what direction to take. You know from your experiences yesterday that west is roughly the right direction, so you must choose between north-west (turn to 150) or south-west (turn to 83).





173

If your **POWER** score is now more than it was at the start of your adventure, turn to 234; otherwise, turn to 367.

174

You scramble down the inside of the volcano. Sulphurous smoke either trickles from cracks in the rock or is expelled in jets. Your salamander self revels in the situation. You go down and further down, until you are clinging, in true lizard fashion, face down on a sheer rock, only a few metres above a bubbling pool of lava. Your skin spontaneously ignites (gain 1 **POWER** point). You let yourself go into the lava, and in your dream it seems that you fall for an eternity.

Instead of landing in a deep pool, however, it is as if you break through a thin veil of fire and end up on cool, solid rock. When you look up, you can see the lava hanging mysteriously above you; it seethes turbulently, like storm clouds moving in the wind and lit by the glow of an evening sun. This recollection of normal life jerks you back to being an Elf again. You explore the rocky cavern, with its mysterious and disturbing ceiling, and find a tunnel. It leads you straight into a different dream world. Turn to 80.

175

At the moment the wind struck, you were fortunately breathing out, so none of the evil blast entered your lungs. Turn to 57.

176

You find yourself in a dining-hall. Most of the tables are unoccupied, but it is the turn of a platoon of Goblins to eat, and they are gobbling some vile mess at one of the tables. There is another set of doors opposite you, and a smaller door in the wall to your right. One of the Goblins – the leader of the squad, to judge by his size – gets up, wipes a hand across his greasy mouth, and demands to know your business. Since you are dressed as a Dark Elf, you decide to try a bluff; you could not hope to defeat a dozen Goblins in battle. Will you say that you are on your way to the kitchen (turn to 299) or coming from the kitchen (turn to 30)?





177

In your dream, the jaw clenches tightly on your body; jagged teeth seem to rip your flesh. You wake up with a jerk. Lose 2 POWER points. You find yourself in a tunnel in Ishtra's underground fortress. There is nothing behind you – no monster, real or imagined. You trudge west down the tunnel. Turn to 288.

178

The day remains fine and your spirits begin to lighten as you continue south. You almost begin to think that you can succeed in your mission. Night-time finds you resting securely in the hollow of a huge oak tree, which was blasted long ago by lightning.

That night you are visited in a dream by an unfamiliar figure. He is an old human, whose lined face speaks of wisdom and humour. He emerges from a tall, white tower on the edge of a forest not unlike Affen Forest. You know, however, that he comes from a land far away. He tells you that he is a friend of your distant cousins in . . . the name is strange to you. It sounds like 'Allansia'.

He goes on: 'Your mission is vital; you must not fail. But you must use your senses. Have you noticed any change in life in the forest so far during your journey? Yet do you not think that the threat of Ishtra' – the old man spits out the name with venom – 'would make some changes in the forest?' The old man is starting to fade. It is clear that he has exhausted himself to bring you this message. His final words trail off into silence: 'Think on my words . . .'

In the morning you do just that, and you decide that the old man – what did he say his name was? Yaz . . . something – was telling you to change direction. Will you go west (turn to 300) or north-west (turn to 18)?

179*

The passage takes you to a crossroads which you recognize. To your left is the narrow, unlit tunnel you took before, after coming out of the tunnel which is now to your right. Lose 1 LUCK point for walking around in circles. You can now either head directly east (turn to 112) or go back through the narrow, unlit tunnel and turn east along the more northerly passage (turn to 315).

180

You suddenly break off from the fight and sprint down the tunnel to the east. As you suspected, the Golem does not pursue you: its job is to guard the armoury, and it is not conditioned to leave its post. You continue unmolested down the tunnel. Turn to 68.

181

You soon find a suitable cave. You can see far enough in to tell that it is not occupied (at least, not by anything visible), but there are also signs that it has been recently used by some animal. Gnawed bones litter the ground, and there is a lingering, but unfamiliar, animal smell. Will you spend the night in this cave (turn to 357) or look elsewhere (turn to 261)?

182

You gingerly push away the boulder with your feet, so that no lichen touches any bare skin. As soon as the rock clears the hand, all the light from the lichen around the cavern seems to converge on a ring the skeleton is wearing on that hand. The light then flashes from the ring to a green stone, which is hanging on a pendant around the skeleton's neck. You had not noticed this before, since it is hanging inside the skeleton's rib-cage and you were intent on the rock. To your horror, the skeleton jumps to its feet. It immediately starts to wield the light from its ring as a weapon: every time you lose an Attack Round, you have been burned by the ring's icy-cold flame.

SKELETON SPIRIT SKILL 8 STAMINA 6

If you win, the skeleton collapses back to the ground, but you have only temporarily doused its evil light. You dare not touch the pendant or the ring, so you roll the rock back over the skeleton's hand and carry on down the tunnel. Turn to 61.

183

As you walk together through groves of oaks and beeches, whose former glory has given way to the abomination of brown, swollen leaves or to death, you ask Eric if he knows anything about Ishtra's underground stronghold. His conversation is still irrational at times, and is punctuated by rambling tales or irrelevant laughter, but you do glean one important piece of information.

An Orc told him – when tortured – that Ishtra had appointed a lieutenant. This monster is Morpheus, a vast mass of slime who is the source of all nightmares. He can affect the real world only indirectly, by means of nightmares; and he is visible only in the dream world. He surrounds Ishtra with a cloak of impenetrable darkness, unless he can be defeated. But he cannot be approached except in a dream, and must be weakened, not killed, to gain access to Ishtra, since if a dreamer were to kill the source of his dream, he would greatly endanger himself. Gain 2 LUCK points for this vital information. Turn to 89.



184

There are few N'yadach remaining on Titan, but Ishtra has recruited some of these cave-dwelling, humanoid creatures, weaned them from their reclusive ways and revived their former aggression. You find yourself suddenly face to face with two of them; they are taken by surprise and instinctively attack. Their cat-like eyes are just as good as yours in the dark.

They attack you simultaneously. Each Attack Round, choose which one you are fighting, and conduct the combat against him as normal. You must also roll for the Attack Strength of the other: if it is higher than yours, he has wounded you; if it is equal or lower, however, you have not wounded him, since you are fighting his comrade.

| | SKILL | STAMINA |
|-----------------|-------|---------|
| First N'YADACH | 6 | 8 |
| Second N'YADACH | 6 | 7 |

If you win, turn to 24.

185

The hatchet misses you and you may carry on with your journey. Turn to 308.



186

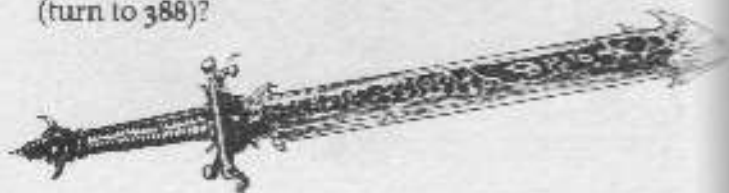
There is an ominous quiet in the air, which the warning croak of a bird does nothing to relieve. All of a sudden, the ground fragments, and a chasm yawns in front of you. You teeter on the edge, but pull back. You leap the chasm, but another opens up just where you land. Roll a die six times: if you roll 1 on the first throw, you have fallen down a chasm; if you roll 2 on the second throw, or 3 on the third, and so on, you have fallen down a chasm. If you ever fall, turn to 17; if you make it safely past all the chasms, turn to 397.

187

Test your Luck, but subtract 2 from the dice roll, because you are being extra cautious. If you are Lucky, turn to 118; if you are Unlucky, turn to 81.

188

Before long the tunnel is met by another to the right, which is well lit and extends in a straight line as far as you can see. The passage straight ahead, however, is narrow and dark, and has a sign hanging from the roof, which reads simply 'DANGER'. It is a new sign, and has obviously been put up by some of Ishtra's troops. Will you go straight ahead, if you have not done so once before (turn to 21), or right (turn to 388)?



189

Your sudden appearance surprises the two Orcs who were carelessly using their guardroom to catch up on lost sleep. You strike one dead before he has fully woken up, and turn to face the other.

ORC GUARD

SKILL 7

STAMINA 6

For the first Attack Round only, the Orc has SKILL 6, because he is still groggy from his nap. If you win, turn to 92.

190

Not only do you clear the river of lava, but you transport yourself to a completely different phase of the dream world. Add 1 POWER point and turn to 80.



191

The rot which has created the clearing has also started to affect the trees on the edge of the clearing. You step on something squelchy, and a foul smell rises; when you look down, you see that it was a root, rotted from the inside by the Evil in the soil. And then . . . was it a trick of the shifting half-light of this place, or did that root move slightly? No, it was not your imagination, for now several roots are squirming towards you, dripping noxious slime.

And now they are joined by a dozen more, and now more. You must hack your way through these roots. If you have a hatchet, you can add 1 to your Attack Strength for each round, as you wield your sword in one hand and the hatchet in the other.

ROOTS SKILL 6 STAMINA 12

If you win, you leave a foul mess behind you and break away, further from the clearing, where the rot has not yet warped the trees so much. Turn to 6.



192

But you are no longer on a river-bank. You were about to enter a copse of weeping willows, where strange fairy lights flickered and beckoned, but before you got there the scene changed. You see the village of your home, but all is far from peaceful. Your family and friends have gone berserk and are rushing around slashing at trees, animals and one another. At first you are just watching this scene, with mounting horror, but then you find yourself among your folk, trying to restrain them. They turn on you, and somehow all their bodies merge and form the head of a fearsome tiger; the arc of its sabre teeth has the same shape as its sluggish, serpentine body. Will you fight the monster (turn to 40) or not (turn to 153)?



193

The Troll spots you, tells the Ogre, and they unite to face the common enemy. Both races hate all Elves, who are as light and graceful as they are ugly and awkward. You think you could escape, but you dare not leave them to tell any tales. This is a fight to the death!

| | SKILL | STAMINA |
|-------|-------|---------|
| TROLL | 9 | 9 |
| OGRE | 8 | 10 |

They both attack you at the same time. Choose which one you are fighting and conduct a normal Attack Round against him. Each Attack Round, however, you must also roll for the other's Attack Strength: if it is higher than yours, he has wounded you; if it is lower or equal, you have not wounded him, but merely avoided his blow. If by some miracle you win, turn to 39.



194

Some of the glutinous poison splashes on to your hand. As soon as you realize where this drop came from, you know that you have only a few seconds to live - unless you hack off your arm with your sword. At any rate, your adventure is over.

195

You grope around the cavern: it is too dark for even a Wood Elf to see much. You find no exits from the cavern, but you do come across foul evidence that its captors were feeding it - perhaps with their own troops. You also find the shattered remnants of furniture, as if in some past time this cavern had been used for a more civilized purpose. Among the broken and rotten wood, your hands make contact with something hard and spherical, which you take; then you leave the cavern.

You return to the junction. There is no one around for the moment, so you risk an inspection of what you found. It is a crystal ball, mounted on a black metal base. On the base are engraved runes which read, 'Ride the winds of time.' There is also the number 30 engraved next to the runes. Will you risk

looking in the ball now (turn to 318), or will you put it in your pack and walk along the eastward passage (turn to 388)?

196

The atmosphere underground is horribly oppressive. A stale smell rises from the river and gets gradually worse as you follow it along. The further you go, the more you become convinced that there is something horrible ahead. The dark oppressiveness starts to squeeze your lungs. You feel as helpless as a baby lying alone before a hunting Sabre-toothed Tiger. Will you run back out of this tunnel (turn to 272) or persevere (turn to 85)?

197

You step straight into a cunningly disguised pit. The fall is not far, but there are sharpened stakes on the bottom of the pit. Roll one die: the number you roll is the number of STAMINA points you must deduct. Then you scramble out and continue on your way. Turn to 265.





198

During the night, the branches of the tree creak and groan, and these noises influence your dream. You imagine yourself bound securely to a stake, in the middle of a vast plain, while a Tree Devil advances inexorably towards you, its stiff joints creaking. Its knobby hands end in fingernails of sharpened twigs, which it stretches out towards your face. You know that it will pierce your eyes and blind you to the light of this world. Will you struggle to get free of your bonds (turn to 389) or not (turn to 289)?

199

The water is clear and refreshingly cool. It is nice to wash off the dust of your journey. You may add 2 LUCK and 2 STAMINA points. If you were infected by the spores of the Itching Powder Plant, you may also restore the lost SKILL point. Then you rest on the bank in the warm sun and drift off to sleep. Turn to 160.

200

You touch the pustular bark of what might, in this nightmare, be a warped reflection of a proud redwood tree. Immediately, the pustules burst and spray you with thick liquid, which you know is acid and poisonous. Your screams echo the agony of the trees, whose hearts are slowly being eaten out by the acid. You can stand this nightmare world no longer and you jerk yourself into wakefulness in the real world. Lose 1 POWER point and turn to 310.

201

Ishtra breaks into your field of vision with a clap like a thunderbolt; the air around him surges like a wave. Demon Princes take many forms; you see him as a goat-headed crocodile which stands on two legs and has livid green fire playing over the surface of his body. Despite his fearsome appearance, you sense that he is afraid of you, and you soon realize why. Demons are fixed: they cannot grow or change. Mortals are not fixed, and you have managed to gain more **POWER** than your opponent. Nevertheless, his **SKILL** is high, because he is at home in this dream world. He does not pause to taunt you, but hurls his first fireball at you to start this battle. With a prayer to your gods in the back of your mind, you boldly engage him.

ISHTRA SKILL 10 POWER 21

If you win, you have banished Ishtra back to the Demonic Plane by dint of your **POWER**. It will take him a long time, in mortal years, to lick his wounds. You cross back over to the real world. Turn to 400.

202

You fail to get to your feet, and the parasite does its deadly work. It is one of the more unpleasant guardians Ishtra has projected into the dream world. It lodges in your stomach, where it rapidly drains your **POWER**. In the real world, your body becomes visible just before it drops lifeless to the floor of a tunnel.

203

In your dream you visit an unfamiliar place. There is a sandy arena, spotted with blood, in which two heroes are battling to the death. A crowd roars its appreciation, and the whole show is overseen by a cruel-looking man, dressed in rich clothes. The appearance of these humans and humanoids is strange to you. You hear the richly garbed man speak to his neighbour: 'Whoever survives the Arena of Death will be my champion. I'll have the last laugh at that brother of mine!' You wonder what this means: is it an illusion or a vision of a distant land?

The harsh sun which bakes the dream arena is suddenly blotted out by a vast Dragon. But this is merely the reflection in your dream of the shadow cast by the Giant Bloodhawk which is swooping down on your sleeping body. The pain of its talons ripping your thigh jerks you back to wakefulness. Deduct 1 **SKILL** and 2 **STAMINA** points. By the time you have drawn your sword, it is swooping down on you again, and you have no time to cast a spell. Turn to 29 to fight the monster.



204

Roll one die. If you roll 1-3, turn to 388; if you roll 4-6, turn to 170.

205#

You have survived, against the odds. Add 2 **POWER** points and 2 **LUCK** points. The three crones make some gestures in the air, and you feel the force which held you in the dream world being released. At the same time, the crowd, the crones and the deadly square of the Trial all vanish. Turn to 48.



206

The holly bushes, you find, form a protective perimeter and come to an end before long. To your astonishment, you see within the circle of bushes a ramshackle hut. There is no sign of life. Will you go up to the hut (turn to 378) or lie for a while where you are, under the hollies, and watch (turn to 47)?



207

Reduce your **POWER** score by 1 point. The Weevil Man howls in pain when your fireball strikes him. Turn to 394 to fight him, but reduce his **STAMINA** by 6 points.

208#

It is extremely strange to come across, in a glade, a table set with good things to eat. All the fruits of the earth are displayed, it seems, and are being enjoyed by two men. One of them invites you to join them, but the other frowns. The first one says, 'Come, eat. It will do you good: it will give you **POWER** for your task.' But the second says, 'Don't you know that if you eat in this world, you are bound to it for ever?' Will you believe the first man, and eat (turn to 270), or the second, and refuse to eat (turn to 247)?

209

You say that your journey too is not unrelated to their prophet's visions, but that you must travel west, not east. They tell you to watch out during your travels for traps which they have set during theirs, to keep them supplied with meat. They did not make all their traps safe before leaving an area, because there were some that they could not find again in the dense forest. They tell you that they marked their traps by bending a sapling over and tying it to the ground: the trap is always to the north of the sapling. You thank them, wish them luck and continue on your way. Turn to 298.



210

You dash safely through the monster's jaws; it seems to help you on your way by spitting you out! Add 1 **POWER** point. You tumble head over heels, not knowing what to expect next in this crazy dream world with which Ishtra guards himself. In fact, you land straight on the back of a large winged serpent, a Drake, which immediately takes off. If your **POWER** score is 18 or more, turn to 260; otherwise, turn to 283.

211

You gingerly push away the boulder with your feet, so that no lichen touches any bare skin. As soon as the rock clears the hand, all the light from the lichen around the cavern seems to converge on a ring the skeleton is wearing on that hand. The light then flashes from the ring to the green stone on the pendant, and to your horror the skeleton jumps to its feet. It immediately starts to wield the light from its ring as a weapon: every time you lose an **Attack Round**, you have been burned by the ring's icy-cold flame.

SKELETON SPIRIT **SKILL** 8 **STAMINA** 6

If you win, the skeleton collapses back to the ground, but you have only temporarily doused its evil light. You dare not touch the pendant or the ring, so you roll the rock back over the skeleton's hand and carry on down the tunnel. Turn to 61.



212

You have no choice but to face Ishtra with your weapon. He bursts into your field of vision with the sound of a thunderbolt and the smell of corruption. Demon Princes take many forms; you see him as a goat-headed crocodile, which stands on two legs and has livid green fire playing over the surface of its body. But whatever form a Demon Prince takes, he cannot be defeated by mortal weapons, as you have known since the start of your adventure. Ishtra delights in fire; he blasts you into oblivion with a single fireball.



213

You start down the outside of the mountain; the lava is warm under your scaly feet. An eagle high in the sky sees the salamander and thinks of its hungry young. Since this is a dream, you see the scene briefly from the eagle's eyes, and for one weird moment, you are simultaneously an eagle swooping down to attack and a lizard crawling on the ground.

A lizard is almost helpless before an eagle; a large lizard like a salamander is even more helpless, since it cannot scurry away into the rock. The recent lava is cracked, but there are no boulders to hide under. Roll one die. If you roll 1-2, the eagle reduces your **POWER** by 2 points; if you roll 3-4, you have managed to dodge it; if you roll 5-6, you have used the salamander's ultimate weapon, and sprouted flames to scare the eagle away. Continue the combat until you roll 5-6 twice in succession: the eagle will then give up and go in search of easier prey. If you survive, turn to 278.



214

Night is drawing in, and after your recent horrific experience you feel like resting anyway. You make camp in the boughs of an ancient tree, since you feel safer off the ground, away from marauding creatures of the night. With your mind firmly set on your quest, and praying to your gods for guidance, you allow yourself to settle into a deep dreaming state.

All at once you find yourself on a vast open plain and you know, in your dream, that it has taken you measureless years to reach this spot. The terrain is desert and stretches without features to the horizon in all directions. Will you wait to see what happens (turn to 126) or start walking (turn to 329)?



215

The Wild Man looks older than he did last night, as though with the departure of his madness he has lost some of the will to live. He introduces himself as Eric Rune-axe. In a cracked voice, he recalls more pleasant days in the forest, before the coming of the terror. It turns out that he was once an adventurer like yourself, in a land far away over the seas; but he got lost in something called the Maze of Zagor and gave up his adventuring ways. He travelled here to retire, as he thought, but now you have rekindled some of his old spirit, and he wants to come with you. Will you accept his company (turn to 183), or gently but firmly refuse, and continue on your way alone (turn to 116)?

216

You fly for an eternity over pocked earth, with steam and foul vapours rising from vents and polluting the air. The ride is exhilarating, despite the grim landscape below. Add 1 POWER point. The Drake sets you down in the shattered remnants of what was once a village, and then flies off. Turn to 48.

217

Soon you reach a point where you could either turn left or carry straight on. You can hear the harsh laughter of some cruel being up ahead, but to the left you sense a feeling of terrible doom. This is not an easy decision to make. Will you turn left (turn to 73) or carry straight on (turn to 156)?

218

Deduct 1 POWER point. The spell does not indicate the presence of any danger up the tunnel; perhaps there is none, or perhaps it is too far away for the spell to detect. At any rate, you enter the narrow mouth of the tunnel. Turn to 279.

219

At the foot of the mountain you meet a river of molten lava. As a salamander, you have no difficulty in crossing it, but on the other side you change back into an Elf and enter an entirely different aspect of the dream world. Add 1 POWER point and turn to 80.



220

You find nothing worth keeping among the dust and debris of the Wild Man's hut. Since it is now evening, you decide to use the hut as a refuge for the night. Turn to 86.

221

Although the Goblins give you curious looks, they do not suspect you or try to halt you. You do not want to retrace your steps, so you leave the dining-hall through the other double doors, in the north wall. Add 1 LUCK point. The doors lead into a corridor which soon brings you to a junction, with passages heading north and west. You are convinced that north is the way to go. Turn to 310.

222

You are looking for trees with holes in their trunks, or for dry, enclosed areas among roots: these are typical places for squirrels' stores. You are groping in the base of an old elm tree when the squirrels attack. They are unusually vicious: their desperation at the coming of Ishtra has whipped them up into a frenzy of protectiveness towards their hoard. Several leap down from branches on to your back and neck, while others scamper along the ground to nip at your legs. If you run away, they will not follow you, but will remain to guard their stores. Will you run (turn to 275) or fight (turn to 104)?



223

You are right that this is the name of a Dark Elf clan, but unfortunately for you this clan has not sent troops to aid Ishtra. Moreover, you are not wearing the insignia of this clan. You are surrounded by Orcs, so there is no point in becoming invisible: they would still know where your body is. Your disguise is penetrated, and you are executed on the spot as a spy. Your adventure is over.

224#

You leave the parasites behind and soon arrive at a fork; the gullet bears slightly to the left, and a narrow windpipe lies straight ahead. The fresh air coming down the windpipe is a great relief. Will you continue along the gullet (turn to 115) or try the windpipe (turn to 163)?

225

"You are already on it," is the reply. Add 1 LUCK point, but however much you plead, you cannot move the impassive stags to respond any further. Will you carry on up the valley (turn to 383) or investigate the pile of bones (turn to 135)?



226

Unfortunately, a couple of Pygmy Orcs are strolling along the tunnel which corresponds in the real world to this river. Although your physical body is invisible, it is not immaterial. They are just as astonished as you when they bump into something they cannot see. The shock jolts you out of the dream world and you stand facing these new enemies. You appear to have broken the nose of one of them, when you collided; he is clutching his face and moaning. The other, however, is ready for action, and brandishes a mace. Since you have appeared out of nowhere, there is no way that you could convince them that you are a friendly Dark Elf; you will have to fight.

PYGMY ORC SKILL 7 STAMINA 7

If you do not defeat the Pygmy Orc within three Attack Rounds, turn to 108. If you do, turn to 369.

227

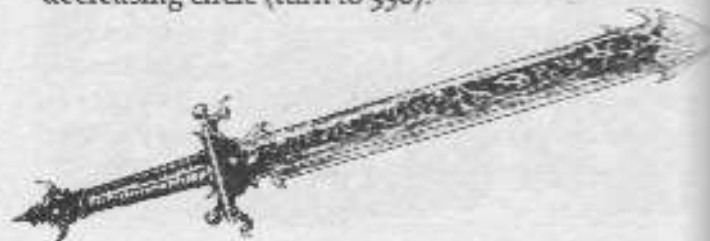
You see no further signs of humanoid life, but after a while the ground begins to get boggy. You turn west, but the going is still very unsound. Although Wood Elves can tread more lightly than any other race, even your feet are beginning to sink into the brown mud, which is covered with an oily film. To make matters worse, night is drawing in. Will you plough on through the mire (turn to 246) or turn back south for a while to avoid it (turn to 284)?

228*

You find yourself in the dining-hall. Most of the tables are empty, but it is the turn of a platoon of Goblins to eat, and they are gobbling some vile mess at one of the tables. There is another set of double doors opposite you, and a smaller door in the wall to your left. One of the Goblins – the leader of the squad, to judge by his size – gets up, wipes a hand across his greasy mouth, and demands to know your business. Since you are dressed as a Dark Elf, you decide to try a bluff; you could not hope to defeat a dozen Goblins in battle. Will you say that you have come to eat, sit at a table and tuck into the food you have brought (turn to 263), or say that you are taking food to Ishtra (turn to 325)?

229

It soon becomes clear what you are up against. A raiding party of six Dark Elves is closing in on you, flitting from tree to tree. As soon as you see them, your Wood Elf blood boils. These warped Elves mock the goodness of the other Elven races; the scum deserve to die. Will you stand and fight (turn to 257), or run to try to break through their ever decreasing circle (turn to 336)?



230

Reduce your **POWER** score by 1 point. Turn to 394 to fight the Weevil Man, but reduce his **STAMINA** by 4 points.

231#

You find yourself back on the river-bank, among the willow trees; the fairy lights still flicker on and off. You walk through the copse, but it becomes more than a copse; you lose sight of the river and are lost among dense undergrowth. A clinging, claustrophobic feeling clamps down on your chest. The fairy lights have become baneful, yellow eyes glinting in the undergrowth. Your gaze is drawn to one pair of eyes in particular, and your eyes lock into these yellow ones. An unspoken voice seems to suggest, quite calmly, that you remain where you are. You feel inclined to obey. Will you give in to this inclination (turn to 371) or press on (turn to 60)?



232

The poison fails to make contact with your skin, but some may have entered your backpack. Test your *Luck* again. If you are Unlucky, 2 lots of Provisions have been ruined; if you are Lucky, you suffer no loss. Whatever the outcome, you must now decide whether to continue north (turn to 15) or veer somewhat to the west (turn to 51).

233

You find the cook in a foul mood: everything has gone wrong for her today. A Dark Elf raiding party failed to return from the outside world with fresh meat; the food from the ice store is taking ages to thaw; her assistant put too much bat's blood in the stew (a crime for which the assistant quickly *became* the stew!); and so on. When you walk into the kitchen, she thinks of a neat solution to her problems. Her day has been ruined by Dark Elves: why should a Dark Elf not make things better, by joining her former assistant in the pot? The cook is a large



half-human, specially brought from Corda by Ishtra's spies. She attacks you with a cleaver.

COOK

SKILL 6

STAMINA 10

If you win, you find another door in the south wall of the kitchen, but you can hear feet coming up the tunnel towards it. You bar the door. It will not take them long to break through it, but in an evil place like this, the death of the cook is probably not too remarkable and you do not expect to be pursued. You return to the dining-hall. Turn to 221.



234

You quickly arrange the objects, stand in the centre and wait. Ishtra bursts into your field of vision with a noise like a thunderbolt and the smell of corruption. Demon Princes take many forms; you see him as a goat-headed crocodile, which stands on two legs and has livid green fire playing over the surface of his body. He shrieks with evil glee when he sees a puny Elf standing before him, and rushes towards you in a frenzy of blood-lust. His arm is raised to blast you with a fireball and he is taunting you for even thinking to hinder his progress towards tyranny over Titan.

But as soon as he enters the enchanted circle, his shrieks of glee change to screams of agony. Before your very eyes, he starts to wither and fade. His body crumbles into dust, and his loathsome spirit is banished to the Demonic Plane from where it came. You seem to hear howls of frustrated rage receding into the distance. The six objects explode as if with the effort they have used to defeat the Demon Prince. It will take Ishtra a long time, in mortal years, to lick his wounds. Turn to 400.

235

The crowd parts before you, but the path you take is not of your own choosing. They will let you go only in one direction, and a solid wall of different beings blocks off all other routes. You are guided inexorably to a square area within the crowd. In the centre of the square stands a gallows, and three stern judges sit beneath it. There is an empty bench in front of them, and you are obviously meant to sit on it. You do so. All three judges are ancient crones, and the central one speaks: 'Let the Trial of Ghosts begin!' Turn to 309.



236

You share with the friendly humans something of your Elven wood-lore, to help them on their way. Then, after mutual farewells and wishes of good luck, you continue on your way. Turn to 298.

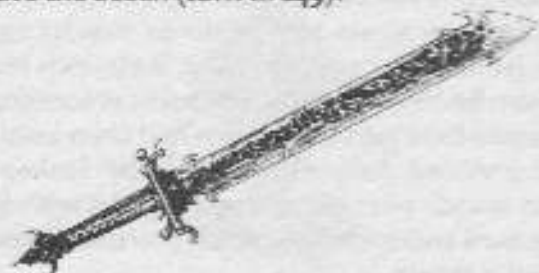
237

You grope around the cavern: it is too dark for even a Wood Elf to see very much. You find no exits, but you do come across foul evidence that its captors were feeding it – perhaps with their own troops. You also find the shattered remnants of furniture, as if in some time past this cavern had been used for a more civilized purpose. Among the broken and rotten wood, your hands make contact with something hard and spherical, which you take. Then you leave the cavern.

You return to the junction. There is no one around just at the moment, so you risk an inspection of what you found. It is a crystal ball, mounted on a black metal base. On the base are engraved runes which read, 'Ride the winds of time.' There is also the number 30 engraved next to the runes. Will you risk looking in the ball now (turn to 318), or will you put it in your pack and take the new south tunnel (turn to 90) or go back along the well-lit tunnel which you came down (turn to 132)?

238#

The river continues straight; it is sometimes deep and sometimes shallow. The journey is monotonous and, as often in the dream world, you do not know how long you have been here. Have you been walking for a minute or a decade? Then all at once the river is gone and you are standing on a plateau. The plateau changes to a smooth expanse of yellow sand, with the sea glistening to the horizon. Since you have never seen the sea before – though Elf legends about Tír nan Óg speak of it – you are troubled. Will you walk into the sea (turn to 75) or explore the beach (turn to 149)?



239

Before long, you are at the foot of the hills, and you enter the glade whose spring greenery you admired from above. There is no doubt in your mind that this is an enchanted place, containing the power of Good. The air is fresh and sweet, small flowers dapple the sward, and the trees – mainly silver birches – are filled with trilling birds. You have no idea whose enchantment the place is under, but you can guess why it is there – as a bastion against the Evil of the blasted lands beyond. You revel in the pleasant atmosphere as you stroll among the trees. Soon you come to a fair-sized pool, which is fed by a bubbling brook. Will you drink from the pool (turn to 106), bathe in it (turn to 199), or avoid any contact with it (turn to 355)?

240

What is even more surprising is that when you approach the deer, it does not run away. It merely looks up at you and continues munching. But all too soon you realize that this is not surprising at all: the deer is actually a Shapechanger! As is the way with its kind, when you are within range its greed gets the better of it and it is revealed in its true, hideous form. What you thought was the placid munching of the deer turns out to be the monster's forked tongue licking its lips in anticipation! The Shapechanger hurls itself at you; its wicked claws are poised to rake your flesh. If you have a companion, turn to 396; otherwise, turn to 307.

241

You manage to block off your senses and persevere. The trees become less threatening and more lifeless - though that in itself wounds your Wood Elf heart. But the closer you get to the pit which is the source of the blight on the forest, the more you seem to be wading through a quagmire. It is not just that the ground is sticky and hard to cross; the air itself seems to squeeze your chest, until your breathing is laboured and harsh.



Eventually, you come close to the pit. The light has entirely faded now, and you know you are close only because of the tangible aura of Evil surrounding it. A mocking laugh splits the murky atmosphere, and a cold, cruel voice speaks to you: 'Puny Elf, do you seek to test yourself against me? I look forward to our meeting – if you get that far!'

Then all at once a thicket of impenetrable bushes springs up all around you. Wherever you turn there is no escape, and the thicket is closing in on you. Will you use a Fire spell to force a way through (turn to 41) or not (turn to 290)?



242

You are able deliberately to alter your dream to get out of the Angaroc's sphere of influence. Turn to 377.

243

The Wild Man sees you take your sword. His mood immediately changes from hysterics to cold fury, and he launches himself at you. His gleaming axe catches a ray of the dying sun, which has somehow made it through a filthy window.

WILD MAN

SKILL 8

STAMINA 12

If you win, you may decide to take his magnificent axe, but if you do, you will have to leave Telessa behind, since both weapons would weigh you down. The man evidently has nothing concealed about his person; his tattered clothes hardly cover his body. You decide to search the hut. Turn to 136.

244

Test your Luck. If you are Lucky, you manage to get a grip on the monster just as it rears from the sand (turn to 134); if you are Unlucky, you are thrown off (turn to 297).



245

The patrol passes you by, with no more than the usual insults and jeers: there is no love lost between the various evil races. Once they have disappeared up the tunnel, you duck down behind the pile of bones to quieten your racing heart. Turn to 27.



246

As the dusk gets deeper, you can no longer see where it is safe to step. You are just considering whether or not to cast a Levitation spell, when you trip and fall forward into the mud. You put out your hands to cushion your fall, and you sink up to your elbows into slimy mud. Something wraps a tentacle around your hands and pulls you deeper, until your face is pressed into the thick ooze. You suffocate. Slime Suckers prefer cold meat.

247

You walk on, not knowing whether either man, or both of them, were liars. As time passes, you feel more and more sure that you are nearing your goal. You are walking now among low shrubs, which glow with unnatural light and ooze blood. Without warning, the ground beneath you gives way and you land in an underground tunnel through which a steaming river flows sluggishly. Turn to 85.

248

'We can add nothing to what you already know, from your dreams,' is the reply. However much you plead, you cannot move the impassive stags to respond any further. Will you carry on up the valley (turn to 383) or investigate the pile of bones (turn to 135)?

249

You cannot block out the sound; it seems to come up from the ground through the soles of your feet, or to stem from somewhere inside your own mind. You try to sing a cheerful ditty to drown out the screams, but the words come out all wrong. You know that you are nearing your goal and that the terror of your nightmares is one of Ishtra's last defences. You deliberately cross back into the real world, hoping to find brief respite there. Turn to 310.



250

In your dream, you have been wielding a sword like Telessa, but one which burns with bright fire. You refrain from the final scything blow, which would scatter Morpheus to the winds: since you are dreaming, you dare not kill the source of your dream. With a howl of frustration, Morpheus's conglomerate body falls apart. You have temporarily broken the bonds that hold his nightmare parts together. He will be rejoined some day; the world will not be rid of nightmares, but many will sleep more peacefully tonight.

Victory is yours, and you feel a tremendous surge of energy. Restore your **POWER** points to the level they were at before you entered Morpheus's cavern. You now have to decide whether to face Ishtra himself in the dream world or the real world. You can feel his presence drawing near, and you know that as a Demon Prince, who has taken on some form in the Earthly Plane, he will simultaneously occupy both worlds. If you choose to meet him in the dream world, turn to 167; if you choose to meet him in the real world, turn to 346; if your real-world body is wearing a green pendant, turn to 128.

251

You manage to get to your feet, and the parasite drops to the ground. With mounting disgust, you make your way further along the gullet. Turn to 224.

252

The struggle is useless and merely drains you: deduct 1 **POWER** point and turn to 99.

253

You wake up. While you were dreaming, you had a feeling of certainty, invincibility and knowledge. But when you are fully awake, that feeling is gone; although you remember the details of the dream, you are uncertain what it means or what it could have to do with your quest. You judge from the night sky that dawn is still a couple of hours away. Will you go back to sleep (turn to 341) or resume your journey (turn to 172)?



254

You accost a Dwarf with a good-humoured face and ask her what is going on. She opens her mouth to speak; her lips move, but there is no sound that you can hear. You bend closer to listen – and a long, forked tongue shoots out of the Dwarf's mouth and wraps itself around your neck! You struggle to escape, but it is useless. A dark mist blurs your sight, and you black out. Lose 1 POWER point. When you come to, you are propped up on a bench in front of three stern judges. The crowd forms a solid square all around you. All three judges are ancient crones, and the central one speaks: 'Let the Trial of Ghosts commence!' Turn to 309.

255

You arrive outside a room which has a transparent door, made of some quartz. Although the quartz distorts your view, you can see that the room is an armoury. It could be worth exploring. Will you try the door (turn to 72), or walk on east down the tunnel (turn to 68)?





256

The Bloodhawk momentarily falters as your spell takes effect, but then it continues its dive towards you, talons outstretched. Turn to 29, but reduce its STAMINA by 4 points.

257

You do not stand a chance. Your last battle is bloody and heroic, but you are overwhelmed. There are no friendly witnesses to tell your kin of the death of Eldenurin.

258

You find yourself in a dining-hall. Most of the tables are unoccupied, but it is the turn of a platoon of Goblins to eat, and they are gobbling some vile mess at one of the tables. There is a door behind you, and there are also two sets of double doors, one in the wall to your left and the other in the wall to your

right. One of the Goblins – the leader of the squad, to judge by his size – looks up and notices you. He gets up, wipes a hand across his greasy mouth and demands to know your business. Since you are dressed as a Dark Elf, you decide to try a bluff; you could not hope to defeat a dozen Goblins in battle. Will you say that you are on your way to the kitchen (turn to 36) or coming from the kitchen (turn to 30)?



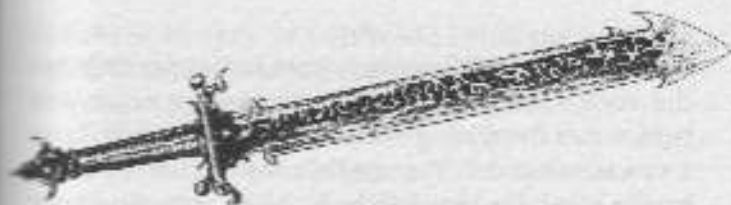
259

After only a few steps in the corrupt forest, you know that something is wrong. It is not just the sense of Evil, which you will get used to as you would to a bad smell which is not noticed after a while. There is something more . . . something within yourself.

You will find that from here on, in your adventure, you are unable to cast any spells. One of Ishtra's defences is to prevent any magic except his own being effective in his domain. You retain your **POWER** score, however: there may yet be some use for it!

As you walk forward, the evil mist which you saw from the hillside seethes around you, as if urging you to return. Lightning plays over to your right; a tall pine, throttled by ivy which is wriggling even now, looms in your path. From your survey from the hillside, you know that this blighted part of the forest is almost circular in shape, spreading out from a centre which must be where the entrance lies to Ishtra's underground stronghold. All you have to do is follow the steady worsening of the blight and you will reach your goal.

One obstacle at a time, however. You have reached one of the patches of bare ground, where the trees have rotted away to nothingness. Will you cross the clearing (turn to 158) or walk around it, keeping to the trees (turn to 191)?



260

You find that the Drake will obey your commands. You are not sure that you are ready to face Ishtra yet, so you do not ask it to take you there. But will you ask it to take you somewhere where you may gain more **POWER** (turn to 46) or to a place of safety (turn to 142)?

261

In the gathering gloom of a cloudy night, you cannot find anywhere else to rest. Deduct 1 **LUCK** point. You can either return to the cave (turn to 357) or journey all night, with occasional fitful naps (turn to 390).

262

You wake up to find that the battle was just an illusion. Restore your **POWER** score to what it was before the dream combat, and add 1 point for your victory. Turn to 372.



263

After a few mouthfuls, you come across the finger of the cook's assistant in your stew. You retch and rush out of the dining-hall, trying not to vomit. Lose 1 STAMINA point. You are followed out of the room by the harsh laughter of the Goblins, who find your distress highly amusing. Did you leave by the small door in the west wall (turn to 54) or by the double doors in the north wall (turn to 145)?

264

This will do you no good at all. The Drake bucks and squirms, and you lose your seat. You fall down through the air; you see the ground rushing up to meet you. But this is only a dream, so you make yourself land safely in a tree – or almost safely, because you disturb a Hoatzin from its nest. A Hoatzin is a mythical bird with a two-metre wingspan, a vicious beak and claws projecting from its wing-tips. You cannot change this aspect of the dream world, because this is one of the creatures Ishtra has set to guard himself.

The Hoatzin swoops in to the attack. It has a POWER score of 12. Roll two dice. If you roll 2-7, the Hoatzin reduces your POWER score by 2; if you roll 8-12, you reduce its POWER score by 2. Continue the fight until either its or your POWER score is zero. If you win, turn to 340; if you lose, turn to 293.

265

You find two possible places to spend the night. You could make a bed under some bracken in a little

dell (turn to 131), or you could climb up a mighty oak and make yourself comfortable in the crook of one of its vast lower branches (turn to 198).

266

When you get close enough to the tower, you can see what is on top of it, even though the pinnacle seems to be kilometres above you. It is a dark sickle moon. While you are looking up, something crashes into you with extreme force. You have been hit by a corpse, which is hanging from the moon by a long, long rope and is whirling around the circular tower like some demented puppet. Before your eyes, the tower shrinks and changes into a gallows; the corpse stops swinging and jumps lightly to the ground: its agility seems the most frightening thing of all. Its face is now a skull, with its teeth chattering in anticipation, as it tries to embrace you in kinship. You struggle to get free, and your struggles propel you back to the river-bank. Lose 1 POWER point and turn to 192.



267

It seems that the route you have chosen is beset with dangers. Later in the morning, you meet a Weevil Man, returning home from hunting. Weevil Men are mutants which are so misshapen as to resemble a cross between a beetle and a human. They have tough natural armour on their backs and tend to drop on to all fours to protect themselves. They were driven long ago from civilized society and the few remaining members of their species dwell in the hidden places of the world – such as deep in Affen Forest! As survivors in the hard world of Titan, they are far from cowardly fighters. This one drops the pack he is carrying and comes warily towards you, swinging a hatchet in a menacing way. You have time to cast a spell. Will you use a point of **POWER** in this way (turn to 87) or not (turn to 394)?

268

When you are about halfway across the creek, you have one of the most ghastly experiences of your life. You feel something cold slithering inside your clothing and fastening itself to your stomach. You involuntarily scream in horror, and your fear is increased by not having the faintest idea what manner of creature has attached itself to you. The time it takes you to wade to the north side of the creek – since there is little you can do when impeded by the water and you want to get out – seems to take for ever.



As soon as you reach the bank, you rip open your shirt and see not one but several Khulian Lampreys clinging with their suckers on to your flesh. These carnivorous creatures live both in water and on land. Now that the initial shock is over, you can feel the pain as the concerted effort of all their powerful suckers begins to tear your flesh. You must act quickly: you have already lost 2 STAMINA points. Your only chance is to cast a Weaken spell, and you will then be able to pluck them from your body. Once you have done this (remember to deduct 1 POWER point), turn to 214.

269

You walk through the doors and find yourself in a passage which very obviously, because of the steamy smells, leads to the kitchen. You could wait a while, in order to convince the Goblins that you have visited the kitchen, and then return to the dining-hall (turn to 379), or you could enter the kitchen through a door straight ahead of you (turn to 113).

270

As soon as you take the first mouthful, you find that both men are liars. A kaleidoscope of images whirls through your mind; you see your body tumbling in slow motion through a vortex. When things settle down, you find that it was the background, not your body, which was moving. You have simply crossed over, in a particularly dizzy fashion, to the real world. Turn to 258.

271

You feel somewhat sorry for this mutant outcast, whose ancestors were exiled by the barbarous race of humans. Will you avoid a confrontation by using a Protect spell (turn to 97), an Illusion spell (turn to 71) or a Levitation spell (turn to 37)?

272

You reach the outside air and draw great breaths deep into your lungs. Lose 1 POWER point for your fright. You continue on your way overground. Turn to 368.



273

You realize that a wall of fire may only delay the battle: the Wolves could just wait until the fire dies down, and you cannot afford to go on and on making fire. So you decide to reduce the odds. You shoot a fireball at the strongest Wolf (deduct 1 POWER point). It runs away, badly burned, yelping, and with the charred remains of its tail between its legs. When the other two Wolves have recovered from their surprise, they leap at you. By summoning up your innate nimbleness as a Wood Elf, you can fight them one at a time.

| | SKILL | STAMINA |
|-------------|-------|---------|
| First WOLF | 7 | 6 |
| Second WOLF | 6 | 6 |

If you win, turn to 314.

274

You arrive at a crossroads. The stone of the tunnels glistens damply in the torchlight. A main passage runs to right and left, and there is also a tunnel straight ahead, though it is narrow and unlit. Will you go left (turn to 288), right (turn to 112) or straight ahead (turn to 143)?

275

You carry on northwards, but find not quite enough food to sustain you. Deduct 1 STAMINA point and turn to 332.



276

You slash and hack with your weapon, until you can take no more; your arms are tired and the ground underfoot is slippery and slimy. Add 1 LUCK point. You then return to the junction and head north. Turn to 317.

277

You start to wriggle through, pressing yourself into the ground. Your backpack tends to snag on the branches, but you leave it on your back as protection. *Test your Luck.* If you are Lucky, you receive no scratches; if you are Unlucky, the slight poison of the holly reduces your STAMINA by 2 points. Turn to 206.

278

If your POWER score is still 17 or over, turn to 165; otherwise, turn to 117.

279

You wriggle along the tunnel, hoping that nothing dangerous will pursue you or come to greet you in these cramped conditions, where fighting would be next to impossible. In fact, however, before long the tunnel widens and allows you to proceed on hands and knees. At the same time, you can begin to make out a dim glow from ahead. Will you carry on (turn to 124) or return to the cave and walk up the outside of the hill (turn to 114)?

280

Whatever Ishtra hides in this room, he wants it kept secret. He has protected the room with intricate spells. As soon as you insert your key in the lock, you receive a shock, which jolts your whole body. The effect, however, is not physical: you lose 1 POWER point. You can try another door by rolling another double, or you can carry on up the corridor (turn to 217).



281

The tunnel you are in winds quite a lot, but its general direction is northerly. Gradually, from up ahead, you begin to hear the sound of gruff voices raised in argument. You peer round a corner, when you judge that you are close enough to the source of the sound, and see a Troll and an Ogre. They have literally bumped into each other at the junction of two passages, one of which continues north, while the other goes east. It seems that the Ogre was carrying various instruments of torture, but dropped them when the Troll crashed into him. You hear the Ogre tell the Troll that he's a clumsy oaf and to pick up the torture devices. The Troll stubbornly refuses. 'Harsh words lead to cold steel,' as the saying goes in Titan, and before long the pair of misshapen monsters are fighting. Will you try to sneak past while they are occupied (turn to 193) or wait to see what happens (turn to 385)?

282

You pass, on the left side of the valley, a rock formation which juts out of the cliff like some vast buttress. As soon as you are past it, you can see that it is matched by another about two hundred metres further down. In the backwater, as it were, of the valley, which lies between these twin buttresses, you find the answer to your questions about the nature of this place.

Two majestic stags, whose many-branched antlers indicate great age and authority, are standing,



apparently on guard, in front of a vast pile of bones. You now realize that this is the legendary death-ground of the deer of Affen Forest. It is said that no mortal may gaze upon it and live, but perhaps this is just an old wives' tale, for you certainly do not feel threatened. Will you, nevertheless, cross to the other side of the valley, to give the stags a wide berth (turn to 383), or will you approach the death-ground (turn to 101)?



283

You try to command the Drake, but it takes no notice. It may even be unaware that it has anything on its back. Will you prod it with your sword, to make it aware of you (turn to 264), or sit tight and see where it takes you (turn to 216)?

284

To your great relief, the bog soon gives way to firmer ground. You turn west again, but travel for only another half-hour before the deepening dusk persuades you to make camp for the night. There is a huge fallen tree, in the hollow of whose roots you could sleep (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).

285

You think that, since Morpheus is the source of nightmares and you are currently having a nightmare, you would endanger yourself by attacking him. Gain 1 POWER point for this wise decision. You wake up in the cold light of dawn; the sun is barely visible through the noxious, murky air. It is with some reluctance that you continue your journey. Turn to 116.

286

Because of the nature of this extraordinary and spooky battle, you may restore only *half* of your lost POWER points. As you strike the final blow, not only does your double disappear, but the forest around you shimmers and then vanishes. You feel lonely and lost; the feeling affects the dream world and you find yourself in the middle of a vast desert. A tell-tale ripple in the sand shows that a Giant Sandworm is passing by. Will you try to leap on to its back for a ride (turn to 244) or not (turn to 297)?

287

It is now morning, and you wake from your nightmare in the Wild Man's hut. Your body is aching and sore, as if the fight had been real, and your neck is bruised where the tree throttled you. Restore your POWER score to 1 point less than it was before the dream fight, and deduct 2 STAMINA points. If the Wild Man is still alive, turn to 215; otherwise, you crawl back through the hollies and continue on your way (turn to 116).

288

You are in a tunnel, heading west. After a while you come to a junction, where there is an extremely solid-looking door to your left. It has no keyhole and looks too tough to barge down, so you turn right. There is a smell of fear in the air. Turn to 188.

289

If your **POWER SCORE** is 14 or more, turn to 49; otherwise, turn to 20.

290

You boldly march up to the thicket – which parts and then vanishes to let you through! You know that in dreams the images that you see are formed by your own mind, and can therefore be changed or dispelled by your own mind, if you have enough **POWER** and make the right decisions. But by dispelling this illusion, you also dissolve the dream as a whole, and you wake up. Turn to 380.

291

As soon as you defeated the Fog Devil, the mist mysteriously cleared. You continue south, shaken by your ordeal. By the late morning, there is no sign that you are getting any nearer *Ishtra's* pit – but then there is no sign that you are getting further away either. Still, you contemplate a change of direction. Will you continue south (turn to 178), or turn west (turn to 300) or north-west (turn to 18)?

292

You decide that, however high your **POWER SCORE**, this is one fight you cannot hope to win in the dream world. You cross over to the real world instead. Turn to 346.

293

Restore your **POWER SCORE** to 1 point less than what it was before the fight. Turn to 361.

294

You call out, in the common tongue: 'Hello, there! I come in peace. Will you let me approach your camp?' As soon as you began to speak, the voices went silent, and they remain silent now: there is no reply to your question. You call a similar message again, but with equally little response. You go up to the edge of the clearing and peer around a tree-trunk. You see half a dozen humans huddled fearfully under a cart, white faces looking in your direction. There are three men, one woman and two children. Will you persevere with your attempt to be friendly (turn to 129), or leave them be (turn to 298)?





295

The most puzzling feature of the corpse is the boulder on its hand. The boulder does not look heavy enough to have trapped this long-dead traveller, so there are two possibilities. Either the lichen which covers the boulder is somehow deadly, and caused this adventurer's death when it came into contact with his hand; or someone or something rolled the boulder on to his hand when he was already dead or dying. If you think the first possibility is correct, then you will take care to avoid any contact with the boulder when you examine the skeleton (turn to 110); if you think the second possibility is correct, then the reasons for covering the adventurer's hand with the rock are very odd indeed, and might be worth discovering by rolling the boulder off the hand (turn to 182).

296

You give in to the temptation. You will live out your days in a pleasant but fruitless half-dream, tending the enchanted fairy glade. Whether, or for how long, you stem the tide of Ishtra's army, is not recorded. Your quest is over.

297

You trudge off through a dream world of desert sand. At first you slip and slide on the shifting surface, but gradually you get better at it. You haven't the faintest idea where you are going. There is no sun in this dream world, and even if there were, who knows if it rises in the east here? You

have never seen so much sand before except in other dreams, and you recall legends of the island of Tir nan Og, where there is also said to be sand, bordering a vast expanse of undrinkable, uncrossable water.

These thoughts lead to the certainty that such an expanse of water lies to your left. You hope that you have not died and gone to Tir nan Og, but you can no more resist the impulse to journey in that direction than a feather can resist the wind. And, since this is the dream world, you have no sooner turned left to go towards the sea, than there it is, spread out before you. Will you walk into the sea (turn to 75) or explore the sandy beach (turn to 149)?



298

The further west you travel, the more you are struck by the peculiar behaviour of the animals. Normally timid creatures snarl at you from the bushes; birds twitter in fright from the topmost branches. It is also clear that the woodland creatures have been harvesting food. It is not the usual season for this, and you realize that all this strange behaviour is due to their instinctive awareness of Ishtre's imminent invasion.

There are two consequences of this. In the first place, it makes you confident that you are heading in the right direction. Secondly, however, you begin to regret not bringing any Provisions from home, since it is likely that the closer you get to Ishtre's pit, the more the forest animals will have gathered or eaten the available food. You always knew that you would need to carry food when you were underground, but it now seems sensible to gather Provisions for your whole journey, both overground and underground.

The next stage of your westward journey will be found by turning to 376. Before you turn there, however, remember that paragraph number and turn to 50.

299

The Goblin grunts, 'Huh! Carry on!', and lets you pass. Will you head for the door on your right (turn to 330) or the one straight ahead (turn to 269)?



300

As you travel west, you gradually become convinced that it was a good idea to change direction, because you begin to notice increasingly strange behaviour among the animals of the forest. Normally shy creatures snarl aggressively at you from the undergrowth; birds twitter in alarm from the tree-tops. It is also clear that the woodland creatures have been harvesting food. It is not the usual season for this, and you realize that all this strange behaviour is due to their instinctive awareness of Ishtra's imminent invasion.

You begin to regret not bringing any Provisions with you from home, especially since it is likely that the closer you get to Ishtra's pit, the more the forest animals will have gathered or eaten all the available food. You always knew that you would have to carry food when you were underground, but it now seems sensible to gather Provisions for your whole journey, both overground and underground.

The next stage of your journey will be found by turning to 382. Before you turn there, however, remember that paragraph number and turn to 50.



301

The Wild Man makes a mocking bow, extends an arm towards his dilapidated hut and invites you in. On the way, he scoops up your sword. Once you are inside, he sweeps a bench clear of utensils and mouldy bread, and tells you to sit there; he draws up a chair opposite you. Once you have stopped sneezing from the dust you raise by sitting on the bench, you introduce yourself: 'I am Eldenurin, of the Galoren tribe of Wood Elves of Affen Forest.' If your POWER score is 17 or over, turn to 152; otherwise, turn to 324.

302

As soon as you leave the eye of the storm, you are lashed and buffeted this way and that by the raging forces. Something seems to eject you violently from the storm and deposits you back in the centre. Lose 1 POWER point and turn to 76.

303

You look around for an exit, and immediately the garden vanishes. Instead, you find yourself among new and horrifying surroundings. You are in the gullet of some monster. Whether you have become tiny or it is vast is irrelevant; at any rate, its gullet is like a living, pulsating tunnel to you. Presumably, behind you lies its stomach; but ahead lies its throat and mouth – and the possibility of freedom. That is the direction you take.

But the gullet is infested with eel-like parasites, which wriggle and nip and attempt to trip you up in the treacherous slime. Roll two dice for the parasites, and then two dice for yourself. If the total is equal, continue until you get a result. If their total is more than yours, turn to 356; if your total is more than theirs, turn to 224.

304

Inevitably, one of the frequent patrols has to come up your tunnel. As soon as you see them coming, you straighten up from your crouched position and prepare to bluff your way out of the situation, since you realize that this is your only chance. You walk boldly out of the tunnel mouth as the patrolling Orcs approach it. *Test your Luck*. If you are Lucky, turn to 245; if you are Unlucky, turn to 107.



305

The door opens smoothly and you step through. You are immediately faced by another junction, but you can hear marching feet up the eastern tunnel. Meanwhile, the door behind you has shut again, so you go north. Turn to 188.

306

Even though you are already dreaming, your journey along this path seems dream-like. But it is the smooth, gliding motion of your body which gives this impression, not any dullness of your senses. On the contrary, the further you go along this path, the more alert you become and the more aware of every colour, smell and noise, of the springy feel of the turf beneath your light Elf feet, and even of a gradually increasing richness of atmosphere. Telessa gleams in your hand and seems to reflect an unknown source of light.

The end of this journey comes unexpectedly. You are passing through a clearing when your feet simply refuse to go any further. You look around. Evergreen trees surround the clearing and tower to the sky; as you watch, their tops bend over and form a dark canopy over your head. Then you notice six white elder trees in the middle of the clearing, and you know that you must stand in the centre of the ring they form.

As soon as you do so, a voice speaks. Is it from the trees, the air or merely inside your mind? It is impossible to tell. But the voice, though quiet, is

crystal clear, because there is utter calm, as if you and everything around you were holding its breath: 'Eldenurin, save the forest. You have seen and smelled the suffering it is enduring, yet this is only the smallest fraction of what it and the whole world will suffer, if the Evil underground is released. Prepare yourself, if you will undertake this burden. For now I tell you this: remember this sacred spot.'

Gain 1 POWER point. You now awaken from the dream. Turn to 380.

307

The Shapechanger's insatiable greed lends fury to its onslaught. This fight will test your skill.

SHAPECHANGER SKILL 10 STAMINA 10

If you win, turn to 146.



308

By noon, you are starting to climb into a range of hills. In your weakened state, you find the climb very tiring: deduct 2 further STAMINA points. But you make it to the top, and sit down to survey the scene below. The hill descends gently into a valley, where all seems to be peace and harmony. The trees there seem still to be clothed in spring green. But this fresh copse ends with shocking abruptness in terrain which is unlike anything you have seen before, awake or in your worst nightmares. You realize that you are looking out over the blighted part of the forest, which your dream revealed to you. It is considerably larger than you thought it would be: it stretches for kilometres. Turn to 386.



309

You try to cross back to the real world, but it is no good. Some force holds you here. It will be released only if you are successful in the Trial of Ghosts. You have heard that in some parts of Titan, humans practise barbaric forms of trial. For instance, a sorcerer might be thrashed with stout branches of thorn. If the wounds on his body form, in the judges' opinion, shapes born of Hell, then he is burned as a necromancer; if not, he is released, though he may be near death or scarred for life.



| | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|
| 1 | 35 | 231 | 2 | 115 | 63 | 3 |
| | 136 | 99 | | 9 | 130 | |
| 226 | 22 | 11 | 200 | 15 | 60 | 222 |
| 5 | | 86 | ? | 19 | | 6 |
| 55 | 93 | 45 | 47 | 21 | 92 | 51 |
| | 123 | 102 | | 183 | 80 | |
| | | 23 | 4 | 7 | | |



In the same way, the Trial of Ghosts is arbitrary – a matter mainly of luck. On the opposite page is what you see on the ground in front of you. Roll one die: this is the number of the square you start on. You now have to pick a route through to the centre, which is where the judges sit, and is indicated in the diagram by a question mark. The route you take must consist of only five squares, including the one you start with. The route can go vertically, horizontally or diagonally from square to square. Thus, if you start from 4, your route could be 4, 7, 183, 21, 19. When you have chosen your route, turn to the paragraph whose number is its total (234 in the example above). If the paragraph makes no sense, you have failed the test and will be hanged on the gallows, with the crowd's laughter ringing in your ears. Because you are currently bound to this world, your **POWER** will be drained and your physical body will die too. Good luck!

310

You find yourself in a corridor with numbered doors on either side of it. To your left are doors numbered 11, 33 and 55; to your right are doors numbered 22, 44 and 66. Roll two dice until you roll a double, and then try the appropriate door (so, if you roll double 1, try the door marked 11, and so on). To try a door, turn to the paragraph with the same number as that marked on the door. If you choose to ignore all the doors and walk on up the corridor, turn to 217.

311

The only compensation – if it can be called that – for your slow progress during the day is that you are unable to sleep all night, because of the itching, so you can press on with your journey. Lose 2 STAMINA points for weakness, however. The further west you travel, the more you notice that the wildlife of the forest is wary of intrusion – even that of a Wood Elf, who is normally considered to be just another denizen of the forest. This gives you confidence that you are heading in the right direction.

The cautiousness of the animals, however, brings its own dangers, since they are more likely to attack any intruders. Sure enough, round about dawn, you are set upon by a couple of Sciacalls, whose lair you stumble into. These creatures resemble jackals, but have a ridge of bony projections down their spine. As is usual with their kind, the female attacks first, to try to supply her mate with meat; but if you defeat the female, you will find that the male is perfectly capable of hunting for himself!

| | SKILL | STAMINA |
|-----------------|-------|---------|
| Female SCIACALL | 6 | 6 |
| Male SCIACALL | 6 | 8 |

If you win, turn to 267.



312

Your ankles slip off the rope and your legs splash into the river; but you keep your grip with your hands. You draw your legs up away from the tug of the fast-flowing river, and try to pull yourself up until you can wrap your legs around the rope again. Roll three dice. If the total is less than or equal to your STAMINA score, turn to 353; if it is more than your STAMINA score, turn to 161.

313

You are walking through a field of flame, but you are not burned. You wonder why and, as soon as you do so, you feel a change come over you. You are now a salamander, a lizard-like creature which can endure great heat. You tell yourself that this is just as well, since you seem to be living in the mouth of a volcano. Will you explore over the lip of the volcano (turn to 213) or will you go deeper into the volcano's mouth (turn to 174)?

314

You are weary after your fight. You must find a place to rest very soon, and the only option is to select a cave. Turn to 181.

315

You scramble once again through the darkness of the tunnel. When you reach the end, this time you turn right. The patrol of Goblins that you saw before is long gone. You meet a couple of Troglydites, but have no difficulty in bluffing your way past these pea-brains. The passage ends at a junction where you could turn right (turn to 123) or left (turn to 310).

316

Among all the dust and debris of the Wild Man's cluttered hut, you find only one item which is outstanding. This is a piece of amber, small enough to fit easily into your closed hand. What is remarkable about this amber is that trapped within it is a female glow-worm, whose phosphorescent light is still shining, despite the millennia it must have spent in the fossil resin. You also notice that in some past time, the number 20 has been engraved in fine, spidery runes on one face of the amber cube. You put the amber in your pack. Since it is now evening, you decide to use the hut as a refuge for the night. Turn to 86.



317*

You plod north up the tunnel. The ground rises gradually until it crosses the river as a natural span of rock. At the far end of the span are a couple of Orc guards; they let you past since they mistake you for a Dark Elf and their job, they say, is to prevent Prowlers from getting out into the tunnels. Some time afterwards, you come to a junction where you could either continue north (turn to 393) or turn east down a darker tunnel (turn to 184).

318

At first you see nothing except swirling mist. Then the mist abruptly clears and you see a vision of your own future – death at the hands of an Orc. The crystal ball does not lie. While you have been engrossed in looking into it, the Orc has crept up behind you. He raises a jagged scimitar . . . and your adventure is over.

319

In the morning, when you wake up, you tear away the screen from the mouth of the cave. Dawn light floods in from the sun, which has risen just over the tops of the trees in the forest plain below. You can now see more of the cave than you could last night, and you realize that it goes deeper into the mountain than you had thought. At the back of the cave, screened by a boulder, a narrow tunnel winds away into darkness. It is so narrow that you would have to wriggle through, pushing your backpack and sword in front of you. You can feel no draught issuing from

the tunnel, nor is there any other indication that it might lead anywhere. Will you explore the tunnel (turn to 35), or continue up the hillside (turn to 114)?



320

You find the cook in a foul mood. Everything has gone wrong for her today: a Dark Elf raiding party failed to return from the outside world with fresh meat; the food from the ice store is taking ages to thaw; her assistant put too much bat's blood in the stew (a crime for which her assistant quickly became the stew!); and so on. When you walk into the kitchen, she thinks of a neat solution to her problems. Her day has been ruined by Dark Elves: why should a Dark Elf not make things better, by joining her former assistant in the pot? The cook is a large half-human, specially brought from Corda by Ishtra's spies. She attacks you with a cleaver.

COOK SKILL 6 STAMINA 10

If you win, you find another door in the north wall of the kitchen. You pick up a tray of food to make your exit from the kitchen more convincing, go through the door and soon find yourself outside another set of doors, through which you can hear snuffles and snorts. Having got so far, you reckon that you might as well be hung for a sheep as for a lamb, as humans say, so you open the doors. Turn to 228.

321

You leave the thicket of holly bushes behind and press on through the gloomy dusk. After a kilometre or so, you come across a jumble of boulders, scattered among the trees as if they were gigantic hailstones. Once you have checked that none of them is a disguised Boulder Beast, you decide that this is as good a spot as any to spend the night. As you settle yourself down, a Komodo Lizard arrives, with the same idea as you. The winner will have a bed for the night!

KOMODO LIZARD SKILL 6 STAMINA 8

If you win, turn to 384.

322

You could cross the marsh safely by using several Levitation spells, but you do not want to drain too much of your POWER, so you travel as much as you can by foot. In fact, it takes a Finding spell and a Levitation spell to cross the marsh safely: deduct 2 POWER points. It also takes the best part of a day, since you often have to back-track to find the best route.

Once you are out of the boggy area, you decide to turn west; but you travel for only another half-hour before the deepening dusk persuades you to make camp for the night. You could sleep in the hollow under the roots of a fallen tree (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).

323

It soon becomes clear what you are up against. A raiding party of six Dark Elves is closing in on you, flitting from tree to tree. As soon as you see them, your Wood Elf blood boils and you are ready for the fray. These warped Elves mock the goodness of the other Elven races; the scum deserve to die. Eric takes on three of them, while you engage the other three.

| | SKILL | STAMINA |
|-----------------|-------|---------|
| First DARK ELF | 8 | 6 |
| Second DARK ELF | 7 | 6 |
| Third DARK ELF | 7 | 8 |

You stand between two close trees, and back to back with Eric, so that you can fight your opponents one at a time. If you win, turn to 19.

324

Something in what you say obviously strikes the Wild Man as incredibly amusing. He howls with laughter, until tears roll from his eyes down his cheeks, leaving trails in the dirt of his face. He doubles up with laughter and starts to roll around the floor, kicking his legs in the air. Will you seize the opportunity to grab your sword and fight (turn to 243), or just sit and watch his antics (turn to 166)?





325

'What do you mean?' rasps the Goblin, drawing his crooked sword. 'Ishtra does not eat food such as this – he sucks the energy of living things.' Your bluff is exposed. You are quickly overcome and taken to be Ishtra's next meal.

326

During the afternoon, there is no noticeable increase or decrease in the strange behaviour of the forest animals, which you observed before. You reckon that you may have to change direction, but you postpone that decision until morning and decide to look first for a place to spend the night. While you are pondering these matters, you almost trip over a sapling which someone has bent down and fixed to the ground. As you walk past, will you leave the sapling to your right (turn to 265) or to your left (turn to 197)?

327

The ruse works. He relaxes his guard; you dive for Telessa, roll over and regain your feet, sword in hand, all in one swift and expert motion. The crazy man hurls himself at you, furious at being tricked.

WILD MAN

SKILL 8

STAMINA 12

If you win, you may decide to take his magnificent axe, but to do so, you would have to leave Telessa behind, since the two weapons would weigh you down. The man evidently has nothing concealed about his person: his tattered clothes were hardly covering his body. You decide to search the hut. Turn to 136.



328

You flip over to the dream world to avoid the chaotic Orc, but his lurching motion makes him collide with your invisible body. He instinctively lashes out with his mace and catches you a glancing blow. You must flip back to the real world to fight him, but deduct 2 STAMINA points for the wound he has already inflicted on you. Return to 348.

329

Since there are no features to make one direction more attractive than another, it takes a surprising amount of will to start walking. But no sooner have you made that effort of will than things change drastically. You are standing in a clear spot – the eye of the storm – while all around you rages the most terrible storm, as if the gods themselves were at war, or the sky were trying to separate from the earth. The storm seems to be pressing in towards where you stand. Will you run for your life (turn to 302) or stay where you are (turn to 76)?



330

This is not the way to the kitchen, so your bluff is exposed. The Goblins make short work of you, and then return to their meal – with an extra item on the menu!

331

You find yourself walking in a garden, where all is peace and tranquillity. After your recent experiences, you are at first suspicious of such surroundings. Will you explore the garden (turn to 139) or leave it (turn to 303)?

332

As you proceed northwards, you see more and more evidence that the woodland creatures are preparing for Ishtra's imminent invasion. It is not just that they have been gathering much of the available food; you also notice that their behaviour patterns are different. There are fewer animals than usual, as if many have already fled; normally timid creatures snarl at you from bushes; birds twitter in fright from the topmost branches.



You begin to regret not bringing any Provisions from home, especially since it is likely that the closer you get to Ishtra's pit, the more the forest animals will have eaten or gathered the available food. You always knew that you would need to carry food when you were underground, but it now seems sensible to take time to gather Provisions for your whole journey, both overground and underground.

The next stage of your northward journey will be found by turning to 347. Before you turn there, however, remember that paragraph number and turn to 50.



333*

The tunnel slopes downwards, and after a while you begin to hear the sound of flowing water ahead. Sure enough, you soon find yourself on the bank of a subterranean river. A noxious mist rises from the river and prevents you seeing how wide it is. There is a thick, taut rope which disappears into the mist, but looks as though it might cross the river. Will you use the rope to cross the river (turn to 26) or wait a while (turn to 345)?

334

The Vampire's wings enfold you, until all is darkness and you can see only the red glow of its eyes as its head draws ever closer to your neck. You wake up in horror . . . and find, of course, that it was all an illusion. Restore your **POWER** score to 1 point less than what it was before the dream combat. It is now morning, so you decide to continue on your way. Turn to 172.



335

For a while, you sleep dreamlessly, but towards dawn you start to dream. In your dream you are crossing a vast, ice-bound plain. A bitter, merciless wind howls down from a mountain range ahead of you and cuts through your clothing as if you were naked. Then your sight of the mountains is cut off by a blizzard; the snow, driven before the wind, stings your eyes and blurs your vision. The howling of the wind changes its tone and becomes both more definite and more sinister. A bulky form seems to be solidifying out of the falling snow. You will have to fight this Snow Ghost; it has a **POWER** score of 14.

Roll two dice. If you roll 2-7, the Snow Ghost reduces your **POWER** score by 2 points; if you roll 8-12, you reduce its **POWER** score by 2 points. Continue this form of dream combat until either its or your **POWER** score is zero. The Snow Ghost tries to thump you with its fists, while in your dream you wield a club. If you defeat the Snow Ghost, turn to 262; if the Snow Ghost defeats you, turn to 137.



336

This is your best course of action: it will enable you to have a running battle with your opponents, rather than face them all at once. The rules for this running battle are as follows. Fight each Dark Elf in turn. If the combat with the first Dark Elf lasts longer than four Attack Rounds, the second Dark Elf will have reached you, and will have free strikes against you for however many rounds it takes to finish off the first one. When you have finished off the first Dark Elf, turn to fight the second; the third will then have free strikes against you, if you fail to defeat the second within four rounds. Any free strikes against you will reduce your STAMINA by the usual 2 points. Continue this procedure until you have defeated all six Dark Elves – or until they have defeated you!

| | SKILL | STAMINA |
|-----------------|-------|---------|
| First DARK ELF | 8 | 6 |
| Second DARK ELF | 7 | 6 |
| Third DARK ELF | 7 | 8 |
| Fourth DARK ELF | 8 | 7 |
| Fifth DARK ELF | 6 | 6 |
| Sixth DARK ELF | 6 | 8 |

If you win, turn to 392.

337

You manage to resist the petrifying wail of the Banshee, and before it reaches you, you have your weapon ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe

than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE

SKILL 9

STAMINA 8

If you win, you could see if the Banshee's cave leads anywhere (turn to 237), or you could go back to the junction and either take the new tunnel south (turn to 90) or return east along the tunnel that brought you to this part of Ishtra's domain (turn to 132).

338

You still seem to be walking along a peaceful forest track; and you see another Wood Elf walking towards you. At first you think that this Wood Elf is just like yourself, but then you realize that it is yourself. You move to the left, and your double moves to its right; you step backwards and so does your double. You will have to fight your double! It has the same POWER score as you. Roll two dice. If you roll 2-7, your double has reduced your POWER by 2; if you roll 8-12, you have reduced its POWER by 2. If you lose, you have killed yourself; if you win, turn to 286.



339

You soon pass several nut trees and bushes – but they have all been stripped of nuts. This is strange: it must be the work of squirrels, yet squirrels usually store nuts only in autumn, to prepare for winter. Why should they do so in summer? Then it occurs to you that the little creatures may be preparing for something worse than winter – the coming of Ishtar and his fell troops. If the squirrels' instincts tell them to gather their stores now, time is short indeed. Will you look for the store of nuts, to fill the hole in your stomach (turn to 222), or return to a northerly route (turn to 275)?

340

Restore your **POWER** score to what it was before the fight, then increase it by 1 point for your victory. Turn to 361.

341

For a while nothing happens. Then you see the most bizarre and unrealistic series of images. You are standing in the middle of a sort of ravine, whose sides are made out of . . . well, you suppose they are buildings of some sort, since many weirdly dressed humans are coming and going through the doors. But you cannot even begin to guess what stone the buildings are made of; they are filled with unnatural light as well, but the worst thing is that they tower to the sky and threaten to fall on everyone's heads. You shout to the strange people to run, but it soon becomes clear that they can neither see

nor hear you. You can see, but cannot hear; you are surrounded by rush, but it all takes place in eerie silence.

Then a new horror becomes apparent. The smooth path you are standing on is suddenly filled by dozens of monsters. They are made out of metal and glass, it seems, and move at a terrifying speed. Each of them has at least one of the humans in it, who are obviously prisoners, and often have grim, tortured expressions on their faces.



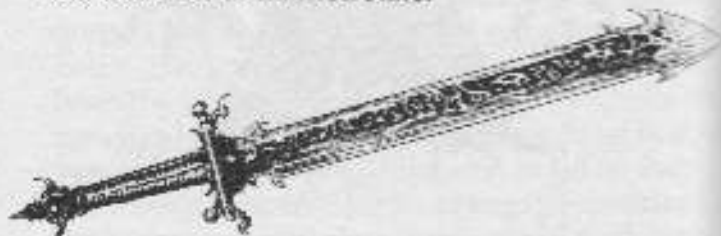
You wake up from this nightmare: you can bear no more of it. Is this some other world altogether, or is this to be the future of Titan? Is the earth to be controlled by metal monsters, with humans for slaves? And where were Elves, Dwarfs and other races? You find tears springing to your eyes in fear for your race, for you know that no Elf could live in such a place. But now you are awake, you must get on with your mission. Turn to 172.

342

What are portcullises in the real world are magical barriers in the dream world; you still cannot get past. Lose 1 LUCK point and return to 362.

343

He puts up no resistance, and in your dream you cut him to pieces, slashing ferociously as if to avenge all the races of Titan. But since he is the source of nightmares, and since you are in a nightmare, in killing him you kill your dream body, and it is no longer connected to your sleeping self. Your POWER is drained. Your physical body jerks once and is still for ever. Anyone who finds your corpse will wonder at its unmarked state.



344

You set off west through the familiar forest. The sun strikes shafts of light through the trees, birds sing in the branches and small animals rustle the undergrowth. But the burden of your quest lies heavy on you, and you cannot take your usual pleasure in such things. There are few true paths this deep in the forest, but there are plenty of signs to show a Wood Elf which way is which, and you maintain a generally westward direction.

After half a day's travel, you smell wood-smoke and hear the rumble of indistinct voices – humans, most probably, to judge by the timbre of the voices. They are a little way off to your left. Will you seek their company (turn to 387) or press on with your journey (turn to 298)?

345

You reckon that it would be highly inefficient for Ishtra's troops to rely merely on the rope to get across the river; the rope must be attached to a ferry, which can be pulled from bank to bank along it. You wait for a long enough time for doubts to creep into your mind, but then you can see the rope trembling, and shortly afterwards you hear the distinctive creaking of a boat. You hope that there is a single ferryman, not a squadron of Ishtra's troops on board.

You are lucky: there is only the ferryman – an Ogre. When he has drawn the boat up to the bank, he waits for you to get on. You notice that he has an axe lying conveniently close to hand; and you notice a small pile of boars' tusks in a box. If you have a boar's tusk, he will take you across, since this is the token with which all of Ishtra's troops are issued (turn to 100); otherwise, you will have to fight him (turn to 42).



346

In the course of your adventure you may have acquired some artefacts which were numbered, and some which were linked with special numbers. Add together the numbers of all the artefacts you have, and turn to the paragraphs whose number is the same as the total. If you cannot do this, or if the paragraph you turn to does not make sense at this point of your adventure, turn to 212.



347

The route you are following takes you past a Death Dropper. The sensitive roots of this tall, tree-like plant detect the vibrations caused by any creature's footsteps, and the plant immediately drips a fast-acting poison from its sickly yellow flowers. *Test your Luck*. If you are Lucky, turn to 232; if you are Unlucky, turn to 194.



348*

You are unlucky enough to run into a chaotic Orc. You can tell that he has been tainted by Chaos because of the extra arm which has sprouted from one of his shoulders. He also reels from side to side, and occasionally even steps backwards, as if his sense of balance were impaired as well. He blames most of the world for his deficiencies, but especially hates Elves; he attacks you without reason. Fortunately, the Orc's awkwardness partially compensates for his extra fighting arm.

CHAOTIC ORC SKILL 7 STAMINA 6

If you win, you continue west down the passage, until you come to a junction. To the right is a narrow, dark tunnel, which has a sign hanging from the roof, which reads simply 'DANGER'. It is a new sign, and has obviously been put up by some of Ishtira's troops. To the left is a tunnel with no outstanding features that you can see. Will you go right (turn to 5) or left (turn to 90)?

349

Test your Luck. If you are Lucky, turn to 118; if you are Unlucky, turn to 81.



350

As soon as you step between the pillars, your trained sixth sense picks up an important feature of Ishtra's underground domain: this is a place where the dream world and the real world overlap. You can travel through these tunnels in either world. Thus throughout this final lap of your adventure, you could try to get to Ishtra entirely in the dream world, or entirely in the real world, or you could flip from one world to the other. Most remarkably, when you travel in the dream world in Ishtra's domain, your physical body moves too. It is not like being asleep, when your body remains in the same place; it is rather that, even though you are actually walking along, your awareness is only of the dream world – you are like a sleep-walker.

Apart from the different adventures the two worlds offer, it should be noted that there are advantages and disadvantages to them both. For instance, you cannot expect to acquire physical artefacts in the dream world; on the other hand, while you are in the dream world, your physical body is invisible (but not immaterial) in the real world. It should also be noted that when you cross from the dream world to the real world, you may be disorientated and not know exactly where you are in the tunnels.

Whenever a 'real-world' paragraph is marked by *, you can choose to flip to the dream world by subtracting 20 from the paragraph number and turning to that new reference. Whenever a 'dream-world' paragraph is marked by #, you can choose to flip to

the real world by adding 50 to the paragraph number and turning to that new reference. You can flip from one world to the other in this way whatever other choices the paragraph offers. You will be offered the opportunity to flip only when it is feasible to do so. For now, you step cautiously down the tunnel ahead of you. Turn to 362.

351*

You come to a passage on your left, but you can hear voices in it, so you carry straight on. Some way further on, you see a stout wooden door to your right. You listen, but can hear no noises from beyond the door. Will you carry on north (turn to 274) or find out what is behind the door (turn to 13)?

352

If you use a Fire spell, turn to 207; if you use a Weaken spell, turn to 230.





353

You manage to regain your grip, and you continue to inch your way along the rope. But soon you feel the rope start to tremble. At first you don't know what is going on, and hanging upside down on the rope makes it even more difficult to look ahead through the mist. Then you begin to hear the distinctive creaking of a boat, and you realize what the rope is for. There is a ferry across the river, and it is pulled to and fro along the rope, which passes through an attachment on the ferry. The ferry is now heading towards you from the other bank of the river. You have no choice but to wait . . . and hope that there is a single ferryman, not a squadron of Ishtra's troops on board.

You are lucky: there is only the ferryman. He calls out to you as soon as he sees you, but continues to pull on the rope and guide the ferry along it. When the prow of the boat is beneath you, you drop down on to it. There is no way that the ferryman – an Ogre – is going to believe any excuses you could make up for being on the rope: a regular denizen of these tunnels would know about the ferry and would have waited on the bank for it. So you immediately engage the Ogre in combat; when he sees your aggressive intentions, he stops tugging on the rope and picks up his axe. Turn to 42.

354

You are unable to continue with the dream. It is too ghastly for you to bear. You wake up, with the silent scream of the tortured trees resounding in your mind. It will be a while before you are free from the lingering traces of the vile odour. Turn to 380.

355

You walk as if in a dream through the enchanted glade. There are bushes laden with luscious fruit, and edible roots galore, but every time you reach out your hand to pluck something, it recedes from your grasp. You cannot replenish your Provisions here. Eventually, you come to the end of the glade, and the harshness of the blighted lands which face you strikes you like a physical blow. You summon up your sense of purpose and step over the border into Ishtra's cruel kingdom. Turn to 259.





356

You trip and fall over, face down in the vile fluid on the floor of the gullet. You gasp with shock, and to your utmost horror one of the eel-like parasites immediately tries to wriggle into your mouth. If your **POWER** score is 18 or more, turn to 251; otherwise, turn to 202.

357

You gather some logs and uproot several bushes to make a screen across the mouth of the cave. This won't fool the cave's occupant, if it returns, but it will give you advance warning of its return, since it would make a noise while removing the screen. You do not sleep well, since you are constantly half expecting to hear the animal coming back – but it doesn't. Only one brief vision deepens your otherwise shallow sleep, but it is a dream of great and awesome beauty.

You see yourself standing in the centre of a ring formed by six pools, which you know instinctively are bottomless. Two of the pools are filled with liquid fire, which continually changes shape and colour, and seems to form recognizable images – but

they are gone before you can identify them, and a new image has taken the place of the other, for ever lost. Two of the pools are filled with water; in your dream you look into one of these pools and know that the water is burning cold, though it does not freeze over. You see reflected in the pool a dark, star-studded night sky, but these are not the familiar constellations which circle Titan. The last two pools, arranged opposite each other as the other pairs are too, are funnels for mighty winds. One pool is exhaling and the other inhaling, as if they were the breath of the world, and the strength of their blasts would either suck you into the fathomless depths or blow you into the heavens. Gain 2 **POWER** points and turn to 319.



358

Nothing happens, to your surprise, since you were expecting a trap. You had braced your feet on either side of the tunnel in case a pit opened up beneath you, and were looking up at the roof in case it started to come down on top of you. Not only does none of this happen, but the door does not open either. You give it a push to see if you have released some kind of lock – and a spike shoots into your hand! *Test your Luck*. If you are Lucky, it is not your fighting arm, and you only deduct 2 STAMINA points. If you are Unlucky, you must deduct 1 SKILL point as well as the 2 STAMINA points. Then you push the lever up. Turn to 305.

359

Ishtra's dungeons are overflowing: he has problems with unruly troops. Your key fits in the lock and you enter a small room, which is being used as an extra prison. The inmate mistakes you for a careless gaoler, and attacks.

PRISONER

SKILL 7

STAMINA 6

If you win, you can either try another door by rolling another double, or you can walk on up the corridor (turn to 217).



360

In your dream, you are assailed by a huge Vampire Bat, which you know to be a servant of Ishtra. It has a POWER score of 16; you have to fight a dream battle with it. Roll two dice. If you roll 2-7, the Vampire reduces your POWER score by 2 points; if you roll 8-12, you reduce its POWER score by 2 points. Continue this procedure until either its or your POWER score is zero. The Vampire is constantly trying to sink its fangs into your neck, and beats you with its leathery wings. If you defeat the Vampire, turn to 65; if it defeats you, turn to 334.

361

You survey a bleak and dreary landscape. A river meanders past the foot of the hill on which you are standing. You go down to the river, but the water smokes like acid: you decide not to cross it. Will you walk left along the river (turn to 238) or right (turn to 105)?



362*

You come to a fork in the tunnel. At the point where two passages meet yours, a large stone statue faces you, which you recognize as a Crio-Sphinx, a ram-headed sphinx. As soon as you draw near, portcullises slam down to block off the ways onward, and the Crio-Sphinx speaks in a stone-cold voice: 'The left route leads further, the right to sudden death.' You know that Sphinxes' words are never quite what they seem. Will you take the path to your left (turn to 78) or to your right (turn to 151)?

363

You let your thoughts roam far and wide. You conjure up images of the loved ones you have left behind, and of the perils on the path ahead. Danger seems remote in this sunny clearing. Nevertheless, you are convinced that time is short, so with a sigh you get up and prepare to continue on your way. You look up to assess how much daylight is left to you – and see a giant Bloodhawk just beginning its dive out of the sky towards you! You have time to cast a spell, if you want to, and feel you can afford to spend a point of **POWER**. The only spells which will be of use to you are **Fire** (turn to 127), **Protect** (turn to 154) or **Weaken** (turn to 256). If you fight the creature normally, turn to 29.



364

Now, instead of facing separate monsters, you must fight Morpheus himself, the conglomerate of nightmare monsters, who is trying to absorb you. Since Morpheus is no mere illusion, but a creature of the dream world, then you can be killed in this dream battle. Conduct the battle as if it were normal combat, but substitute **POWER** for **STAMINA**.

MORPHEUS **SKILL** 8 **POWER** 20

Will you stop fighting Morpheus when his **POWER** reaches 2 or 1, if you get that far (turn to 250), or will you finish him off (turn to 343)?

365

The river winds quite a lot, but at least it remains a river in your dream. You walk along the left bank. You have no idea of time: you could have been walking here for a minute or a year. The surface of the water is occasionally broken by some monster, nothing attacks you, but the general atmosphere is one of fear – of expecting something unpleasant to happen at any moment.

Over to your left you see a silver tower. Its architecture is weird and unfamiliar: it looks as though many rings have been placed one on top of another, with the largest at the base. Although the sky is overcast, the tower glints as if it were reflecting sunlight. There is something at the top of the tower, but you cannot see what it is. A weather-

vane, perhaps. Will you go over towards the tower (turn to 266) or carry on along the river (turn to 192)?

366

When you head south-west, you expect that you will soon come across the creek again. In fact, however, you do not come across the creek, but rather its source – a vast boggy area where many springs well up from underground. If you are to continue south-west, you will have to pass through the marsh; you reckon you could do so, at any rate with the help of a spell or two. Alternatively, you could avoid the boggy area and simply head west. If you go south-west, turn to 322; if you go west, turn to 10.

367

You quickly arrange the objects, stand in the centre and wait. Ishtra bursts into your field of vision with a noise like a thunderbolt and the smell of corruption. Demon Princes take many forms; you see him as a goat-headed crocodile, which stands on two feet and has livid green fire playing over the surface of his body. He shrieks with what in a mortal would be insane laughter when he sees what you have done. 'Foolish Elf!' he screams. 'Did you hope to defeat me with your paltry objects – me, Ishtra the Almighty? Soon I will be greater than my brothers. Nothing can stop me now!' He blasts you into oblivion with a single thunderbolt.



368

You walk for a while through low shrubs, which glow with unnatural light and ooze blood. Without warning, the ground beneath you gives way and you land in an underground tunnel, through which a steaming river flows sluggishly. Turn to 85.

369

You rush at the second Pygmy Orc. He only has time to draw his sword to defend himself.

PYGMY ORC SKILL 6 STAMINA 5

If you win, you hear the sound of a patrol returning along the tunnel. Perhaps the commotion of your fight reached their ears. You expect that the death of a couple of Pygmy Orcs will not attract too much attention; this sort of thing must be an everyday occurrence in a hell-hole like this. You dash out of the tunnel and back into the bone cave. You still reckon that the north-eastern tunnel is not safe, so you must quickly choose between the northern tunnel (turn to 281) or the western one (turn to 333).

370

If you are wearing the pendant, turn to 138; otherwise, turn to 211.

371

As you gaze into the eyes, you become hypnotized, and seem to fall into them, or rather through them. For a while you seem to float under a hot, yellow sun. Then, as if you were an eagle in the sky, you look down on an awful scene. A strange people are camped in a fork between two shallow rivers; their skin is coppery-red in colour and out of the tops of their tents stick the ends of the poles which form the frames of the tents. Some people with lighter skin are bearing down on them on horseback; sabres flash in the sun, and magic sticks deal death from a distance. The image is brief, but startlingly clear; you know that the red people will be massacred, and you know that scenes like this one have occurred and will occur again all over the surface of whatever world you are seeing. But that is all you have time to see and know, before you are sucked back through a vortex. Turn to 331.



372

You rest awhile, and then prepare to set off again, when the half-light of dawn has yielded to full daylight. But just as you are getting to your feet, the Weevil Man, in whose tree-root home you spent the night, returns from his night-time foraging. Weevil Men are mutants which are so misshapen as to resemble a cross between a beetle and a human. They have tough natural armour on their backs and tend to drop on to all fours to protect themselves. They were driven long ago from civilized society and banished to the hidden places of the world – such as deep in Affen Forest! As survivors in the hard world of Titan, they are far from cowardly fighters. This one drops his pack and hurls himself at you, wielding a hatchet.

WEEVIL MAN SKILL 8 STAMINA 11

Every time you win an Attack Round, roll one extra die. If you roll 1–3, the Weevil Man has managed to take your blow on his armour, and sustains only 1 point of STAMINA loss (or 2 if you use LUCK successfully). If you win, turn to 162.



373

There is no sign of any living creature that might have uttered the unearthly cry you heard. While you watch from the hill, however, the swirling haze which covers the blighted forest suddenly leaps into greater motion and, even though you are far away, you are simultaneously struck by a furious blast of sorterous wind, which knocks you off your feet. *Test your Luck.* If you are Lucky, turn to 175; if you are Unlucky, turn to 93.

374

As soon as you saw the Banshee, you drew your sword. But you are unable to resist its petrifying wail: you are temporarily frozen with fear, and the monster gouges you with its claws. Reduce your STAMINA by 2 points. The shock of the pain jolts you out of the trance, and you are now ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 237), or you could go back to the junction and either take the new tunnel south (turn to 90) or return east along the tunnel that brought you to this part of Ishtra's domain (turn to 132).

372

You rest awhile, and then prepare to set off again, when the half-light of dawn has yielded to full daylight. But just as you are getting to your feet, the Weevil Man, in whose tree-root home you spent the night, returns from his night-time foraging. Weevil Men are mutants which are so misshapen as to resemble a cross between a beetle and a human. They have tough natural armour on their backs and tend to drop on to all fours to protect themselves. They were driven long ago from civilized society and banished to the hidden places of the world – such as deep in Affen Forest! As survivors in the hard world of Titan, they are far from cowardly fighters. This one drops his pack and hurls himself at you, wielding a hatchet.

WEEVIL MAN SKILL 8 STAMINA 11

Every time you win an Attack Round, roll one extra die. If you roll 1–3, the Weevil Man has managed to take your blow on his armour, and sustains only 1 point of STAMINA loss (or 2 if you use LUCK successfully). If you win, turn to 162.



373

There is no sign of any living creature that might have uttered the unearthly cry you heard. While you watch from the hill, however, the swirling haze which covers the blighted forest suddenly leaps into greater motion and, even though you are far away, you are simultaneously struck by a furious blast of sorcerous wind, which knocks you off your feet. *Test your Luck.* If you are Lucky, turn to 175; if you are Unlucky, turn to 93.

374

As soon as you saw the Banshee, you drew your sword. But you are unable to resist its petrifying wail: you are temporarily frozen with fear, and the monster gouges you with its claws. Reduce your STAMINA by 2 points. The shock of the pain jolts you out of the trance, and you are now ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 237), or you could go back to the junction and either take the new tunnel south (turn to 90) or return east along the tunnel that brought you to this part of Ishtra's domain (turn to 132).



375

With a pang of regret, you slide Telessa out of its sheath and toss it on to the damp grass in front of you. You wonder what will happen next, but remind yourself that 'where there's life, there's hope'. The foot is lifted off your neck, and the voice tells you to get up. When you do so, you see a strange sight. Before you stands a stocky human, leaning on the haft of a brilliantly polished two-handed axe. What is strange is the contrast between the care with which the axe has been maintained and the man's wild and unkempt appearance. His clothes are little more than rags, his long hair and beard are matted, and his bare arms are ingrained with years of dirt. Suddenly he bursts into a cracked cackle of glee, and you realize that he is completely insane. You will have to tread carefully. You tell him that you mean him no harm. Do you do this to put him off his guard, so that you can try to seize Telessa and fight (turn to 327), or will you bide your time (turn to 301)?

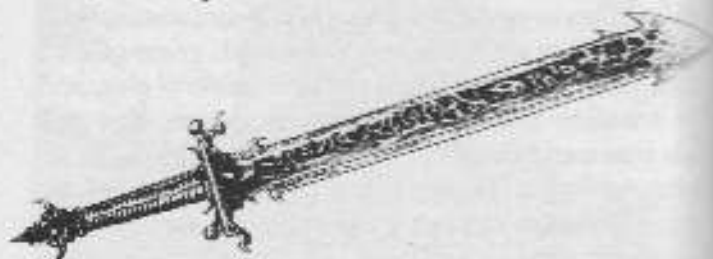


376

Later in the afternoon, you hear the distinctive sound of a Wild Boar trampling the undergrowth. The noise dies away and you think you are safe, but half a kilometre further on, the creature bursts out at you from some shrubs.

WILD BOAR SKILL 6 STAMINA 5

Since the Elves of Affen Forest do not eat meat, this encounter cannot replenish your stock of Provisions, but you may decide to take its tusks. If you win, turn to 326.



377

You change your vision to what you feel most at home with – a forest. But this is like no forest you have seen before; even the ruined forest around the entrance to Ishtra's lair seems, in comparison, a haven of health and peace. The trees here are not really trees at all; they are malignant growths, extensions of the cancer which is the earth here. They scream in agony and beg you to put them out of their misery. Will you try to help (turn to 200) or block your ears and press on (turn to 249)?

378

You are wiping the grime off a window when the cracking of a twig behind you alerts you to danger. You whirl round to see a strange sight. Before you stands a stocky human, hefting a brilliantly polished two-handed axe. What is strange is the contrast between the care with which the axe has been maintained and the man's wild and unkempt appearance. His clothes are little more than rags; his long hair and beard are matted; his bare arms are ingrained with years of dirt. Suddenly, he bursts into a cracked cackle of glee, and you realize that he is completely insane. At the same time, he launches himself towards you.

WILD MAN SKILL 8 STAMINA 12

If you win, you may take his magnificent axe, but if you do, you will have to leave your sword behind, since the two weapons would weigh you down. The man evidently has nothing concealed about his person: his tattered clothes hardly cover his body. You decide to search the hut. Turn to 136.

379

Although the Goblins give you curious looks, they do not suspect you or try to halt you. In order to appear convincing, you leave the dining-hall through the north door, by which you entered. Add 1 LUCK point. You return to the junction, and this time you carry on north. Turn to 310.

380

When you are fully awake, you know what you must do. Somewhere in the forest is an area of foul blight, which marks the entrance to Ishtra's underground stronghold; you must find it, enter the pit, seek out Ishtra and do battle with him. This will be an immense task – a quest which, whether you succeed or fail, the Wood Elves will sing about as long as they have voices to sing. It is a particularly daring undertaking for a Wood Elf, for your kind do not normally stray more than half a day's journey from home.

You call a council of the tribal elders and explain your task. They protest that the mission is impossible, but you do not allow such doubts to enter your mind. You tell them that you must go, and you make arrangements for the protection of the tribe during your absence. After embracing your closest friends – and many seem to be such friends under these circumstances – you prepare to leave. All you need is your sword Telessa and a backpack. You do not take any Provisions, because as a Wood Elf you are confident of finding enough to eat as long as you are in the forest.

Which way should you go? Lake Nekros lies not far to the east, so you must choose between heading roughly north (turn to 88), south (turn to 398) or west (turn to 344).

381²

The tunnel ends at a T-junction, where a broad, well-lit passage runs east and west. This is all you have time to notice for the moment, however, since you have to duck back into your dark tunnel to avoid a patrol of Goblins. When they have gone past, will you follow them east (turn to 204) or turn west (turn to 348)?



382

You make good time west for the rest of the day. The peculiarity of the animals' behaviour does not increase very much. Towards evening, you are attacked by a swarm of hornets, but since the hornets of Affen Forest are notoriously aggressive anyway, you do not count this as peculiar behaviour. You manage to deal successfully with their attack at a cost of 1 POWER point, for a Fire spell.

You strike a narrow trail. It heads in the right direction, so you take it: it enables you to keep travelling even though dusk is drawing in. In the twilight, you do not see the trap until it is too late. A net drops on you from above; it is incredibly light, but it is as strong and sticky as a huge spider's web. You are caught fast and completely enveloped; you cannot even move an arm to reach for Telessa. You see a Pixie dart out in front of you from the bushes. With a big grin on her cheeky face, she sprinkles some magic dust on you, and you slip into unconsciousness. Turn to 98.

383

In the late afternoon, you start to climb a range of hills, which are just as thickly wooded as any other part of Affen Forest. Add 1 LUCK point for getting this far through the forest. The rock of the hills is exposed in places; boulders litter the ground and you pass quite a few small caves. You realize that it would not take much searching to find one large enough to spend the night in. Will you do this (turn to 181) or not (turn to 56)?



384

Surrounded as you are by the evil of this baneful place, your dreams are inevitably troubled. You seem to see a giant serpent coiled around the forest, and squeezing. As the forest contracts, it turns into a mocking face, whose mouth is Ishtra's pit, and whose laughter becomes the chilling shriek you heard from the hillside. You are being drawn into the mouth, and you are dimly aware that Ishtra's shriek is being echoed by your own screams. Now you are scrabbling at the ground to stop yourself being sucked into the gaping maw. Will you give up the struggle and let yourself go (turn to 99) or not (turn to 252)?

385

The Troll kills the Ogre - but then stomps off down the passage towards you! You will have to fight your way out of this situation: the Troll's blood is up and he's spoiling for another fight, whether it is against an ally or not. Fortunately, the Troll has been wounded by the Ogre and is a less formidable opponent than he would have been.

TROLL

SKILL 8

STAMINA 7

If you win, turn to 39.

386

Empathy knows no distances, and as a Wood Elf you can feel the pain of the suffering forest, even though you are still some way from it. What lies before your eyes is like a mockery of the forest you know and love. There are trees all right – although many areas have been devastated, as if by fire or by a horde of careless axe-wielding Dwarfs. In contrast to the clarity of the air where you are and in the pleasant valley below, the cursed region in the distance is shrouded by a murky haze, which rolls and seethes with a chaotic life of its own. But your observations of the scene are cut short by a sudden harsh cry, which rips the still air, silences the birds twittering in the trees above you, and sends a spurt of chill fear into your heart. You jump to your feet in alarm. Will you run and hide from whatever vast being may be the source of this sound (turn to 7) or stay where you are (turn to 373)?

387

You soon see that you are approaching a clearing, and you notice a thin trickle of grey smoke rising straight up into the windless sky. You can hear the voices more clearly now. They are definitely human, and they sound worried. Will you step through the trees into the clearing (turn to 59) or call out first (turn to 294)?



388*

You walk boldly down the well-lit passage, trying to look as if you belonged here. You pass a narrow, dark tunnel on your right, but you think that this main passage must be leading somewhere important, so you carry on down it. You meet a couple of Troglodytes, but have no difficulty in bluffing your way past these pea-brains. After some time, the passage ends at a junction, where you could turn right (turn to 123) or left (turn to 310).

389

While you struggle in your dream, you are tossing and turning in real life. You eventually plummet off the branch which is your bed and land heavily on the ground below. Deduct 4 STAMINA points. There are still several hours of darkness left, so you climb back up the tree and return to troubled sleep. Turn to 360.

390

Reduce your STAMINA by 2 points for lack of rest. Dawn finds you close to the crest of the range of hills. Turn to 114.

391

You hoped that the apparently suicidal decision of letting the sandworm take you underground would dispel this dream and change it to another. Sand fills your mouth and clogs your nostrils, but your hope is not disappointed. Add 1 LUCK point and turn to 331.

392

Add 2 LUCK points for surviving this extremely dangerous encounter with the Dark Elves. You also gain a disguise: since you reckon that there will be many of Ishtra's troops underground, you don the clothing of a Dark Elf. Not long afterwards, but after night-fall, you come to the entrance to Ishtra's pit. It is not what you expected. Two grand pillars of ivory flank the mouth of a tunnel, which slopes underground and is lit by guttering torches on the walls. Your dream was being symbolic, not literal, when it showed you a collapsed pit. These are probably natural tunnels which Ishtra has taken over and restored. You draw a deep breath, let it out slowly and step through the Gate of Ivory. A flock of bats, disturbed by your presence, flap noisily out into the night. Turn to 350.



393

Time passes. If you have not eaten so far during your underground journey, you must deduct 2 STAMINA points. The tunnel you are in ends abruptly at a stout wooden door—too solid to barge down, you think. There is no handle or keyhole, but there is a lever protruding from the wall near by. You have heard about this sort of door. Will you push the lever up (turn to 305) or down (turn to 358)?



394

The Weevil Man shuffles warily towards you.

WEEVIL MAN SKILL 8 STAMINA 11

Every time you win an Attack Round, roll one extra die. If you roll 1-3, the Weevil Man has managed to take your blow on his armour, and sustains only 1 point of STAMINA loss (or 2 if you use LUCK successfully). If you win, you may take the Weevil Man's hatchet, if you so wish. You also look through his pack, to see if you can replenish your Provisions, but the crawling, maggotty contents make your stomach heave. Turn to 308.

395

If your POWER score is 14 or more, turn to 241; otherwise, turn to 354.



396

Eric Rune-axe has SKILL 8, STAMINA 12. The two of you can fight the Shapechanger together. The savagery of its attack will prevent you both approaching it each Attack Round, but you can fight it in alternate rounds.

SHAPECHANGER SKILL 10 STAMINA 10

If you win, but Eric dies, you take the time to bury his body, laying his axe reverently on the corpse. If you win and Eric survives, you both continue together. In either event, turn to 146.

397

Add 1 LUCK point. You walk on through an increasingly weird dream-scape; you become sure that you are nearing your goal. You are walking now through low shrubs, which glow with unnatural light and ooze blood. Without warning this time, the ground beneath your feet gives way, and you land in an underground tunnel, through which a steaming river flows sluggishly. Turn to 85.



398

You set off south, with the sun sending beams of light to dapple the springy turf, with the birds singing gaily in the trees – and with dread in your heart. But the going is easy, there is an abundance of nuts and berries, and you can sense no immediate danger.

Towards midday, however, a sudden fog rolls in from the east, where Lake Nekros lies not too far away. The dark depths of the lake are a denial of summer gladness, and this fog from the lake chills your limbs. All at once, out of the mist, a Fog Devil swirls by. You duck and avoid the first attack of its slashing claws, but it immediately comes back at you. The monster is so fast and insubstantial that you must reduce your **SKILL** by 2 while you fight it. It is like a ghost made out of vapour, but the claws which tip its cruel hands are real enough.

FOG DEVIL

SKILL 8

STAMINA 6

If you win, turn to 291.

399

As the afternoon progresses, you find that almost impenetrable thickets are forcing you to veer more to the west. Are you happy with this change of direction (turn to 376), or will you push through the undergrowth north-west (turn to 12)?



Now that you have rid Titan of Ishtra, his army will soon fall apart. If you were to linger in his underground stronghold, you would soon hear the sounds of fighting, as each faction among his troops seeks to annihilate all others. You do not linger, however! The cavern you are in – the cavern where you faced Morpheus and overcame Ishtra – is close to an exit from the tunnels. You leave through a gate of horn and find yourself back in the forest. There has been no miracle cure: it is still as blighted and cursed as before; but you know that it will soon be covered in fresh green, as new growth begins. For the time being, your forest and Titan are safe!



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