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The great seals of Gorak have been broken and the True Shield is gone – the Malice of Orghuz has again been unleashed!

As a direct descendant of Tancred the Magnificent, it's up to YOU, a simple assistant in the underkitchens, to undertake the awesome quest for the Shield. With the Shining Sword in your hand and the cat goddess Tabasha the Bazouk at your side, YOU must enter the Chasms of Malice to seek out and destroy the evil Orghuz...

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!

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Chasms of Malice

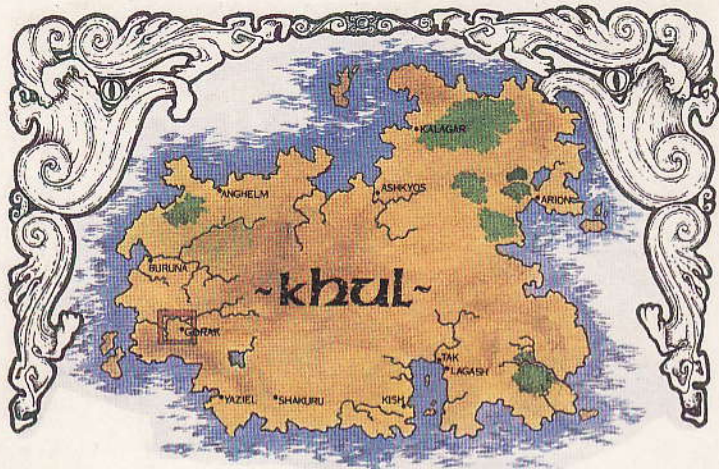
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Steve JACKSON AND
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Chasms of Malice





PUFFIN BOOKS

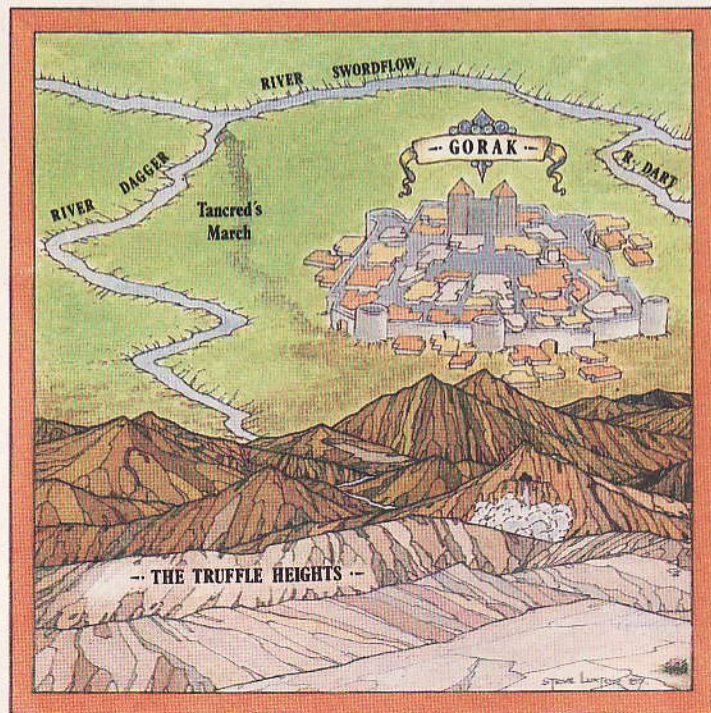
CHASMS OF MALICE

The great seals of Gorak have been broken and the True Shield is gone – Gorak now lies unprotected from the evil which haunts the dark chasms beneath it, and the Malice of Orghuz has again been unleashed. Only the true heir of Tancred the Magnificent can fight the evil power of Orghuz.

YOU are discovered, by the wizard Astragal, to be the direct descendant of Tancred the Magnificent, and only YOU may undertake the quest for the Shield. But can you, a simple assistant in the under-kitchens, carry out this awesome task? With the Shining Sword in your hand, and the cat goddess Tabasha the Bazouk at your side, you must enter the Chasms of Malice to seek out and destroy the evil Orghuz . . . but can you halt the spread of his evil Khuddam spawn?

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

Many dangers lie ahead and your success is by no means certain. YOU decide which routes to follow, which dangers to risk and which adversaries to fight!



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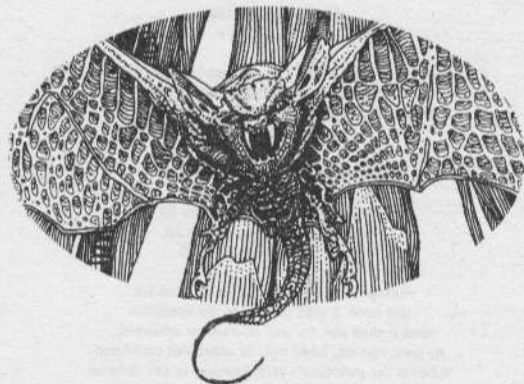
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*To those who boldly go and especially:
Colin, Joanna, Stacy, Isou, Andrew,
Sophie, Themis and Sam*

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HOW TO FIGHT THE CREATURES IN THE CHASMS

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must work out your initial LUCK, SKILL and STAMINA scores. You may use the *Adventure Sheet* on pages 18–19 to record all the details of an adventure. Here you will find boxes for recording your SKILL, STAMINA and LUCK scores. If it is possible to make a photocopy of this page, do so. Otherwise record all details in pencil.

Skill, Stamina and Luck

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 this number in the STAMINA box.

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

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

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better.

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



Battles

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

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

1. Roll both dice once for the creature. Add this to its **SKILL** score. The total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.

3. If your Attack Strength is higher than that of the creature, you have wounded it: proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows: start the next Attack Round from step 1 above.

4. You have wounded the creature, so subtract 2 points from its **STAMINA** score. You may use your **LUCK** here to do additional damage (see below).

5. The creature has wounded you, so subtract 2 points from your own **STAMINA** score. Again you may use **LUCK** at this stage (see below).

6. Make the appropriate adjustments to either the creature's or your own **STAMINA** scores (and your **LUCK** score if you used **LUCK** – see below).

7. Begin the next Attack Round by repeating steps 1 to 6. This sequence continues until the **STAMINA** score of either you or the creature you are fighting has been reduced to zero (death). If you are dead, you must start the adventure again from the beginning.



One-Strike Combat

You may find yourself in a situation where there is not enough room for full combat (a high ledge, a

rope bridge, etc.). Here one good strike will win or lose a fight. You will be instructed to fight One-Strike on each of these occasions. The procedure is as follows:

1. Throw two dice for your opponent.
2. Throw two dice for yourself.

If your throw is greater than your opponent's, then he, she or it has been knocked off by your blow and has plummeted to doom. If your throw is less than your opponent, then you meet a similar fate. If both throws are equal, then neither has gained an advantage and you must throw again.



Fighting More Than One Creature

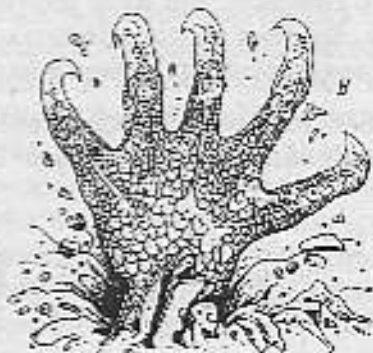
If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Usually you will fight each one in turn.

Luck

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

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

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



Using Luck in Battles

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

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

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of it doing 2 points of damage it has done only 1). If you are Unlucky, you have received a more serious blow. Subtract 1 *extra* STAMINA point (i.e. instead of doing 2 points of damage it has done 3).

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



Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally a page may give you instructions to increase or decrease your SKILL score. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Calling on Tabasha the Bazouk (see later) will restore your SKILL to its *Initial* level at any time.

Stamina, Provisions and Fuel

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 battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for five meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. 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 specifically instructed. You may call on Tabasha the Bazouk (see later) to bring you extra Provisions at any time. She may occasionally bring you extra Provisions without being asked.

You are also given the option to cook some of your food. On the *Adventure Sheet* you will find a Fuel box. Collect any Fuel that you can find and mark it in the Fuel box. In certain cases you may be instructed to add a further 2 STAMINA points for cooking a meal.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless specifically instructed on a page. Calling on Tabasha the Bazouk (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.



Equipment and Tabasha the Bazouk

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

In addition you will have Tabasha the Bazouk, a noble cat, from the race of cat goddesses. She will aid you on your quest. You may call on her at any time (except when engaged in a battle) to restore your *Initial* SKILL or LUCK. You can only call on her once for this facility, and you must decide which *Initial* score you want her to restore *before* you set off on your quest; so make your choice wisely. Throughout your adventure she may also help you by adding to your Provisions, and in various other ways (instructions are given on those particular pages). But beware! You can only call on the Bazouk *nine* times, and you will have to mark each request in the Tabasha box on the *Adventure Sheet*. After you have used up your nine options you cannot call on the Bazouk again.

Khuddam

The Seven Khuddam of Orghuz are named on your *Adventure Sheet*. You must mark off any names that you have beaten in combat.



ADVENTURE SHEET

SKILL <i>Initial Skill =</i>	STAMINA <i>Initial Stamina =</i>	LUCK <i>Initial Luck =</i>	ABILITIES PROVISIONS
KUDDAM GESHRAK GURSKUT TRIANKARA BARKEK GRIFFKEK CHURKA KAHHRAC	TABASHA THE BAZOUK LUCK OR SKILL 2. 3. 4. 5. 6. 7. 8. 9.	SPELLS	
			FUEL

CYPHERS

ENCOUNTER BOXES

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

Gorak. A minor kingdom, situated between the rivers Dart and Dagger – tributaries of the river Swordflow. Gorak was founded by Tancred the Magnificent after his adventures with his brother Orghuz in the Dark Chasms. The kingdom was to be the gateway between the area of Khul and the caverns, chasms and tunnels of the Gaddon people. Gorak has been without a monarch for many years and has been governed by the Lords Ridermark.

Gaddon (or Feelbrethren). The Gaddon people are originally from south-west Khul. They migrated to the deep chasms (for no known reason, although some authorities claim religious persecution) and created their own culture. They began to give birth to blind babies soon after constructing their complex system of tunnels. Their other senses were greatly enhanced and they became masters of the dark. The Gaddon Knights – the Sensewarriors – are supreme fighters in the dark. They are rarely to be seen in the Toplands (as they call Khul) since the time of Tancred the Magnificent.

From *Treatise on the Kingdoms of South-west Khul* by
Ignatius Pommfritte

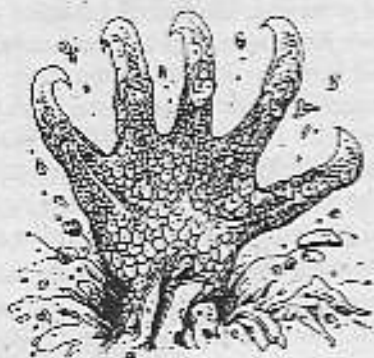


... in that year did We halt the Malice that was afflicting our Kingdom. But at great cost! We lost our beloved brother Orghuz to the Evil, and in a mighty struggle We cast him into the Dark Chasms, and did entrust the noble Gaddon Warriors to guard Him and His Khuddam spawn, for all eternity. The Great Seals were bound to the True Shield, and placed in the darkest vaults of Gorak Keep. Pray God that none will have to . . .

Fragment from *The Annals and Histories of Tancred the Magnificent, King of Gorak*

While flying in the guise of a hawk over south-west Khul, on his way to the gathering of the Mage Order the Wizard Astragal is summoned by the Lord Ridermark, Regent of Gorak, to investigate the sudden change in the fortunes of the small kingdom. Lord Ridermark explains that strange, dark creatures are abroad; people are attacked and killed for no reason but sheer Malice. The vital truffle trade-route along Tancred's March is no longer safe, and the popular Azleff, leader of the stalwart knights of the Grey Order, has disappeared. Nobody can understand what is happening in what was, until recently, a peaceful land.

Astragal assumes a worried expression and rushes off to consult the *Annals and Histories of Gorak*. The great dusty tome confirms his memory of the story of the True Shield. He slams the book shut and makes his way to the deepest vault of Gorak Keep. By the light of a blazing torch he finds the Great Seals broken and the Shield GONE! Across the floor is a wide crack leading to the Dark Chasms.



Astragal explains to Lord Ridermark his fears that someone has unleashed the Malice of Orghuz and the Khuddam, by breaking the Great Seals. If Orghuz has the Shield he will be trying to break the spell of its age-old power. If he succeeds, the Seven Khuddam will then have the power to multiply: first there will be 49, then 2,401, then 5,764,801, until they become uncountable hordes, and Orghuz becomes invulnerable. Astragal emphasizes that to kill Orghuz it is necessary first to destroy all the Khuddam, and only a direct descendant of Tancred the Magnificent can then hope to stand up to the evil power of Orghuz himself.

Lord Ridermark tells Astragal that Tancred's line of descendants ended many ages ago. Astragal ignores the remark and pulls out the Crystal of Bahriyya, which shows him the way to the blood heir of Tancred the Magnificent. Astragal finds YOU, working in the under-kitchens as third-assistant-rabbit-skinner. He grabs you and, before

you have had the chance to wipe your hands, whisks you away to the vaults. He stands you in the middle of a dusty room and whispers some strange incantations. You stare in wonder as a Sword rises from the dirt and lodges itself firmly in your hand. Astragal stands back and proclaims you 'Tancred's Heir'.

Astragal explains the quest for the Shield that no other may undertake. No other can strike fear into the heart of Orghuz or wield the Shining Sword. He also warns you about the traitor in Gorak: 'You must be on your guard at all times, especially if . . . er, when you return.'

You strap on plain leather armour and a simple cloak; Astragal announces that he has no potions with him to help you in your quest. Instead he picks up a small cat and passes it to you. 'This is Tabasha the Bazouk, from the line of the cat goddesses. She will stay close to you and help in your quest. Use her cautiously and wisely; *nine times*, no more. Now, there is no time to lose.' He urges you on to the deep chasm in the great vault. Turn to 1.





1

You leap into the darkness and land on a rocky slope. It is VERY dark. Looking up at the hole, you see the Wizard Astragal waving to you and saying: 'Remember that you are Tancred's Heir and . . . well, good luck.' You turn back to face the darkness; Tabasha nestles in your hood and begins to purr. At the same time the Sword starts to vibrate and shine. You see the path ahead: several small furry creatures rush for cover. You walk along the rocky tunnel for a long time, until it opens out into a larger cavern. You find three exits. Which one will you take: the one on the left (turn to 50), a narrow crack in the middle (turn to 253), or a wider crack on the right, which drops down almost vertically (turn to 302)?

2

You feel around the cave and find two metal doors: one marked with the familiar north-west rune, the other marked north-east. You search around but find nothing else in the cave. Do you go through the north-west door (turn to 277), or go north-east (turn to 359)?

3

Aspra Smoothcheek sets a fast pace through a small tunnel. After a while the group stops and begins to climb up the rocky face of a cliff; they are sure-footed and show you all the footholds. When you reach the top you look into the murky darkness and see a wide tunnel with deep wheel ruts. Soon you can see torches in the distance, and eventually you can

make out the group coming towards you: two Dark Elves on Koyunlu, pulling a cart, with six Orcs shuffling behind on foot. Suddenly Aspra fires an arrow at one of the Elves. It is deflected by his armour and impales itself in his arm. He screams as Aspra and the group leap out. Do you choose to leap on to the other Dark Elf (turn to 86), on to the cart (turn to 192), or among the Orcs (turn to 332)?

4

The Sword comes to your hand, and you manage to cut your bonds as the Orcs turn around and pull out their scimitars and daggers. You prepare to fight them, but suddenly an arrow hits you in the arm. It seems to be tipped with a strange narcotic. You fall over. One of the Orcs kicks you and ties you up again. Deduct 1 SKILL point and 4 STAMINA points. Turn to 280.

5

The tunnel opens out into a huge cavern; you cannot see the top or the sides. There is a dull red glow and you can see several fires dotted near and far. As you walk further into the cavern, you see signs that a great battle has recently taken place. Orcs, Trolls, Dwarfs and Gaddon knights are lying all around, among bits of armour, spears, swords and machines of warfare. Occasionally, furtive creatures appear and drag one of the dead, or dying, into a dark hole. To your left you see what appears to be a 'last stand': a group of warriors are being attacked by a horde of Orcs. Do you help (turn to 96), or do you keep under cover (turn to 380)?

6

The slug is tasteless and you feel awful putting the revolting thing into your mouth! You look at Tabasha and notice that she has keeled over. Checking that she is still breathing, you put her in your pocket. You feel dizzy but stay awake. Deduct 1 SKILL point and turn to 149.

7

You throw it into the well. There is a sudden flash! As the smoke clears you see in front of you a huge red creature with horns, fangs and cloven feet. It struts about and laughs. The laugh echoes louder and louder: 'You summoned me!' It looks scornfully at you with bright red eyes. 'Your wish is my command.' You ask for a way out. It laughs again and then attacks you.

EVIL SPIRIT

SKILL 8

STAMINA 10

If you win, you decide to use the rope. Turn to 215.

8

You utter the Secret Cypher '8' and the door opens. You find yourself in yet another dark tunnel. Turn to 77.



9

You rush to hide behind some rocks. You see the riders stopping by the cart. Suddenly you hear a flapping of wings and look up to see two large fanged bats, sweeping down. You swing your Sword in the air. *Test your Luck.* If you are Lucky, you have hit one of them and the other takes a bite out of your neck. Deduct 1 STAMINA point. If you are Unlucky, they both bite you before you kill them. Deduct 4 STAMINA points.

The riders head down to where you are hiding. You run away, straight into a thick mist. Turn to 92.



10

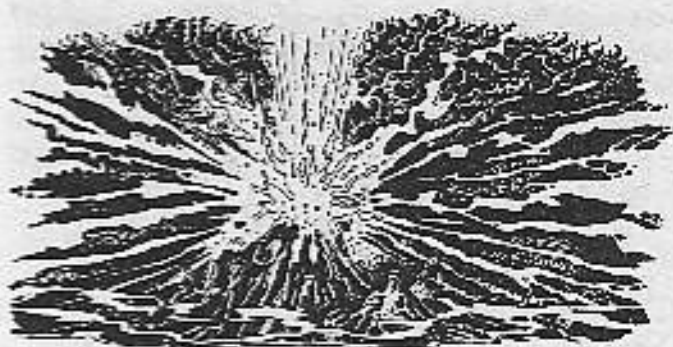
You carry on walking along the tunnel until you stumble on what looks like a large claw, stuck in the earth. Fascinated, you pull at it and are startled to see it move! The claw rises out of the ground, followed by another; then a black, bird-like creature springs out of its hiding-place. It has four arms and two wings; you cannot pass it without fighting.

GRIPHAWK

SKILL 9

STAMINA 10

If you win, turn to 74.



11

You look at Tabasha as if to say 'Do what you can.' (Mark 1 use on the *Adventure Sheet*.) The cat purrs and turns around on her shoulders as the woman raises her crossbow to shoot you. Suddenly, the Bazoouk pierces her good eye with a sharp claw. The woman screams and the crossbow fires, but the arrow misses you. She flails about in a blind rage and falls into the lava stream. The horrible screams are soon just echoes in the cavern. Turn to 203.

12

The tangle of roots gets thicker and seems to squeeze down as you pass. Eventually there is no way forward or back; you are stuck, and will never complete your quest.

13

Turn to 206.



14

The floor of the hall bursts open and peels back to the walls. The Ghouls stop and try to run away, but two huge, clawed, furry hands grab them and pull them into the pit. You hear their terrified screams as they plummet into the abyss. Turn to 288.



15

You open the door to find an aged crossbow, loaded and aiming right at your heart. You look carefully and see that the twine has frayed, so that it will not fire. As you step forward, a dagger drops from the ceiling. *Test your Luck.* If you are Unlucky, it plunges fatally into your skull. If you are Lucky, it misses by a whisker, and you step back into the corridor. Turn to 289.



16

You stumble around the cave and trip over a pile of skulls. Something crawls up your leg but you shake it off. There are exits leading south-east (turn to 205), north-west (turn to 89) or north-east (turn to 355).

17

Tabasha sits by your side and sees that you are getting weaker. She goes off and brings you some tasty slugs, but you are too weak to raise your hands. In a short while you lose all interest in the quest.

18

If you have not yet seen it, you come across a huge wall, protected by watchtowers at intervals of 200 paces. On a plaque ahead you can see a Sword symbol; to your left you can make out a Dagger symbol. As you get nearer to the wall you see a rope hanging down from the battlements, and a Dwarf, lying face down with several arrows in his back. Do you want to climb the rope (turn to 362), or walk to the Dagger sector (turn to 154)?

19

You walk over to the Orc. He is reaching for his knife and you prepare to fight. Suddenly a large chunk of rock drops out of the roof. Throw a die for your position, and then throw a second die for where the rock lands. If the two numbers match, you are crushed to death. If not, then the rock kills the Orc. Add 1 LUCK point. You take the exit north (turn to 337).

20

The door slams behind you and you are, once again, in the dark. You feel the walls but find no other doors. As you walk around you step on a little squishy creature that squeaks, and explodes with a

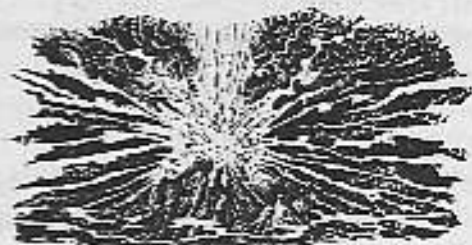
blue flash. You slip on several others and then realize that the chamber is full of these creatures. Just then you slip on one of them and your hand feels this:

,00

0.0

,00

If you recognize the Secret Cypher, you speak the number and a trapdoor opens, revealing a tunnel. Turn to that number. If not, then the little beasts crawl all over your body until they slowly smother you.



21

You are in a cave full of leather boots. As you touch them they crumble in your hands. There is a small door halfway up the wall. If you choose to go through it, turn to 39. There are also four other exits. Which way will you go:

South-east?

Turn to 200

West?

Turn to 222

East?

Turn to 188

South-west?

Turn to 107

22

You find yourself in an old tunnel that gets smaller and smaller, until you have to walk hunched over. Suddenly it ends in a chasm. You look carefully, but even by the light of the Shining Sword you can see no end to the abyss below. You kick a large rock over, but you don't hear it hit the ground. You cannot see the other side of the chasm. Do you take a chance and leap across (turn to 363), or go back (turn to 216)?

23

The Troll is huge and swings a double-daggered scimitar at you.

TROLL SKILL 8 STAMINA 10

If you win, turn to 236.

24

Another door slams behind you, but this time the Shadow does not follow. The path is still surrounded by swirling smoke. Suddenly, the teeth of a metal trap snap shut. Throw a die for your position, and a second die for where the trap shuts. If the two throws match, you are caught and severely wounded (deduct 3 STAMINA points). Repeat twice and, if you survive, the path divides. It leads both to a door east (turn to 118), and to an exit north (turn to 339). Which way do you go?

25

As you walk along the track, you have the distinct feeling that someone, or something, is following

you. You send Tabasha to scout around, but she rushes back with her fur standing on end, and jumps into the safety of your pocket. After a while, you can hear shuffling steps; you begin to run and the steps speed up. Out of the corner of your eye you see a shadowy glimmer chasing you. Throw two dice: this is the speed of your pursuer. If this is greater than your STAMINA, turn to 76. If your STAMINA is greater than, or equal to, the speed of your pursuer, then turn to 298.

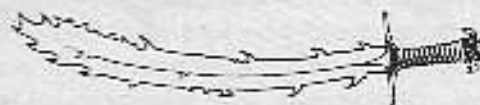
26

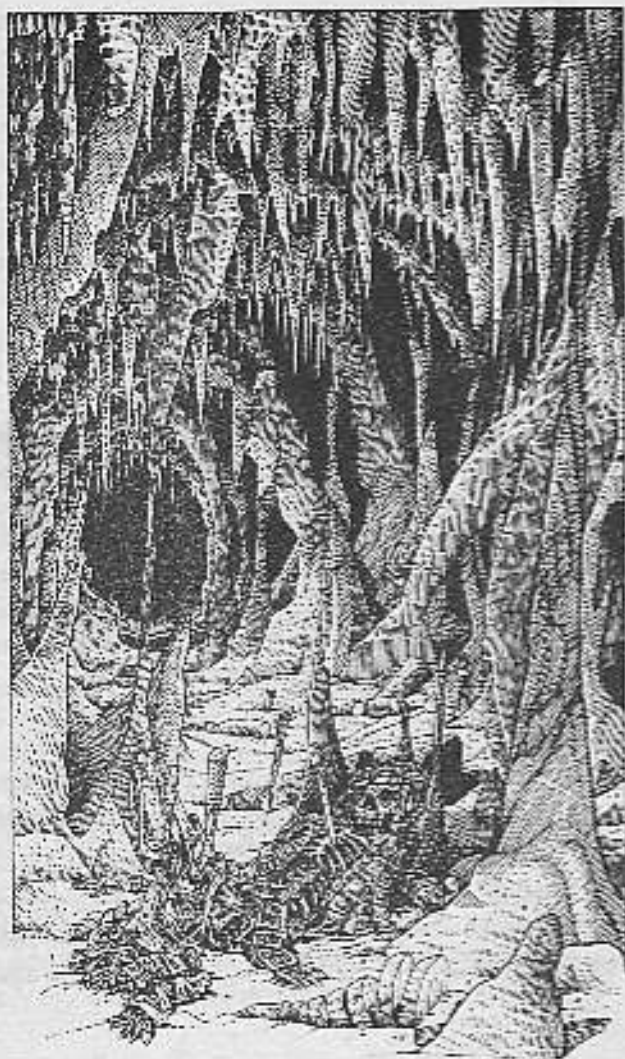
You give up your Sword to the leading Marsh Goblin, realizing that they have mistaken you for another 'Toplander', and you think that you could use this to your advantage. Then the first Marsh Goblin pulls out a metal collar and asks if you would like to wear it: 'You will be more comfortable while we get you back.' Do you agree to wear the collar (turn to 389) or refuse (turn to 295)?

27

In the middle of the cave, three Witches sit around a fire. They ignore you, but you can see some doors clearly marked. Which do you choose:

North-east?	Turn to 307
North-west?	Turn to 188
South-west?	Turn to 246





28

'Now for you Toplanders. It's time you had a little run through the Teeth of Stoma.' A group of you, all wearing Xokusai armour, are taken to a large cave. Torches are lit and you can see a tunnel, with myriad fang-like rocks on the roof. The Orcs haul out large drums and begin to bash them. The long, thin, dagger-like rocks break off and drop on to the ground. In the distance, you can see a skeleton with a spike through its ribcage. An Orc then shouts the order to run and everybody rushes through. Throw one die for your position and a second die for where the rocky spike lands. If the two throws match, you are killed. Repeat four times. If you survive, turn to 338.

29

You bring up the rear of the group and occasionally stop to check who is following you. You see a horde massing at the end of the tunnel and know that you have little time. When you get to the others, they are standing by a fast-flowing river of lava. The heat is intense. You approach to see a row of tall stepping-stones spaced wide apart across the red-hot flow. Aspra grabs one of the Dwarfs and leaps from stone to stone, but when she reaches the other side she collapses. You look closely and notice an arrow in her thigh. The Dwarf begins to attend to her as you pick up the other two – one on either side – and leap across. Throw two dice: this is the distance between stones. Throw a die and add the number to your STAMINA: this is your series of leaps. If your jumps are equal to, or greater than, the distance, then you

have made it: turn to 101. If not, then you have fallen in the lava and your quest ends here.

30

You stand on a wide wall and can hear iron-shod footsteps close by. The mist has closed in and you cannot see how high you are. Do you leap off the wall (turn to 364), or prepare for combat (turn to 244)?

31

You have uttered the correct Cypher. At first nothing happens, but then you hear an aged voice that tells you of the ring. 'It was fashioned to make Sensewarriors invisible in any one combat. Use it wisely.' The voice fades. Add 2 LUCK points and mark the ring under Abilities on your *Adventure Sheet*. You may fight any one foe without any loss of STAMINA. Turn to 369.



32

You cautiously tell the Gaddon female of your quest for Iancred's Shield. She smiles and you notice long fangs showing in her mouth. Her eyes open and shine bright red as she laughs an evil laugh. She stands up to her full height, and swipes at you with a clawed hand; you realize that she is a Khuddam! Even unarmed she will be a formidable opponent.

KHUDDAM CHURKA SKILL 10 STAMINA 12

If you win, you rush outside. Do you go left (turn to 167), right (turn to 268), or straight ahead (turn to 312)?

33

You find yourself in a small, narrow tunnel that eventually ends in two doors; the one on the left is open, and the one on the right is shut. Through the thick layer of dust you make out the following pattern on the left door:

```

□□□ ○○.
□□□ ...
□□□ ..○

```

And on the other door is carved out:

```

... ..
... ..○
... ..

```

If you know the Secret Cypher to utter for the closed door, go to that number. Otherwise, go through the open door (turn to 70).

34

You swing your Sword at the figure but it passes right through it, and then the figure passes through you! You stand there, amazed, as several others take the same path. Looking around by the light of the Sword, you find a strange, spiky plant, covered with small furry animals, and what looks like the remains of an Orc, impaled on its long, lethal prongs. You assume that the illusion was created by the plant to catch its prey. Suddenly you see a group of riders following your trail. Ahead is a tall volcano, with hewn steps leading to the top. Do you run up the steps (turn to 56), or skirt around the base of the volcano (turn to 116)?



35

The image shatters and the other two laugh at you. A fragment of glass strikes you on the arm. Deduct 2 STAMINA points. The grisly voice screams at you: 'Try again, O blood heir to Tancred the Magnificent!'

If you have not already done so, choose whether to strike the figure in the centre (turn to 62) or the figure on the right (turn to 386).

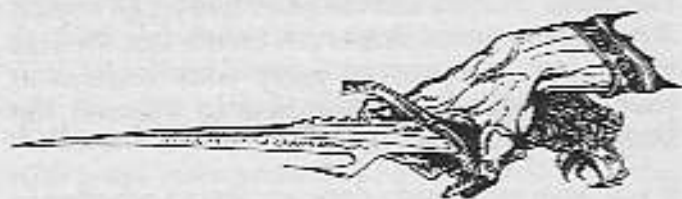


36

A huge Troll sees you through a sleepy haze. He picks his nose, removes some gristle from between his fangs and then begins a wail of alarm. You are suddenly surrounded by three evil, sniggering and very large Trolls. Fight each in turn.

	SKILL	STAMINA
First TROLL	8	10
Second TROLL	8	10
Third TROLL	7	8

If you survive, you are amazed that no one else has awakened as you go through the door heading east. Turn to 370.



37

You grab the wriggling worm, close your eyes, and bite! You are surprised at the wonderful taste. Add 1 STAMINA point. Tabasha looks satisfied, rubs herself on your leg, then jumps back on to your shoulder. Turn to 247.

38

You strike, but the Sword does not penetrate. Deduct 2 STAMINA points. If all the Khuddam are dead on the *Adventure Sheet*, turn to 385 and strike again. If there are any Khuddam remaining on your *Adventure Sheet*, turn to 309.



39

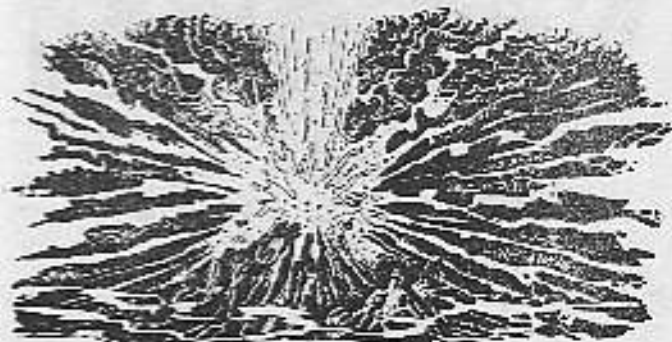
You are in a cave, which gives off an intense, bright light from an unknown source. The intensity increases until it is unbearable and you cannot move; all thoughts and remembrances of the previous caves fly from your mind. Deduct 1 SKILL point. You feel that you have just entered Minosaddurr. Turn to 2.

40

You step into an empty room and hear the voice of Orghuz: 'You cannot escape from me, blood heir, but I will not kill you; you will kill yourself. In this room your worst nightmares will come to life and grow in intensity, until death.'

41

The Dwarf rushes over to a stone pillar and grips it tight. He does not answer you or budge from his position. You leave him there. Turn to 22.





42

You utter the Cypher and the door opens. You step in and it shuts behind you. In the distance is a dim light and you follow a straight tunnel towards it. Suddenly you feel sharp bites on your neck and shoulders (deduct 1 STAMINA point). Looking up, you see a mass of fanged mice leaping off the roof of the tunnel on to you. Tabasha attacks with the style of a true huntress, but even she cannot fight them all. Throw a die. If you throw 3 or less, you have warded off most of the mice: deduct 1 STAMINA point. If you throw 4 or 5, deduct 3 STAMINA points: you have been well bitten! If you throw a 6, deduct 1 SKILL point.

You reach the end of the tunnel. Tabasha the Bazouk follows with several mice in her mouth, and catches up with you as you stare at a well-constructed wall. You are in a corridor of what seems to be an old fortress. Do you wish to go left (turn to 179) or right (turn to 198)?



43

You run out of the door, straight into a squad of Orcs. They grab you and one of them hits you over the head with a large club. Deduct 4 STAMINA points and 1 SKILL point. Turn to 123.

44

You drop down the cliff. *Test your Luck*. If you are Unlucky, you slide all the way down to the bottom and break every bone in your body. If you are Lucky, you catch the ledge directly below (deduct 1 STAMINA point). The ledge leads to the left (turn to 321) and to the right (turn to 250). Which way do you choose?

45

You are in a boiling-hot cave; a narrow channel in the middle of the cave carries a white-hot stream of lava. The rock floor begins to burn through your boots. Sparks fly around and hit you. Throw a die. If you throw 1 to 3, throw a second die, and deduct the result from your STAMINA score. You find four doors; which do you choose:

- South-west?
- West?
- East?
- South-east?

- Turn to 89
- Turn to 168
- Turn to 222
- Turn to 355



46

Turn to 38.

47

As the Feelbrethren feed you, they listen to the details of your quest. The Gaddon curse at the very mention of Orghuz: 'The Evil that has made us outlaws in our own lands.' They tell you that the Fellcohorts, led by a Khuddam, are besieging Caverdown - one of the last great fortresses of the Gaddon. It is decided to help you in your journey.

After a good rest (add 4 STAMINA points), the Battlemaster Gorodin comes to teach you the secrets of Sensefight. You are given a Dark Helm and he whispers the Spell of Darksight. He tells you not to rely on the shine of the Sword, for this can be dimmed by any competent Spellcaster. You are a good pupil. Mark the ability of Sensefight on the *Adventure Sheet*. In any blind combat you will have good fighting ability. Turn to 322.

48

You have identified the traitor. He runs away down the corridor, but is cut down by a particularly vicious spell from Astragal. Turn to 400.

49

As you approach, the woman draws her bowstring further back and the Dwarfs rush out to grab your Sword. They look carefully at Tabasha, who begins to sharpen her claws on your cloak, and decide to leave her alone. One of the Dwarfs then pulls out a small wand and twirls it in the air while muttering a strange spell. You see stars swirling around your head and then you collapse. Turn to 352.



50

You enter the tunnel and notice shapes carved in the rock, but can make no sense of them. You understand the vulgar runes (i.e. letters of a mysterious ancient alphabet), but these patterns are merely raised circles and squares, set in blocks. You travel down the sloping path, which eventually ends in a larger tunnel that has two deep ruts worn along its visible length. You guess that many carts used this route in years gone by. Do you choose to turn left along the tunnel (turn to 211), or will you go right (turn to 135)?

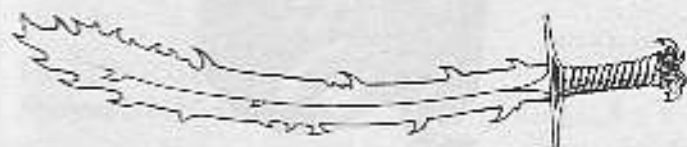


51

The door snaps shut after you enter. You realize that the doors allow easy access, but will not let you return the way you came. You find yourself in a kind of trophy room: there are swords, spears, suits of armour and stuffed heads of strange, horned beasts. In the corner you see a set of crossbows and then suddenly hear the twang of the arrows being shot. *Test your Luck.* If you are Unlucky, then you are hit by an arrow whose fatal poison acts very quickly. If you are Lucky, all the arrows miss and you find three exits. Which do you choose:

North?
West?
East?

Turn to 40
Turn to 224
Turn to 292



52

The force has steadied itself in a defensive position and is harassing what appears to be the kitchen contingent of the Orc forces. Suddenly there is a roar, and screaming begins as the main Gaddon attack charges into the enemy's flank. The Orcs are cut down; many lose heart and flee. The day is won for the Sensewarriors of Caverndown. Khazara appears, covered in scratches and cuts, and thanks you for your help. She knows that you cannot waste any time away from your quest. You are taken to the end of the cavern and shown a tunnel. You walk inside it for a long time. You pass a smaller tunnel on your left, but decide to carry on. Tabasha jumps out of your pocket and walks ahead, stretching and sniffing, until she stops in front of a pile of rubble: the tunnel has collapsed! Turn to 178.



53

When everything is packed and ready, the Trogs set off. You sit at the back of the cart and listen to the one called Cliptongue sing a song about cutting limbs off various creatures. Suddenly the cart stops and the Trogs stare into the distance. You follow their gaze and see a group of riders heading towards you. Do you leap off the cart (turn to 9), or stay (turn to 95)?

54

You are safe. Now do you choose:

Left?	Turn to 108
Right?	Turn to 166
Forward?	Turn to 396

55

When you get back, one of the Marsh Goblins pads into the room with two knights, and points to you. They rush over to grab you, and you pull out your Sword. Fight each in turn.

	SKILL	STAMINA
First KNIGHT	8	8
Second KNIGHT	7	8

If you win, you rush out of the hut. Turn to 388.



56

You rush up the steps and look up to see lava dribbling down from the lip of the volcano. As you climb, a large vampire bat occasionally swoops down and attacks you. Throw two dice. If you throw any double, you have been bitten: reduce your **STAMINA** by the value of one die.

Behind you, the chasing riders halt. They do not follow but watch you carefully to see if you turn back. Suddenly there is a spray of lava. Throw a die: this is your position. Throw a second die: this is where the lava lands. If the two numbers match, you have been hit by the lava: reduce your **STAMINA** by 2 points.

You reach the top of the steps and come to a large entrance above which you see:

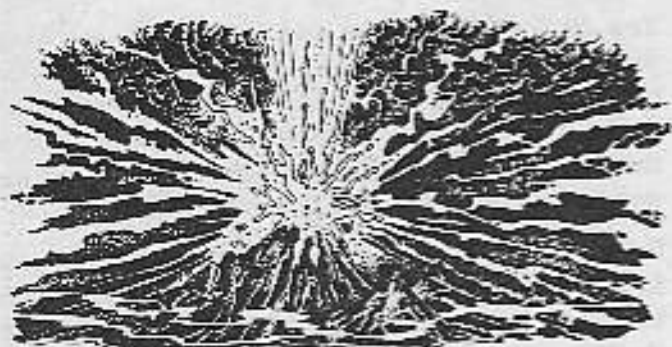
□□	□ . .	and □
□□□	□□□	and	. . .	□□□
□□□	□ □

You enter the volcano. Turn to 356.

57

The gates creak open and you are greeted by a group of heavily armed Gaddon Sensewarriors. They hurry you along towards a shelter, but you all run into a shower of long black arrows. Two warriors are hit; everyone scatters. Do you run:

Forward?	Turn to 109
Left?	Turn to 234
Right?	Turn to 335



58

You climb down the rope and reach the base of Fellscar Crag! You wait to see if there is anyone following, but no one appears. Add 1 LUCK point. You walk on into the vast darkness and find somewhere safe to rest. Tabasha jumps out and goes off hunting. On her return she is dragging a large, red fish. You eat the fish (add 4 STAMINA points, if eaten raw; add 2 extra points if you have Fuel to cook with, and deduct 1 unit of Fuel from your *Adventure Sheet*). Tabasha the Bazouk does not eat anything until you finish and then she eats all the bones.

As your eyes get used to the strange red glow of the vast cavern, you set off in no particular direction. After a while you come across a well-made road, with deep cartwheel ruts in the stone. It heads dead straight into the distance. Do you follow the road (turn to 304), head off to the left (turn to 259), or go to the right (turn to 136)?

59

The noise has alerted a troop of Orcs and they surround you. Swinging your Sword at them, you realize that you can break out, but you will have to fight two of them. Fight each in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you win, you have nowhere else to go, so you rush towards the Sensewarriors. Turn to 96.



60

A large boulder just misses you. The rumbling continues, and then the gravel begins to tremble under your feet. You stand back as a gruesome Earthshaker rattles out of the rocks; as it trembles it shatters any loose rocks that touch it. It is blind, but huge, and blocks the tunnel. Do you decide to fight it (turn to 395), or do you prefer to run (turn to 191)?



61

The trapdoor shuts behind you and in the pitch-darkness you can feel steps leading down. As you climb down you can feel a strange warmth, as though you were getting nearer to an invisible flame. Just then, the Sword begins to glow and you see a large stone cauldron. Around it are four seated figures with swords in hand; they wear ornate armour and do not move. You know that this is the Heartflame; here you must temper your Sword. You walk forward and plunge your Sword into the cauldron. Suddenly there is a great cry; you see a Dark Shadow writhing, and smell a filthy stench. The figure clutches at its *left knee!* When you lift the blade out, it is at first invisible. Then it takes on its old shape and shines as never before. Add 2 LUCK points and 1 SKILL point. Mark on your *Adventure Sheet* Abilities box that your Sword has been tempered by the Heartflame, and remember any other secrets you may have gleaned. You then hear the Guards of the Heartflame chanting and everything disappears. Turn to 100.



62

The image shatters and sharp slivers of glass impale themselves all over your body. Deduct 2 STAMINA points. Orghuz laughs at you and asks you to try again. If you have not already done so, choose whether you strike to the left (turn to 35) or to the right (turn to 386).

63

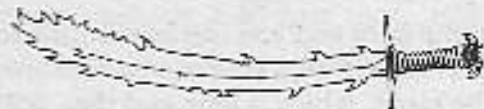
He sniffs at you. 'You smell of the Toplands. Well met!' He slaps you on the back and your Sword begins to glow. 'I am Gregory, son of Baldwin, son of Edwin, son of Eleanor, daughter of Dermott the Freeman, whose cousin Kevin Knucklesnap fought with Tancred at the Chasms of Gloom. My mother's kin . . .' Gregory proceeds to relate a complete family tree as you follow him. Turn to 313.

64

You wake up to find yourself chained to a rack on a great cliff top, overlooking a vast cavern. Your Sword and belongings are still on you and you can feel Tabasha in your pocket. Standing all around are Orcs wearing the fighting armour of the Mailed Fist: the symbol of the elite Xokusai Orcs. The captain stands next to you and is obviously waiting for someone: 'Damn Khuddam; kill my soldiers for sport and then don't turn up for the Chase.' A nearby lieutenant reminds him that the ceremony must begin at the appointed time laid down by the Prophecy of Mukinahdun. At the mention of this word all the Xokusai Orcs kneel down and stab their daggers into the ground. Then the captain calls out:

The Chase has begun. Release the prey and summon the Gryphons! Your bonds are cut and a drum pounds out a regular rhythm, until a flapping of wings and snarling and snapping announce the arrival of the Gryphons: flying, fire-breathing creatures, each with the body of a lion and the wings of a dragon.

The drum beats and you are pushed forward to the edge of the cliff as the Orcs recite an incantation in a strange dialect. Finally you are pushed down on to a narrow ledge and told to 'Run for your life.' Turn to 138.



65

'I would never try to fish like them,' says Aspra as she looks at the fish on the ground: they have huge fangs and half their bodies are mouth. However, when cooked, they taste delicious. Soon the others arrive and they all sit in a circle and sing of old times beneath the Mountain. Add 4 STAMINA points. Tabasha finishes off the bones, licks herself all over and settles down to sleep.

After a while Aspra begins to prepare for a raid, and asks if you wish to stay at the camp or go with her to attack one of Orghuz's provision carts. Do you choose to stay (turn to 265), or do you go (turn to 3)?



66

You shut the door and you can hear scrabbling and howling. The door stays shut as you turn around to look at the room, which is long and thin, with exits north and west. Many swords and daggers are suspended from the ceiling by thin twine. Suddenly, a deep, evil laughter booms out, and one of the swords drops. It crashes into the floor close to you. Choose an exit. If you go west, throw a die for your position and a die for where the sword drops. If the two match, you have been struck and killed. Repeat three times and, if you survive, turn to 40. If you go north, repeat, as above, five times. If you survive, turn to 297.

67

The ledge gets wide enough to allow you room to swing the Sword. You take a rest and await the Orcs. Suddenly they appear: six of them - one bent

over, sniffing the ground. They attack, and you kill one of them with a single blow. The others mass, but cannot surround you; you can try to parry their thrusts. Throw two dice to show the number of thrusts the Orcs attempt, and throw two dice, again, for the number you manage to parry. If the thrusts are greater than the parries, then reduce your STAMINA by 1 point for each.

Suddenly a Gryphon appears and interrupts the combat; it flies down and swipes at the Orcs, forcing them away. They leave you to the beast.

GRYPHON

SKILL 8

STAMINA 10

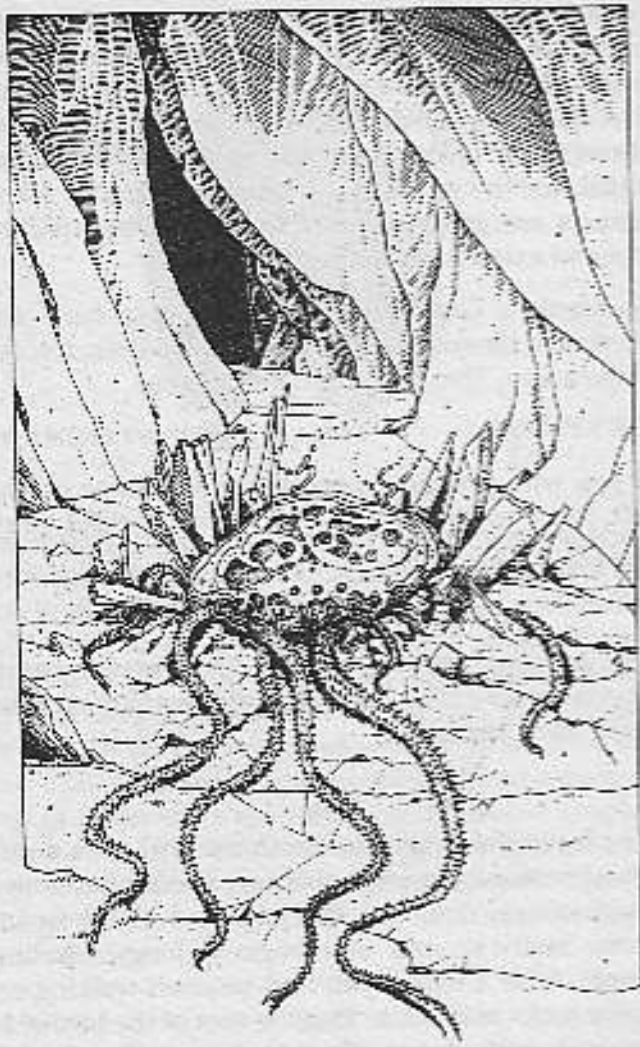
If you win, you find a gently sloping ledge on the left (turn to 220), or a steeper route right (turn to 117).

68

You are in a chamber with two doors heading west. Do you choose the left-hand door (turn to 219) or the right (turn to 120)?

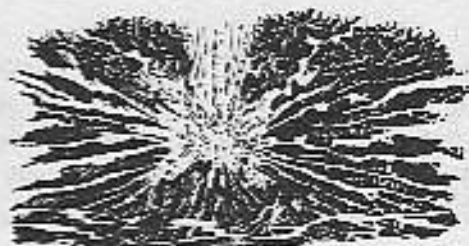
69

You leave the Dragon's Breath Inn by a side door. The directions you were given are precise paces and touchstones. You see the expected rough-hewn stone stairway and you begin a long, winding climb. After a while, you find yourself walking on spiky rocks and notice that the roof of the tunnel is covered with them. They look very dangerous. Suddenly you hear a crack. *Test your Luck.* If you are Lucky, turn to 347. If you are Unlucky, turn to 197.



70

The tunnel leads downwards and you begin to feel very cold. Suddenly your feet slip from under you and you sit down on what seems to be a frozen underground river. Your Sword has left your grasp and has slithered away. As you get up, there is a cracking sound and three eyes poke up out of the ice, followed by several spiked tentacles. You run towards your Sword, but a tentacle wraps itself around your ankle. Have you the strength to reach your Sword? Throw two dice: this is the strength needed. If this is greater than your *STAMINA*, then you are dragged down to your death in the icy deep. If your *STAMINA* is equal to, or greater than, the strength, then you reach the Sword and chop at the tentacles. You scramble away across the river into another tunnel. Turn to 103.



71

You are in another chamber. The volcano rumbles and the ground shakes. Ahead are two other holes. Do you wish to go left (turn to 177) or right (turn to 327)?



72

When you wake up, you open and shut your eyes but it makes no difference: it is still completely dark. 'Ah, good, you have slept well, I trust?' You can tell that it is the voice of Alkis Fearslicer. He tells you how he evaded the Khuddam and spent the rest of the time laying false trails. 'The evil ones are not yet strong enough to attack Govanthian, but soon . . . Your quest must succeed.' In the darkness you are taught to Sensefight (mark this on the Abilities box of your *Adventure Sheet*) and are taught the secrets of the Feelbrethren Cyphers. Turn to 399, examine the illustration and remember to come back to this point.

You are then taken to the Govanthian Tunnels. You say your goodbyes to the people of the dark and enter a tunnel. After a while the path divides; one leads up (turn to 393), the other goes down (turn to 33). Which do you take?



73

You race past and kick a trip line, which disturbs a mass of Dwarf skulls. As they rattle they alert half a dozen Orcs from the elite 'fighting Xokusai', who rush out and chase you. Unlike most of the Orc warrior clans, they do not squabble among themselves but follow with speed, efficiency and cunning. Do you run up some stairs on the left (turn to 182), or go straight ahead (turn to 240)?



74

You walk down the tunnel. In the distance you can make out some blazing torches and, as you get nearer, the tunnel opens out into a cavern. On the right is a stone building with small round windows and six torches blazing above the entrance. Standing outside are two large-horned Koyunlu, harnessed to a cart. Just below the torches is the famous Dragon's Breath Inn and Alehouse. As you stand there, a large figure in a black cloak comes out of the building and falls flat on its face. Do you help (turn to 157), or do you prefer to keep a low profile (turn to 353)?

75

When you step to the left, a trapdoor opens, and you fall into a pit full of sharp metal spikes. *Test your Luck*. If you are Unlucky, you are impaled and die instantly. If you are Lucky, you land more or less safely (deduct 1 STAMINA point) and find a cob-webbed door that opens easily. Turn to 143.

76

There is a slicing sound and you look at a cut in your cloak. Turning around, you see an indistinct figure that shimmers in a dark haze. You cannot see the weapon but can only hear it cutting through the air. You will have to Sensefight (check your *Adventure Sheet* to see if you have that ability). If you are able to Sensefight, then fight as normal. If not, reduce your SKILL by 2 for this combat only.

SHIMMERA SKILL 9 STAMINA 10

If you win, turn to 298.

77

As you walk along the tunnel, you begin to despair about the quest. You sit down, drop your Sword and hold your head in your hands. The task seems too difficult. Tabasha tries to cheer you up by chasing her tail and behaving like a kitten, but it does no good – you are miserable. Suddenly the Sword shines very brightly and rises up in front of you. An ancient voice speaks out: 'Do not despair. You are close to the Caves of Minosaddurr. Seek out the Heartflame, the weakness of Orghuz. Temper your Sword there. But first, beware the Three Stone

Wraiths: one that always tells the truth, one that always lies, and one that always changes from truth to lies to truth.' You are filled with a new-found determination (add 1 SKILL point) as you set off along the tunnel. Turn to 252.

78

As you step into the room you hear the flap of wings and the scream of a Gargoyle from the tower. It rushes into the room and you swipe at it with your Sword (One-Strike Combat). If you hit, then you have wounded it. It screams, and you have time to rush into the next room. If it hits you, then reduce your STAMINA by 2 points before rushing into the other room.

You shut the door but know that you cannot stop the beast from breaking in. You make a dash across the room to the next door. *Test your Luck*. If you are Lucky, turn to 110. If you are Unlucky, the Gargoyle bursts in and you will have to fight it.

GARGOYLE SKILL 9 STAMINA 10

If you win, turn to 110.



79

The woman helps you to get better and, as she prepares a broth, gives you good advice: 'Seek the Caves of Minosaddurr; there you will find the means to destroy the evil of Orghuz. Seek the Three Stone Wraiths spoken of in legends.' Then she begins to recite:

*'One that always tells the truth,
One that always tells a lie,
And one that always tells a truth
Followed by a lie, followed by a truth.'*

These are the Guardians of the Caves where the Heartflame burns. Temper your Sword there; you cannot hope to strike at the Evil One without killing all his Seven Servants . . . aaah.' She stands stock still, her eyes glaze over and she says no more. You leave her there and go outside to a tunnel. Do you turn left (turn to 144), or choose to go right (turn to 252)?



80

You get up and run into the Orcs, who have caught up with you. They are very brave when there are lots of them. You stand no chance.



81

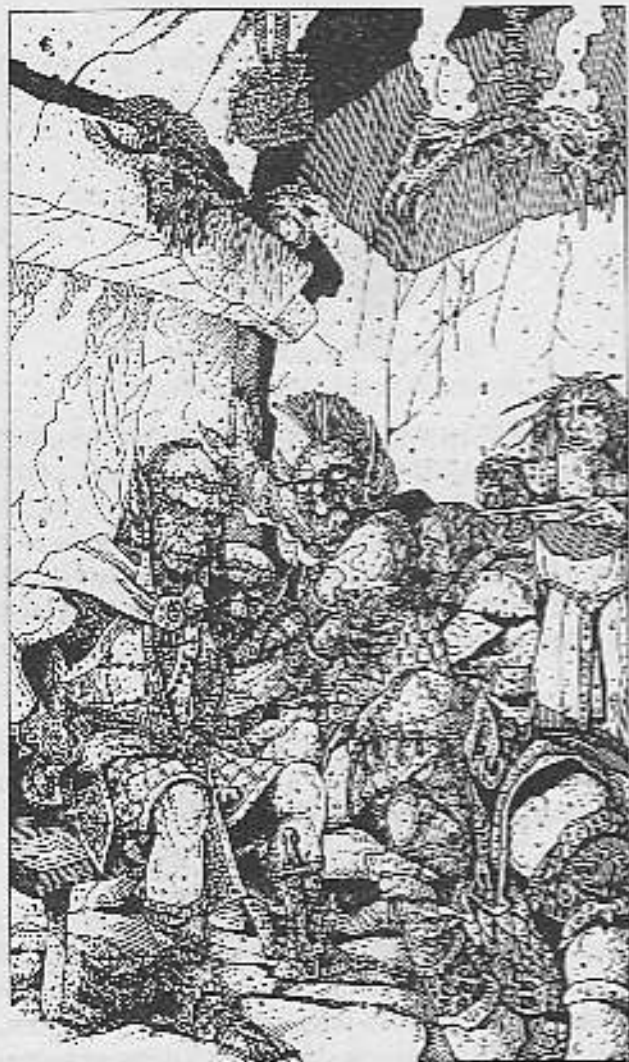
As you rest from your labours, you notice the other figures turning to flesh. You start to run, but crash into someone standing behind you. He looks at the figures and speaks in a muted tone; they slowly change back to wood. You look at him: he is huge, with a large beard, very strong and carries a massive two-headed axe. Turn to 63.

82

The track is well made. You confidently step on to a flat rock. It gives way and a dart shoots into your foot. Deduct 3 STAMINA points. Turn to 304.

83

The door slams behind you. It is dark and misty, but you can see enough to know that you are on a small balcony outside the tower. You cannot jump down because of the moat of poisonous slime. Just then, you see two fiery eyes and hear a flapping of wings as a Gargoyle spots you and sinks its thick claws into your ribcage. Your adventure is over.



84

The room is large, with a great fire burning at one end. There are dark cubicles all around, and several people stare at you as you enter. To one side you hear the screams of Orcs enjoying themselves, and in the corner sits a miserable-looking Dwarf, wearing a metal collar. 'Gaddon, where's my food?' screams a Troll, while he punches bits out of the wall. The Gaddon walks in: she is blind, but seems to sense her way around without any trouble. She deposits a flagon and plate on the Troll's table, comes over to you and sniffs. 'You smell of Top-lander. Why have you come here? There is great danger.' Do you choose to confide in her (turn to 225), or decide to leave at once (turn to 43)?



85

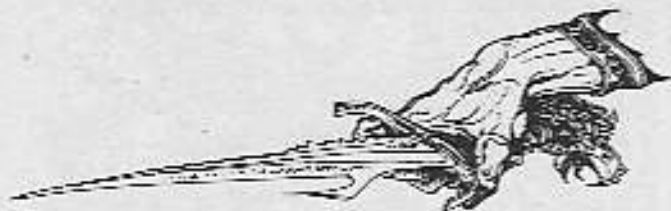
Turn to 206.

86

The Dark Elf pulls out a short-sword and stabs you in the side. Deduct 1 SKILL point and 4 STAMINA points. You struggle with him: he drops his sword and you fight unarmed.

DARK ELF SKILL 8 STAMINA 6

If double 1 is thrown, the one whose Attack Round it is has fallen off the cart and is crushed to death under its wheels. If you win, you drive the cart back to the others, who take all the food and weapons they can carry. You make your way back to camp. Turn to 124.



87

You are wise to head directly for the creature; it has already released other traps. There is a foul stench of decaying flesh as you climb on to its ribcage. The next door is close enough to leap across, if you have enough STAMINA. Throw two dice: this is the distance. If the distance is greater than your STAMINA, you fall on to the floor, are transfixed by several spears and eventually die. If your STAMINA is equal to, or greater than, the distance, then you have jumped well. Turn to 257.

88

As the cart passes, you slip in. It is driven by a Dwarf who is wearing a metal collar. The gates open, then shut behind the cart. When it stops, you hear orders being shouted: 'Search the cart, you filth. HE wants no strangers getting in.' Another voice growls and mutters an obscenity. Then a spear is shoved into the skins. Throw a die: this is your position. Throw a second die: this is where the spear is thrust. If the two numbers match, you are speared (deduct 2 STAMINA points). Repeat three times. If you survive, you slip away in the darkness. Turn to 159.

89

You are in a cave of ice and, as you walk around, huge icicles drop from the top of the cave and shatter on the floor. *Test your Luck.* If you are Unlucky, you are hit by one and killed. If you are Lucky, your numb fingers detect three doors. Which do you enter:

North-west?

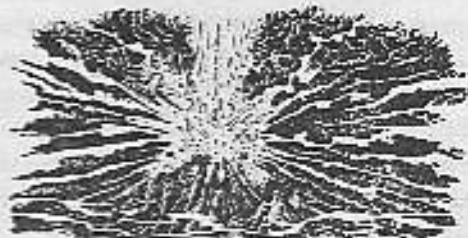
North-east?

South-east?

Turn to 168

Turn to 45

Turn to 16



90

The ground rises until you suddenly come to a sharp drop. You can hear sniffing and snarling getting closer, so you decide to leap into the mist. Test your Luck. If you are Unlucky, you land badly and break both legs. You lie there until a clumsy Troll falls over you. He sees you, licks his lips, and you are never heard of again. If you are Lucky, turn to 364.



91

You follow the footprints into the southern exit. The corridor is very dusty and the occasional furry creature scuttles across your path, leaving faint tracks. Tabasha chases a few of the creatures but soon gives up the sport. Up ahead, where the footprints end, you see a bundle on the ground. As you get nearer you see that it is a dead Trog. On its finger you notice a bright ring with a gemstone that gleams and sparkles in the dim light. Do you take the ring and put it on (turn to 153), or leave it alone and carry on (turn to 22)?

92

You stumble about in the thick mist. You can hear shrieks and calls far away – Koyunlu hoofs on the rocks and the clatter of iron-shod Orc feet. You can work out the general direction that you were heading for, but for a specific bearing, you will have to guess. Which will you choose:

Bearing A?
 Bearing B?
 Bearing C?
 Bearing D?

Turn to 320
 Turn to 243
 Turn to 134
 Turn to 18

93

You climb down the rope into the darkness. It feels hot and sticky; suddenly you realize that it is alive! You try to scramble up again, but it wraps itself around you. You are dragged into a cave, never to be seen again.



94

You jump over and rush off. One of the hunters detects your scent and give chase. You stop, Sword at the ready, and prepare for battle.

BLACK RIDER SKILL 9 STAMINA 12

If you win, you rush off into the stream before the other riders appear. Turn to 263.



95

You are quickly surrounded by the riders. There are about a dozen of them, including a black-cloaked Khuddam. As you crouch behind the blocks, they begin to ask the Troggs rapid questions. The Troggs, being slow-witted, cannot understand them. The riders get cross and gallop off. Add 2 LUCK points.

You slip off the cart as a thick mist descends. Turn to 320.

96

You burst through a line of Orc crossbowmen and rush for cover. *Test your Luck.* If you are Unlucky, throw a die: it shows the number of bolts that have hit you. They are not poisonous and easy to remove – deduct 1 STAMINA point for each. If you are Lucky, you have made it to the defended line and are greeted by the Gaddon knights; thirty of them, all wounded, and all blind. Their leader Alkis Fear-slicer approaches, and you explain your quest; occasionally an arrow lands close by. Alkis recounts how the Gaddon raised the standard of the Feel-brethren, with the objective of ridding their land of the Khuddam and their followers. But the Gaddon never realized that there would also be so many Fell creatures to fight. Alkis then calls out: 'Saliac, we must use the Crystal.' A tall warrior with a large black beard warns of the dangers, but a fresh hail of arrows seems to change his mind. Turn to 190.

97

The trapdoor bursts open and in a swirl of blue smoke Goblin guards rush in, waving evil wands. Have you the strength to ward off their necromancy? Throw two dice. If the result is greater than your STAMINA, then you are struck down and your quest ends here. If your STAMINA is equal to, or greater than, the throw, then you survive (deduct 1 STAMINA point). You rush out with the others. Turn to 375.



98

You push yourself into the niche. The group stops and you hear a woman's voice: 'Come out of there!' You look out and see a hooded woman aiming a longbow at you. Around her stands a group of Dwarfs. One at the front holds a torch and you notice that they are all wearing metal collars. Do you come out (turn to 49) or run for it (turn to 175)?



99

You wander around the cave. The Sword will not shine and you can hear Tabasha miaowing from across the cavernous gloom. You go to her and she leaps on to your head. You reach out and feel the sides of the cave. You make out these shapes:

. O .	□□□
O.O	□□□
. . .	□□□

If you recognize these symbols, utter the Secret Cypher and go to that section. You will be told straight away if a door opens. If you do not want to go through the door, or do not know the Cyphers, there is another tunnel in the dark recesses. Turn to 317.



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100

You find yourself in a dark chamber. As you stumble around in the gloom, you find a well. Looking down, you see nothing but darkness, and when you throw a rock into it you hear nothing. You walk around the well and find a rope attached to the inside. There seems to be no other way out of the chamber. Just then you see a small leather purse. Opening it you find that it contains a silver coin. Do you choose to throw the coin into the well (turn to 7), or will you leave the purse and climb down the rope (turn to 215)?

101

When you get to the other side, Aspra is pouring a potion on to her wound. She recovers while sporadic arrows land close by, and you all rush away. The Orcs leap up and down and start fighting among themselves. As you explain your quest to Aspra, she tells you that the road you are travelling will get much more difficult when you enter the lands under Orghuz's direct control.

When you stop for a short rest, Aspra Smoothcheek tells you her history: she was of Toplander stock but was brought up by the Feelbrethren and has since joined the band of rogue Dwarfs, living off whatever is available. She looks at the Dwarfs who are fishing in a small rushing stream: they plunge their hands in and pull out large, white, blind fish. It looks easy. While Aspra is distracted with distant thoughts, do you have a go (turn to 184), or let them get on with it (turn to 65)?

102

You have learnt your lesson well. The Gaddon have taught you a valuable skill. When you come out of the library you see a great muster of knights. Khazara and the other Sensewarriors are discussing plans for breaking the Great Siege that is slowly taking its toll. The consensus is a scheme involving a large diversionary attack, followed by a swift blow to the Fell Army's flank. The warriors are allocated to the two groups - the diversion (turn to 308), and the main thrust (turn to 158). Which do you join?



103

The roof of the tunnel gets very low and you have to crouch over. As you do so you see black seams of coal on the floor. If you wish to hack some out and put it into your Fuel pouch, do so now (mark 2 units in the Fuel box of your *Adventure Sheet* and deduct 1 STAMINA point). Whether or not you take the Fuel, turn to 230.



104

You pick up the gold. The old man sighs and turns his face away from you. 'You will find it hard to succeed in your quest; your heart is tempted by greed and thus you have failed the test.' You are taken to a rocky tunnel by a silent Gregory. He says no farewell. You trudge along for a long time. After a while it begins to get unbearably hot. Turn to 112.

105

You stand your ground and the Sword shines brightly. The Orcs see you. One of them drops his torch and pulls out a sword. 'Go away, the Dwarf is ours,' he hisses at you. You say nothing and the Orc realizes that he'll have to fight you.

SCAVENGER ORC SKILL 6 STAMINA 8

As you fight, the second Orc grabs the metal collar and runs away, chuckling at his cleverness. If you win, turn to 281.



106

When you reach the top of the stairs, you find yourself in a dark chamber; the only light comes from a firing-slit in the wall. Suddenly there are the sounds of scuttling and a chain rattling. Something snarls and rushes towards you from the direction of the stairs. You see two doors; do you go through the exit south (turn to 132) or the exit west (turn to 180)?

107

You are in a cave, which occasionally flashes a bright blue. There is a wonderful smell of food cooking, and in the intermittent light you find some that proves to be delicious. Just then you notice a Dwarf in the corner; he is sitting there with a tankard of ale in one hand and a happy smile on his face. You feel good, and begin to think that you ought to stay here. Throw two dice: this is the strength of the attraction to stay. If the throw is greater than your STAMINA, then you will stay and never complete your task. If you resist, you find four exits. Which do you choose:

South-west?

Turn to 264

South-east?

Turn to 334

North-west?

Turn to 222

North-east?

Turn to 21





108

You choose correctly. You step forward and find yourself safely across the lava river. Looking back, you see a horde of Orcs in the red glow. You begin to run, weaving from side to side, as black arrows drop all around you. You run fast until you are exhausted and stop for a moment behind a large boulder (deduct 2 STAMINA points). Just then you see a small hole, big enough for you to crawl in and hide. Do you go to ground (turn to 141), or carry on running (turn to 80)?

109

You rush into the shelter and all the arrows miss. Add 1 LUCK point. From there, you watch the injured warriors stagger around, chanting spells. An arrow in one of them begins to burn and then disappears; she collapses and dies. Another manages to pull the arrow out of his arm and gets to the shelter. Turn to 47.



110

This time, the door slams behind you. You are in a room with torches blazing, and you can see two small Orcs, who seem to be repairing a crack in the wall. They are not armed, and stand amazed as you pass them on your way to the only other door heading north. You enter a room to find nothing but two exits. Do you go north (turn to 132), or west (turn to 20)?

111

As you head for the Arrow sector, a sure-sighted Orc sees you and fires with his longbow. *Test your Luck.* If you are Unlucky, you are wounded (deduct 2 STAMINA points). If you are Lucky, he misses. You quickly turn back towards the Dagger sector. Turn to 154.





112

The heat increases and the dim, red light in the distance becomes very bright. The ground trembles as you eventually come to a fast-flowing river of lava. The path leads to a row of stepping-stones and you have no other way to go but across. Halfway to the other side, with your boots scorching, you look up and ahead see a figure holding a crossbow aimed at your heart. She orders you to drop your Sword into the river. You are three steps from her. Do you drop your Sword in the lava (turn to 365), or risk rushing across (turn to 202)?



113

You rush through the door and slam it behind you. You are dismayed when it begins to fade and then disappear. You then run down some steps but, by the time you reach the bottom, the wolves are all around you. You prepare to fight each in turn.

	SKILL	STAMINA
First WOLFHAG	6	8
Second WOLFHAG	7	10
Third WOLFHAG	6	8

If you survive, you return to the previous room and go through the door heading north. Turn to 66.

114

The chest is easy to prise open. Inside you find parchments written in the vulgar runes, telling the history of the castle. It was originally built by the Gaddon, but they left after a great siege by the forces of Evil. The Gaddon turned the castle into a giant trap and spent their last days casting Spells of Doom and Despair. On another parchment are fragments of spells; only one of them is legible:

The Casting of Creatures to the Bottomless Pit

Thrice round weave, twice up and twice down,
And make the sign of the Seven Senses of Dismay.

You decide to learn this Spell; you may have a use for it. Turn to 397.

115

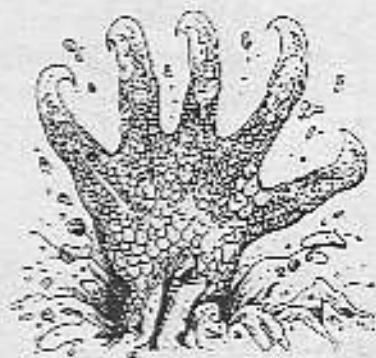
You squelch around the back of the rock and hide from the strangers, sword at the ready. As you stand there, two clawed hands rise from the marsh and pull you down into the mire. You were unwise to move off the path. Your mission is over.

116

You run straight into a patrol of six mounted Xokusai Orcs. They all throw spears at you. *Test your Luck*. If you are Unlucky, you are wounded; they capture you and fit a metal collar on you. Orghuz now has you in his power and you can do nothing. Your quest is over. If you are Lucky, they all miss, and you turn back up the steps of the volcano. Turn to 56.

117

You cannot see any Orcs, but can hear muttering and squealing. Suddenly a shower of rocks and boulders drops on you. Throw a die. If you throw 3 or less, most of the rocks miss you. Deduct the throw from your STAMINA points. You turn back (turn to 220). If you throw 4 to 6, you are crushed, and your quest ends here.



118

You are on a ledge on the outside of the tower. Down below, you notice an Orc archer looking up at you. There is nowhere to run to. The Orc seems to be waving at something on the roof of the tower. Suddenly you are in the middle of a shower of lava, poured by two Orcs above you. Your adventure is over.



119

The Dark Elf stares at you with glowing red eyes and fingers his staff, which radiates a bluish light. 'Who dares cross Midnight Chasin?' he shouts, and walks on to the perilous bridge. He looks you up and down. 'Aye, you'll be fine for my lord's slave battalion, when you wear the collar.' He begins to cross the bridge, but stops when he sees you pull out your Sword. He realizes that he has got a fight on his hands.

DARK ELF

SKILL 8

STAMINA 6

If at any time double 1 is thrown, then that combatant has fallen off the bridge. If you win, you cross the bridge and carry on along the path. Turn to 249.



120

As you step on to a ledge, the door slams behind you. Above you is a Spike-Tailed Lizard, which drops and sinks its claws into you. It forces you off the ledge and into the moat of poisonous slime . . .

121

You jump into one of the trenches, but the ground collapses and you fall down, deep into a mine shaft. Your quest is over.

122

You are in the army commander's sleeping-quarters; there are bundles and blankets everywhere. You creep carefully towards the only door leading east. You must be silent. Throw a die to show the level of silence required to awaken the lightest sleeper; throw a second die to show the level of noise you make. If it is equal to, or greater than, the first throw, then one of the bundles stirs (turn to 36). If not, then you go through the door east (turn to 370).

123

You wake up in the back of a creaking cart, trussed up and with a Dwarf's foot sticking in your face. You look around and see four other bundles in the cart. Two Orcs sit at the front, arguing and occasionally scratching at each other. Behind the cart you can just see a group of exhausted Trolls trying to keep up. You also see your Sword stuck in a barrel near the Orcs. As you stare, the Sword begins to vibrate and moves out of the barrel towards you. Do you want to attempt an escape now (turn to 4), or wait and prepare yourself (turn to 280)?



124

On your return to camp, all the plundered provisions are laid out and marked by Aspra Smooth-check. All wounds are attended to, and non-perishable goods taken away and hidden. She tells you that the tunnels ahead are very dangerous; you will find no friends there. All the Gaddon who once owned these lands have been enslaved or killed. She stops talking and stares into the distance. You are given food (mark 2 meals on the *Adventure Sheet*). You say your farewells and are given a choice of entry into the Lands of Malice – the Crying Spring (turn to 283), or Drowdrop Cavern (turn to 357).



125

The door snaps shut behind you and, as you stand there in complete darkness, a very heavy block of stone drops down on top of you. Throw three dice and add up the result. If the number is greater than your STAMINA score, then you are badly hurt (deduct 3 STAMINA points). If the number is less than, or equal to, your STAMINA score, then you have the strength to catch the stone and squeeze yourself back out of the door before letting go. Turn to 207.



126

You say nothing. The woman gets up, her eyes open wider and you can see that they are bright red. She raises her hands and claws slowly appear, pushing apart the old flesh. She hisses and spits out an order. Suddenly Orcs appear and grovel in front of her. 'Put a collar on this one. Then I will know if this is the Toplander HE wants.' You realize that she is one of the Seven Khuddam of Orghuz. As you are pulled out she kicks at a rock and it shatters!

Three Orcs take you to a stone hut. Inside is a blacksmith: a Toplander wearing a metal collar. He is beating out a similar collar, and by his side stands a Goblin with a wand. The Orcs tell the smith to prepare a collar. He turns around and you recognize him as the long-lost Azleff: the greatest knight of the Grey Order! You remember serving him at the Great Table many times. As you stare, Tabasha crawls out of your pocket and up to your shoulder; the Orcs are mildly amused by her as she stands there, staring at Azleff's eyes. Suddenly Azleff hits the Goblin with the hammer and in one swift movement cuts your bonds; then he sinks to the ground clutching his collar. You take advantage of the Orcs' surprise and rush out of the hut. Do you go left (turn to 167), right (turn to 268), or straight ahead (turn to 312)?

127

You try to hide, but the Khuddam steps out and smells you straight away. It hisses and spits as it pulls out a scimitar and attacks. If you have a Feelbrethren Ring you may use it now; you will not

be hurt because the Khuddam will not sense you and you may strike at will.

KHUDDAM SKILL 10 STAMINA 12
GRIFFKEK

If you win, cross the dead Khuddam off the *Adventure Sheet*. You escape into the dark. Turn to 298.



128

You have a good sleep that is marred only by a nightmare of a Long-fanged Ghoul holding a dagger over your face. You wake, open your eyes, and see a dagger pointing at your nose, held by a hideous Long-fanged Ghoul. You instantly will Tabasha the Bazouk to help (mark 1 use on the *Adventure Sheet*. If you have used up your nine, you are stabbed and your mission is over.) She sinks her claws into the Ghoul's hands, giving you time to pull out your Sword.

LONG-FANGED SKILL 8 STAMINA 7
GHOUL

If you win, you carry on along the corridor. Turn to 179.

129

You reach out and pull him up. The Dark Elf does not notice you, but stops and shuts his eyes. All the Dwarfs and Orcs stand stock-still. Suddenly you are stabbed in the back: the Dwarf you helped has stolen your dagger, and as you turn around you see him standing there with a glazed look in his eyes. Deduct 4 STAMINA points. He then strides back to the others and they all march off. After a while, you take the same tunnel. Turn to 203.

130

You can see nothing. You hold your Sword in readiness as you hear the sound of what you guess is an axe cutting through the air. If you know how to Sensefight, fight as normal; if not, then reduce your SKILL (for this combat only) by 2.

DARK AXEMAN SKILL 7 STAMINA 8

When either your or your opponent's STAMINA reaches 4, the combat stops. You are both exhausted and your opponent has had time to pick up your scent. Turn to 63.

131

You stand by the trapdoor as it bursts open; in comes a Stone Warrior, followed by Orcs, who fire the occasional arrow.

STONE WARRIOR SKILL 8 STAMINA 8

If you win, Aspra Smoothcheek calls you over to the door, and you all charge out. Turn to 375.

132

You walk into the room to see a jewel-encrusted shield. You walk around the room. There are no signs of traps or other creatures, so you grab the shield with both hands. The jewels explode, smashing slithers of poisoned crystal into your body. Your adventure is over.



133

You climb up the spiral shafts until you come to a chamber, hacked out of wood. Along the walls stand figures made of wood; each one holds a sword. As you watch, one of the figures slowly turns into flesh and moves in front of you, sword at the ready. You hear a creaking, rumbling voice: 'Intruder, you will die!'

WOODMAN

SKILL 6

STAMINA 8

If you win, the figure collapses and before your eyes the wounds begin to heal up as the body turns to wood again. Turn to 81.



134

If you have not yet seen it, there is a huge wall ahead of you. It is very high, and protected by watch-towers at intervals of 200 paces. You feel safe in the mist but wonder how you are going to get over the wall. Suddenly you come across a flat, polished, inscribed stone, marking out the Xokusai Orc defensive segments of the wall: ARROW, AXE, DAGGER, SWORD. It seems you are in the Axe sector. Do you wish to climb the wall here (turn to 315), at the Dagger sector (turn to 154), the Sword sector (turn to 18), or the Arrow sector (turn to 111)?

135

You walk along the tunnel for a long time. Suddenly you kick something that makes a metallic noise. The Shining Sword helps you find the object: a metal collar with strange runes inscribed on it. It is hinged and open. Do you try it on (turn to 221), or inspect it further (turn to 193)?



136

You set off on the right-hand track. As you walk along you see a lot of evidence of digging and mining. Suddenly you see a Goblin get out of a hole and stand with his back to you, waving a wand. Do you choose to attack (turn to 226), jump left (turn to 384), or jump to the right (turn to 121)?

137

You fear leaving the path, and so stand still, sword at the ready. The two figures suddenly stop and sniff at you. They are Marsh Goblins with huge, flat, webbed feet. They pull out small, curved daggers and look at you suspiciously; one of them hisses 'Toplander'. The other shouts: 'What are you doing here? You should be with the others. Give me that sword!' Do you hand it over (turn to 26) or attack (turn to 183)?

138

You can hear the drum and the chanting as you edge along the small ledge. Suddenly you notice that the ledge divides into two. Which one do you take: the one sloping down to the left (turn to 287), or the one going down to the right (turn to 346)?



139

You run out of the hut and down into the dark alley. You find some steps and climb up. As you turn around you see two Orcs following you. Fight each in turn.

	SKILL	STAMINA
First XOKUSAI ORC	7	8
Second XOKUSAI ORC	8	6

If you win, you stand on the wall and look out over the moat; you think that you can leap safely across. Throw two dice: this is the distance. If the distance is greater than your STAMINA, then you fail and are dragged down into the murky depths by flesh-eating fish. If your STAMINA is equal to, or greater than, the distance, turn to 301.

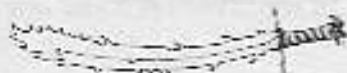
140

Turn to 38.



141

You crawl into the hole and edge along in the dark until you come to a small tunnel, heading down. Suddenly you begin to slip and fall head first into a flooded tunnel. It is too narrow to turn around, so you must work your way through as fast as possible to find some air. You notice that Tabasha is not struggling but seems to have found a small air pocket in your cloak. *Test your Luck.* If you are Unlucky, you haven't enough air in your lungs to make it. Your quest ends here. If you are Lucky, then the tunnel opens out and you rise up to take a breath of damp air. However, you have lost all your Provisions. Turn to 296.



142

You haul yourself on to a wide ledge and, without your Sword, you are confronted by two spear-carrying Orcs. You must fight each in turn, unarmed. Reduce your SKILL (for this combat only) by 2 points.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you survive, you have time to recover your Sword and you head back along the ledge. Suddenly you hear a noise. Turn to 379.

143

You are in a room full of dust and cobwebs. In each corner of the room are unlit torches and some rotting leather armour is piled in a heap. On the dusty floor you see small footprints leading from an exit north to an exit south. There are four exits in the room; which do you choose:

North?	Turn to 239
South?	Turn to 91
East?	Turn to 391
West?	Turn to 273

144

The tunnel is long and straight, sloping gently downwards. Suddenly you hear screams and shouts echoing in the distance.

As you get nearer to the screaming the tunnel divides. Above each new tunnel there are some symbols. The tunnel on the left is engraved:

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□ . . . . .
□ □ □ . . .
□ . . . . .

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The tunnel on the right is engraved:

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. . □ . . . .
□ □ □ . . . .
. . □ . . . .

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Which do you choose to enter: left (turn to 317) or right (turn to 201)? You also see a small, dark entrance to a cave (turn to 99).



145

As you walk by the river, the path gets narrower and you have to wade in the water. Your feet begin to get numb. Across the river, by the light of the Sword, you can see a crack in the wall and you know that you must wade across. You plunge into the freezing water and Tabasha jumps up on to your head. The water reaches your waist, but when you get to the other side you can hardly move your legs. If you have any Fuel you can use it now, to warm up; deduct 1 point from the Fuel box. Otherwise deduct 4 STAMINA points. Turn to 253.

146

Cautiously, you make your way along the ledge. You can hear a scabbling behind you and suddenly you see an Ore, sword in hand, edging towards you. There is no room for full combat; fight One-Strike.

If you win, you find a ledge leading down to the left (turn to 361), a ledge leading down to the right (turn to 44), and the possibility of dropping down to a slightly wider ledge below (turn to 217).

147

Before he can unload his goods, you send him packing. He shouts that you'll regret it, grabs your

Sword and disappears from sight. Instinctively, you can feel the pull of the Sword and, as you try to find him again, he stabs you in the back with a dagger. The wound is not fatal. Deduct 1 SKILL point and 2 STAMINA points. Your Sword rises up to your hand. You find no trace of Pierskat the Trader. Suddenly you feel in your backpack and discover that he has stolen all your Fuel and Provisions. Deduct these from your *Adventure Sheet*. Turn to 369.

148

Turn to 206.

149

You walk for a long time in a dusty tunnel, until you come to a stairway leading up. As you are about to tread on the first step, a small furry creature runs across your path. Suddenly a trap springs shut and crushes the poor animal. You look carefully at the steps; they all seem likely to contain traps. As you look around, you see a dirty receptacle with four stone balls in it. You pick one up and prepare to throw it to spring the trap on a particular step.

There are twenty-four steps. Throw a die to show where the first ball lands; throw two dice to show where the second ball lands; throw three dice to show where the third ball lands; then four dice. The furthest you can leap is six steps. Work out if you can make it to the top without touching an unsafe step. If you have to spring a trap, deduct 2 STAMINA points for each. You reach the top and a door slams shut behind you, then disappears. Turn to 100.

150

You call out to the Troggs and tell them that all you want is to know the way out, and that you are not interested in their chest. Eventually they sidle out – Wart followed by Jowl – both clutching short, stabbing swords. They sniff at you and are startled to see Tabasha poking her head out of your pocket. You haul the heavy chest into the tunnel, and then Wart goes in and cuts at something. You climb in, followed by Jowl. The tunnel is low and wide; you have to bend over while the Troggs walk in front of you, holding the chest. You turn round to check how far you've come; then you hear a laugh, and turn back to find no trace of the Troggs. You examine the dark recesses ahead and find four other tunnels. Which do you follow:

First?	Turn to 33
Second?	Turn to 393
Third?	Turn to 77
Fourth?	Turn to 230

151

You carry on by the side of the river. Tabasha jumps off your shoulder and disappears in the dark. She returns with two strange white crabs and eats one in front of you. You eat the other: it tastes delicious. Add 1 STAMINA point. Suddenly the path ends and leads into a small tunnel. You notice a large bell. It is covered in strange, incomprehensible symbols. You know that it must serve a purpose. Do you choose to ring the bell (turn to 350) or go into the tunnel (turn to 249)?

152

You lose the others and rush around the back of some stone huts; there is a high wall that surrounds the whole camp and it is heavily guarded. Just then, you see a figure approaching out of the darkness ahead. Do you run into a doorway on the left (turn to 274) or carry on (turn to 366)?



153

You put on the ring and begin to feel dizzy, as though your mind is detached from your body. There is a pounding chant in your brain: 'Dhaktili, Dhaktili . . .' In your mind's eye you see indescribable horrors. You must try to take the ring off. Throw two dice for the strength needed to tug the ring off your finger. If this throw is greater than your STAMINA, you have lost your mind and will be found by some other unfortunate, reduced to a heap, in a dusty corridor. If, however, your STAMINA is greater than, or equal to, the power of the ring, then you pull it off, drop it straight away, and carry on quickly down the corridor. Turn to 22.



154

You find a breach in the wall, but are cautious when you see two Stone Guardians placed on either side of it. Looking carefully, you see that one of them is cracked down the middle and falling apart. The other creaks to life and attacks you with its strong beak.

STONE GUARDIAN SKILL 7 STAMINA 10

If you win, you pass through the breach. Turn to 90.

155

You walk on, gripping the Sword tight. You come to the Iron Cave but, unexpectedly, there are two new doors. Do you go through the left one (turn to 199) or choose the one on the right (turn to 214)?

156

You come to a break in the ledge. You will have to jump across. Throw three dice to determine the distance. If your STAMINA is equal to, or greater than, the distance, you have managed to jump across. If not, then you have fallen to your death.

Once on the other side, you have the choice of taking a gentle sloping ledge to the right (turn to 379) or dropping down on to a slightly wider ledge below (turn to 291).



157

You help him get to his feet. He looks at you and you realize that he is a Troll, rather the worse for drink. He shouts at you: 'How dare you touch me, you scum. Kneel down and have your head chopped off.' He pulls out a scimitar and takes a swing at you.

DRUNKEN TROLL SKILL 6 STAMINA 6

If you win, you hide the body and go into the Dragon's Breath Inn (turn to 381).

158

The diversionary force rides out and the gates are swiftly shut. You can hear many screams and shouts. Occasionally a torrent of arrows lands in the compound and everybody scatters for shelter. Eventually Khazara orders the gates to open and you all charge out - right into the enemy flank. You hack your way through the Orcs. Fight four in turn.

	SKILL	STAMINA
First ORC	5	4
Second ORC	6	6
Third ORC	7	6
Fourth ORC	4	5

If you survive, the Orcs are cut down and many lose heart and flee. The day is won for the Feelbrethren. Khazara thanks you for your help, but knows that you cannot waste any time away from your quest. You are taken to the end of the cavern and shown a tunnel. You walk along it for a long time, ignoring a smaller tunnel on the left. Eventually, you stop in front of a pile of rubble: the tunnel has collapsed! Turn to 178.

159

You slip into a doorway. Immediately you can smell the stench of Orc-cooking, coming from close by. Peeking through the door, you see a bubbling cauldron of green slime and, stirring it, a small aproned Orc. Occasionally he picks up some rotting meat from the filthy floor and throws it in the cauldron. The cook leaves by another door. As you look around the doorway you find a small window. Do you choose to go into the kitchen (turn to 324) or crawl through the window (turn to 143)?

160

You have chosen the wrong knight. Before anyone has a chance to stop him, the real traitor has moved behind you and plunged a dagger into your back. You have thwarted an ambitious and desperate person who wants his revenge at any cost. And he gets it . . .





161

You leap over the ditch and land among the rocks. Arrows slam into the ground all around you. *Test your Luck*. If you are Unlucky, one of the arrows wounds you (deduct 2 STAMINA points). If you are Lucky, they all miss.

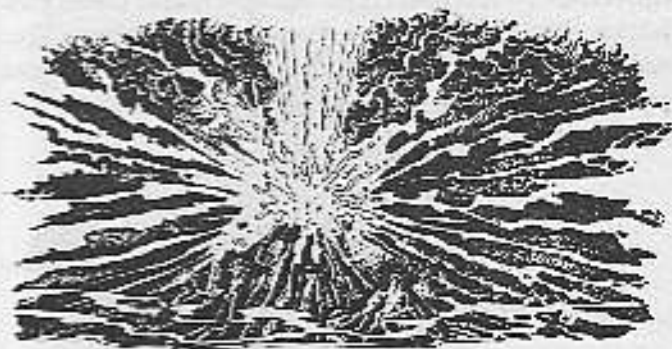
You are pursued by the renegades; they run fast-silent and disciplined - waiting for you to tire. Suddenly Tabasha jumps out of your pocket and crawls into a hole by a slab of rock. At first you begin to curse her for deserting you, but then you realize that you can lift the slab. You quickly do so and find a large hole. Crawling in and pulling the slab over you, you watch your pursuers pass. After a long time, you get out, with Tabasha back in your pocket. In front of you is a path. Turn to 369.

162

As you walk into the room, two Dark Elves grab you from either side and a knight slips a metal collar on your neck. You hear the booming laughter of Orghuz and see his bright red eyes as he orders you to kneel in front of his lieutenants. One of the Dark Elves gets ready to swing a sword . . .

163

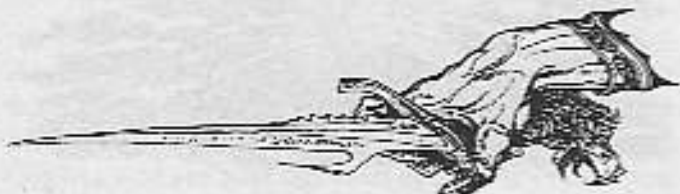
You have made it through the Devil's Teeth. But soon you realize that the boat's rudder is broken. You come out into a huge cavern lake, and the boat has to be left to wander. The two Dwarfs have finally stopped fighting and begin to tell you their tale. They were captured and sent to work as slaves in the mines for the Khuddam. The iron is needed for the metal collars that Orghuz uses to enslave the people in the Chasms, and Dwarfs are useful to him for their skill and knowledge of mining and iron-working. Suddenly the boat comes to a halt and you stand up and look around. The shore is pitch-black; you all stumble out of the boat. When your Sword begins to shine it reveals a tall warrior, standing in front of you. The helm covers all of the face, with no slits for the eyes. Do you attack (turn to 305), or wait to see who the warrior is (turn to 285)?





164

Mark the use of Tabasha on your *Adventure Sheet*. She leaps down from your shoulders and rubs herself up against the Pirate as he sets his craft into the middle of the river. He notices the cat, picks it up, strokes it and looks into its eyes. Tabasha's eyes widen and suddenly the Pirate stands stock-still. He then walks back and, after releasing you all, collapses. The Dwarfs are happy to be released, but then begin to argue about whose fault it was that they got captured. You go to the front of the boat and see two levers, which you think must control movement – left and right. As you stand there you notice that up ahead the river splits into two. You will have to decide which direction to take. Do you pull the left lever (turn to 261), or the one on the right (turn to 345)?



165

You close the metal collar around your neck and, immediately, you can see nothing but two red eyes, and you hear a drumming in your brain that slowly becomes distinct words: 'There you are, blood heir to Tancred. I've been waiting for you. Come to me and meet your master.' You cannot escape the strength of the collar. Your quest is over.

166

Turn to 206.

167

You run into a squad of Orc crossbowmen. They aim and fire. *Test your Luck*. If you are Unlucky, you are killed by a bolt in the throat. If you are Lucky, they all miss and you run back the way you came. Do you go straight on (turn to 268), or prefer to go left (turn to 312)?





168

You walk into a dimly lit cave. You can see a mist lying knee-deep and, as you wade through it, strange, translucent hands with claws appear. They scratch at your legs. Two Spectres then appear and hang in the air, stabbing skeletal claws at you. You cannot pull out your Sword. Deduct 2 STAMINA points. You find exits south-east (turn to 89) and east (turn to 45).

169

Tabasha eats the squirmy thing herself. Deduct 1 STAMINA point for your hunger. She licks her whiskers and jumps back on to your shoulder. Turn to 247.

170

You walk into the room and the door snaps shut behind you. There is no handle on the inside. In the middle of the room is a fire in a large iron grate, from which sparks shoot out. Suddenly the blaze flares up and destroys everything in the room, including you.





171

You climb into the smelly hole and the entrance snaps shut behind you. By the glow of your Sword you see large fangs all around. You realize that you are in the mouth of a huge beast. You are crushed and swallowed by the Hydra in the Volcano.

172

Test your Luck. If you are Unlucky, you are spotted and wounded by an Orc with a crossbow (deduct 2 STAMINA points). If you are Lucky, you pass through like a shadow. Turn to 159.

173

You step inside and the door shuts firmly behind you. Add 2 LUCK points. Suddenly you hear a voice in the dark: 'You seek the Heartflame, brave adventurer. BEWARE! Many have entered but few have left Minosaddurr.' A wisp of green smoke leads you on and you follow. 'Seek the Flame that cannot be seen, enter and experience the many caves again and again.' The smoke dissipates and you are in complete darkness. The Sword will not shine and Tabasha is cowering in your pocket. You stretch your hands out and walk into the darkness. Turn to 2.

174

You fall down into a larger hole. It is completely dark and the Sword will not shine. Just then you hear a hiss, a sniff, a slithering movement, and something like the licking of lips. There is a movement towards you and you prepare to fight. If you can Sensefight, then combat it as normal. If you do not have the ability of the Feelbrethren, then reduce your SKILL (for this combat only) by 2, and restore it if you win.

DARK MONSTER SKILL 8 STAMINA 10

If you survive, turn to 378.



175

You run fast, weaving from left to right, but you are hit in the thigh by an arrow. Your leg stops moving and you tumble over. Deduct 2 STAMINA points. Turn to 352.

176

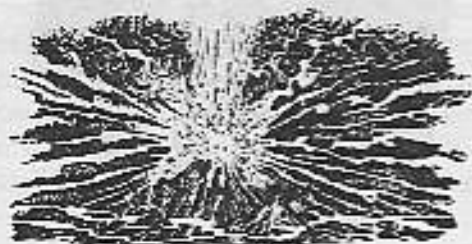
You throw a large rock at the Goblin above you. It hits him on the head and he collapses. The second Goblin sees you, but one of the Gaddon grabs his arm before he can wave the wand. The Goblin pulls out a sword and stabs at him but, as you get nearer, has no time to use the wand.

MINE GOBLIN SKILL 6 STAMINA 6

If you survive, you set all the Gaddon free and one of them tells you that she has seen a break in Orghuz's defensive wall but cannot give you exact directions. You carry on along the track and after a while it divides. Do you wish to go to the right (turn to 82) or forward (turn to 25)?

177

Turn to 171.



178

The rubble leads to a hole above the tunnel. Do you go into the hole (turn to 331) or back to the small tunnel you saw earlier (turn to 232)?



179

You walk along the corridor and enter what must be the main hall of the castle. It is spotless and well lit. In the middle of the floor is a diamond that sparkles and shines. On the other side of the room is a long table, seemingly full of food. You walk up to the diamond and pick it up. Suddenly it turns to dust in your hands; the hall becomes dirty, grubby and dusty. Looking at the table you see a crowd of Ghouls, varying in looks from the hideous to the horrible. They scramble towards you. There are too many of them to fight. If you know the Spell for Casting into the Bottomless Pit, use it now. Add up all the numbers mentioned in the spell and go to that section. You will be told immediately that the spell works. If you do not know the spell, you must run to the safety of the next corridor, without being touched by a single Ghoul. You will need a great deal of LUCK. Test your Luck twice. If you are Lucky both times, you reach the corridor and the Ghouls disappear (turn to 207). If you are Unlucky either time, you are killed. Your quest is over.

180

You are in another room. In the corner stands a figure wearing a black cloak. You grasp your Sword firmly and approach the figure, fearing the worst. But the figure does not move. When you get close enough you find that it is made of some powdery substance. It changes as you watch it and begins to resemble a Khuddam. You guess that the power of the Shield is waning and that the Seven Fell Servants of Orghuz are beginning to multiply. You know that you must hurry. You find a door heading south (turn to 314) and a door west (turn to 325). Which do you choose?



181

You hand over the gauntlets and he eagerly gives you the ring. He then packs up and trundles off, singing a familiar ballad. You look at the ring. In a small panel on the inner surface you see:

○○○

.○○

...

If you know the Cypher, speak it now and go to that section. If you do not, nothing happens, and you put the ring away. Mark it under Abilities on your *Adventure Sheet*. Turn to 369.



182

You run up the steps, go through a metal door, and close it behind you. Just then you hear deep breathing and hissing: 'Tancred'ssss blood heir . . . ssssss.' You are face to face with a Khuddam. 'I am Barkek Khuddam. My master waits for you . . . ssssss.' He approaches; you can see the blood dripping from his long thin fangs. He moves his black cloak aside and pulls out a jagged-edged sword, full of treacherous rip-hooks.

KHUDDAM BARKEK SKILL 10 STAMINA 12

If you win, the Khuddam disappears, leaving only his black cloak. Cross the Khuddam from the list on the *Adventure Sheet*.

As you stand and stare at the empty cloak, a group of Orcs rush in and hit you over the head. Turn to 64.

183

They see that you do not intend to give up your Sword, so they pull out their long scimitars and rush at you, licking their warty lips. Fight each in turn.

	SKILL	STAMINA
First MARSH GOBLIN	6	7
Second MARSH GOBLIN	6	6

If you win, turn to 298.

184

Not having the skill of Dwarfish fishing, and before Aspra can warn you about the fish, you plunge your



hands into the water. *Test your Luck.* If you are Unlucky, you get a thumb bitten off by the fish. Deduct 2 SKILL points and 2 STAMINA points. If you are Lucky, you get a little finger bitten off. Deduct 1 SKILL point. After screaming for a while, you settle down and let Aspra tend to your wound. Turn to 65.

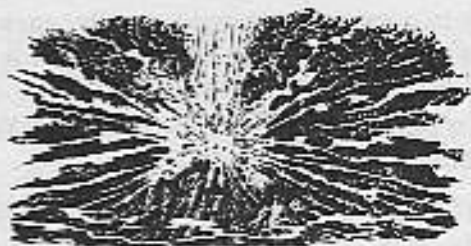
185

The taste is revolting. It makes you feel very ill and you sit in a corner trying to recover (deduct 1 SKILL point). Turn to 354.

186

You quickly put on the armour and rush out of the hut. The Orc commander begins to curse you for laziness and then goes on to abuse whoever had the idea of having Toplander squads in Xokusai regiments. You are told to get in line and you join a group behind the cart. The pace is fast; everybody trots along and occasionally the commander turns round to swear at somebody. Eventually you reach an Orc army camp and you are told to line up in a row at the top of a high wall. Below is a moat full of creatures that snap, swirl and thrash about in the murky water. Choose a position in the line by throwing either one die or two dice (1 to 12).

'Discipline makes Xokusai soldiers the elite! Be proud to die, you filth,' screams the commander as he walks along and pushes the third, sixth, ninth, and twelfth into the moat. If one of these is your position, your quest is over. If you survive, turn to 28.



187

You find yourself walking along a tunnel that has iron bars on either side, and unrecognizable shapes inside the cages. Suddenly one of the shapes crashes against the bars, and you see a hideously deformed face beneath a torn cloak. The creature could once have been a Dwarf but is now very thin and wears a metal collar. Just then more Dwarfs appear and stretch out to grab you. They have no weapons, but all seem to have long, sharp fingernails. You rush through the clutching, scratching hands. *Test your Luck.* If you are Unlucky, you have been badly cut. Deduct 2 STAMINA points. If you are Lucky, you make it past the cages with a few small scratches. You carry on as the poor creatures scream and wail behind you, and eventually come to a steep slope. Turn to 302.



188

You are in a cave that oozes a smelly, sticky substance. It gets all over your hands. You look around and find a rough-hewn stone stairway up to a trapdoor (turn to 39), and four other exits. Which do you choose:

West?
South-west?
South-east?
East?

Turn to 21
Turn to 200
Turn to 27
Turn to 307



189

The cave is small and narrow. When you run in, you are greeted by an angry growl, and look around to see a small, scaly creature attaching itself to your leg. It feels as though it is sucking your blood. You try to prise it off with your Sword, but its scales are too hard to cut. You can do nothing (deduct 2 STAMINA points). Eventually it drops off, curls up into a ball and rolls away into a small hole. You look outside and find that a thick mist has descended. Turn to 92.



190

The Crystal is very powerful. It will bring complete darkness to this land and confuse our enemies, who still need sight and light. We are masters of the dark and will escape. But the spell is dangerous; one or two may die in its casting.' The group forms a circle. A small Crystal is put into the middle, and a strange chanting begins among the warriors. Suddenly there is a flash from the Crystal and one of the group is struck. She collapses and disappears, but the chanting continues. Throw a die: this is your position in the group. Throw a second die: this is where the next strike hits. If the two numbers match, you have been fatally wounded and you take no more interest in the quest.

Suddenly there is darkness - darker than any darkness you have ever experienced. A hand grabs you and you are led away at a fast trot in complete silence. Just then you hear a hissing and sniffing sound and the warrior leading you stops. You both hear a third person: 'You think you can escape me by your puny spells. I can see you.' The warrior who had been leading you speaks, and you realize that it is Alkis Fearslicer: 'Khuddam! I will hold him off . . . RUN!' Do you run (turn to 377), or try to help fight a Khuddam in the dark (turn to 208)?

191

You are very wise to run. Earthshakers cannot be killed. You run very fast and eventually stop for a rest. Tabasha goes out foraging and comes back with some hideous-looking purple slugs that slither around in a green slime. She eats one, then looks at you. Do you eat the other (turn to 6), or refuse the offer (turn to 272)?

192

You jump on to the cart as Aspra leaps at the wounded Dark Elf. The others attack the Orcs. The Koyunlu gallop off and the other Elf swings at you with a two-headed axe. *Test your Luck*. If you are Unlucky, he hits you and you die. If you are Lucky, he misses, and falls off the cart on top of his own axe. You drive the cart back to the others, who take all the food and weapons they can carry, and quickly climb back out of the road. You make your way back to camp. Turn to 124.

193

As you are inspecting the collar, you hear shouting and cursing. Soon you see torches in the distance. You stand in a defensive niche, so that you can be attacked by only one opponent at a time. Three Orcs see you, pull out their evil curved swords and attack without hesitation.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you win, the third Orc grabs the collar and

runs away. You carry on in the direction you were travelling. Turn to 249.

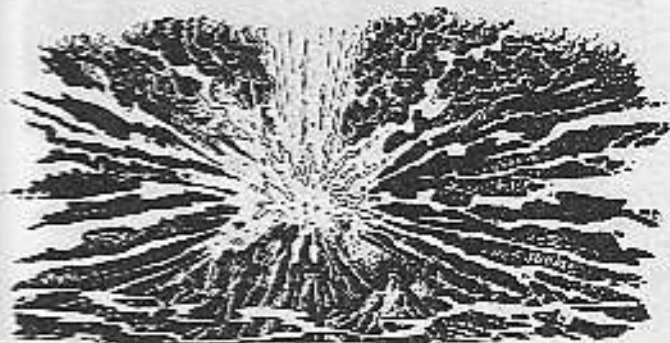
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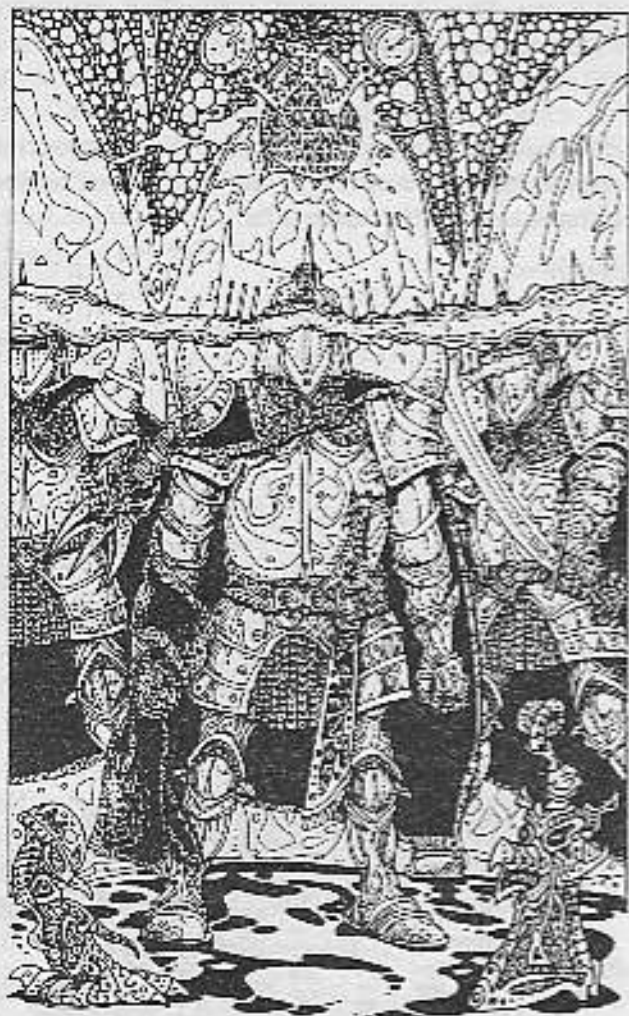
You feel around the cave, and discover a large stone statue, holding a sword. It is cold to the touch. You now have a choice of three exits:

South-west	Turn to 359
North-west	Turn to 334
North-east	Turn to 246

195

You are on a wider ledge but see no way to get further down. An Orc finds you and you take him on in One-Strike Combat. If you win, you discover three ropes hanging down the smooth precipice into the darkness. Another Orc appears. If you win this One-Strike Combat, do you choose to go down the rope on the left (turn to 231), the rope on the right (turn to 58), or do you think the rope in the middle would be the correct choice (turn to 93)?





196

The room is pitch-black. Slowly, you begin to discern the sparkle of glass. It gets brighter and brighter until the room is full of mirrors. One of the mirrors shivers and there stands the Dark Lord Orghuz, in his diamond and glass armour. Strange beams come out of his eyes. Then you see two other figures of Orghuz. They all laugh at you, and arrogantly dare you to strike out with the Sword. Where do you strike? On the left-hand figure (turn to 35), the figure on the right (turn to 386), or the figure in the centre (turn to 62)?



197

The rocky spike drops into your back and you collapse on the stairs. You cannot move and your quest is over.



198

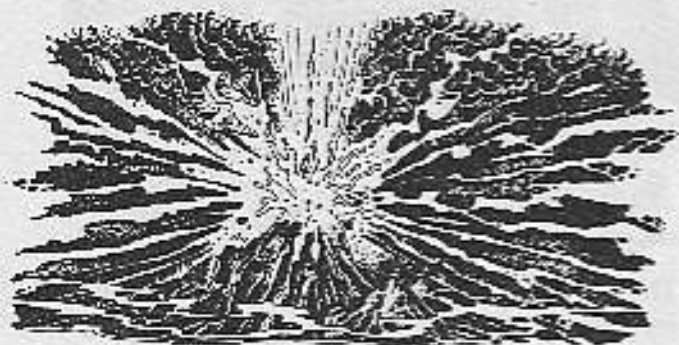
You walk along the well-lit corridor until you come to a metal door marked:

□□□

□□□

□□□

Do you open it (turn to 15), or carry on along the corridor (turn to 289)?



199

You push the door open and find yourself in a large iron-lined cave. Large books are stacked all around, and in the corner, sitting by a coal fire, is an old Gaddon man. A book is open on his knees and he is looking straight ahead feeling the pages with fat, sensitive fingertips. He knows you are there: 'Come in, Toplander. Ah, you carry the smell of the cool breeze. I have been expecting you for a long time.' The old man does not explain his remark. Tabasha jumps down on to his lap and begins to purr. In the silence you are sure that the old man is also purring. Suddenly, you see a dagger flying towards you and before you know it the Sword in your hand has leapt up and diverted the point away from you. Turn to 294.



200

You are in an empty cave. Beneath your feet you find a metal trapdoor. Do you go through this (turn to 61)? Or do you choose one of four other exits:

North-west?

Turn to 21

North-east?

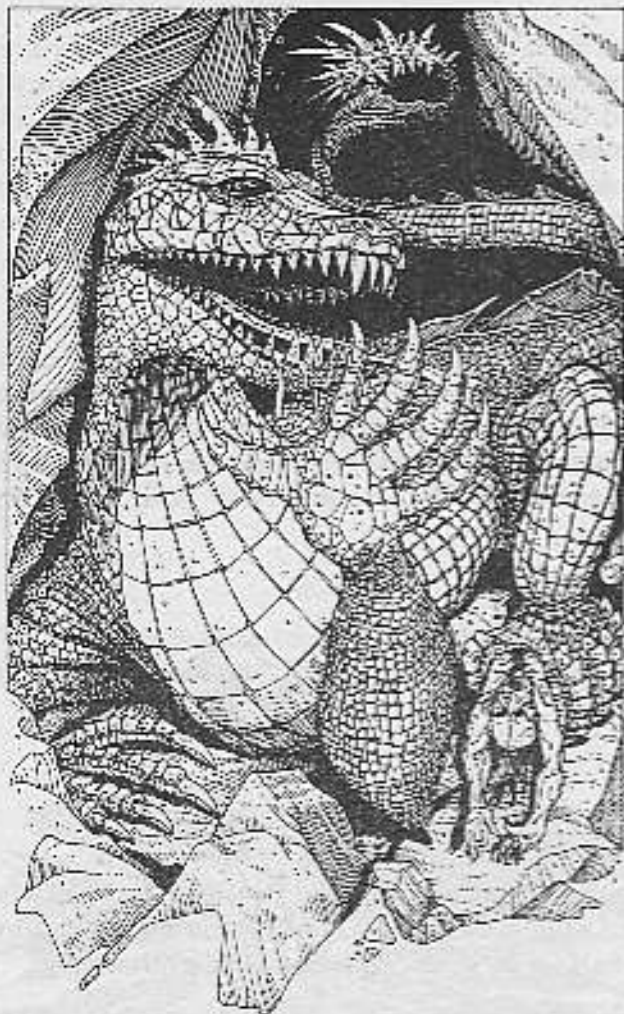
Turn to 188

South-east?

Turn to 246

South-west?

Turn to 334



201

Inside the tunnel you hear a dragging, hissing, sniffling sound. You stop, crouch down, and see a scaly lizard-like creature dragging a dead Orc along the ground. It sees you, drops its burden and rushes at you with its long spiky tail swishing from side to side.

TAILSPIKER

SKILL 7

STAMINA 10

If you win, turn to 5.

202

You leap the three steps and she fires. The arrow grazes your shoulder. You collapse under the influence of a mild poison. Deduct 3 STAMINA points. She walks over and searches you. She takes your Provisions (deduct all Provisions from your *Adventure Sheet*) and any rings or gold that you may be carrying. She then kicks you and disappears. Tabasha sits by your shoulder and licks your wound. You lose consciousness, but, at one point, you see a group of Orcs and feel yourself being lifted up. Turn to 64.



203

After a long walk you stop for a rest at a comfortable-looking rock.

You are now embarking on the most dangerous phase of your quest. Check your *Adventure Sheet* for LUCK, SKILL, STAMINA and Provisions. Check your Abilities and any special knowledge gleaned so far.

You stab the Sword into the ground, and you see a wisp of blue smoke swirl out of the hilt until it becomes the face of a Warrior Knight. The face looks at you and begins to speak: 'You are my heir and have proved yourself fit to carry my Sword. BEWARE, now that you are close to the evil of Orghuz, I will grant you the Spell of Life; use it once, when you are in the greatest need.' The image fades and a small parchment flutters to your feet. You pick it up. It is covered in antique runes that have no meaning for you. Mark the spell on your *Adventure Sheet*. Use it once only, if your STAMINA has been reduced to zero in any combat. In such a case you may carry on as though you have won the fight, with a STAMINA score of 4. Do not use it unwisely, for it is a strong spell and you will have to reduce your SKILL by 1 after using it. Turn to 310.

204

You land on the ledge with great ease but, it does not hold your weight. It collapses and drops you on to a lower ledge. You are hurt, but not badly. Deduct 2 STAMINA points. Turn to 217.



205

The door closes behind you. In the middle of the room are a series of Crystals, emitting a purple glow. Above them is a legend in vulgar runewrite: 'Count the Crystals for life.' There are thirty-three of them. Add 2 LUCK points. You find three possible exits. Which do you take:

South-east?

Turn to 277

North-west?

Turn to 16

North-east?

Turn to 264

206

You step on the rock. It flips over and throws you into the deadly moat. You have no chance of survival.



207

You walk down the corridor and, as you turn a corner, you see two small Troggs trying to lift a heavy chest into a newly dug hole in the wall. They cannot reach high enough and are getting very cross with each other. 'Wart, you scum, push it higher!' The other replies: 'If you did your fair share, Jowl, we would have finished this long ago.' Suddenly they see you, drop the chest, and run for cover behind some pillars. Do you choose to open the chest (turn to 333), help the Troggs (turn to 150), or go into the tunnel with the chest (turn to 275)?



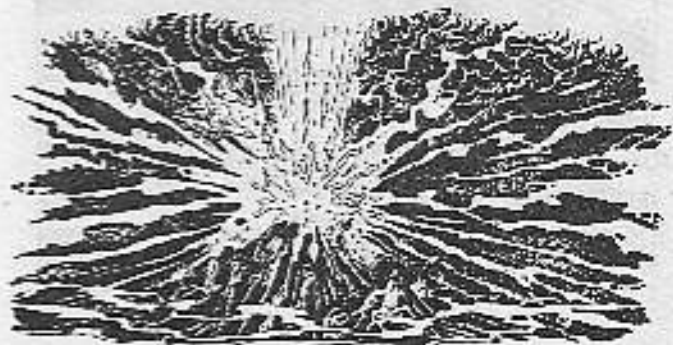
208

'I see you, miserable intruder . . .' You feel a stabbing pain in your arm (deduct 2 STAMINA points). You are then pushed aside by friendly hands and you change your mind about staying to fight. Turn to 377.



209

You rush along the path, past an entrance to a hut. Someone is about to step out, so you stop and hide behind a pillar. You hear a voice: 'If it's who I think it is, I've been spotted; I want the intruder killed at once.' There is a hiss in reply. Then: 'We will catch the blood heir . . . sssss. Do not worry; Toplanders, like yourself, have a very distinct smell . . .' Then you hear sniffing. Do you stay where you are (turn to 127), or choose to run past the hut entrance (turn to 269)?





210

You walk up the steps to a door in what looks like a castle wall. Suddenly the door swings open and a coarse voice calls out: 'There, there is the wanted one!' It is a Khuddam. She wears a black cloak and carries a two-headed axe. You are suddenly attacked by Orcs, Trolls, Goblins and other unspeakable cronies. Your quest is over.

211

As you stride between the ruts, Tabasha jumps off your shoulder and darts into a crack in the wall. You stop, and hear a squeak and a scrabbling, until she emerges with a fat, furry worm between her teeth. She deposits it at your feet and obviously wants you to eat it. You do feel hungry. Do you eat it (turn to 37), or do you think that you will be better off without it (turn to 169)?

212

You walk through the open door. Turn to 326.



213

He lays out all his exotic wares; he has everything, even truffles from Gorak. You see a small tarnished ring and ask him what it is. He tells you it is a Gaddon ring, with one of their strange inscriptions on it. 'Yours for . . . your gauntlets,' he says. Do you accept the trade (turn to 181), or refuse (turn to 358)?

214

The door opens easily and shuts behind you. You are in a square space in front of another door. As you grip the handle of the second door, a large iron slab falls down and crushes you.

215

You grab the rope and climb down, hand over hand. There are few footholds and your arms get very tired. Deduct 1 STAMINA point. Suddenly you feel a draught and see a hole on the left, and a similar hole on the right. You think that you can swing to either side. Which do you choose: the hole on the left (turn to 174), or the one on the right (turn to 373)?

216

You can hear dog-like noises in the echoing tunnel, accompanied by gruff commands from coarse-voiced Trolls. Just then you find a thin crack in the tunnel wall. *Test your Luck*. If you are Lucky, you just manage to squeeze through into another tunnel. If you are Unlucky, you get stuck in the crack and are bitten by a Hell Hound before squeezing through (deduct 4 STAMINA points). Turn to 393.



217

You work your way along the ledge, trying not to look down into the dark abyss, when suddenly you hear a snarling and flapping of wings as a Gryphon appears above you. It attacks you with its deadly claws.

GRYPHON

SKILL 8

STAMINA 10

If you survive, an Orc appears along the ledge and you both swing at each other in One-Strike Combat. If you lose, you fall to your death. If you win, you have a choice of three ledges to follow. Will you choose the left (turn to 340), the right (turn to 156), or the middle path (turn to 242)?

218

You are in another chamber. There is a hideous smell of rotting flesh. Ahead are two more holes. Will you go in the hole on the left (turn to 343), or the one on the right (turn to 71)?



219

You find yourself on a ledge. Suddenly you hear a sound and look up to see a Tailspiker on the wall above you. It swings its evil tail and you have to fight it with your Sword.

TAILSPIKER SKILL 7 STAMINA 10

If you survive, you make your way along the ledge and enter another room through an air shaft. Turn to 78.

220

You are on a ledge leading to the left. You can hear the clamour of pursuit as the Orcs chase you with great fanaticism. Suddenly you slip off the ledge. The Sword falls out of your hand as you catch on to the ledge with your fingertips. An Orc appears below you and stabs you in the foot. Deduct 1 STAMINA point. Do you haul yourself back on to the ledge above (turn to 142), or drop down on to the lower ledge (turn to 293)?

221

As you snap the clip shut on the collar you see two red eyes in your mind. You drop the Sword and Tabasha jumps off your shoulder. In your mind you hear an evil voice: 'Who are you? You are not Gaddon or Dwarf . . . ah, Toplander! You want the Shield? Well, come and get it, blood heir of Tancred. I want to see you . . . Stay there; my servants are coming to guide you.' You cannot move but know that you must; the power of Orghuz is not as strong here and you have a chance to resist his mind. *Test your Luck.* If you are Lucky, you win the struggle

and manage to rip the collar off. Turn to 193. If you are Unlucky, you are found by four Orcs, who immediately hit you over the head. They then proceed to squabble over who should have the collar and the reward that goes with it. Turn to 123.

222

You are in a cave of noise: hideous, unbearable screams. Deduct 1 STAMINA point. Quickly you search around in the dark, and find four exits. Which do you choose:

South-west?	Turn to 355
West?	Turn to 45
South-east?	Turn to 107
East?	Turn to 21

223

You walk along the side of the river. As you peer into the water, you see some strange, blind fish snapping at each other. The noise of the rushing water is tremendous and you grip the Sword tight. Suddenly, a scaly, green, webbed hand grabs your foot. You swing your Sword and chop the hand off. Then another hand appears and grabs the other foot, so you chop that off too. But then two more hands appear, followed by the creature, who springs out of the water in front of you. It has four other arms, is covered in scales, and has a single long horn on its temple. It attacks you.

KUTRIGUR SKILL 8 STAMINA 10

If you win, turn to 151.



224

You are in a large kitchen. Two Orcs are shoving disgusting pieces of meat into a large, black cauldron. A third Orc holds a dagger and is tasting the stew. They do not notice you at first, but when they do, they rush towards you with long carving knives in their hands. One of the Orcs slips on some meat and knocks himself out on the stone floor. Fight the other two in turn.

	SKILL	STAMINA
CHEF ORC	6	6
APPRENTICE CHEF ORC	5	4

If you win, do you go over to the Orc who slipped on the floor (turn to 19), or leave the kitchen by an exit to the north (turn to 337)?

225

When you whisper the name of Orghuz to her, she shivers, and tells you to follow her upstairs. She enters a dimly lit room where sits another Gaddon. She introduces him as Bosak, her father, and explains your quest for the Shield. He sits in silence for a while, blind eyes turned towards the floor. 'You are in great danger; the Dark Lord's strength increases every day. His Khuddam now roam at will through our old tunnels, chasms and crags. The iron mines are being worked again by his slaves. You will need Gaddon help: look to the Old Man in the Iron Cave.' Bosak gives you directions, and his daughter brings you real food, 'Not the muck we feed *them* downstairs.' Add 2 STAMINA points. Turn to 69.

226

You run towards the Goblin. He hears you and spins around. You are powerless as he weaves a spell with his wand. A blue ring encircles your mouth and then begins to tighten its grip. Instinctively you will Tabasha to help (mark 1 use on your *Adventure Sheet*. If you have used up your nine, then your quest is over). She darts out and grabs the wand in her mouth. The spell is broken and you have time to pull out your Sword for combat.

GOBLIN

SKILL 5

STAMINA 6

If you win, you look around and find some emaciated Gaddon bodies near a mine shaft, but nothing else. Turn to 259.

227

Turn to 39.



228

'Now you must try some exercises.' Menzik gives you some other examples:

.00

..0

... is 3

... is 257

0..

He stands you in front of the dark door and you feel the following pattern with your fingers:

00.

0..

..0

You speak the Cypher '102', and the door opens. Turn to 102.



229

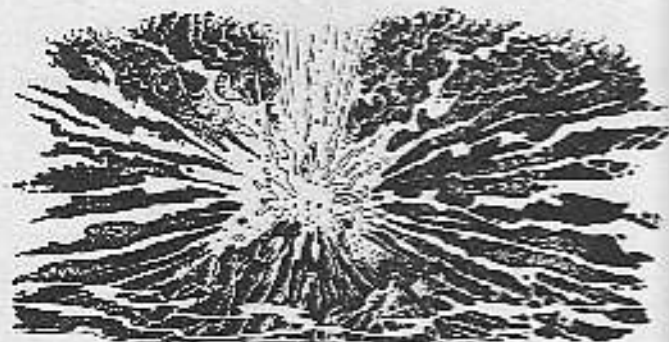
You rush up the stairs. You run straight into a room where there are two Trolls and an Orc. The Trolls are breaking the Orc's fingers. They notice you, let go of the Orc, and attack. They think that you will be better 'entertainment'. Fight each in turn.

	SKILL	STAMINA
First SNAPSPINE TROLL	7	10
Second SNAPSPINE TROLL	7	8

If you survive, add 1 LUCK point; you then head back down the corridor. Turn to 22.

230

The tunnel gets bigger and bigger until you can straighten up. Suddenly there is a deep rumbling and the whole tunnel shakes. Bits of rocks break off from the walls. *Test your Luck.* If you are Lucky, turn to 60. If you are Unlucky, turn to 241.



231

You sheathe your Sword and begin to climb down. You cannot see anything below. Occasionally, small, furtive creatures rush around the cliff face and disappear into small cracks. As you descend, the rope begins to shake. You look up and you can just see an Orc chopping at it with an axe. You plummet down the cliff. You land badly (deduct 5 STAMINA points). If you are still alive, add 3 LUCK points. You find yourself by an old road with deep wheel ruts. Turn to 304.



232

You find the tunnel and go in. You come to a stone door with no handle and, as you run your fingers over the dust, you feel this pattern:



If you know the Secret Cypher, go to that number and you will be told if the door opens. If you do not know the Cypher, you must go back and up into the hole. Turn to 331.

233

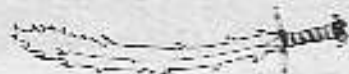
You get nearer and notice that they are small Troggs. They have a cart harnessed to two Koyunlu, and loaded with square blocks. They are busy cutting out the blocks from a quarry. You hide your Sword and offer to help them. At first they run away, but soon come back when you start to haul the stone blocks into the cart. You tell them that you are lost and have got a message for Orghuz from his servants in the Toplands. They are very simple folk and accept your story without hesitation. They tell you that they are in the process of repairing a breach in the outer wall of the tower and that they will take you most of the way. While they pack up their tools, you notice a roll of parchment in the cart. Do you look at it (turn to 270), or prefer not to (turn to 53)?

234

An arrow hits you in the back and then disappears in a puff of smoke. The poison seeps through your body. Deduct 2 SKILL points and 4 STAMINA points. You slagger to a stone hut. Turn to 47.

235

You crawl along the tunnel and open another trapdoor. You are in a room with a staircase leading up. You go up the stairs and find another room with doors heading east (turn to 162) and south (turn to 344).



236

You stay in the shadows. You are amazed at the lack of guards, and have no problem in slipping over the perimeter wall. The lava river is glowing ahead but, as you try to walk along it, you find that in reality it is a moat. The only way out is the way you were brought in. You find the stepping-stones and are faced with a row of three immediately ahead of you. You remember how careful your captors were in choosing the right step. Can you recall the correct path? Do you jump on the left stone (turn to 206), the right (turn to 319), or the centre (turn to 85)?



237

You force your way through the roots. They seem to tighten as you pass and you realize that there is no going back. Tabasha squeezes out in front of you and tries to guide you. Suddenly there is a shriek and there, in front of her, is a grim, furry creature with small eyes and large claws. The Bazouk extends her own claws, bares her fangs and attacks. *Test your Luck.* If you are Unlucky, Tabasha loses the fight and you are left defenceless as the vile creature attacks your face. Your quest is over. If you are Lucky, Tabasha wins and drags the creature into a break in the tangled roots. You continue until the roots open out into a space beneath a vast, hollow, wooden shaft. There are spiral cuts in the shaft. Do you climb up (turn to 133), or squeeze into another hole (turn to 306)?



238

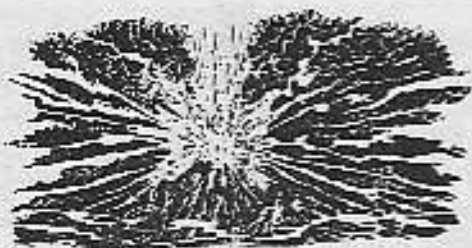
As though in a dream, you are dragged through all the places you visited in your quest. You hang on to the Shield until you find yourself back in the Keep at Gorak. You are standing in front of the crack you entered a long time ago, clutching the Shield. Tabasha jumps out of your pocket and runs across to Astragal, who is loitering in the corner. In front of you are five knights who have been waiting for your return.

Study the knights carefully. Can you spot the traitor? You have only one attempt. If you fail, the real traitor will exact revenge for his or her thwarted ambitions. From the left, do you choose:

- The first?
- The second?
- The third?
- The fourth?
- The fifth?

- Turn to 160
- Turn to 341
- Turn to 48
- Turn to 367
- Turn to 349





239

You walk along a smelly tunnel and hear raucous laughter in the distance. You come to some stairs and can see a room of half a dozen Orcs. One of them wears a black hood and holds a red-hot poker. Lying on the ground in front of him is a Dwarf. Do you wish to help the Dwarf (turn to 328), or continue along the corridor (turn to 22)?

240

You twist and turn in the dim light, but the Xokusai archers are excellent. An arrow slams into your thigh and you collapse. Deduct 4 STAMINA points. Turn to 64.



241

A very large boulder drops down on your leg (deduct 2 STAMINA points). You are trapped. Throw three dice for the weight of the rock, and compare the result with your STAMINA. If the weight is greater than your STAMINA, then you are stuck and your quest is over. If it is equal to, or less than, your STAMINA, then you shift the rock and manage to limp away as you hear more rumbling. Turn to 60.



242

You hear the sound of the chase as you teeter along the ledge. Just then an arrow is shot at you from above. Throw a die to indicate your position. Throw a second die to show where the arrow hits. If the two throws match, you are wounded (deduct 2 STAMINA points). Repeat twice. If you survive, you see a dark cave ahead of you. Taking shelter in the cave, you sense a beast in the pitch-black depths. Suddenly there is a flash of fangs and claws.

LONG-TOOTH BEAR SKILL 6 STAMINA 8

If you win, you rush back. Turn to 156.

243

In the thick mist you hear a troop of Orcs on Koyunlu ride past, led by a snarling, sniffing Khuddam. Occasionally, strange ball-like creatures bounce towards you, but you are content to boot them away. Eventually you come to a high wall. You can just see watchtowers placed about 200 paces apart. Do you try to climb the wall here (turn to 315), or walk along it (turn to 134)?



244

You hear the hiss and snarl of a black-cloaked Khuddam. He stares down at you and could possibly be smiling. He pulls out a massive scimitar and swings at you.

KHUDDAM SKILL 10 STAMINA 12
KAHHRAC

If you win, mark the Khuddam on the *Adventure Sheet*. The mist clears and you see that the ground is not much of a drop. You jump down. Turn to 364.



245

As you ignore the plea for help, the Dwarf stiffens, turns around and joins the others. They proceed into the darkness. You let them go and then take the same tunnel. Turn to 203.

246

The cave is full of ancient Dwarf armour, in huge mounds. You have to push a lot of the suits over to find all the exits. Which door do you choose:

North-west?

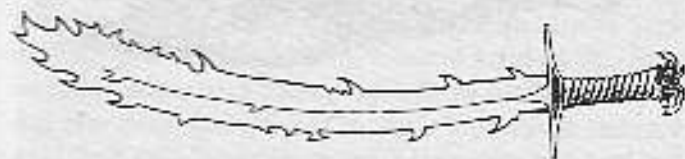
Turn to 200

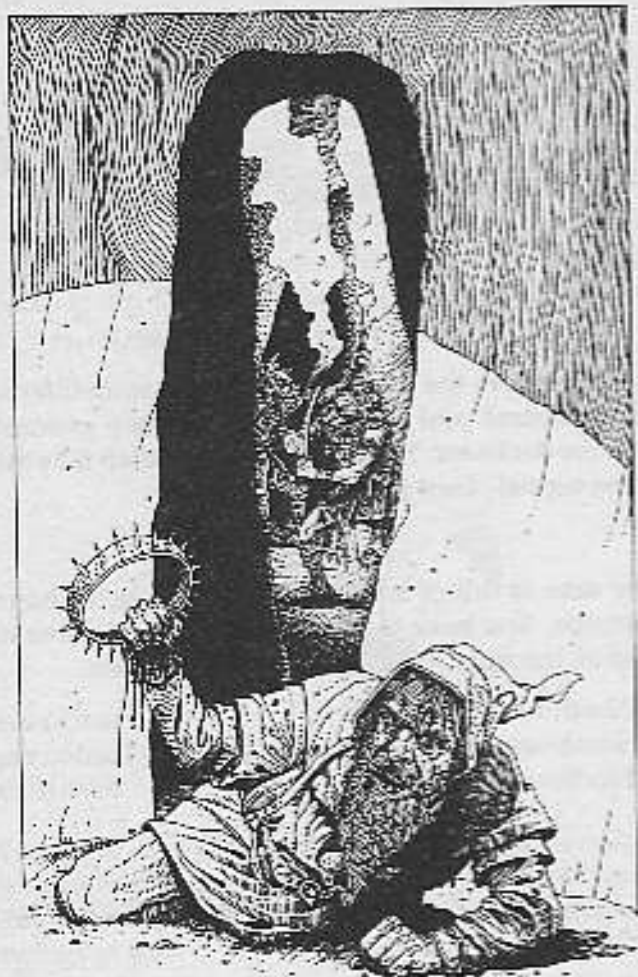
South-west?

Turn to 194

North-east?

Turn to 27





247

The tunnel begins to slope gently downwards. You notice platforms and steps cut out of the rock. It looks as though some great civilization had once constructed the route. Suddenly you hear a noise; the Sword loses its brightness, and you listen carefully in the dark. You sense a shape collapse on the ground by your feet. In the distance you see two torches and hear the shrieks and screams of what can only be Orcs. The Sword shines momentarily and you see a wounded Dwarf at your feet, holding a metal collar. The Orcs are getting closer. Do you help the Dwarf (turn to 105), or hide and see what happens (turn to 303)?

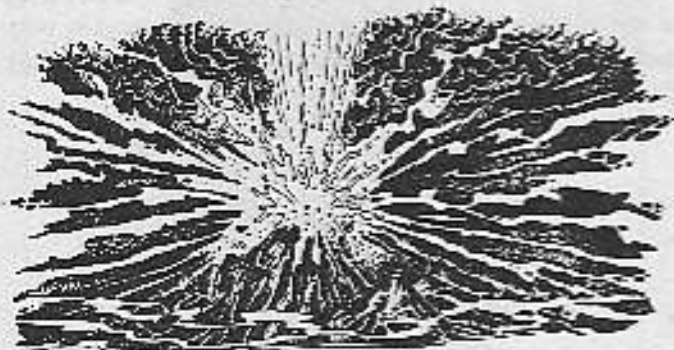


248

You swing your Sword just below the red dots, but you fail to make contact. One red dot moves to the right, the other to the left. Tabasha the Bazouk is as curious as you about them. She jumps down and catches one of the dots. It is some kind of fly. The Bazouk eats it and then proceeds to catch the other fly; she does not offer it to you. You scout around and find two possible exits: a large tunnel leading up (turn to 203), or a narrower tunnel on the level (turn to 393).

249

The path is very rocky and sometimes the tunnel nearly closes up. After a long time, you begin to get tired and hungry. You sit down and look at your Provisions. If you have enough for a meal, have it now and add 4 STAMINA points. If you have the means to cook the food, add an extra 2 STAMINA points. If you cannot eat, deduct 2 STAMINA points. Turn to 10.



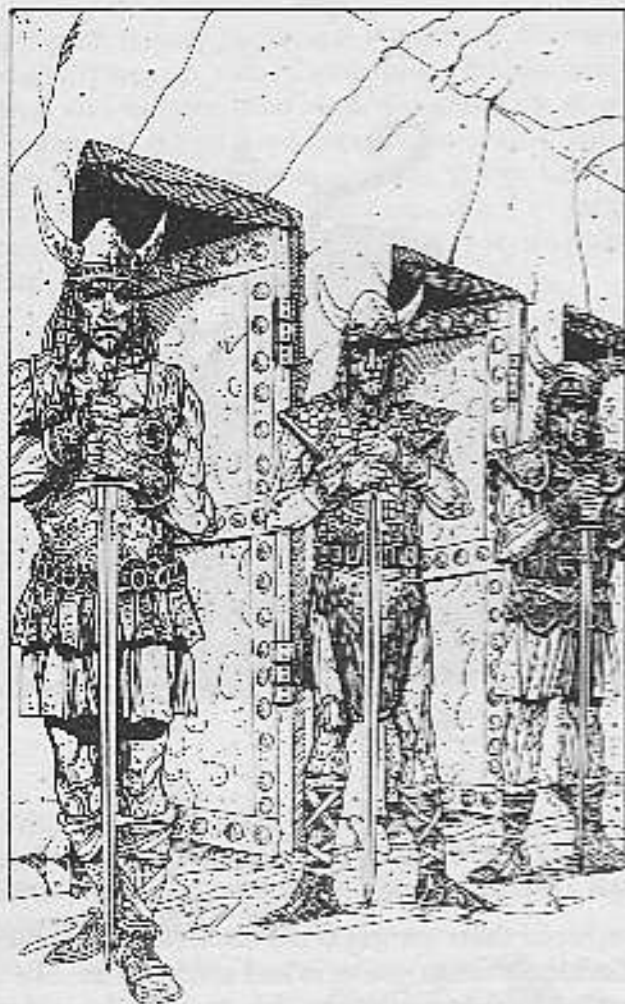
250

After a while the path begins to slope upwards. As you walk up you run into a squad of six Xokusai Orcs. Fight each in turn (One-Strike Combat). If you win, turn to 291.



251

You stand there staring at the black cloak. Just then a Gaddon woman comes in and sniffs the air. She is startled, and appears to be able to smell the evil on the cloak. 'Who are you? What are you doing here?' Do you confide in her (turn to 225), or leave the room at once (turn to 43)?



252

You walk along the tunnel for a long time. Suddenly Tabasha jumps off your shoulder and begins to scratch at the side of the tunnel. You look carefully and find a narrow crack into which you jam the tip of the Sword. The crack widens until, suddenly, a door swings open. In front of you stand three stone figures, each by the side of an open door. You can think of nothing else but to ask each in turn if their door leads to the Caves of Minosaddurr. The first figure proclaims that the third figure shows the true way; the second figure proclaims that the first figure shows the true way. The third figure is silent.

If you have any guidance to the nature of the Three Stone Wraiths, apply it now. Which door do you wish to enter:

First?

Turn to 212

Second?

Turn to 326

Third?

Turn to 173

253

You squeeze through the narrow crack and find yourself in a cavern full of old, dry, woody roots, stacked neatly in the corner. As you examine the cavern, you find a small metal trap with a recently killed rabbit inside. You take the rabbit (add 2 meals to your Provisions box) and some of the wood (add 2 points to the Fuel box of your *Adventure Sheet*).

There are sharp tools and old skins scattered around the cavern and you decide to leave by the only other tunnel. When you have been walking for a few

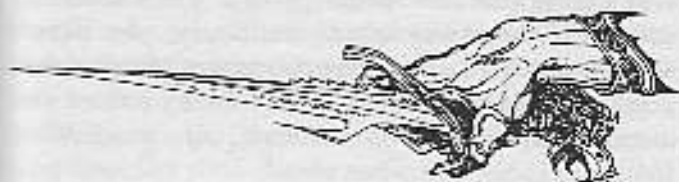
hundred paces you hear a shriek behind you, and then the sound of pursuit. You begin to run, but you stop at a deep chasm, which is crossed by a narrow, stone bridge. Across the chasm stands an evil-looking Dark Elf holding a large staff. Do you attempt to cross the chasm (turn to 119), or stay where you are to await your pursuer (turn to 398)?

254

You edge along slowly. Ahead you see a furry, black feeler, heading for your leg. Turning around, you see another behind you. Two other feelers appear and quickly wrap themselves around your ankles. You chop at them with the Sword, but more and more appear. You have come close to the lair of the fabled Beast of Fellscar Crags. Throw two dice for the number of feelers that appear. Then throw two dice again for the number you manage to chop off. If the second number is equal to, or greater than, the first, then you have succeeded in warding it off (deduct 2 STAMINA points and turn to 195). If not, then it pulls you off balance, straight into its gaping mouth . . .

255

You weave through the roots. The going gets easier until you find yourself in a wooden tunnel and manage to stand up. You look around and see a figure, swathed in dark robes, holding a two-headed axe. The Sword's gleam fades and leaves you in darkness. 'Put away your Sword,' commands the stranger. Do you do as asked (turn to 63), or do you prepare to fight (turn to 130)?



256

The troop begins to wheel right; spears are brought to bear and swords are drawn. Your Sword seems to lift into your hand. The Koyunlu charge at full gallop. You see a phalanx of Troll guards ahead and plough straight through them. Some of the Trolls are mounted. One of them gallops towards you.

MOUNTED TROLL SKILL 8 STAMINA 10

If you win, you notice that the Gaddon force has regrouped into two, and these are taking the brunt of the Orc army attack. Which group do you ride for - the one on the left (turn to 374), or the group on the right (turn to 52)?

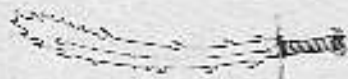


257

In the next room there are several shafts in the walls and a large staircase leading down. You cautiously inspect the stairway when, suddenly, you hear a slithering sound and a green creature jumps out at you. It holds two scimitars and wears bits of Orc armour that are far too small for it. 'Ah, good. More food,' it babbles as it runs at you.

SLIME BELLY SKILL 7 STAMINA 8

If you win, you run down the stairs. Turn to 376.



258

The door opens easily. You walk into a well-lit room. There are several torches on each wall. Suddenly they flare up and you hear a booming, rasping voice: 'So, you are here, blond heir. You have come for the Shield. You are very welcome. But first you must find ME!' The torches go out and you are left in complete darkness. Something crawls across the back of your neck. The Sword does not shine and feels very heavy. You remember from when you walked in that there are two exits. Do you go through the door leading north (turn to 51), or the door west (turn to 170)? On the west door you feel the following pattern:

□□□
□□□
□□□

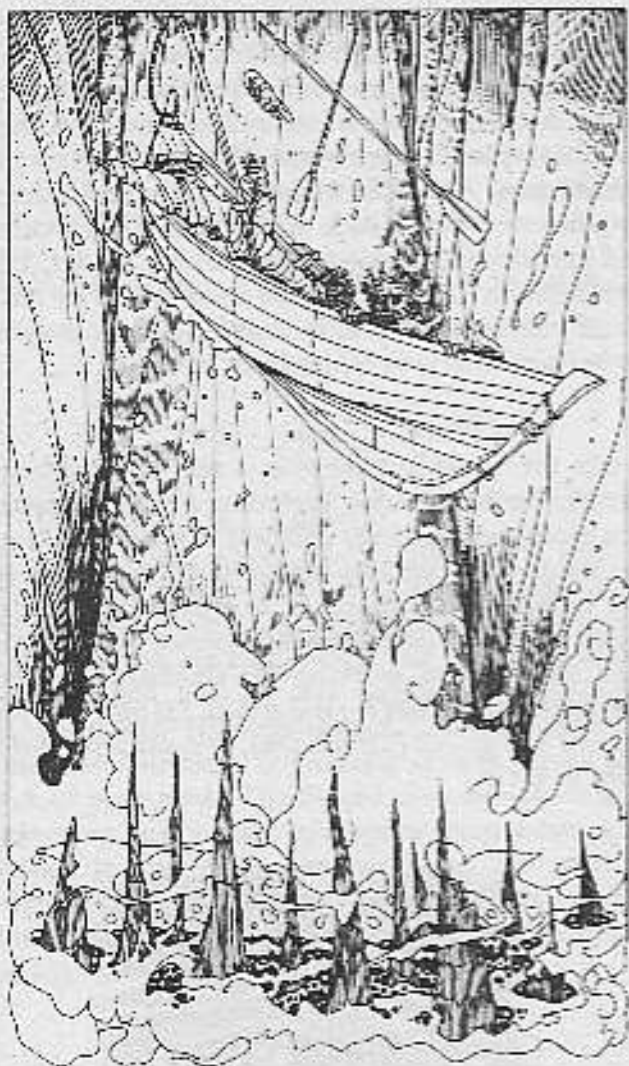
259

You walk along a rough track for many miles. The cavern is huge and you cannot see an end to it, but in the distance you can see thick smoke. You stop for a rest when, suddenly, you hear someone cough behind you. You spin around to find a strange, long-bearded man, laden with trinkets. He smiles and introduces himself as Pierskat the Trader. His eyes light on Tabasha and the Sword, and he asks you if you would like to look at his goods. Do you agree (turn to 213) or refuse (turn to 147)?

260

Inside the small hut there is a suit of very large Orc-like leather armour, including a full face-mask. You examine it carefully and find blood smeared on the inside. The cart gets nearer and you can see an Orc detachment in front of it, and a rather taller group behind. You have heard stories of renegade men and women working for Orghuz. The Orc commander calls out for the guard. Do you don the armour and go out (turn to 186), or make a run for it (turn to 161)?





261

The boat rushes over a waterfall and crashes into the water below. It speeds up in the rushing flow and you can see no way to slow it down. The Dwarfs have now begun to punch each other, and take no notice as the river breaks up in a series of rapids. You grab the two levers and try to steer through. *Test your Luck.* If you are Unlucky, you fail and fatally smash into the Devil's Teeth rocks. If you are Lucky, turn to 163.



262

You hide the Sword in your cloak and walk into a smoky chamber. In the middle of the room is a fire. You sit down at one of the surrounding tables and look around. As you get used to the dim light, you realize that the other occupants are all Orcs wearing distinctive jerkins with the symbol of the Mailed Fist. You watch them swilling their ale and forcing food down their throats. A man walks past with a tray and is shouted at by one of the Orcs. 'Come here, Gaddon. More Scorchspark, and be quick or we'll have your bowels for breakfast.' The man is blind but moves with great confidence. Do you get up and go to the other room (turn to 84), or stay (turn to 284)?

263

The water is warm and you splash upstream. Eventually you stop and hide behind some rocks. You watch the riders pull up by the stream. The Koyunlu are made to kneel down and sniff the area to find your scent. After a while the riders turn back. Turn to 25.

264

Two hooded figures stand before you in the cave. One is Astragal; the other he introduces as Tancred. Tancred tells you that Orghuz is no more and that the quest is over. 'You will be well rewarded.' Just then you hear laughing behind you. You turn round to find no one. Turning back, you find no trace of the figures. You are in a cave of illusion. Another illusion is beginning to form, but you ignore it. There are four exits - which do you choose:

North-west?
South-west?
South-east?
North-east?

Turn to 355

Turn to 205

Turn to 382

Turn to 107



265

You settle down and get some rest. You talk to one of the Dwarfs called Mithlir, who tells you that they escaped from Orghuz's influence by destroying the spell on the collars, but they still wear them for disguise. He stops for a moment and listens carefully. Suddenly he calls out: 'Batishk, batishk.' He lies down and covers his face. Before you can move, a large vampire bat swoops down and bites you. Throw a die and deduct the number from your STAMINA score. Mithlir grabs a small whistle and plays a piercing tune. The batishk leaves you and flies away.

Then Aspra Smoothcheek and the others return. They are laden with loot and Toplander food for Orghuz's own table. Turn to 124.

266

Turn to 38.



267

You stand by the door. It is being battered by Orcs, urged on by the cries of their captain: 'Smash it down, you filth. Push hard or I'll chop your hands off.' The door gives way and a battering ram crashes in. You stand in the doorway, ready for combat, as the Orcs come through the door. Fight each in turn.

	SKILL	STAMINA
First ORC	6	6
Second ORC	6	5
ORC CAPTAIN	7	8

If, at any time, you throw double 1, the person who is attacking has been hit by a stray poisoned arrow. If you survive, Aspra and the Dwarfs follow you out. Turn to 375.



268

You are in another stone hut, much larger and grander than the others. You open a metal door on your right to find a room full of weapons. An Orc is cleaning a spear in front of you. Suddenly you see your Sword rise out of a pile in the corner and fly to your hand. The Orc throws the spear. *Test your Luck.* If you are Unlucky, it hits you and you are wounded (deduct 2 STAMINA points). If you are Lucky, it misses. You then rush out of the room right into a Guard Troll. Do you fight (turn to 23), or run outside (turn to 312)?

269

You run away fast but turn around to see a familiar black cloak. The Khuddam screams hideously. You run along the alleyways, up some steps and leap over the camp wall. Throw two dice. If you throw double 1, you break an ankle on landing and are soon caught and killed. If not, you make off in the dark, with the sound of riders in pursuit. You see shadowy figures swarming round the area where you landed. They pick up your trail and give chase. Ahead of you is a tall volcano, and you notice steps heading up to the top. Do you go up (turn to 56), or skirt around the base of the volcano (turn to 116)?

270

It is a map of the outer wall fortifications to Orghuz's tower. The quarry is marked and you work out a direction. On a section of the wall, distinguished by a dagger symbol, there is a scrawled cross, and you suspect that this is where the breach is. You carefully roll up the parchment. Turn to 53.

271

The marsh gets deeper. You have to wade up to your knees. Just then, you hear flapping sounds and see two shapes moving towards you. Do you move off the path to hide behind a large rock (turn to 115), or stay where you are (turn to 137)?





272

You watch Tabasha lick herself all over. She then begins to wobble and falls over. She is in a deep sleep. You put her in your pocket and trudge off into the dark. Turn to 149.

273

You walk into the corridor and it begins to slope downwards. The walls get damp and you find that you slip on the wet flagstones. You hear an occasional cry, which eventually becomes a distinct call for help. The scream comes from a heavy metal door that is bolted from the outside. Do you go in (turn to 387), or carry on along the corridor (turn to 22)?

274

You are in a room full of rotting rubbish. Above you there is a large shaft, through which the occasional bone drops. You hear laughter, and then: 'Do you think this has enough meat on it to toughen up the

Xokusai Elite?' A bone with a bit of gristle on it drops down and hits you on the shoulder. 'Any sign of that cursed intruder sent by that meddling Wizard?' You realize that the traitor Astragal warned you about must be the one talking. You want to leap up into the shaft to see who it is. Throw two dice: this is the distance. Throw two dice again: this is your attempt. If the attempt is equal to, or greater than, the distance, you have made it. Turn to 390. If you fail, deduct 1 STAMINA point and try again. If you cannot make it up the shaft, you rush out of the room. Turn to 139.

275

The Troggs scream and shout abuse at you from behind the pillars. You haul the chest into the hole and follow it in. You are in a tunnel. You pick up the chest and walk along, unknowingly kicking a tense rope. A poisoned Trog arrow hits you in the stomach. As you collapse and die, you see the Troggs at the entrance of the tunnel, leaping up and down excitedly.

276

You make a grab for the Sword. She fires. *Test your Luck.* If you are Unlucky, you are dead before you hit the ground. If you are Lucky, she misses and pulls out her own sword. The handle of your Sword is red-hot; it scorches your skin. Deduct 2 STAMINA points.

HIRKHANA

SKILL 9

STAMINA 10

If you win, turn to 203.

277

You are in a cave with three metal doors marked in runewrite. There is also an old unmarked wooden door. Which do you enter:

The wooden door?
North-west?
North-east?
South-east?

Turn to 39
Turn to 205
Turn to 382
Turn to 2



278

You choose wisely. All the gold of the Chasms will not help if the Evil seeps up and saps the Tree of Life.' (Mark the Everlasting Wood on your *Adventure Sheet*. If you get a chance to cook your food, use it again and again.) The old man begins to stiffen up and you can detect wood grain appearing on his skin. Gregory takes you to the end of the wooden tunnels and into the rocky ones. He shakes your hand and leaves you. Add 2 LUCK points. You walk along, trying to get a splinter out of your hand. After a while the tunnel begins to get unbearably hot. Turn to 112.

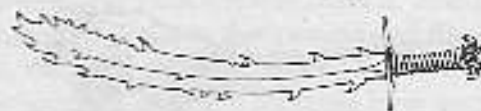


279

You run into the small cave. In the middle is a young Gaddon, bound up in a strange webbing. You check the cave; there are no other exits or tunnels. You begin to cut the sticky bindings when, suddenly, a giant Fang Spider drops on top of you from the roof of the cave. You squirm out from under it and draw your Sword.

FANG SPIDER SKILL 6 STAMINA 10

If you win, you cut the Gaddon free and he takes you to the Iron Cave. There are two doors and he tells you to take the left door. Add 2 LUCK points. Turn to 199.





280

Soon the chill darkness turns to glowing red and there is a hot smell in the air. The cart stops and you can hear a cracking and hissing. You are pulled out of the cart and see a stream of lava in front of you. There are two rows of three square blocks of stone raised above the lava. The Trolls begin to measure up their position and to chant like Gorak school-children:

*Block on the right,
One across left,
One diagonal left.*

They take you across and you memorize the chant, in case you come back this way. Turn to 371.



281

The second Orc has disappeared. You look at the Dwarf; an arrow sticks out of his side but then turns to smoke. 'It's too late: the poison is in my blood,' he says. You explain your mission and he shivers at the mention of the Khuddam. 'Look to the Gaddon . . . go to the Dragon's Breath Inn . . . they might help . . .' These are his last words. You set off in the direction taken by the Orcs. Turn to 383.

282

You follow the others into a large hut with stone tables. In the middle is an Orc with a cauldron full of bones and gristle. It looks disgusting, but when you are given some on a plate you make an attempt to eat it. You slip some into your pocket, but 'Tabasha throws it out again. After the meal an Orc appears with some metal collars, hands them around and orders everyone to put them on. Do you slip the collar on (turn to 165), or run out of the hut (turn to 139)?

283

You are taken to a tunnel that slopes downwards. In the middle is a shallow stream, which you follow for many hours. The water begins to get hot and you can smell a foul stench rising from it. Suddenly the stream disappears into the ground and there, ahead of you, stands a gate that blocks the whole tunnel. On the gate is a skeleton hanging by a metal spike. You begin to feel around the gate in the dim light of the Sword. Do you start to the left (turn to 75), or to the right (turn to 323)?

284

The Gaddon brings the Orcs their tankards of Scorchspark Brew and then comes over to you. You wonder at his ability to sense you. He asks what you will have and you order some food. When he leaves, the Orcs are suddenly very quiet; the candles flicker and you feel a chill running up your spine. Just then a black-cloaked figure glides into the room and hisses at the Orcs. They quickly scuttle out of the room. As it is about to go, it starts to sniff and turns round to face you. 'Sssssss . . . Toplander,' it hisses at you and pulls out a scimitar. Do you choose to run (turn to 43), or do you fight (turn to 299)?

285

By the light of the Sword you see the helm being lifted off the warrior's head. Long, dark hair falls out and you see a Gaddon woman with eyes that will never see. She is a Feelbrethren warrior called Khazara. She knows where you come from by your smell and you tell her the details of your quest. She leads you back to her village, Caverndown. She explains that it is a village under siege: one of the last bastions of Gaddon power. Suddenly one of the Dwarfs screams, as an arrow buries itself in his leg. You are ambushed by a squad of four Orcs. Khazara takes on two of them and you face the others. Fight each in turn.

	SKILL	STAMINA
First ORC	7	8
Second ORC	6	5

If you win, turn to 360.

286

You scramble down. It is deep and dark in the ditch. The cart approaches and you hear shouting: 'Guard! Where's that lazy scum, filth of a Toplander. If I catch him, I'll throw him in the ditch and let the Gremlins get him.' You stare around to see a horde of fanged creatures clutching short stabbing swords. Your quest ends here.

287

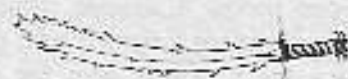
The drum stops beating. You then hear wild screams as you edge your way down the steep slope. You can carry your Sword in one hand but have little room to swing it. The ledge divides again: there is a steep track to the left (turn to 361), and a gently sloping ledge heading right (turn to 146). Which way do you go?

288

The spell stops. There is no trace of the destruction that has taken place. You walk into another corridor and find a door on the left marked:

□□□
□□□
□□□

Do you open the door (turn to 125), or carry on along the corridor (turn to 207)?



289

The corridor leads to a staircase. You walk down the stairs; at the bottom you enter a large hall with scattered bits of furniture, bones (that could be human), and a fireplace that looks as though it was recently used. Two broken skulls are lying in the corner. There is also a chest in the hall. You walk over to it. Do you decide to open it (turn to 114), or do you carry on to the next room (turn to 397)?



290

You shut yourself in the hole as the sound of running gets nearer. Suddenly your left leg is pulled from below. You fall into a swampy pool. A hand is pulling you down. You swiftly pull out your Sword and stab into the swamp close to your leg. Throw two dice. If you throw a double, then you have chopped off the creature's arm. If not, then reduce your STAMINA by 2 points and try again until your STAMINA reaches zero, in which case you are

dragged under and your quest is over. If you succeed, you clamber out, find no one around and rush off down the nearest tunnel. Add 1 LUCK point. Turn to 201.

291

You are attacked by a Gryphon. It already holds a singed Orc in one claw, but still swoops down on you, breathing fire. You thrust at it with your Sword.

GRYPHON

SKILL 8

STAMINA 10

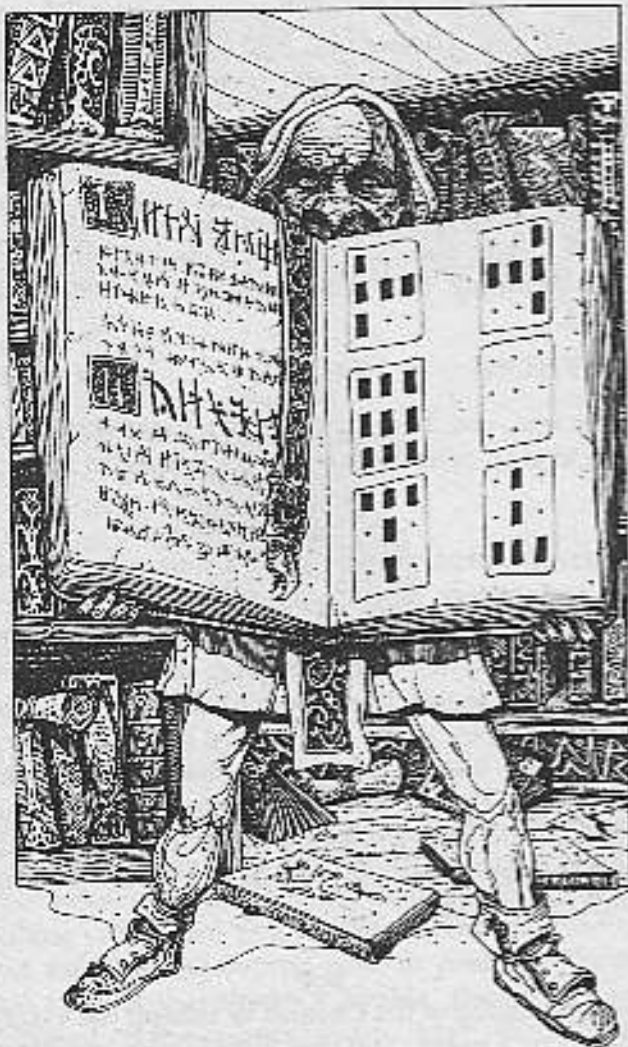
If you win, you have a choice of a ledge to the left (turn to 311), or another to the right (turn to 195).

292

You are in a small room full of old bottles, jars, dried bats and spiders. It reminds you of the Apothecary in Gorak. Three old hags sit by a roaring fire in the corner. They whisper to each other and laugh. They see you and slowly they begin to change into large wolves. You try to lift your Sword but it feels very heavy. The hags have now completely changed, and you are standing in front of three wolves, who begin to stalk you. You look for exits and find a door heading north (turn to 66), and a door heading south (turn to 113).

293

You land on top of the Orc and he falls off the ledge. Add 1 LUCK point. You find your Sword stuck in a crack on the rocks below, and pick it up. You can hear shouts and screams getting closer. Turn to 379.



294

The old man catches his breath: 'Yes, that is the Sword. I helped spellbind the blade many years ago.' He picks up a large book from one of the shelves. 'Now, heir to Tancred, we must be quick. You are in great danger. The Khuddam are becoming very strong and enslaving all the other beings in the Chasms. As the Shield cracks, the Dark Lord becomes more powerful. I cannot teach you much of the Sensefight. This I leave to others. But study these symbols carefully; they are from the golden age of the Feelbrethren when most of these tunnels were built. They mean Left, Right, Danger, Safe, Up, Down.' The old man then brings you another book of Secret Cyphers, which he explains (turn to 399, but you must remember to come back to this section).

The old man brings you food (add 2 STAMINA points) and tells you to seek the Caves of Minosadurr, where burns the Heartflame. He warns: 'Temper the Sword that it may strike the lethal blow.' When you eventually take your leave, you have to decide whether to head to the left (turn to 144) or to the right (turn to 252).



295-296

295

You politely refuse. The other Marsh Goblin, who calls himself Hoodwink, looks at you as though you do not know what you will be missing. They grab you and sling you over their shoulders and begin to run over the marsh, humming a strange tune. They have great stamina and do not stop. After a time, you enter an encampment. Words and curses are exchanged and you are deposited in a room and given hideous black slime to eat. Do you eat it (turn to 185), or do you throw it out of the window (turn to 354)?



296

You come out of the water. When you look down at your hands, you see that they are covered in black, wriggling leeches. They are also all over your face. You pick them off, but they make you feel weaker and weaker. Deduct 4 STAMINA points. You realize that the leeches are poisoned. Tabasha has stopped licking herself and stands in front of you. You know that you are about to lose consciousness. Deduct 1 SKILL point. Do you will Tabasha to help you (mark 1 use on the *Adventure Sheet* and turn to 336), or do you prefer to lie down and get some more rest (turn to 17)?



297

Ahead of you is an intricately carved, stone staircase, depicting various exotic creatures. Some of them appear to move. There is also another door that does not open. You step over a brightly coloured snake and make your way upstairs. Turn to 106.

298

You are very tired. You decide to have a rest and eventually find a small hill crowned with large boulders – a good defensive position.

You are awakened by Tabasha trying to crawl back into your pocket. It is pitch-black. You pull out your Sword and it shines brightly as you listen to shrieks, snarls and murmurings all around. Suddenly you see a dark figure with long dagger-like nails rushing towards you. Do you strike at it with your Sword (turn to 34), or run out of the way (turn to 316)?



299

You draw out your Sword. You are facing a Khuddam, one of Orghuz's lieutenants.

KHUDDAM GESHRAK SKILL 10 STAMINA 12

If you win, the body disappears, leaving only the black cloak of fine mesh mail. Mark the dead Khuddam on the *Adventure Sheet*. Turn to 251.



300

You rush down the alleyway. In front of you stands a Marsh Goblin, blocking the way. You vaguely recognize him: it is Gruff. He swings a scimitar at you.

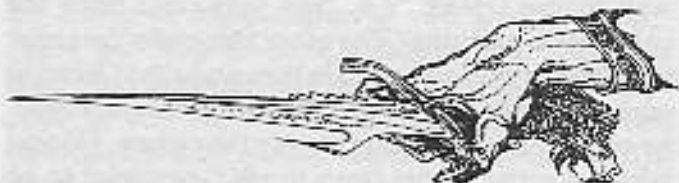
GRUFF SKILL 6 STAMINA 12

If you win, the fight has caused a disturbance. Turn to 269.



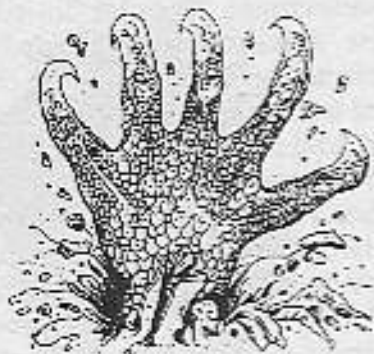
301

You walk along the track. There are the remains of recent camp-fires all around. Suddenly you stop in front of a wide chasm. You stare down but can only see darkness. Across the yawning gap is an old rope bridge, protected on either side of the chasm by two stone guard-huts. You can hear the noise of riders behind you, and can see a hideous Gryphon in the distance. You have no choice but to run on to the bridge. When you are in the middle of the swaying structure, two Orc guards emerge from each hut. They run on to the bridge, and you find yourself with two Orcs in front of you and two behind. Fight four One-Strike Combat rounds. If you win, you run across and cut the ropes. Do you then head for some nearby caves (turn to 189), or carry on along the track (turn to 372)?



302

You slither and slide down the rocky slope and then land with a splash in a puddle, close to a rushing river. The water is very cold. To your left there is a narrow path. Do you travel in the direction of the flow (turn to 223), or do you go upstream (turn to 145)?



303

You climb up on to a low ledge. The Orcs sniff their way to the Dwarf: 'Ah, he's here, and with the collar. Rich pickings.' The other Orc grabs the collar and throws it into a sack. He then stabs the Dwarf to make sure that he is dead. 'How much for this one?' he asks, as they lope off the way they came. Do you take the same tunnel (turn to 383), or prefer to go back the other way (turn to 135)?

304

You walk along the road. The cavern is enormous and in the dim red glow you can see no end to it. Just then you hear the sound of a cart approaching. A hundred paces ahead is a stone hut by the side of the road. Do you decide to run inside (turn to 260), or prefer to leap into a ditch at the side of the road (turn to 286)?

305

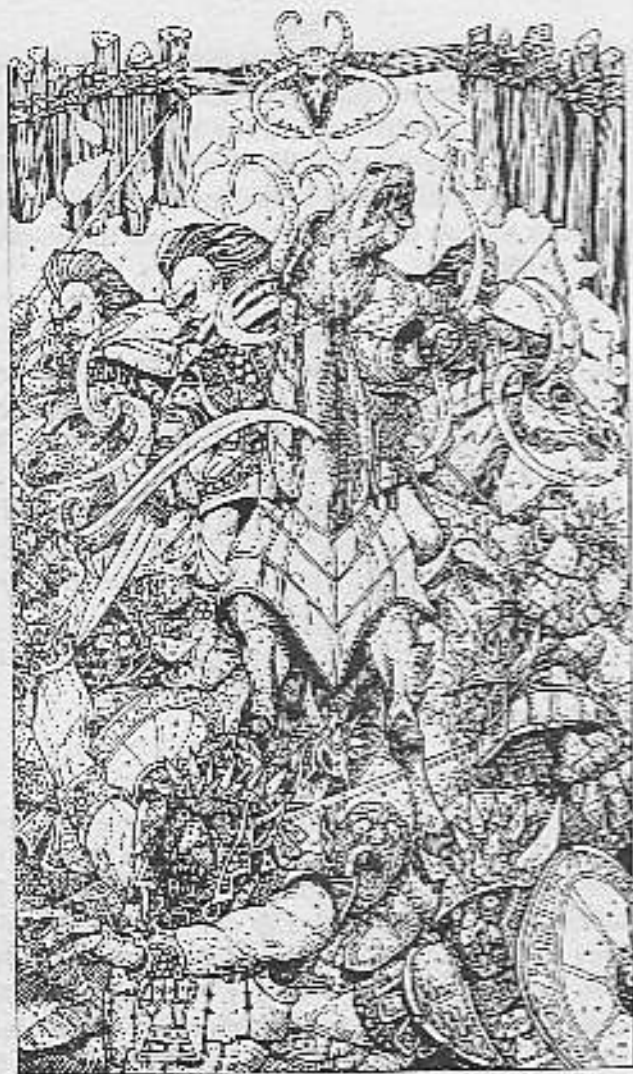
You raise your Sword. It does not shine, so you cannot see the warrior, who laughs and prods you in the stomach. You swing the Sword, but each time the warrior counters with ease. Deduct 2 STAMINA points. 'Yield! You cannot beat a Sensefighter in the Dark.' The voice is muffled and distorted. You decide to lower your Sword; it then begins to shine. Turn to 285.

306

Turn to 12.

307

There is a blue light in the centre of the cave. You see a row of Crystals and next to them a legend in runewrite. 'Whisper the total number of Crystals in the Caves of Minosaddurr if you wish to leave.' There are sixty-seven Crystals in this particular cave. You whisper this number but nothing happens. If you know the total number of Crystals contained in the Caves of Minosaddurr, and wish to leave, go to that number now. If not, there are exits south-west (turn to 27) and west (turn to 188).



308

Koyunlu are brought out of dark stables and saddled. You wonder at the strange hairy beasts with their mass of horns. They have no reins and seem to be controlled by foot movements, leaving both hands free for battle. You mount one and trot around; it has no trouble jumping on to rocks and is very sure-footed. A horn announces the muster; a great number of warriors assemble by the gates. Suddenly the gates are opened and the Feel-brethren charge out with a great cry. There are fires and torches all around. The riders swerve to the left as the besieging host begin to fire arrows at you. *Test your Luck*. If you are Unlucky, you are hit by an arrow and wounded (deduct 2 STAMINA points). If you survive, turn to 256.

309

You must fight Orghuz by the number of Khuddam left alive on your *Adventure Sheet*.

ORGHUZ

SKILL 10

STAMINA 12

If you win, mark off one Khuddam on the *Adventure Sheet*.

If you win and you have tempered your Sword in the Heartflame of Minosaddurr, turn to 385. But if not, you must fight Orghuz again until you have marked off all the Khuddam lives on the *Adventure Sheet*.

Once all the Khuddam are accounted for, turn to 385.

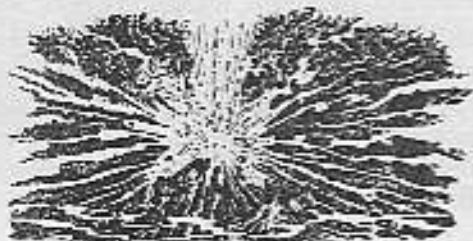


310

You are now refreshed and feel able to set off on your quest for the Shield. After a long time you come to what looks like a stone sentry-post. On either side of the tunnel there are two small slits in the rock. Do you rush past quickly (turn to 73), or do you crouch down and crawl under the slits (turn to 351)?

311

At first the slope is very gentle. Then it gets steeper and occasionally you slip on some icy slime. Soon, as the surface becomes very smooth, you find you are having difficulty getting any grip. Suddenly you see one of your pursuers slip past you, screaming. The screams stop with a sickening thud. Then you slip . . .



312

You run straight into the Chief Khuddam, probably the greatest fighter out of the Seven Fell Servants of Orghuz. She has no other weapons but her poisonous long claws. If you have not got your Sword, use the SKILL and STAMINA shown in the brackets. If you have your Sword, use the first set of figures.

KHUDDAM	SKILL 10	STAMINA 12
FRIANKARA	(12)	(16)

If you win, mark off the name on the *Adventure Sheet*. If you have your Sword, turn to 236. If you do not have your Sword, you feel the pull of its power and make your way to an empty weaponry. You find it propped up in the corner. You take it and rush out. Turn to 236.

313

He takes you through a maze of roots and then up a wooden staircase. Everything is made of wood. You follow him along a hacked-out wooden corridor, to a large intricately carved door. Inside, an old man lies on a bed of fine roots; his own limbs seem to merge into the surrounding wood. 'Here is a Toplander. Is he the answer to the prophecy?' asks Gregory. The old man stirs; there is a loud cracking sound. 'The Tree of Life is being poisoned by evil,' he says. 'Soon all will be bleak and barren. The prophecy calls on me to offer you one of two items . . . Which do you choose: a bag of gold (turn to 104), or a sliver of Everlasting Wood (turn to 278)?

314

You are in a room with one other door to the east. In the corner, to the right, is a heap of what looks like sludge. It is foul-smelling and steaming. As you walk around, the sludge shimmers and moves towards you. It reveals a trapdoor in the floor. Then three feelers spring out of the pile. They are covered in spiky thorns. Do you choose to go through the door east (turn to 132)? If not, you'll have to pass the sludge to get to the trapdoor.

SLUDGE SKILL 8 STAMINA 12

If you survive, you open the trapdoor to reveal a tunnel heading south-west. Turn to 235.

315

You notice gaps between the stones. It is possible to climb, if you are *very careful*. Throw a die twelve times. You need eight throws of 4 or under to succeed. If you fail, you have been spotted by an archer in the watchtower and shot. If you succeed, turn to 30.



316

You run out into the darkness straight into a Spiked Flesh-Eating Kakti. You cannot free yourself from the spikes and your flesh will probably feed the Kakti for many months. Your quest is over.

317

After a long walk, you stop to sleep. When you awake, you see Tabasha with a blind fish lying in front of her. If you wish to eat now, add 4 STAMINA points. Otherwise mark 1 meal on the *Adventure Sheet*. If you have the means to cook the meal add 2 extra STAMINA points.

When you get up, you hear the shuffling of many feet ahead of you. Looking around, you find two possible places to hide: a little niche to the left (turn to 98), or a hole in the ground to the right (turn to 290).

318

Suddenly you hear the thunder of animal hoofs on the rocky ground. You look carefully and make out six riders wearing long, black capes. There is a loud wail when they spot you and spears are brought to bear as they give chase. They get closer and one of the riders throws a spear. *Test your Luck*. If you are Unlucky, you are wounded (deduct 2 STAMINA points). If you are Lucky, the spear misses. Just then, you move out of the riders' sight and find yourself by a river of murky water. Do you jump over it (turn to 94), or wade into it (turn to 263)?

319

You are safe. Your choice now is:

Left

Turn to 13

Forward

Turn to 148

Diagonally left

Turn to 54

320

You walk over the rocky ground, sword at the ready. Suddenly you sense something close behind you. You spin around, just in time to see a Wraith about to slice you in half with a huge sword. You duck and weave into a good fighting position.

MIST WRAITH SKILL 8 STAMINA 8

If you survive, you find some steps leading up. Do you want to go up the steps (turn to 210), or head off to the right (turn to 243)?

321

You reach a dead end. As you turn around, a chasing Orc appears and hacks at the ledge; a large chunk drops off. Another Orc prepares to fire an arrow at you. You can either jump to your death or wait for the poisoned arrow. The choice is yours.

322

After a rest, you are taken to the great librarian Menzik. You can hear the sound of battle outside and you are told that Khazara has been foraging for food and is fighting her way back through the siege. Menzik turns out to be a Gnome: a rare breed on Khul - a long-lived race which is slowly dying out.

You find him in a huge library, full of tomes that he can hardly carry. He sits you down and explains the old Gaddon counting system of Cyphers. Turn to 399, but keep this page marked and come back to it after reading that section.

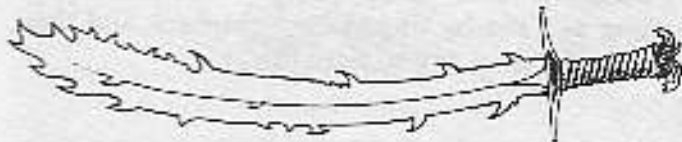
Menzik gives you a test. He sits you in the dark and you have to feel this shape:

○○.

○..

..○

If you know what to whisper, turn to that number. If not turn to 228.



323

You start smoothing away the dust and cobwebs. You feel the following shape:

○○○

..○

.○.

If you know the Cypher, whisper it now and go to that section. If not, then turn back and take the tunnel for Downtop Cavern. Turn to 357.

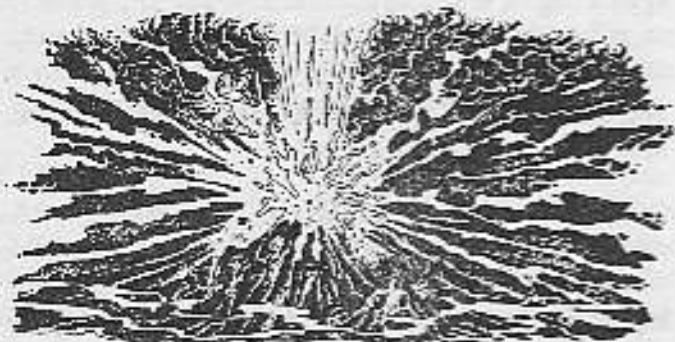
324

You go into the kitchen. You are hungry but do not dare taste the revolting gruel. If you have your own Provisions have one meal now and mark it off in the Provisions box of your *Adventure Sheet*. Add 4 STAMINA points. Otherwise deduct 2 STAMINA points.

Just then, two Goblins walk in with the intention of stealing some extra food. They see you, scowl and pull out their swords. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	6	6
Second GOBLIN	5	6

If you win, you hear others coming, and slip through a small hatch in the wall. You squirm along as Tabasha squeaks in complaint and then, suddenly, drop down. Turn to 143.



325

You go into another room. This time there are torches on the walls giving off black fumes. The fumes get thicker and suddenly you cannot breathe. There is one door leading south. You rush towards it, but your limbs seem to respond very slowly. Throw two dice for the amount of STAMINA needed to get to the door. If this is *less than* your STAMINA score, you have made it. Turn to 68. If not, you choke to death.



326

The door slams behind you. You are in a small room. You hear a distant voice in the dark. 'Your fate is now in the hands of the Beast of Minosad-durr, the Shadrac.' You see two red eyes in the dark and then see a hideous black, hairy creature with six arms and two heads. Each head has one eye and each arm holds a blood-stained scimitar. It is very dangerous.

SHADRAC SKILL 10 STAMINA 12

If you win, you discover another open door in front of you. Turn to 173.

327

You have made it through the volcano of the Hydra. No one will follow you through it. You come out back into the vast cavern, but have lost all sense of direction. You stop to rest. Tabasha jumps down and goes hunting, but brings back nothing. She looks a little distressed and has bits of her fur pulled out in places. You get up and see two small figures ahead of you, carrying a block of stone. Do you decide to head for them (turn to 233) or avoid them (turn to 301)?

328

You leap down the stairs, swinging your Sword around your head. At first the Orcs are terrified and run off. But as you try to free the Dwarf, they return. Even their small brains can work out that there are six of them and one of you. They surround you and strike at random with their swords. Throw a die. This is the Orc that strikes. Throw a second die. This is where you parry. If the two throws match, you have struck and wounded one of the Orcs. If not, then you have been hit. Deduct 1 STAMINA point. Repeat until you have lost all STAMINA points, in which case you are dead, or until you strike two Orcs, in which case the others all run away. If you survive, you free the Dwarf. Turn to 41.



329

The crack is narrower than you expected. The Dwarfs disappear into the dark, but you get stuck. Check your *Adventure Sheet*: if you have more than 2 Fuel units in your backpack, then the extra bulk wedges you tight. A group of Goblins catch you and clip a metal collar on to your neck. Your quest is over. If you have 2 or less Fuel units, you pull yourself out of the crack (add 3 LUCK points), and rush off after Aspra. Turn to 29.

330

Turn to 38.

331

You clamber up the loose rocks. As you get to the top, the hole closes in behind you. Tabasha rushes back into the pocket of your cloak. In the dim glow of the Sword, you can see a tall, dark shape propped up against a wall. It hisses, snarls and swears: 'Wounded by those blasted Orcs . . . that poison . . .' You have encountered a Khuddam wounded accidentally by his own archers. He is VERY dangerous. He sees you and immediately dims the glow of the Sword. You will have to fight blind. If you know how to Sensefight, fight as normal. If not then deduct 2 SKILL points (for this combat only).

KHUDDAM GURSKUT SKILL 10 STAMINA 8

If you win, turn to 99.



332

You leap into the cluster of Orcs. They shriek and run back, calling out somebody's name. Suddenly a Stone Warrior emerges out of the darkness. The cart rumbles away and the others chase after it. You find yourself alone against the rocky fighter. It does not have a weapon but tries to crush you between its arms.

STONE WARRIOR SKILL 7 STAMINA 8

If you win, the battle has been long and hard. You look for the others but cannot find them. You continue along the tunnel. Turn to 393.

333

The chest is unlocked. As you open it, the Troggs shout and shriek at you from behind the pillars. Inside there are many jewels, golden trinkets, and a spring-loaded dagger that shoots at you. *Test your Luck.* If you are Unlucky, it implants itself in your forehead and you die. If you are Lucky, it misses. Turn to 150.

334

You are in a cave full of swords. They are stacked on the floor, and you have to walk on them to get across to the exits. Which do you choose:

North-west?

Turn to 107

North-east?

Turn to 200

South-east?

Turn to 194

South-west?

Turn to 382

335

A poisoned arrow grazes your cheek. You feel dizzy. Deduct 1 SKILL point. You reach the nearest stone hut. Turn to 47.





336

You wake up on a hard bed in what seems to be an Apothecary. In the corner sits an old woman at a spinning wheel. She looks at you slyly. Tabasha sits on your chest and purrs. The woman is talking to herself as she spins. 'Ah, yes, my sweet. We know the Cutter is His . . . Tancred. Now another Toplander comes to kill Him.' She looks at you. 'Yes, I helped you when called by this worthy feline. I also want the evil to go. I want Orghuz to die, and I want to be free of the Malice.' She gives you some potion to counteract the poison. Turn to 79.



337

You walk into a room with a large table in the middle. Around, under and below the table are Trolls, Orcs, Dark Elves and Goblins. They seem to be asleep or drunk. You creep into the room and discover three other exits. Which do you choose:

North?
West?
East?

Turn to 122
Turn to 83
Turn to 40

338

The survivors are greeted by the commander and told to go to the kitchens. Do you follow the others there (turn to 282), or slip off into a dark alleyway (turn to 152)?

339

You are in a room with two exits. Do you wish to go north (turn to 196) or west (turn to 162)?

340

You come to a dead end. The ledge stops and there is no way to leap on to another. Suddenly three Orcs appear. Fight each in turn (One-Strike Combat). If you win, go back and choose another route. Do you wish to go right (turn to 156), or take the centre path (turn to 242)?

341

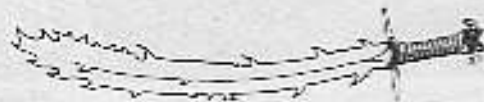
Turn to 160.

342

Turn to 38.

343

Turn to 171.



344

You walk in and the door closes behind you. You stand on a narrow stone path that heads south, then east. On either side of the path there is swirling blue smoke. It lies on the ground and seems to create strange and hideous shapes. Suddenly, the smoke takes the shape of a warrior. It stands behind you and swings its sword. The blade crashes on the path, just missing you. You thrust your Sword through its body, but to no effect. You run into the next room east and shut the door. The Shadow passes through the door. You rush on, but the path divides. Which path do you take: the one leading to a door north (turn to 162), or through a door east (turn to 24)?

345

The boat goes through the right channel and crashes into the rocks known as the Devil's Teeth. Throw a die: this is your position. Throw a second die: this is the position of the rocks. If the two throws match, then you have crashed into them and your quest is over. Repeat twice, and if you survive, add 1 LUCK point. Turn to 261.

346

The beat of the drum stops, and you hear a cheer as you edge your way down the steep slope. You see three routes ahead of you. Which do you choose:

The ledge to the left?

A drop down to a lower ledge?

A slope to the right?

Turn to 361

Turn to 220

Turn to 67

347

A stone dart misses you. You prepare to ward off other darts with your Sword. The stairs end and, as directed, you continue along a level tunnel. Suddenly, you hear a scream for help coming from a large crack on the left. Do you go through the crack to help (turn to 279), or ignore the screams (turn to 155)?

348

You circle around it carefully. You hear a swish and a mass of arrows shoot out at you. Throw a die for your position and then throw a second die for where an arrow hits. If the two match, you are wounded (deduct 2 STAMINA points). Repeat twice. If you survive, you head back towards the body. Add 1 LUCK point, if you were not wounded. Turn to 87.

349

Turn to 160.

350

You ring the bell. The sound echoes through the tunnel but nothing happens. Just when you are about to take the path, a boat appears. It is steered downstream by a strange looking figure – a cross between a man and an Orc. The boat stops at the bell. The man asks you if you want the ferry, then looks you up and down and tells you that it is free. In the boat there is a large bundle at the back and some levers at the front. The ferryman tells you to sit down. As you do so, your wrists and neck are

Spellbound. He laughs as you struggle, and then kicks at the bundle to reveal two Dwarfs, also bound up. You realize that he is a Pirate Slaver. Tabasha looks up at you as you feel an overpowering urge to sleep. Do you want to will her to help you get free (turn to 164), or do you prefer to wait and see (turn to 123)?

351

You crouch down and edge past the slits. Suddenly the ground gives way and you fall into a slimy pit. Six Xokusai Orcs appear. They are jubilant. You hear one of them ask if it is time for Fellscar Crags. He then throws a small round creature into the pit. The animal exudes a disgusting smell that sends you to sleep. Turn to 64.

352

You wake up inside a cave. The entrance has a wooden door and on the walls are two trapdoors. The Dwarfs bustle around looking busy. They are no longer wearing collars. The woman brings you some food saying: 'I'm sorry about that. Sometimes the Orcs use Toplander squads in their armies.' Her name is Aspra Smoothcheek and she realizes that you must be important: 'The Khuddam have been searching for you.' Just then, a Dwarf rushes in and whistles. All the doors are shut and Aspra throws you your Sword. She asks you to take up a defensive position. Do you choose the door (turn to 267), the first trapdoor (turn to 131), or the second trapdoor (turn to 97)?

353

You loiter behind a rock. Just then a Troll comes out of the inn and tries to pick up the other figure, who is also a Troll and obviously drunk. The drunken Troll objects to being touched, pulls out a scimitar and slashes wildly. His friend sidesteps and punches him in the face. When he has dragged him away, you enter the alehouse. Turn to 381.



354

Soon a group of Toplanders arrive and stretch out on the hard beds. Some are wearing metal collars. They do not talk but just stare blankly. You realize that there must be Toplander recruits in Orghuz's hordes – some pressed into service, others volunteers. They treat you like a new recruit, and when a drum beats you strap on your sword and they take you out to line up with the others. In the courtyard you see a knight in full armour, inspecting the troops. You cannot see the face but notice a crossed-daggers motif on the armour. You suspect that this might be the traitor at Gorak who broke the Great Seals. When the inspection is over, do you slip away in the dark (turn to 388), or go back to the barracks with the others (turn to 55)?

355

There is a large pool in the cave. You cannot cross from door to door and it seems to be deep. You will have to leap. Throw two dice: this is the distance. If it is *greater than* your STAMINA, you fail, and fall into the Deep Red Pool of Elkiem, from which you will never return. If you succeed, which way do you go:

North-east?
South-east?
South-west?
North-west?

Turn to 222
Turn to 264
Turn to 16
Turn to 45

356

The entrance is steep. It is very hot and the chamber is illuminated by a light-red glow. You look back to see the bats flocking, but not coming in. Ahead you see two large holes. Do you go through the one on the left (turn to 171) or the one on the right (turn to 218)?

357

You stride along the tunnel. It eventually opens out to a large cavern. Across the cavern there is a wall, and in the middle is a tall gate, full of intricate carvings. There are torches burning and by that light you can see a watchtower, manned by Orcs. The gate opens occasionally, to let in riders and laden carts. Ahead of you there is a cart packed with smelly skins, the origins of which you would rather not know. Do you hide among the skins and try to get through that way (turn to 88), or try to slip through in the little darkness that there is (turn to 172)?

358

You are very polite, but firmly refuse any trade. He tells you that you don't know what you are missing, packs up and goes. Turn to 369.

359

You enter the cave and touch some patterns on a wall; they have no meaning for you. You look for the exits. In the floor is a trapdoor (turn to 227) or else there is a choice of three directions. Which do you choose:

North-east?	Turn to 194
North-west?	Turn to 382
South-west?	Turn to 2

360

You are amazed at Khazara's ability. She leads you and your companions through a boggy marsh to a set of gates in the defensive walls of Caverndown. She touches some carved stone symbols and whispers what sounds like '57' (turn to 57).



361

You edge along and look up to see lava dribbling down the cliff face. An Orc appears behind you and gets showered. He falls off. Eventually you reach another ledge sloping to the right. Do you take this route (turn to 156), or do you prefer to drop down on to another ledge just below you (turn to 204)?

362

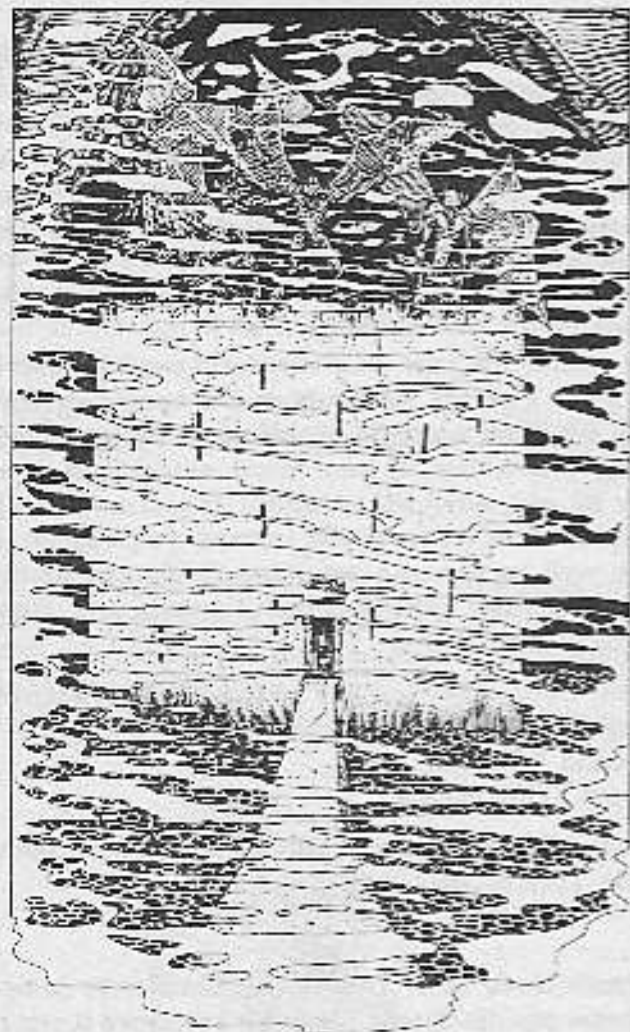
You climb the rope. It is very hard work (deduct 1 STAMINA point). Suddenly an Orc spots you from the left-hand watchtower. He starts firing arrows. Throw two dice. If you throw any double, you are hit and wounded (deduct 2 STAMINA points). Repeat three times. If you survive, you leap on to the wall on top of a wounded Goblin. Suddenly three Xokusai Elite Orcs rush towards you. Fight each in turn.

	SKILL	STAMINA
First XOKUSAI	7	8
Second XOKUSAI	6	8
Third XOKUSAI	8	8

If you win, you leap out into the mists on the other side. Turn to 90.

363

Throw three dice. This is the distance to jump. Throw one die. If this, plus your STAMINA score, is greater than, or equal to, the distance, you are successful. Turn to 203. If not, then you fall to your death into the chasm.



364

You land safely. Add 2 LUCK points. Slowly, menacingly, the mist clears, and you see Orghuz's Tower: a huge block of stone with one entrance, surrounded by a wide moat of green slime. On each of the four corners stand Gargoyles that snap, snarl and flap their black wings. The mist begins to close in again and you walk towards the tower. Occasionally you pass an Orc, but disappear into the mist before he decides to challenge you. In the thick mist you get to the bridge across the moat, past two Trulls, and stop at a metal door. You may *not* use the Bazouk beyond this point. In the grime you feel this shape:

.0.

0..

If you know the secret Cyphers, go to that number. If not, you look up to see a small, grubby chute. You must climb up to the hole, holding on to the cracks between the stone blocks. Throw a die twelve times. To succeed you will need eight throws of 1 to 4. If you fail, you fall into the deadly slime. If you succeed, you climb through the chute and into a smelly room. Turn to 224.

365

You drop the Sword and watch it sink slowly into the scorching stream. She motions you to walk across. As you do so, Tabasha leaps down and rubs herself on the woman's leg. The woman searches you and is obviously disappointed at finding

nothing of value. Tabasha the Bazouk leaps on to the woman's shoulder and looks at you. You can see that the Sword has risen out of the stream and is lying close to the bank. Do you:

Grab the Sword?

Turn to 276

Do nothing?

Turn to 394

Get Tabasha to help

(Only if possible on the
Adventure Sheet)?

Turn to 11



366

It is the Orc commander. He asks you what you are doing in an out-of-bounds area, but does not wait for an answer and then asks you to kneel down for decapitation. You pull out your Sword.

ORC COMMANDER SKILL 7 STAMINA 8

If you win, you hear more people coming and you run into the doorway. Turn to 274.

367

Turn to 160.

368

Turn to 38.

369

You set off along the rocky track. Soon the ground gets soft and then becomes marshy. You have difficulty walking on the path. Strange, eerie noises come from the marsh, which occasionally bubbles, releasing a pungent odour. The path divides. Do you go to the left (turn to 271), or do you choose the path on the right (turn to 318)?

370

The door closes behind you. Once again you are in complete darkness. The Sword does not shine and you can hear someone moving around in the room. Just then, you hear a sword being drawn out of a scabbard and heavy steps walking towards you. You prepare to defend yourself.

If you know how to Sensefight, then fight as normal. Otherwise reduce your SKILL by 2 for this combat only.

SILENT WARRIOR SKILL 9 STAMINA 10

If you win, you find two doors. Do you go through the door on the left (turn to 40), or the door on the right (turn to 297)?

371

You are carried across by a Troll. Then you are unbound and made to trot with the other prisoners towards a camp of black stone huts within a large

cavern. Smoke rises from most of the buildings and you pass the remains of a great gate. You are dumped into a smelly, smoky room. There are about a dozen Dwarfs and several Gaddon. After a time an Orc comes in with a bucket, throws some slops on the floor and tells you to eat. Eventually several Orcs arrive with small metal collars. They put them on the Dwarfs and march them away. The male Gaddon are also taken and you are left with the remaining Gaddon: a woman of dark looks, wrapped up in a black cloak. She comes over to you and asks who you are. Do you tell her (turn to 32), or keep silent (turn to 126)?

372

The Gryphon strikes. You fight it off with your Sword. Fight as in normal combat, but if you throw double 1 in the Gryphon's Attack Round, then the Gryphon has burnt you with its fiery breath and you are dead.

GRYPHON SKILL 8 STAMINA 10

If you win, you head back to the caves. Turn to 189.

373

You swing to the right. The rope breaks as you land and you scramble up into the darkness. When you look around, you see two red dots in the distance. They are getting nearer and are accompanied by a strange buzzing sound. Do you attack (turn to 248), or do you wish to leap back to the other shaft (turn to 174)?

374

The group comes under attack from well-disciplined troops. There are heavy losses. *Test your Luck*. If you are Lucky, you survive the first attack and cut your way through to the second group (turn to 52). If you are Unlucky, you are killed by a crazed Troll swinging an enormous battle-axe.

375

Aspra Smoothcheek and the Dwarfs all get away with minor wounds. They run fast and split into two groups. Aspra goes up a steep path. Do you follow her (turn to 29), or go with the group that are slipping through a crack in the tunnel (turn to 329)?

376

You come to a corridor that contains nothing except a soft bench. You are tired and hungry. If you have any Provisions, eat some now (add 4 STAMINA points). You feel very sleepy. Do you rest (turn to 128), or do you get up and carry on along the corridor (turn to 179)?

377

You hear the clash of swords as you run away. You have no idea of the correct direction and stumble along making a lot of noise. Suddenly you hear a voice in the dark: 'Come with me.' A hand leads you across the terrain until you are told that you are safe. The voice belongs to Chorista, Alkis's second-in-command, and you are in Govanthian, a Gaddon settlement. In the pitch-black you recite your story and Chorista tells you that she is worried: Alkis has yet to return. You are left to sleep. Turn to 72.



378

You feel your way to an exit and find yourself on a ledge above another tunnel. You rest. If you have Provisions you may choose to have them now. If not, then add only 1 STAMINA point.

You wake up to see two torches in the distance, coming towards you. You creep to the end of the ledge and see two Orcs and a Dark Elf marching a dozen Dwarfs along the tunnel. All the Dwarfs wear metal collars. Suddenly two of the Dwarfs break free and rush towards you; one immediately seizes his throat and collapses, the other sees you and raises his hand for help. The others have still not seen you. Do you help the Dwarf (turn to 129), or stay hidden (turn to 245)?



379

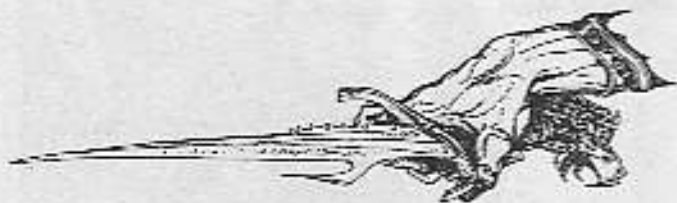
Three fanatical Orcs rush at you; one slips and falls off the ledge. Fight the other two in One-Strike Combat. If you win, you can choose to drop down to a lower ledge (turn to 195), or to take a slope on the right (turn to 254)?

380

You make your way carefully, sword at the ready, and run into a troop of Goblins. Although at first surprised to see you, they rally and charge. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	6	6
Second GOBLIN	6	7
Third GOBLIN	5	6

You may escape at any time and rush back to the Feelbrethren warriors. Deduct 4 STAMINA points and turn to 96. If you win, turn to 59.



381

It is very smoky inside the Dragon's Breath Inn. As you stand in the dark corridor, a Goblin comes out of a door on the right. He is chewing a large bone. He looks you up and down, spits, and then enters a door in front of you. You catch a glimpse of a roaring fire as he shuts the door behind him. Do you wish to go through the door in front of you (turn to 84), or prefer to go into the room on your right (turn to 262)?

382

You are in a dark, empty cave. There are four exits, each marked with the familiar runes. Which do you choose:

South-west?	Turn to 277
South-east?	Turn to 359
North-east?	Turn to 334
North-west?	Turn to 264

383

You stumble along the tunnel for a long time until you find that it splits in two. The left-hand tunnel has a dragon's head carved above it. Do you wish to take this tunnel (turn to 74), or prefer to enter the tunnel on the right (turn to 187)?

384

You jump to the left and land on firm ground. The trench leads away to the side of where the Goblin stands. Peeking round the corner, you see a large number of Gaddon standing in line, as another Goblin walks up and down. By their clothes and condition you guess that they are enslaved. It appears that the weaker ones are being pulled out of the line. You notice a stir among the Gaddon ranks and realize that they must have sensed you. Do you help them (turn to 176), or ignore them and crawl away (turn to 259)?

385

If there are any Khuddam still alive on your *Adventure Sheet*, Orghuz regenerates slowly into the

guise of another Khuddam. You have a fleeting chance to strike unopposed at a part of his body.

If all the Khuddam are dead on your *Adventure Sheet*, Orghuz stands like a statue in front of you. The Malice still inhabits his body. You must strike the lethal blow to rid it of the evil. Where do you strike:

Left shoulder and upper arm?	Turn to 38
Right shoulder and upper arm?	Turn to 140
Left elbow and lower arm?	Turn to 46
Right elbow and lower arm?	Turn to 330
Left thigh and upper leg?	Turn to 266
Right thigh and upper leg?	Turn to 342
Left knee and lower leg?	Turn to 392
Right knee and lower leg?	Turn to 368

386

You strike at Orghuz and he quickly backs away. You have chosen the correct image. Suddenly he holds a sword that looks just like yours. 'No other dares to hold a sword in my presence. You have the blood of Tancred the Magnificent coursing in your veins, and you hold the Twin Sword of Light; but I am still your master. Prepare to die!' Turn to 309.

387

The door opens easily. In the murky darkness, you discern an Elf - thin, emaciated, chained to the wall, and whimpering for help. Suddenly the door closes behind you and the bolt is pushed home. Now, two plaintive wails will be heard crying for help down the echoing corridor. Your quest is over.

388

You turn down a narrow alleyway between two rock-built huts. You hear a disturbance behind you, then the sound of a drum beating, followed by the clatter of iron-shod Orc feet. You look along the alley - you can go either to the left (turn to 300) or to the right (turn to 209).

389

You put the collar on. You see two evil eyes in front of you and hear a pounding voice in your mind. 'There you are! I've got you now, blood heir. Stay where you are until my Khuddam find you . . .'

390

You peek out of a grubby, fatty gap into a dark room with two figures seated at a table. One of the people is wearing armour that looks Gorak-made; the other wears the dark mail cloak of a Khuddam. You look carefully at the figure in the armour and can just make out a symbol of two crossed daggers. Suddenly the Khuddam begins to sniff around the room. It shrieks in your direction. You let go and fall into the pile of rubbish. Turn to 139.

391

You walk down a dusty, echoing corridor. Ahead, in the light of a few lit torches, you see the dust on the ground disturbed by many footprints. They lead up a set of stairs to your right. Occasionally, you hear a low wail. Do you wish to go up the stairs (turn to 229), or carry on along the corridor (turn to 22)?



392

You have struck a lethal blow. There is a bitter scream and all the mirrors in the room shatter as Orghuz begins to decay and age. The Malice, which has kept him alive for so long, leaves his now frail frame. His flesh crumbles to dust and everything is swept away by a strong wind. The wind blows stronger until a screen is blown down to reveal two Orcs and a Goblin frozen in the act of Spellbreaking the True Shield. You stride forward and grab the Shield. As you touch it, you see the face of the wizard Astragal beckoning you. Your vision begins to darken. Turn to 238.



393

The tunnel begins to break up. First there are small rocks to climb over, then large boulders, until it becomes very difficult to make any headway. As you climb up and down, you come to a mass of tree roots interweaved throughout the rest of the tunnel. You try to cut your way past, but each blow causes the roots to ooze sap, which then congeals and quickly forms another root. You examine the roots carefully and see three distinct areas through which you might crawl. Do you choose to head upwards (turn to 237) or downwards (turn to 255), or do you prefer to go to the left (turn to 12)?

394

You do nothing and bide your time. But you are dealing with a warrior of evil; she aims her crossbow and shoots. Throw a die for your position, and a second die for where the bolt hits. If the two numbers match, her aim is true and you are killed. If not, then she has missed, but she resets her crossbow very quickly. Turn to 276.

395

It is useless to try to fight an Earthshaker. They cannot be killed. It is also very dangerous to stay close to one because they move in groups. Suddenly you see three others blocking your way. You must try to run past them without being touched. Throw three dice and list the numbers in sequence - this is their position. Then throw three more dice and list them again in sequence. This is your run past them. If two numbers in the sequence match, you have touched one of the Earthshakers and are killed. If you have a clear run, turn to 149.

396

Turn to 206.



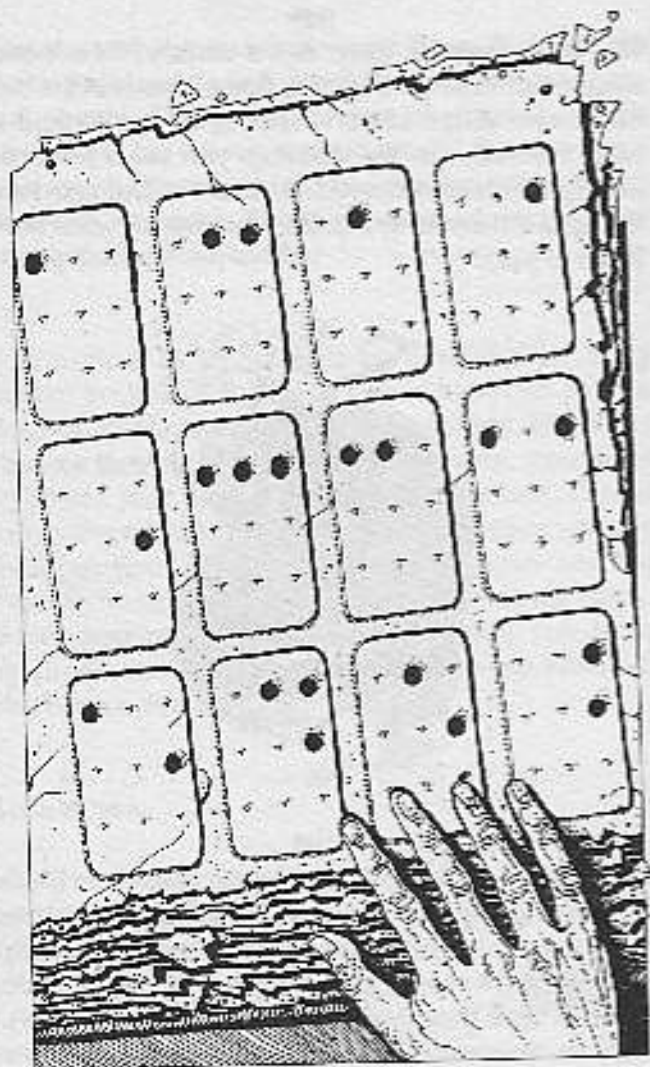
397

The next room is even more untidy. You notice square patterns all over the floor. You recall a childish superstition about stepping on cracks and so walk carefully. In the distance you see a large decaying creature, covered in arrows. Do you head towards it (turn to 87), or do you give it a wide berth (turn to 348)?



398

You stand and wait. The running noise gets louder and is accompanied by deep growling. You clasp your Sword in anticipation when, suddenly, a little creature with very large feet rushes into your knees. It looks up at you, its tiny eyes widen, and it curls up into an armoured ball and rolls into the darkness. You turn around to face the Dark Elf, who hits you across the head. Turn to 123.



399

Cyphers (the old Gaddon counting system) are a way for the blind Gaddon to feel certain Spellbound numbers, which, when whispered, will open ancient doors – doors that were built in the heyday of Feelbrethren culture. The secret has never been discovered by Orghuz. Look at the sequence of Cyphers; three rows of three; each raised circle (○) has a specific value:

○ = 4	○ = 2	○ = 1
○ = 32	○ = 16	○ = 8
○ = 256	○ = 128	○ = 64

A blank is indicated by a dot. Add the values of the circles to give you the Secret Cypher.

Thus ○.○

...○ = 13 The illustrated page gives the
... Cyphers from 1 to 12

Return to your section now.

400

You have succeeded in the quest. The Dark Lord Orghuz is no more, and the Shield is once again protecting Gorak from the Malice of the Chasms. You are hailed as Tancred's heir and all the Knights of the Grey Horse swear allegiance to their new monarch.



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