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Dark forces are massing in the wild and ancient land of Kazan. Unless you reach the Great Throne in time the murderous vizier Chingiz will take power. Who knows what evil will flow from Kazan if his vile schemes succeed.

But time is running out. You must face Chingiz before it's too late: the destiny of Kazan is in YOUR hands.

Part story, part game, this is a book in which YOU become the hero! Two dice, a pencil and an eraser are all you need. YOU decide which routes to take, which dangers to risk and which foes to fight.

Cover illustration by Les Edwards



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STEVE JACKSON AND
IAN LIVINGSTONE

Daggers of Darkness 35

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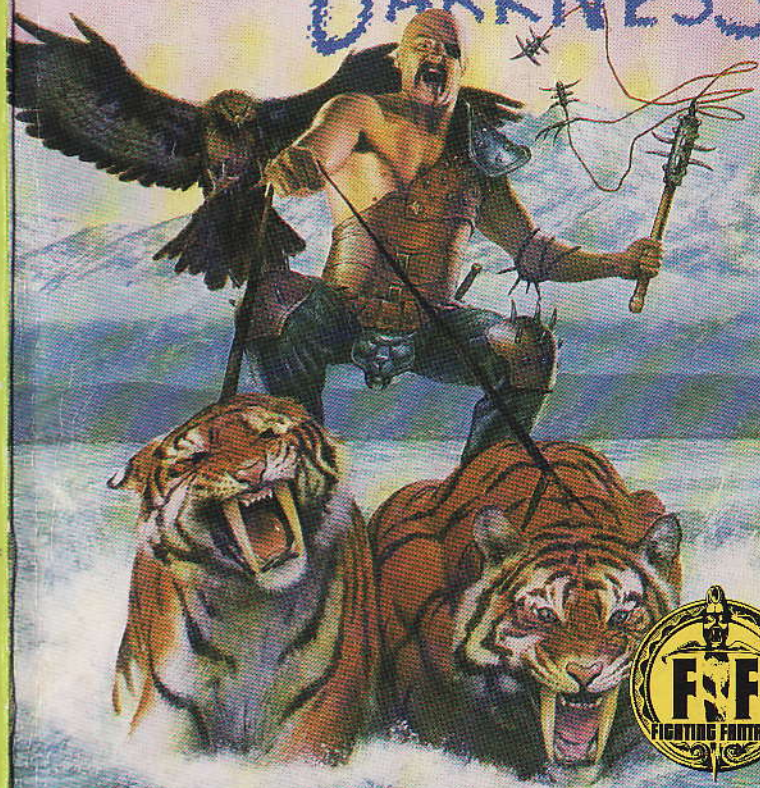


35



Steve Jackson AND
Ian Livingstone
PRESENT

DAGGERS OF DARKNESS



PUFFIN BOOKS

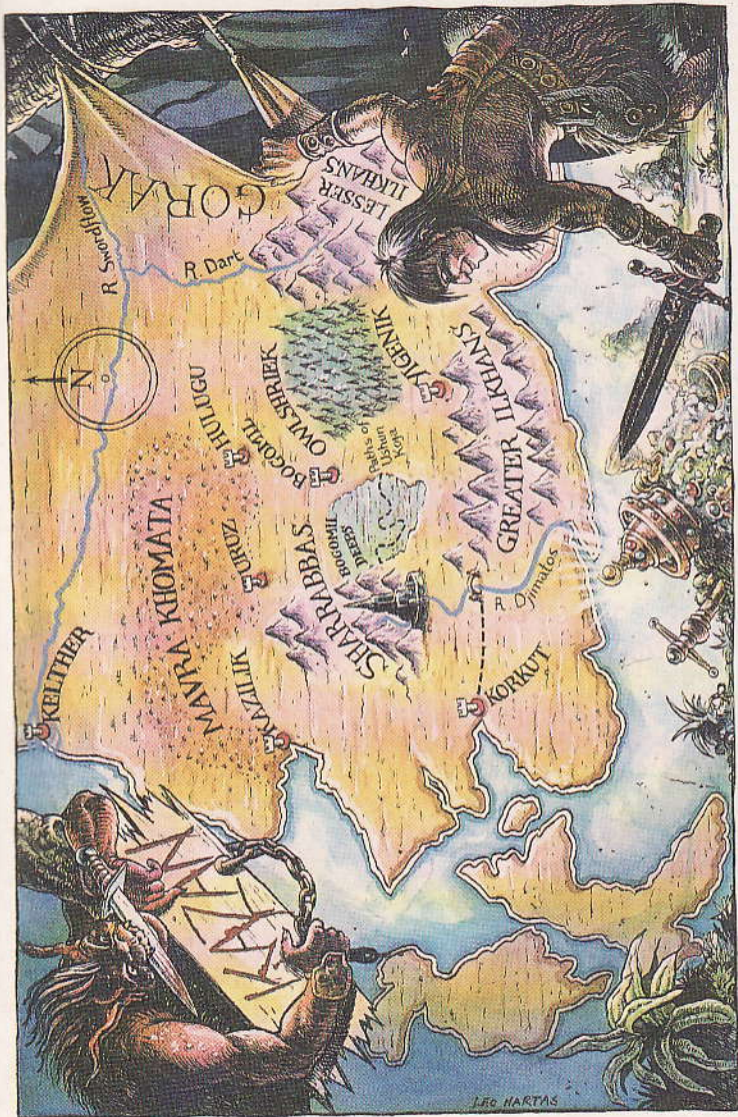
DAGGERS OF DARKNESS

As one of Segrek's Select you could be the heir to the Great Throne of Kazan. But the ancient system of succession in this strange and wild kingdom is under threat from the forces of evil in the guise of the murderous vizier Chingiz. Time is running out for you already. Following an assassin's attempt on your life, your body is infected with poison from a Death Spell Dagger forged by Chingiz himself. Unless you reach the Great Throne in time and hand back the dagger to its maker, you will perish and Chingiz and his dark creatures will rule the land.

Who knows what evil will pour out of Kazan if you fail in your quest? The destiny of the Great Throne depends on YOU.

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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DAGGERS OF DARKNESS



Luke Sharp

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*To the Return of the Hero
with help from
Colin Meikle
Michael Bishop
Karl Johan Durr Sorenson
and A.I.B.*

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HOW TO FIGHT THE CREATURES OF KAZAN

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 paragraphs 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 its **SKILL** score. This 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 your opponent, 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. Your opponent 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** score (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).

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 find yourself in a situation in which you could be either **Lucky** or **Unlucky** (details are given on the relevant pages), 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, 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* and will be told the consequences of your 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 doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

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 paragraph may give you instructions to increase or decrease your SKILL score. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the *Potion of Skill* (see below) will restore your SKILL to its *Initial* level at any time.



Stamina and Provisions

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 become dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten 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 on a page. Drinking the *Potion of Strength* (see below) will restore your **STAMINA** to its *Initial* level at any time.

Luck

Additions to your **LUCK** score are awarded during the adventure when you have been particularly lucky. Details are given in the appropriate paragraphs of the book. Remember that, as with **SKILL** and **STAMINA**, your **LUCK** score may never exceed its *Initial* value, unless specifically instructed in a paragraph. Drinking the *Potion of Fortune* (see below) will restore your **LUCK** to its *Initial* level at

any time, and will increase your *Initial* **LUCK** by 1 point.

Equipment and Potions

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

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

Potion of Skill – restores **SKILL** points

Potion of Strength – restores **STAMINA** points

Potion of Fortune – restores **LUCK** points and increases *Initial* **LUCK** by 1

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



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

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

Poison

Unfortunately, you will find that poison is spreading through your body. At various times, especially after you have exerted yourself, you will be asked to mark off Poison units on the *Adventure Sheet*. If this occurs, you must shade in one area of the outline figure provided on the *Adventure Sheet*. The poison will spread as you progress through the adventure, so you must always shade in an area next to one that has already been infected. If you find that the figure is completely covered by the poison (all the areas in the outline are shaded in), then your adventure is over. The poison has completed its fell task.

Medallions and Mazes

There are six regions in Kazan and each region contains a Medallion. (The clans that rule the regions are listed on the *Adventure Sheet*.) Traditionally, the Medallions are kept in huge mazes full of untold dangers. If you succeed in obtaining a Medallion, make a note of the fact in the box provided. The Medallions possess great power, each

one enables the holder to walk away from three lost combats: even if you lose a fight, you may restore your STAMINA to 4 and act as though you have defeated your opponent. If you choose to use this power, however, you must at the same time reduce your SKILL by 1 point, your LUCK by 1 point and mark off 3 Poison units on the *Adventure Sheet*.

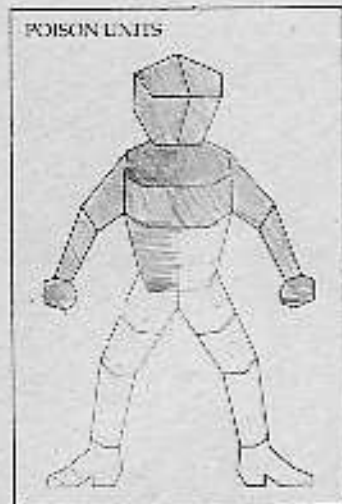
Gold

You will discover that Kazan is a very mercenary land. The currency is Gold Coin. You will possess 6 gold coins when you begin your adventure. One of these will be sewn into your boot; this is your lucky piece, and you must not use it unless specifically instructed. You will also carry a small purse of iron coins of very little value. Mark any additions or deductions carefully in the Gold box on the *Adventure Sheet*.



ADVENTURE SHEET

SKILL INITIAL SKILL - 11	STAMINA INITIAL STAMINA - 20 15 14	LUCK INITIAL LUCK - 1/19	GOLD 12146
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MEDALLIONS

YIGENA

URUZ

BOGOME

MULUCH

KORKUT

KAZZIK

PROVISIONS

409

ABILITIES

CLUES, SPELLS, OBJECTS FOUND & NOTES

ADVENTURE SHEET

6 SPINS (P. 100)

YELLOW GEM

ENCOUNTER BOXES

SKILL - 7 STAMINA - 20 14	SKILL - 7 STAMINA - 20 14	SKILL - 5 STAMINA - 20 14	SKILL - 6 STAMINA - 20 14
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SKILL - 6 STAMINA - 20 14	SKILL - 6 STAMINA - 20 14	SKILL - 7 STAMINA - 20 14	SKILL - 8 STAMINA - 20 14
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SKILL - 7 STAMINA - 20 14	SKILL - STAMINA -	SKILL - STAMINA -	SKILL - STAMINA -
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SKILL - STAMINA -	SKILL - STAMINA -	SKILL - STAMINA -	SKILL - STAMINA -
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BACKGROUND

You open your eyes. Above you stands a creature swathed in a dark cloak. He is holding a long dagger which he is about to plunge into your body. You try to move but cannot; you are transfixed by his staring, unblinking assassin's eyes. The blade gleams in the moonlight as it flashes down towards your throat.

'Begone, creature of the night!' a familiar voice cries. 'Homrath Deis Blichneth Vaqua!' The dagger falls with no power and grazes your shoulder. Just before you swoon at the fiery torment, you catch a glimpse of the departing figure of the would-be assassin, then you turn your head and see Gally's gentle eyes, before you black out.

When you awake, the pain in your shoulder is a dull throb. Gally is bathing the wound and chanting in a strange tongue. He sees that you are watching him, and says: 'Welcome back. I feared the dagger held a greater evil, beyond even my powers. But you are quickly recovered. Well met, brave Kazanid, one of Segrek's Select.'

'But how do you . . .?' you begin to ask.

'This inn is dangerous now,' he says. 'I will take you to a safer place and then all will be explained.'

The drinking companion you knew as Gally leads you into the Keep at Gorak, up a spiral staircase and into a large room full of dusty books, jars and bottles, small furry creatures and birds. Suddenly you realize that 'Gally' is none other than Astragal the Wizard. He explains that there is little time. Only recently has he learnt that Segrek, ruler of Kazan, died the previous year and that the vizier, Chingiz, suppressed the news and sent out the Mamlik Assassins to kill all the Select before they could undertake their journey to the Throne at Sharrabbas. He tells you to sit and rest, for there is much to be done. As he leaves the room, you hear him ordering the guards to let no one in. You sit back, rubbing your shoulder, and watch the birds flutter in and out of the window. By your side, a small book lies open; you pick it up, to read a very familiar story.

Kazan - Very little is known of this strange, wild land. It is situated to the west of **Gorak** (see above) and south of the Swordflow, in the extreme south-west corner of Khul. The capital city is Sharrabbas, where sits the Throne of Kazan. The remainder of the land is divided into six tribal regions, each fiercely independent and warlike. The Kazanids are renowned for their bravery and



their acceptance of any creature or being that can stand up to their hard and, some would say, savage tests. There have always been rumours of the presence of gold in the Greater Ilkhans, the range of mountains to the south of Sharrabbas, but no prospector has ever returned with firm evidence. Kazan has a very strange ritual of succession to the throne. But the system has meant that every ruler of Kazan has been very brave, strong and quick-witted. Those parents who choose to nominate their children as Heirs to Ushun Koja (or the Select) bring their babies to Sharrabbas, where they have to undergo a series of tests. The parents of those children who pass the tests are given money to bring up the infant in the approved manner. At the age of nine the child is exiled from Kazan and must roam the lands of **Khul**, making his or her own way and surviving the rigours of loneliness and fear. When a ruler dies, the Select are summoned by messengers who travel the countryside, leaving secret symbols in traditional locations. They must make their way to Kazan, enter the great Mazes and obtain as many of the Clan Medallions as possible. They then have to reach Sharrabbas, where they must be the first to sit upon the Throne. The Kazanids are a very secretive people and the mystery of what happens in Sharrabbas has never been revealed.

Suddenly your reading is interrupted by Astragal rushing back into the room, clutching the evil dag-

ger of the Mamluk Assassin. 'This dagger was forged by Chingiz with a very strong Death Spell. There is no way to recovery but to hand it back to its maker, Chingiz. You must hurry!' You secure the dagger in the lining of your boots.

So begins your journey to the Throne of Kazan. You must make your way through the wild lands, take the test of the Clans, enter the Mazes and carry as many of their Medallions as you can to Sharrabbas. Once there, you must find the Great Throne. All the while you will be sought out by the Mamluk Assassins who serve the evil Vizier Chingiz. Caution must be your watchword! You may encounter Necromancers, undead beings of no physical substance but possessing great powers of evil magic. Avoid them if you can.

Unfortunately, as Astragal explained, you have been scratched by a Death Spell Dagger: your body has been infected by the evil of Chingiz. The poison will spread slowly through your body, but it will have no real effect until it has travelled through every part – and then death will be sudden and violent.

Now, turn to 1.



1

Astragal leads you to the boundary of the lands of Gorak, shakes you by the hand and wishes you good luck. By order of the Mage Council he cannot enter Kazan – but he hints that he will make attempts to contact you from time to time. He waves farewell as you begin the climb up into the mountains that divide the two lands. Your shoulder starts to ache and you know that the poison is beginning to work its way through your body (mark off 2 Poison units on the *Adventure Sheet*).

You climb for many hours, passing from green fields to the cold land up above the snowline. The snow underfoot gets thicker and the going gets harder. You are exhausted but know that you cannot stop (deduct 1 point from your STAMINA). Eventually you come to the mountain pass known as Drago's Gate; an ancient stone obelisk marks the Kazanid frontier. On the rock a body sprawls, a dagger planted in its chest. You notice an open backpack lying on the snow by the obelisk. Do you wish to take any of the objects that you see scattered around by the backpack (turn to 233), or do you want to inspect the body first (turn to 89)?



2

The Eagle holds an iron rod in its talons and Geronicus invites you to grasp it. The huge bird flaps its wings and lifts you effortlessly. It flies fast and high. Suddenly, you see three large Grypfalcons bearing down on you. The Eagle cannot manoeuvre because of your weight. It tries to climb up into the mountains but the Grypfalcons follow, harassing it. The bird eventually swoops down close to the ground and drops you. *Test your Luck*. If you are Unlucky, you land badly: deduct 4 points from your STAMINA. If you are Lucky, you land in a soft patch of snow. Turn to 275.

3

You find yourself in a chamber that is pitch-black. Something slithers underfoot and wraps itself around your ankle. Before you, you see two red eyes and you hear the sound of a sword being drawn from its scabbard. If you have the Ability of Darkfight, fight as normal; if not, then deduct 2 points from your SKILL for this combat only.

DARK MONSTER SKILL 6 STAMINA 8

If you win (mark off 1 Poison unit on the *Adventure Sheet*), return to 160, throw the magic die and mark your new position.



4

The track you are following becomes a well-constructed, cobbled road. At frequent intervals along the side of the road, you see small obelisks. An occasional cart passes by. You have just stopped to take a stone out of your boot when a man on horseback, swathed in a large brown cloak, trots past, leading a spare horse; he stops and offers you a ride into Sharrabbas at the price of 2 gold coins. While you are considering his offer, you notice the name 'Wolfsbane' etched on his saddle. Do you accept the offer (turn to 352) or refuse and walk on (turn to 23)? If you do not have enough gold to pay him the amount he demands, you must refuse.

5

Mandrake is very difficult to follow; he seems to melt into the crowd. He leads you through small, winding lanes, made dark by tall buildings. Eventually you lose him at the meeting of the three lanes. Which do you approach:

Street of the Forty Guilds?
Street of the Stonemasons?
Street of the Swordsmiths?

Turn to 98
Turn to 164
Turn to 328

6

You chase after the Orc and catch up with him when he has the Dwarf trapped in a blind alley, his sword raised to cleave the unfortunate's head in two. You draw your own sword.

EXECUTIONER ORC SKILL 7 STAMINA 6

If you win (add 1 point to your LUCK), the Dwarf thanks you and takes you under his wing. He sets off at a fast pace through the twisting streets until you reach the Dwarf quarter of the city, where he enters a house and disguises himself by exchanging his green cloak for a red one. He explains that his master, one of Segrek's Select, was killed by the Mamliks when they entered the city. He suddenly stops and stares at you, as though he can sense something about you. 'You are in great danger,' he then says urgently, 'you must contact Mandrake Wolfsbane.' He tells you to go to the sign of the Cross Keys in the Street of the Forty Guilds. You cannot travel through the main streets, he tells you, but you should be safe if you follow one of these two routes: via the perimeter walls (turn to 129), or through the thieves' quarter (turn to 306). Which way do you choose?



7

You stumble down the path for many hours. Then you find yourself overtaking a figure ahead of you. This person is hardly moving – just shuffling along – but is well wrapped up against the weather. Just as you are approaching the figure it topples over. Do you rush over to help (turn to 267) or would you prefer to pass by in safety and carry on down the valley (turn to 81)?

8

You charge into the bushes and encounter two more Trolls who are waiting with swords drawn. Fight each in turn.

	SKILL	STAMINA
First TROLL	8	9
Second TROLL	9	9

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you climb into one of the tall trees, where you hide as best you can. Turn to 391.



9

You hand over some iron coins and his eyes light up. He unshoulders the instrument and turns the handle, and a sweetly melodious tune flows out. It begins to captivate you, until it is all that you can hear. The hurdy-gurdy man laughs; you begin to feel numb and realize that the tune is Spellbinding. You struggle against the spell as the would-be Assassin pulls out a dagger and raises it, aiming for your chest. Have you the strength to break the spell before the dagger strikes? Throw 2 dice for the power of the spell, then compare this with your STAMINA. If your STAMINA is equal to or greater than the power of the spell, you break free (turn to 108). If not, then the Assassin plunges the dagger into you; its poison works very quickly and you die in great agony.



10

The Treffilli vibrates. You take two sprigs and whisper the Spell: 'By Ash and Bird and Crust.' At once you disappear. Remove the sprigs from your *Adventure Sheet* and deduct 4 points from your STAMINA. The Necromancer cannot detect you as you take to the rough country. Turn to 88.



11

You trot your mount towards the sound on the left. The noises you can hear are indistinct and come from behind a bushy ridge. Suddenly your horse rears up and throws you. *Test your Luck.* If you are Unlucky, you fall badly: deduct 3 points from your STAMINA. If you are Lucky, you land on soft turf, unscathed. Whatever the outcome, your horse gallops off into the dark. You stand up and look around you but can see nothing. You are aware of something moving very close to you. You hear the sound of a sword being unsheathed and then footsteps approaching you. Do you decide to stand and fight in utter darkness (turn to 317) or do you prefer to run away (turn to 214)?



12

You push open the door. Inside, there is a room full of goods for sale. Two Trolls are arguing with the Kazanid owner. 'There's nothing wrong with these skins,' scowls one of the Trolls. 'That's as may be, but there's no market nowadays for wart-covered Goblin skins. Anyhow, I won't ask you how you came by them.' One of the two Trolls thumps the counter and mutters. Then they go over to a corner, sit down and start drinking from a bottle inscribed with a scimitar. There are other traders in the room whose eyes never leave you as you place the gem on the counter. Gimcrak weighs the stone and offers you 10 gold coins for it. If you accept, add the gold to your *Adventure Sheet* and remove the gem. As soon as you set foot outside the trading post you are attacked by three Kazanid Ruffians. You must fight each in turn.

	SKILL	STAMINA
First RUFFIAN	5	8
Second RUFFIAN	6	7
Third RUFFIAN	6	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the fight has attracted a crowd from inside, but no one lifts a finger to help you. You stride off. Turn to 391.



13

The driver is an old man, but he looks very strong. He carries a fine blade close to hand, and he looks as if he knows how to use it. When you ask him for a ride, at first he is silent; he looks you up and down and then agrees to take you for the price of your company. He warns you that you will be crossing wild bandit lands – and you may even meet some Kalamites; however, he does not explain who these creatures are. When the cart passes through one of the town gates, you are stopped by a one-legged hurdy-gurdy man who also asks for a ride. The driver, Drukkah, looks steadfastly at the beggar and shakes his head. 'Don't like the look or the smell of that one – he's no more a hurdy-gurdy man than I'm the Vizier of Kazan.' Turn to 286.

14

You hear a sudden creak and then a crash as the bench collapses and you are tipped into an underground stream. You stand up in the waist-deep water and your hand, stretched out in front of you, finds a dead body floating past. Just then a Mamlik appears from behind a small waterfall, dagger in hand. You grab his wrist and drag him down.

MAMLIK

SKILL 8

STAMINA 10

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you cannot get out of the water and have to swim along with the stream. You emerge in the deep water of the harbour just as a ship is bearing down on you. You have no option but to grab a loose rope. You climb up and collapse on the deck (deduct 2 points from your STAMINA). When you recover, you find the captain standing over you; he tells you that you are on your way to Kazilik. The price of passage on his vessel is 25 gold coins. If you have this much, deduct it from your *Adventure Sheet*; otherwise, you will have to work your passage. Deduct all the gold coins you do have left, and then deduct 2 points from your STAMINA for every 5 gold coins you have to make up to the total of 25. Turn to 189.



15

You feel sure that a short rest will do you a lot of good, so you sit down in the snow. The gentle figure you saw in front of you begins to laugh and its face transforms into one of extreme evil. It screams at you, 'Segrek's Select, you will die here in the snow.' You cannot rise, and the effort to do so makes you feel weaker, while the poison throbs in your shoulder (deduct 2 points from your STAMINA and mark off 2 Poison units on the *Adventure Sheet*).

Just then, you seem to see the face of Astragal the wizard; it spurs you on to combat the evil. Throw 2 dice for the Evil Power of the storm and compare the total with your STAMINA. If your STAMINA is equal to or greater than the power of the storm, then gradually you manage to get up and walk on. Turn to 169. If it is less than the Evil Power of the storm, then you cannot resist. You are covered by the snow and will soon die.

16

The first Dragon falls into the sea with a steamy splash. However, fire has broken out amidships, due to the attack of the second Dragon. Flames and sparks leap up and suddenly there is a great explosion. The ship shudders and begins to sink fast. Leaping overboard, you grab some driftwood and float gently to the shore. Turn to 348.

17

You are in a well-lit chamber. Torches blaze on the walls and in the middle of the room is a forge with several small Medallion moulds. Sparks shoot out and some hit you. Deduct 1 point from your STAMINA. Return to 160 and throw the magic die for your next position.

18

You carry on along the sloping path. The mountain pass is very bleak and the chill wind cuts through you. Ahead you observe a perfect spot for an ambush. Pulling out your sword and tightening the straps of your armour, you steal from boulder to boulder. Suddenly an arrow strikes you in the chest, glances off the leather and plants itself in the ground. As its force sends you tumbling over, you hear a scream heralding the attack of two Bandits. They leap out, wearing face-masks and clutching scimitars. Fight each in turn.

	SKILL	STAMINA
First BANDIT	7	8
Second BANDIT	6	6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you are just recovering your breath when a large band of rogues emerges from among the rocks. Do you decide to run (turn to 326) or do you choose to surrender (turn to 127)?

19

You land badly on your sword-arm. Deduct 1 point from your SKILL. Furthermore, you lose consciousness and have a nightmare about Black Bulls, Daggers of Darkness and Mamlik Assassins. Deduct 1 point from your STAMINA and mark off 1 Poison unit. Turn to 176.



20

The gates of the Bogomil Maze open. Inside, you are confronted by two huge stone statues of rearing horses. You see the image of a woman with long white hair. She speaks in formal tones. 'You have been granted the honour of entering the Maze. Seek the Medallion and prove your worth as one of Segrek's Select. There is one true path through the maze and many dangers.' To the blast of trumpets, you stride forward. You find yourself in a series of torchlit tunnels. You can choose to go west (turn to 165), east (turn to 281), or north (turn to 236). Which way do you decide to go?



21

You creep along past the guardian Orc, up a hillside and into some broken scrubland. When at last you feel that you are safe, you stop to check behind you. Dismayed, you see three shapes, each holding a blazing torch. From time to time one of them bends down as though to sniff the ground. These are the legendary Sniffer Orcs which, if rumour is to be believed, can follow any track or trail, across rocks, through water, over any terrain. At that moment you look up into the dawn's light and see a large flying creature that is part human, part eagle . . . a Boulyanthrop. If you possess the Grey Talon of Sakar, turn to 345. Otherwise, you will have to turn and face your pursuers, for they will never relent (turn to 171).



22

When you agree to her request, she rubs her hands with glee and leads you up a small hill to a blasted oak. She explains that some Fiends have robbed her and have concealed her precious treasure-chest in the depths of the hollow tree. 'Can you get it for me, my lovely?' she begs. You climb the oak and find at the top a large dark hole; climbing in, you drop down and find yourself in a large cavern encircled by tree-roots. In the gloom you can make out a metal chest, surrounded by whitened bones and odd bits of armour. Suddenly two Hellhounds appear from out of the dark, barking, howling and frothing at the mouth. You must fight each Hellhound in turn.

	SKILL	STAMINA
First HELLHOUND	7	6
Second HELLHOUND	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you manage to drag the chest up out of the tree, and you climb down with it. Before the old woman can reach it, you force open the lid – it is full of gold coins. Do you help yourself (turn to 105) or let the old hag get her hands on the chest and pay you your due (turn to 241)?



23

You walk on for a while. Eventually, you find yourself catching up with a cart that is creaking and rumbling over the cobbled road in front of you. The land is too flat for you to get off the road and still avoid suspicion. Up ahead in the distance, you can see two Trolls wearing the panther livery of Chingiz and collecting some sort of toll. They stop the cart in front of you and charge the driver an exorbitant 3 gold coins before allowing him to pass. You guess that the Trolls are pocketing most of the money for themselves. There is no way of circling around the Trollish toll-gatherers without being noticed, so you try to pass. 'Not so fast, friend, we've been told to pick up any lone strangers passing through . . . unless you make it worth our while.' If you do not wish to encourage their venality, turn to 274. It's up to you how much to give them. If you decide to offer them a bribe, first deduct the amount you think will be adequate from your *Adventure Sheet*, then throw 2 dice for the amount they would regard as sufficient. If the amount you have chosen is equal to or greater than the amount they demand, turn to 106. If it is less, turn to 274.

24

You put on the smile of a simpleton and stand there while the Orcs try to spit a pip on to your hat. Suddenly they both leap to attention; you turn round, to see a black-cloaked figure holding a staff on which is carved a panther. She doesn't speak to the Orcs but they scuttle off. She then steps close to you and your gaze is held by the bright-red eyes of a Necromancer. She raises her staff. Do you have the ability to fight a Necromancer? If you do, you pull out your sword (turn to 99); if not, then you are Spellbound and cannot move (turn to 334).

25

You encounter a figure gazing at one of the walls. She looks strong and confident, and she smiles as she speaks to you. 'So you are one of the Select also. You know that by ancient lore we must fight; only one may claim the Medallion of Uruz.' She pulls out a scimitar, salutes you and attacks.

BOLLEMA

± KILL 9

STAMINA 10

If you win, two mysterious shrouded figures emerge from the walls and take the body away. You look at the wall and see upon it an inscription of three Medallions. You pass through the next door, which seals shut behind you. Turn to 207.

26

You are in an eating-house patronized by several Dwarfs, Elves and Kazanids, who look at you suspiciously. You walk out into the street again. Turn to 98.



27

Cautiously you step out on to the perilous bridge. Throw 2 dice for the strength of the bridge and then throw 2 dice for your weight. If your weight is greater than the strength of the bridge, it collapses when you are in the middle, and you fall to your death in the chasm. If your weight is equal to or less than the strength of the bridge, you cross safely. Turn to 310.



28

You are taken to the Maze entrance. As you stand in front of it Aggellatha proclaims formally, 'Seek the Medallion of the ancient and noble tribes of Uruz. The dangers are many but the True Path exists for the heart not tainted by evil.' You are looking at the entrance and the Minotaurs guarding it, when suddenly a Gryphawk lands at one side of the door, cocks its head and gazes levelly at you. If you possess the Grey Talon of Sakar, whisper its Spell, note the numbers in sequence and turn to that paragraph; otherwise, turn to 366.

29

A Giant Spider drops down from the recesses of the roof. You push Saxifragus behind you and pull out your sword. You chop at the beast's hairy legs while the wizard stands in the background, giving you helpful advice.

GIANT SPIDER

SKILL 7

STAMINA 10

If you survive, you now have time to cut laboriously through the web. Mark off 1 Poison unit on the *Adventure Sheet*. Turn to 76.



30

You are dubious about the chances of finding a good hiding-place in the snow – especially when the riders could easily pick up your tracks. You stand your ground as they approach. They notice you and one of them releases a large Gryphawk. It comes fluttering towards you but, when you pull out your sword, it veers away, back to its owner. The riders approach close to you and draw up. Turn to 250.

31

As if from nowhere, a rider appears in the circle and most of the Kazanids bow their heads in deference. He looks at you very carefully, examining your Gorak armour closely. He announces that his name is Zaranj and that he is the leader of this group. He dismounts and takes you to one side. Next, he asks you if you are one of Segrek's Select and you decide that you have to trust him. 'Tell no one else here,' he replies. 'Chingiz has bought many souls with his stolen gold. In Korkut, traditions bind me to put you to the test so that you may enter the Maze to seek the Medallion – but there are many in this land who do not wish to see a True Monarch on the throne. Come.' He leads you to where a horse stands tethered. Turn to 287.



32

You just manage to keep your head above water without having to swim. The weight of your pack, cloak and sword stops you from moving quickly. As you set out for the opposite bank, you feel something tug at your ankle. Then it encircles your boot and stops you moving. You chop down into the water with your sword, and blood rises to the surface and your foot is released. Then something grabs you again and stings you (deduct 1 point from your STAMINA). You plunge your sword into the water once more. *Test your Luck.* If you are Unlucky, then something pulls you under and you drown, thus ending your quest. If you are Lucky, you sever the vital tentacle and, freed, stumble across to the other bank. Turn to 294.

33

You run across the ground with your boots in your hand (deduct 2 points from your STAMINA). Just then, a branch from the old gnarled oak reaches out towards you. You look up, to see the heads and bodies of warriors attached to the tree. Keeping well away from the oak, you put your boots back on. Add 1 point to your LUCK. You realize that you are now hopelessly lost but you are sure you can hear Impish laughter in the dark gloom. You look around and decide you have to make a choice between two possible routes. Do you head left (turn to 311) or do you choose to try the right-hand path (turn to 257)?

34

You emerge from the cave. The Orcs' commander has disappeared. You feel slightly sick and realize that the poison of the Mamlik Death Spell Dagger spreads quickly if you exert yourself (mark off 2 Poison units on the *Adventure Sheet*). You retrace your way to the track and find that the horses have all bolted. You continue in what you hope is the right direction.

After several hours the snow eases and you can discern a dark figure outlined against the gleaming white. Do you approach this figure (turn to 387) or does discretion prompt you to pass it carefully by (turn to 18)?

35

You are in a room with a large curved snake in the middle. Suddenly a stairway appears and you feel compelled to climb it. Turn to 157 and mark your new position on the chart.



36

You follow the west corridor. The screams get louder, but you can see nothing. Suddenly a bone drops on to your shoulder! You look up and see a skeleton, spreadeagled on the roof, with long metal stakes impaling it there. You shudder as you see a metal spike shoot out of the ground ahead of you and slam into the roof. Throw 1 die for your position, then throw 1 die again for the place where another stake shoots out. If the two die-rolls match, you are speared to the ceiling and killed. Repeat this procedure twice more. If you survive, you rush through another door which shuts behind you. Turn to 153.

37

The path climbs and climbs until you begin to encounter patches of ice and snow. You feel very tired (deduct 1 point from your STAMINA and mark off 2 Poison units on the *Adventure Sheet*). Just then you hear what can only be the sound of a Dwarf singing. It is coming from a newly worked tunnel that leads into the mountainside. Do you wish to enter the tunnel and investigate (turn to 112) or would you rather press on up the path (turn to 245)?

38

You creep out carefully, shutting the doors behind you. Suddenly a dagger is plunged into your neck and a Mamluk laughs as you stagger away. 'I knew I could smell you close by,' he murmurs. The poison has got into all of your body. Mark off all remaining Poison units on the *Adventure Sheet*. Your quest is over.



39

Instinctively, you flatten yourself against the wall. The horse gallops past – but large wooden stakes suddenly spring out of the wall behind you. *Test your Luck*. If you are Unlucky, two spikes have pierced your armour (deduct 4 points from your STAMINA and mark off 2 Poison units). If you are Lucky, the spikes miss. If you survive, you go through another door. Turn to 349.

40

The chamber is very gloomy. You walk about, stepping into soft, squishy muck. Looking up, you see horizontal ridges carved into the scummy walls. You think you may be able to clamber up from ridge to ridge. If you do not want to do this, then return to the other chamber (turn to 265).

Throw 2 dice for the distance you will have to leap to the top. Compare this with your STAMINA score. If your STAMINA is equal to or greater than the distance, then you have made it. If not, you fall: deduct 1 point from your STAMINA and try again. If you try and fail three times, return to the other chamber (turn to 265).

When you reach the top, you find a tunnel running north and south. Which way do you choose to go: north (turn to 390) or south (turn to 360)?

41

The mare you have chosen is a placid animal that will give you a good restful ride. The Yigeniks are supreme horsemen; they always ride at great speed, leaping over or across anything that might otherwise divert them. The mare is sure-footed and needs no real effort to control, so by the time the Yigeniks stop you are quite rested. Add 2 points to your STAMINA. Turn to 372.



42

The Yigenik knights clap you on the back and make it clear that you will benefit if you do well at the tournament. The jousting field is packed with people, you see as you look around while donning the unlucky knight's armour and mounting his horse. You are handed a lance and then are made to wait for several hours. Eventually your turn comes, however, and you take your place on the field.

You charge at your opponent. Throw 1 die for your opponent then 1 die for yourself. If your throw is the greater, you have unhorsed your opponent; you win a prize purse of 5 gold coins. If your opponent's throw is the greater, you are knocked from your horse (deduct 4 points from your STAMINA and 1 point from your SKILL), and you may not enter another contest. If you have been successful, you may choose to joust with another opponent (the prize in every case is a purse of 5 gold coins). You may continue until you are defeated or choose to stop. Turn to 4.

43

You clutch the Ialon in your fingers as you are thrown over the wall of the tower, desperately willing some sort of help. Almost immediately, a large bird appears and sinks its huge talons into your shoulder armour. Not strong enough to hold you up, nevertheless it slows your rapid descent and carries you close enough to the tower wall for you to be able to grasp an overhanging stone block. Turn to 38.

You stumble deeper into the cave, which begins to slope upwards; you can feel a cool breeze and see a brightness through the gloom. You look up, to see a hole in the roof of the cave, covered with a thin broken layer of snow. You disturb the snow with your sword and find that a bush is covering the hole. Gradually you heave yourself up and force your way out.

Suddenly a scream assails your ears and a Mamlik Assassin leaps at you wielding a dagger. *Test your Luck.* If you are Unlucky, the dagger grazes your leg (deduct 2 points from your STAMINA and mark off 2 Poison units on the *Adventure Sheet*. Henceforth whenever you are instructed to mark the progress of the poison, you must double the number of Poison units sustained.) If you are Lucky, the Mamlik misses and his blade snaps. He rushes away and then you hear his snorting steed galloping off. You walk in the direction that you believe will take you down to the plain. Turn to 18.



The voice echoes in your mind: 'You are in the Chamber of Ancient Magical Spells. Here is where the power of the kings and queens of Kazan is determined.' You see a table with a row of three bottles and another row of three jars on it. The ghostly voice speaks again. 'True monarchs of Kazan are able to face the dangers of Gnoosis. You must now choose the contents of one bottle and one jar; mix the materials from the two and drink the resultant brew. Beware, for three of the mixtures are deadly. You must perform this feat *twice*. Choose now.'

	Volcano Dust	1000-Fathom Seawater	Mist from the Mithrir Forest
Eye of Newt	63	93	142
Viper's Tongue	166	284	330
Ground Dragon's Claw	356	376	384

Make your choice and go to the paragraph indicated to discover the result of dabbling in alchemy.

46

You rush after the Orc. The stone stairs wind up towards a tower. Suddenly three Goblins appear on the stairs; they are all heavily armed and attack you immediately. The stairs are narrow, so you will have to fight each in turn.

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

If you survive, you feel the poison throbbing in your body (mark off 2 Poison units on the *Adventure Sheet*). You rush up the stairs and are faced by two wooden doors. Which do you enter, the one on the left (turn to 212) or the one on the right (turn to 187)?

47

You summon a great storm of thunder and forked lightning which crashes through the window and makes the Dungeon Beasts scuttle off into the distance. You pass unhindered into a richly furnished part of the Fortress; you must be nearing the inner sanctum. The passage ends in two doors, one marked with the sign of Segrek (turn to 158) and the other with the sign of a panther (turn to 325). Which do you choose to enter?



48

'T. Omorphina, announce the Run of the Arrow!' A group of huntresses, all dressed in black leather, quickly form a line. Your bonds are removed as one of them shoots an arrow into the forest. They motion for you to start running and you set off, slowly at first, then picking up speed. You see the arrow stuck into a tree trunk, and when you pass it you hear a whoop as the huntresses set off in pursuit of you. Throw 3 dice and add up their total. If this is greater than your current STAMINA, then the huntresses have caught you. You are immediately beheaded. Your quest is over.

If your STAMINA is equal to or greater than the throw, then you outdistance the huntresses. Turn to 368.

49

Her name, she tells you, is Adana-Broussah, a member of the nomadic clan of mercenaries known as Beshbalik's Marauders; they are also known in southern Khul as the Scavengers of Slaughter. Her voice lowers and becomes conspiratorial: 'Greetings from Astragal. I am a link in one of his chains of information. I am bidden to look out for you and to pass on this message: all the Medallions are taken. Now, by fair means or foul, you must enter the Fortress at Sharrabbas and get to the throne. If you have a Medallion, the task will be easier, for Chingiz and his Necromancers have yet to break into the Heart of the Throne.' Now you must decide: do you wish to accompany Adana-Broussah to Beshbalik's camp (turn to 200) or do you prefer a lonely path (turn to 116)?

50

You dash into the tunnel leading to the south as the herd of bulls crashes on eastwards. At the end of this southerly passage is a metal door but on this side of it you can see a bubbling fountain made of stone. Carved on it is a bull drinking from the water, with an arrow sticking out of its back. Do you drink some of the water (turn to 238) or make straight for the door and go through it (turn to 292)?



51

You lower yourself into the boat. The painter unties itself and the craft floats across to the other side of the river. Turn to 294.



52

You look around the trading-post. Tacked up on the walls are signs proclaiming that 'We buy anything'. You will probably need gold in a city like Sharrabbas. Do you have anything to trade? You read one of the signs:

Yellow Gem	2 gold coins
Red Gem	5 gold coins
Green Gem	10 gold coins
Blue Gem	15 gold coins
Any ring	5 gold coins

If you decide to do any deals at these prices, mark the changes on your *Adventure Sheet*. You come out of the trading-post and bump into a small be-draggled boy. He offers his services as a guide for 2 gold coins. Do you accept (turn to 182)? If you refuse his offer (or if you have no gold), then turn to 318.

53

You reckon that the road is the easiest and quickest way to travel. You walk along for a long time until you are overtaken by a horse and cart being driven by a Dwarf. You stop him and ask him for a ride. He agrees and doesn't charge you anything. It's good to ride for a change (add 2 points to your STAMINA). You are beginning to doze when, suddenly, the cart stops. 'Now, what's this?' the Dwarf grumbles. Ahead, there is a road-block. 'Chingiz's creatures – he thinks he owns this land.' You leap off the cart. Do you run to the left-hand side of the road and hide (turn to 261) or do you prefer to go to the right (turn to 300)?

54

You have to expend a lot of effort to smash open the door (deduct 4 points from your STAMINA). When finally you do enter the room, you come face to face with a woman holding a dagger. On seeing you, she rushes away through another door. You are just dashing after her when you spot a small statue of Segrek, lying in a corner of the room. You stoop to pick it up . . . and you hear the voice from the Heart of the Throne: 'Brave adventurer, you have fought hard – but remember that it is not just the power of the sword that holds a kingdom together. Remember this when you mount the throne.' You hurry on through the gleaming gold door in front of you. Turn to 363.



55

You draw your sword as the girl comes running, screaming, up to you – but then she runs off and the Gryphawk flies off after her. You look at your hands; they are covered in red dye. You quickly pat your pockets. She has taken half your gold coins (if you have any), plus any phials, potions, rings or gems you may have had. If you are carrying a Medallion, that is untouched. (Make the appropriate adjustments to your *Adventure Sheet*.) You are wary of any more thievish tricks and quickly make your way to the Street of the Forty Guilds. Turn to 98.





56

The figure disappears – and you find yourself in a dungeon cell, looking at the Medallion of Yigenik which is guarded by two panthers. Inside your head you hear the hoarse voice of the Necromancer: 'Although an illusion, these creatures are real in your mind. If their claws rip your flesh, you will suffer all the agonies.' The panthers snarl and attack; you must fight each in turn.

	SKILL	STAMINA
First PANTHER	5	6
Second PANTHER	6	7

If you win (mark off 2 Poison units on the *Adventure Sheet*), the scene fades and you are back in the room below the stairs. In front of you are two dead rats, and there is no sign of the Necromancer. You realize that you have wasted time and that the Medallion has been taken. You go back out into the street and head out of town. Do you make for the forested valley (turn to 257) or for the mountains (turn to 275)?

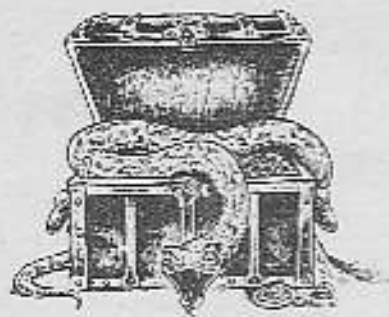


57

You climb up a long way until you arrive at a greasy ledge from where you look over into a banqueting room, its tables covered with dirty plates and bottles. You drop down into the room and head for a door – when it is suddenly pushed open and before you stand four Mamluks. One slinks away immediately while the others prepare to attack. Fight each in turn.

	SKILL	STAMINA
First MAMLIK	7	10
Second MAMLIK	6	8
Third MAMLIK	7	9

If you survive, mark off 2 Poison units on the *Adventure Sheet*. The other Mamluk has raised the alarm while you were fighting, and you now hear footsteps outside. You jump back into the chute, down the ladder, and through the giant rat-hole. A rat is waiting there for you. Turn to 378.



58

You poke with your sword at the bundle which, you discover, is made of leathery skin. You pull it aside, to reveal a crouching Goblin, holding a vicious-looking Gryphawk. He screams, the bird squawks and they both attack. Fight each in turn.

	SKILL	STAMINA
GRYPHAWK	5	4
GOBLIN	5	5

If you win, you feel a little dizzy and realize that the poison is working its way through your body (mark off 2 Poison units on the *Adventure Sheet*). However, you stagger on and, after some time, you can make out a dark figure outlined in the snowscape. Do you approach this figure (turn to 387) or do you prefer to hide and let it pass before carrying on (turn to 18)?

59

You decide that it's safer to stay there; after all, you do not know what lurks below. You hide behind one of the snowbanks. Just then a Kazarid appears and looks at the planks. 'Huh, one's missing,' he grunts. 'He's been here for sure; I'll call the others.' As he disappears you get up to run. *Test your Luck*. If you are Lucky, you slip on a sheet of ice but recover your balance and run off (turn to 252). If you are Unlucky, you slip, fall on to one of the planks and go tearing off, head first, down the ice-track. Deduct 4 points from your STAMINA and turn to 234.

60

You ride off hard and fast, to get a good start. Soon you can hear the rumble of pursuit, and after a short time you turn round to see if anyone is catching up. You can see only Beshbalik astride his Fangtigers, his Grypfalcon standing on his mailed shoulder and flapping its great wings. You know you cannot outdistance the Fangtigers so, after crossing a wide, shallow river, you dismount and prepare to fight. Beshbalik sends first the Grypfalcon, then the Fangtigers, to attack. Fight each in turn.

	SKILL	STAMINA
GRYPFALCON	6	6
First FANGTIGER	7	6
Second FANGTIGER	6	8

If you win (mark off 2 Poison units on the *Adventure Sheet*), Beshbalik does not approach. He nods to you, calls your horse to him, mounts it and rides off. You know that he will not pursue you any further. Add 1 point to your LUCK. Turn to 88.



61

You hear a deep booming voice. 'Your path will be hard, you must be brave and have faith in your true purpose.' Torches suddenly flare up, to reveal a large circular room with two doors on the far side. Between you and them, however, stands a very large black bull. It snorts and stamps, then lowers its head and charges. You pull off your cloak and hold your sword ready.

BLACK BULL SKILL 7 STAMINA 8

If you survive, do you leave by the left-hand door (turn to 223) or would you prefer to go out through the right-hand door (turn to 152)?



You trust the Sensewarrior, so you tell him all about your quest. His blank eyes betray no emotion at your words. 'So the Assassins are roaming the land . . . What next, the mad Necr- . . . no, Chingiz would not dare. Come.' He leads you across the bridge. When you are safely across, you see the ropes supporting it break, one by one, and the structure collapses. He mutters, 'Goblin Spellcasting,' and betrays a wry smile. For the remainder of the descent into the valley, he is silent, until he chooses to stop by a large oak. 'Here,' he announces, 'I will teach you the Darkfight.' Mark this ability on your *Adventure Sheet*. In any combat held in darkness you will retain your normal SKILL.

You continue down the valley until you reach a lone tavern, the Snorting Stallion. You enter and Alkis bids you order something to quench both your thirsts while he sniffs around. The Kazanid behind the bar has two barrels set up. Which do you decide to ask for: the one marked with a Scimitar (turn to 357) or the Dragon brand (turn to 149)?



You have drunk the mixture that will bring madness and death. Chance has intervened in your quest for the throne of Kazan. Your mission is over.

You are faced with two sealed doors to the south and east, a tunnel leading north and one leading west. To the north there is a gleam of daylight through a partly open door, and you can also see two statues of rearing stallions. Which way do you choose: the tunnel to the north (turn to 133) or the tunnel leading west (turn to 196)?

You find yourself in an open space with a clear view of the Fortress. Suddenly, your eye is caught by a spy-glass lens glinting in the sunshine; someone is watching *you*. Just then you spot two Gypvultures carrying Khomatads, flapping out of the tower then dropping down towards you. You run but cannot escape them. They trap you in a narrow street and attack from either side. Fight each in turn.

	SKILL	STAMINA
First KHOMATAD	7	8
Second KHOMATAD	8	9

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you know that time is not on your side. You duck into another street. Turn to 276.

66

The crashing noise gets nearer and nearer as you make your way down the tunnel. By the light of a blazing torch you can see a carving of three Medallions. Suddenly there is a very loud crash, one of the floor-slabs is lifted and up pops the head of a Goblin. You slide into the shadows as the Goblin shouts, 'We're in! Now, where's the gold?' He gets out, followed by a Mamluk. The Mamluk dusts himself down, points to the carvings, and then stabs the Goblin in the back. The Mamluk walks over to the door and goes through it. Do you wish to follow him through the door (turn to 324) or do you prefer to drop down into the tunnel (turn to 141)?

67

You think that you'll be better off mingling with the crowd. In the middle of the group you see Beshbalik dispensing gold coins to the Marauders - then suddenly, close to him, you spot a Mamluk who is standing staring at you. He pushes his way through the mob towards you and the poison in your blood throbs (mark off 1 Poison unit). Do you turn and rush into a nearby hut (turn to 135) or just stay where you are in the crowd (turn to 251)?



68

Vetch is easy to follow; he seems to command great respect from the native Kazanids. At one point he makes a swaggering Orc step aside and into a puddle; this pleases the crowd in the streets no end. You catch up with him and confide to him the nature of your quest. 'You've come to the right person,' he replies. 'Tell no one else, for there are many spies here. Follow me!' He leads you to a ramshackle building, takes you inside and tells you to wait in a room. Do you sit and wait patiently (turn to 216) or do you follow him to see where he has gone (turn to 259)?

69

A door opens in your mind. You blink as you find yourself standing outside the fortress of Korkut. In front of you is a cobbled lane that leads down to the harbour. You stand there, dazed. Do you walk down to the port (turn to 239) or would you prefer to enter a tavern that you see across the street (turn to 117)?



70

The track opens out on to a bleak, flat plain with occasional rocky outcrops. Out of the corner of your eye you see a large bird, flying high overhead. It circles closer, and you can see that it is supporting an armed creature. Suddenly, the bird swoops down and the rider lunges at you.

KHOMATAD SKILL 8 STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), turn to 4.

71

'Yes, I was happy under Segrek's benevolent rule, I was important then,' the Elf sighs. He is lost in thought for a moment, then he remembers the gold. 'I believe that most of the Select are dead or captured, and Chingiz is feeling confident - but until he kills all the Select, he cannot claim the Heart of the Throne of Kazan that bequeaths true kingship. You must seek help from Bithymian Vetch or Mandrake Wolfsbane. Sharrabbas is now a city of intrigue and deception; Mamluks, Necromancers and creatures of the dark abound. Good luck and, if you succeed, remember me, "Lightfinger" Greel, if you need a chancellor.' Turn to 23.



72

You have the choice of following a corridor to the north, where you can see a small obelisk, or one to the west, which also has an obelisk. The door you have come through will not open again. Do you go north (turn to 235) or west (turn to 389)?

73

You are in a room containing three stone statues of Trolls. They begin to come to life. *Test your Luck.* If you are Unlucky, they all come to life and attack you one by one. Fight each in turn. If you are Lucky, good fortune slows down their metamorphosis and only one comes to life, so you have to fight the first Troll only.

	SKILL	STAMINA
First STONE TROLL	8	9
Second STONE TROLL	7	10
Third STONE TROLL	7	10

If you survive (mark off 2 Poison units on the *Adventure Sheet*), return to 160 and throw a die for your next position.



74

You stand in front of a wall of green shimmering smoke and a voice announces, 'You have passed through the Heart of the Throne and have no rival. You have proved your bravery; walk forth and complete the ascent to the throne, for you will be greeted, paraded and adulated.' The mist clears and a metal door opens.

You step out and are met by two Mamluks holding longswords. One of them stabs you before you can move. If you have the Power of Invulnerability to Sword-Strike, you are not harmed; otherwise deduct 4 points from your STAMINA and mark off 1 Poison unit on the *Adventure Sheet*. The Mamluks rush off in opposite directions, sounding the alarm. Do you now go to the left (turn to 269) or to the right (turn to 369)?

75

You continue westwards, then turn a corner and head north. There you see a black horse standing stock still, blocking the whole tunnel. Cautiously you walk closer—but it suddenly comes to life, paws the ground and charges at you. Do you stand in front of it, sword at the ready (turn to 194) or flatten yourself against the wall (turn to 39)?

76

You trudge along the dusty tunnel. The wizard begins to recite incantations, then, in a commanding voice, tells you to stop. You put him down and he tells you to throw the claws on to the ground. 'By the evil of the panther master, be broken, allow the Select of Segrek entry to your Heart that no other may enter.' The claws sink into the ground and the stone floor is shattered. 'Inxus Askath Loth Begam-mus Krac . . . quick, now jump!' The hole shimmers as though it is about to close again. You leap down. Turn to 332.

77

You are placed in a chamber the floor of which consists of 49 separate raised blocks. You must get from point A to point B, using the throw of 1 die. You may throw the die as many times as it takes. Several blocks (marked with an S) have vicious snakes resting on them, which will bite you if you land on their block (deduct 3 points from your STAMINA if this occurs). Three bites and you are dead.

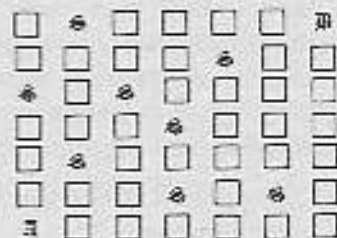
A throw of 5-6: you may move one block up or down

A throw of 3-4: you may move one block to the left or right

A throw of 1-2: no move; stay on your block and deduct 1 point from your STAMINA.

There is only one rule: you cannot return to any block you have already stepped on. If you are

unable to move, deduct 1 point from your STAMINA and throw the die again. Mark your path lightly in pencil.



If you get to B, turn to 160.

78

You squeeze out through the small hole. Outside, you can hear the clamour of battle. You duck down out of sight when you see a Necromancer standing with his back to you and directing operations. A troop of mounted Orcs ride past through the thick smoke - but they do not see you (add 1 point to your LUCK). You set off carefully, slowly and painfully over the rocky terrain. In the distance you spot an Orc guarding some horses, but he looks too strong for you to tackle in your present condition. Turn to 21.



79

Circling around, you put your weight on something that gives under you. You fall and land in a pit full of sharp stakes. *Test your Luck.* If you are Unlucky, you are speared in the thigh (deduct 1 point from your SKILL and 4 points from your STAMINA and mark off 1 Poison unit). If you are Lucky, you manage to fall between the stakes and are merely winded.

You stand up and see the Troll peering at you from above. 'Yes, I was wondering how to get past that trap,' he murmurs. He obligingly throws down a length of creeper and hauls you out. Somewhat shamefacedly, you thank him. Turn to 263.

80

'No, he's not one of Chingiz's spies,' says the Mamluk. 'Take him by the secret way into the Fortress.' This renegade Mamluk is obviously the leader of the rascals and thieves who haunt this dive. They take your gold coins. (Deduct 25 gold coins from your *Adventure Sheet*.)

You are led through small back-streets to the southwestern side of the Fortress at the base of which, under the cover of some bushes, caves, all blocked by iron bars, are revealed to you. Your companions push open one of the grilles and one of them is about to explain something to you, when there is a yell and a stone gargoyle comes crashing down from one of the towers. They all run away and you throw yourself into the cave. In the darkness you feel your way ahead and find two chamber entrances: one to

the left (turn to 265) and one to the right (turn to 40). Which do you take?

81

The path drops down steeply and then flattens out. After passing a large rock quarry, the land begins to open out. The path then forks; both directions seem feasible. Do you choose the left fork (turn to 379) or the right fork (turn to 122)?

82

There are steps going up the side of the chimney. You climb a long way, only to find yourself eventually up against a metal grille. Then smoke begins to waft up from the fireplace below and you start to choke. Suddenly, you notice faint chinks of light coming from between some of the stone blocks. You have got to kick those blocks out. Throw 2 dice for the strength of the wall, then compare this number to your STAMINA. If your STAMINA is equal to or greater than the strength of the wall, you have broken through. Turn to 140. If not, then you choke to death in the smoke and your quest is over.

83

You plummet down from the tower. *Test your Luck.* If you are Lucky, you land on some bushes growing from an overhang (deduct 4 points from your STAMINA, 1 point from your SKILL and mark off 1 Poison unit): turn to 381. If you are Unlucky, you fall all the way to the ground and are killed instantly on impact. Your quest is over.



84

You settle down to rest and fall asleep quite quickly (add 2 points to your STAMINA). You are awakened abruptly by the noise of someone screaming, and the first thing you see is the dagger of a Mamluk Assassin about to plunge into your chest. What is your first reaction: to roll away (turn to 131), or to raise your hand and try to hold off the dagger by main force (turn to 301)?

85

You wrap your cloak around you in an attempt to look more like a beggar than an adventurer. Just then someone calls out to you. You look across a small hollow, to see four knights trying to replace a wheel on a cart. Do you go over to help them (turn to 180) or ignore their call and carry on (turn to 122)?





86

You stop to rest and eat some of your Provisions (add 4 points to your STAMINA). After some time your suspicion that you can hear something moving in the undergrowth becomes a certainty. You are just pulling out your sword when suddenly an arrow is fired from behind a tree to your left. You move quickly. *Test your Luck*. If you are Unlucky, it hits you and passes through your shoulder (deduct 1 point from your SKILL and 4 points from your STAMINA. Mark off 1 Poison unit on the *Adventure Sheet*). If you are Lucky, the arrow misses.

A black-robed figure drops down to the ground. A second glance reveals that this is a woman with long black hair and evil-looking eyes. Before you can do anything to defend yourself, you are surrounded by six similar figures. You are helpless. Turn to 395.



87

You take a tight grip on your sword and follow the tracks. They seem to be made by a two-legged creature with large goat-like hooves. The tracks suddenly disappear into a wall where there is no door visible. You carry on, turn a corner and head west – to stop in astonishment when you see two hooved feet and a scimitar appearing out of the solid wall! When the body follows, you realize that you are facing a Horned Devil, which is blocking the corridor. If you wish to run back and go the other way, deduct 2 points from your STAMINA and turn to 36. If you prefer to fight the creature, you approach it carefully.

HORNED DEVIL SKILL 8 STAMINA 6

If you survive, you rush through another door. Turn to 221.

88

After a long descent, your path leads into a dense forest. You are not at all sure which is the correct direction for Sharrabbas, but cart-tracks are visible on the path, so you guess this must lead to some town or other. Occasionally your route passes large black pools which seem to be throbbing with fish. One pool has a fishing rod held up by a forked stick and a line hanging down into the water, and almost at once you see that the line is being tugged from below. Do you grab the rod (turn to 270) or do you leave it alone and continue your journey (turn to 167)?

You go over to the body: the dagger protruding from it is exactly the same as the one that wounded you and infected you with its poison. Suddenly you realize that the man is not quite dead: his eyes open, he looks at you and speaks. 'The Mamliks . . . no . . . they left me here . . . yes, for dead, got on their evil black steeds and rode off on the path to the left . . . ha . . .' The Death Spell Dagger begins to hiss, the body wastes away to a skeleton, and the possessions surrounding it dissolve in smoke. You decide not to hang around, so you take the right-hand path. After a short time, you come to another fork in the track. Do you choose the left path (turn to 314) or the right (turn to 120)?



Luckily, you land well, with only minor cuts and bruises (deduct 1 point from your STAMINA and add 1 point to your LUCK). However, when you get up you find yourself surrounded by large black bulls. You make a dash for a nearby tree as one of them charges. Throw 2 dice for its speed and compare this with your STAMINA. If your STAMINA is equal to or greater than the speed of the bull, then you outdistance it. If not, then it overtakes you and gores you (deduct 4 points from your STAMINA and mark off 2 Poison units).

You manage to climb up into the tree – but you are stuck there as the bulls gather and start to butt the trunk with their huge horns. All at once a rider appears; she shouts at the bulls and makes them back off. She stares at you for a moment, then suddenly throws a small dagger which hits a branch close to you. A cloud of blue smoke is emitted that knocks you out. Turn to 176.

You tell the horsemen that you are one of Segrek's Select. This makes the riders sit up and look at you with greater interest. Bhoriss walks his horse around you and then speaks. 'You follow a difficult path, for now traditions are being flouted.' He looks pointedly at the Orc, who scowls and spits. 'We are to test you. Do you agree to the test of the Bogomil? You cannot refuse.

They lay you on the ground and tie your arms and legs to wooden stakes. A wild stallion is then brought in. It stamps, snorts and kicks, then rushes to where you are trapped. Throw 1 die for the position of your right arm, then throw 1 die for where the horse's hoofs hit. If the two numbers thrown match, then you have been hit (deduct 4 points from your STAMINA and mark off 2 Poison units). Repeat this procedure for your left arm and for both your legs. If you are hit twice, you die and your quest is over. If you survive, you are released and pronounced worthy to take the second test of the Bogomil. You are given a mount and you all gallop off in a group. Turn to 123.



Luckily, there is no Mamlik around. You know the Orcs can have no idea of your mission or status and, being particularly slow-witted, they are at a loss as to what to do with you. 'Wait till the Mamlik returns,' growls one of them. If you possess a Mamlik ring, you may show it to them and bluff your way out of trouble (turn to 255). If you have no ring, then you know that you must make good your escape before the Mamlik Assassin returns. You dive for your sword. Fight each opponent in turn.

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

If you win (mark off 2 Poison units on the *Adventure Sheet*), you run off into the undergrowth just as you hear approaching hoofbeats. For many hours you have to move fast and silently, until at last you find yourself on the edge of a mountain slope. Turn to 397.

INVULNERABLE TO SWORD-STRIKE

You have drunk the mixture that gives you this Power. Make a note on your *Adventure Sheet*. If this is your second Spell potion, turn to 74; otherwise, return to 45 and choose your second mixture.

94

The Orc is within grabbing distance on the top of the tower. You leap across and make a snatch for his feet, but as he falls he reaches up and puts the Medallion into the beak of a Grypfalcon. You let go of the Orc and jump up to catch the talons of the bird. It lifts you up and out of the tower; then it swoops down over a tree and tries to shake and brush you off. You hold on as it flies up into the mountains and finally slams you into a cliff-face. Half-conscious, you let go of the talons and slide down into the bleak, rocky land (deduct 3 points from your STAMINA). Turn to 275.

95

Suddenly a Minotaur leaps out. He swings his club at you and misses, crashing it into the wall. Next, he tries to gore you with his horns.

MINOTAUR SKILL 9 STAMINA 9

If you win, you see two tunnels before you: one to the west (turn to 355) and one to the south (turn to 380). Which do you choose?



96

You run as fast as you can in the snow. Soon you hear the sound of approaching riders. The ground trembles with their hoofbeats as you rush to a nearby cave and hide. Eventually four riders appear; they stop and examine your tracks in the snow. One of them, swathed in a large black cloak, directs the search; the others are all Orcs. They dismount and follow your footprints. You know that you will be able to defend the narrow entrance. Do you decide to fight (turn to 201) or do you turn and go further into the cave (turn to 44)?

97

You are in a room that contains a glass box standing on an obelisk. Inside the box there is a flower the scent of which, strangely, you can smell (add 2 points to your STAMINA), but the box is unbreakable. Return to 160 and throw a die for your next position.



98

You enter the Street of Forty Guilds. You walk up and down and find that only four guild shops are not barred or padlocked. Choose the one you wish to enter; afterwards you may come back to this paragraph and choose another shop. Once visited, do not re-enter a guild. Do you choose:

Cross Keys?	Turn to 341
Frying Pan?	Turn to 26
Hammer and Anvil?	Turn to 246
Prancing Pony?	Turn to 185

99

You manage to take the evil enchantress by surprise with your ability. She takes a step back and holds out her staff; it sprouts a series of jagged-edged daggers. Use your Necromancer fighting level as your SKILL score for this fight.

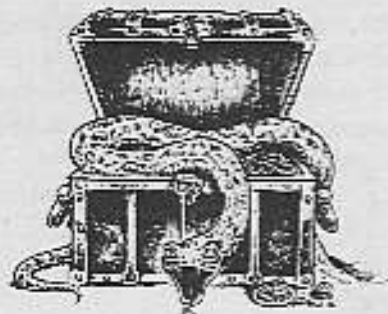
NECROMANCER SKILL 9 STAMINA 10

If you win, the evil creature's body disappears and the staff burrows, worm-like, into the ground. You run off and stumble down the mountain for many hours (mark off 2 Poison units on the *Adventure Sheet*). The path you are following divides. Which route do you choose to take: the one to the left (turn to 379) or to the right (turn to 122)?

100

There is only one accessible corridor, to the north; all the other exits are blocked by sealed metal doors. Ahead, in the gleam of distant daylight, you see a grey stone horse. As you approach, it comes to life in a creaking, crumbling manner. Suddenly metal poles with spikes sticking out in all directions shoot out of the walls and block the tunnel ahead. You cannot climb over this barrier for you would be torn to pieces on the spikes. Your only hope is to jump the stone horse over the obstacle. You mount the horse, dig your heels into its sides, and it charges at the poles. Throw 2 dice for the height of the poles, then throw 2 dice again for the jump of the horse. If the jump is greater than or equal to the height of the poles, you have cleared them successfully. If not, then the horse hits the metal poles and begins to fall to pieces. You crash into the spikes and are killed instantly. Your quest is over.

If you clear the poles, the horse solidifies again; you dismount and stagger out. Turn to 295.



101

You don't trust anyone on this road – but walking is fatiguing (deduct 2 points from your STAMINA). At one point you pass two large stone bulls set on either side of the road and you notice large herds of long-horned bulls grazing. Suddenly a storm begins to blow up; sand, stones and dust are whipped up all around you. As you stagger on you hear evil laughter and you lose all sense of direction. When finally the storm dies down, you can no longer see the road and you find yourself facing a mountain slope. You are completely lost. Turn to 397.

102

You are just able to move your left hand to touch the Talon, but the effort exhausts you (deduct 2 points from your STAMINA). You scan the horizon as another undead being slices at a piece of your cloak. Suddenly, you are lifted up high into the sky by something. The Necromancer screams in frustration and unleashes a bolt of lightning at you. She misses, however.

Nighthawk Swoop, the Boulyanthrop who is holding you, tells you that, following the orders of Eleonora, he has been finding out what is happening in Sharrabbas. 'The city has been tainted by a poisonous evil, and the pure-hearted are being killed and driven out.' He must travel back with the news, so he sets you down in a thickly forested region and soon disappears into the low clouds. Turn to 167.

103

You go through a door that closes behind you. You find yourself in a tunnel with a row of stone bulls on either side. They may be made of stone – but you are sure that they are moving slightly as you pass. Suddenly they all come to life and charge at you. You run flat out until you come to the junction of a tunnel heading south (turn to 50) and the tunnel you are already in heading east (turn to 337). Which do you choose?

104

You draw your sword. The Kazanid warrior screams a warning to you, but it is too late. The Kalamite instinctively squeezes your body and you are crushed to death. Your quest is over.

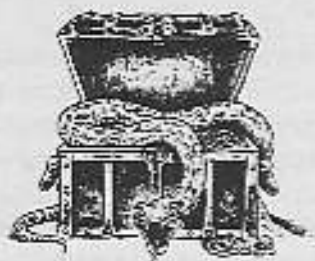


105

To screams of 'No, no' from the old woman you reach in and scoop up some gold coins in your hands. Suddenly, something stirs among the glistening treasure. Before you can withdraw your hand, a golden snake rears up and, hissing, bites your finger. The hag shakes her head and looks at you pityingly. 'You have forfeited my trust . . . but I will not let you die.' She pulls some crushed leaves out of her apron and rubs them on your bitten finger. 'You will feel weaker for some time' – deduct 1 point from your SKILL and 2 points from your STAMINA. Mark off 2 Poison units – 'but nevertheless I will not let you go empty-handed. Here . . .' She hands you 5 gold coins, then hobbles off with the chest on her back. Add the gold coins to your *Adventure Sheet* and turn to 115.

106

The Trolls pocket your bribe and let you pass. The cart-driver has seen everything. He asks if you want to ride with him. You climb aboard and, as he flicks the reins and you set off, he starts complaining. 'Chingiz again! Imposing tolls on a road that used to be free when Segrek was alive. Pray the gods send us a true monarch who will rid us of this scum.' Turn to 155.



107

You join a small crowd surrounding a man who is leaning over a box. It is a dice game; he pits his throw against any challenger and pays back double the stake if he loses, plus your stake-money, of course. Do you wish to risk your one remaining gold coin on the throw of the dice (turn to 125), or do you turn your back on the dice game and continue wandering around (turn to 213)?

108

The hurdy-gurdy man straightens up and pulls out a shortsword. His fake peg-leg is kicked away and he rushes at you in his real identity: that of a Mamluk Assassin.

MAMLUK ASSASSIN SKILL 8 STAMINA 10

If you win, you see a cart coming towards you. You rush over and ask the driver the price for carrying you away from Korkut. He smiles and tells you that he will accept you for the pleasure of your company and the security of an extra sword. 'The lands ahead are full of thieves, brigands and villainous creatures,' he comments. Turn to 286.

109

You cut his bonds with your sword. He gets up, pulls a battered wizard's cap out of a pocket and begins chattering. 'Yes, yes, you're the one I've been waiting for. Let's go!' He takes you to the far corner of the room and lifts a trap-door. Following him into it, you find another tunnel. In the gloom you can hear a breathy rumbling sound; the wizard suddenly stops, then runs round to a position behind you. In front of you appear two vicious black panthers. 'Ah yes, the beasts,' the wizard murmurs behind you. 'Er, would you mind?' You pull out your sword. Fight each in turn.

	SKILL	STAMINA
First PANTHER	6	5
Second PANTHER	6	6

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), the wizard cuts one claw off each beast, just before they disappear in a cloud of pungent smoke. 'Could come in useful,' he comments cheerfully, 'come on!' Just then his legs collapse under him and he asks you to carry him. Do you comply (turn to 144) or do you give up on him as a waste of energy and carry on alone (turn to 222)?





110

You seek out Chogum, explain the situation to him and set up the deal. He agrees to give you 20 gold coins for negotiating the transaction (add 20 gold coins to your *Adventure Sheet*). Well satisfied, you wander out of town and back on to the road. Turn to 280.

111

You can hear crashing and the splintering of wood behind you. You dart and weave your way through the undergrowth – but suddenly you come face to face with Skrutch. He looks embarrassed, then turns away. You run off and find a tall tree to hide in. You decide to get down only when you are sure your pursuers have lost the scent. Turn to 391.



112

The singing is accompanied by the sound of hammering on an anvil. Suddenly, the Dwarf notices you; he stands squarely in front of you, hammer raised above his shoulder. He is naturally suspicious and asks you what is your business here. Politely, you ask him to direct you to the correct path for Sharrabbas. He muses on the question. 'So, you avoid the main roads, do you? You must have something to hide – and therefore you're an enemy of Chingiz. Good.' He seems to be pleased with the result of his reasoning; he brightens up and begins hammering at a small metal object. 'Yes, I know the least frequented route,' he goes on. 'But you will need this.' He gives you a small but heavy metal ball, attached to a coil of thin wire rope. He wants no payment for it, and directs you back up the path. Turn to 245.



113

When you bend down to stroke it, other similar little creatures appear and rush towards you. However, they stop as the one you are stroking begins to trill with pleasure. They all begin to purr, and then retire into their holes. Add 1 point to your LUCK. Walking on, you go through a metal door that shuts behind you with a soft clunking sound. Turn to 342.



114

You sit down and put your boots on. Then you stand up and take a look at the tree in front of you. It has what look like the heads and bodies of warriors attached to it, and you notice that two separate branches are moving towards you. You chop at one of the branches as it tries to grab you, but fail to observe that the other is encircling your ankle. Other branches move out menacingly towards you.

GNARLED OAK

SKILL 7

STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you find yourself completely lost in the forest gloom. You are sure you can hear Impish laughter in the distance. You pick out two possible paths at random. Which one do you take: the route leading straight ahead (turn to 311) or the one to the right (turn to 257)?

115

The path slopes gently down for some way. Eventually you walk round a huge boulder and come upon a strange sight: a large, hideous, fanged worm with something bird-like struggling in its mouth. Around it flutter and squawk strange beings with golden wings. They are trying to help one of their number release himself from the worm before it can drag its prey into the ground. Do you decide to help (turn to 374) or do you prefer to keep a low profile and not get involved (turn to 18)?

116

You walk for many hours and the ground begins to get steeper. The track eventually peters out; gazing around in the clear light, you see, far below, a line of riders. You cannot know who they are, but decide to press on. You reach the snowline and, turning, see the riders release a message hawk. You come to an area of very thick snow; your legs sink in up to your knees and progress becomes very slow and tiring (deduct 1 point from your STAMINA and mark off 1 Poison unit). Suddenly, rounding a bend, you come up against a deep chasm. There are two snow-bridges across it. Which do you risk using for your crossing: the one on the left (turn to 27) or the one on the right (turn to 226)?

117

You enter the Dead Man's Chest Tavern. It is full of old salts, Kazanids, seafaring Dwarfs, and Goblin deck-hands. You sit and rest (eat some Provisions if you have any left; otherwise your only option is to pay 1 gold coin for a meal. Add 4 points to your STAMINA). In a corner of the inn you see a group of sailors crowding round a one-eyed individual. They are playing Snakes' Eyes. Do you wish to gamble (turn to 354) or do you just leave (turn to 168)?



118

You elect to stay close to your new companions. As you mount your horse you hear the swish of arrows. *Test your Luck.* If you are Lucky, the arrows miss and you ride into the fray. If you are Unlucky, one arrow wounds you in the thigh. You pull it out (deduct 3 points from your STAMINA) and join the others.

You face two Orcs holding long spiked spears. Fight each in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you become separated from the others in the dark. You listen carefully for sounds of your companions. You can hear a noise to your left (turn to 11) and something going on straight ahead (turn to 272). In which direction do you choose to ride?

119

You find yourself in a room on the edge of a precipice. A frail wooden bridge spans the chasm. At your feet lie two heavy stone blocks. A compelling voice tells you to carry the blocks across to the other side. You may not refuse. Throw 2 dice to determine the weight of the blocks; next throw 2 dice to determine the strength of the bridge. If the weight of the blocks is greater than the strength of the bridge, it will collapse and you will fall into the bottomless pit. Your quest ends here. If the bridge holds, add 1 point to your LUCK, return to 160 and throw the magic die to continue through the Maze.

120

You trudge through the snow for a long time. The wind is cold and cuts chillingly into your skin. Eventually it stops snowing, the wind dies down and you hear the sound of hoofbeats on the soft snow . . . they are getting nearer. Do you decide to hide behind some rocks (turn to 353) or stand your ground (turn to 30)?



121

You pull out your sword and attack. Fight each Goblin in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you hear a strange, distant voice. 'Brave adventurer, you have defended the tomb of Segrek,' it says. 'You are the last of the Select. Take the horn, it will help you find the True Path to the Throne.' The voice fades and a small curved horn appears on the tomb. You pick it up. Add the horn to your *Adventure Sheet*.

You leave the room and enter another that has a large fireplace in the middle of one wall. Light is coming down the chimney, and you notice a series of steps cut into the sooty blocks of stone, leading upwards. In the far corner of the room is a spiral staircase, also going upwards. Which route do you choose: the chimney (turn to 82) or the staircase (turn to 260)?

122

You press on. The ground becomes broken and large crevices appear, so that you have to jump across the wider gaps. The occasional black bird flies over, and eventually a thick mist clears momentarily to reveal the distant towers of Sharrabbas across a desolate-looking plain. The mist closes in again and at last you reach a rushing river. There is a small boat tied to a stake on the bank – but there are no oars. Do you get into the boat (turn to 51) or do you prefer to walk along the riverbank (turn to 229)?

123

The Bogomils ride hard and fast. Eventually you reach a settlement of stone buildings in the shape of a rough circle. Horns are sounded, and many other riders appear. You are told to dismount and are made to stand in a clearing in the middle. Then the crowd parts to let in a large white stallion which has obviously not been tamed: it bucks, kicks, jumps and twists. One of the riders announces: 'Bucephax.' You must ride this creature for as long as you can. Two horsemen lean down and catch you by the upper arms; they lift you up between them and drop you on to the horse's saddle. Throw 1 die. If you throw a 1 or a 2, you are unseated and crash to the ground (deduct 2 points from your STAMINA). You are then remounted in the same way. Repeat this procedure *four* more times. If you are unseated a total of three times, the third time you are winded by the fall and cannot move; the horse kills you with a blow from its hoof. Your quest is over. If you

survive (mark off 1 Poison unit), you are dusted off and led to a large gate. Turn to 20.

124

Turn to 361.

125

You push your way to the front and challenge the dice gambler. Throw 2 dice for your turn and 2 dice for his. If your total is the greater, you double the stake and throw again. If the throws are equal, throw again. If you lose, you lose all. Continue until you lose your stake or win a maximum of 9 gold coins (mark the changes on the *Adventure Sheet*). Turn to 213.

126

As the holder of two Medallions, you have the right to choose two Powers that will aid you when you sit on the throne of Kazan. Choose *two* from the following list, then go to the relevant paragraphs: 93; 166; 330; 356; 376; 384. Note down which Powers you now have (they are listed in capitals at the start of the appropriate paragraphs) – but do not read any further into those paragraphs. When you have chosen two Powers, turn to 74.



127

The leader of the bandits stands in front of you and questions you. You see no reason to deny the real nature of your quest. Upon hearing your story, he raises his visor and smiles. 'You see, I was formerly one of the Select, but I gave up the quest: Chingiz is too strong. However, you are brave to carry on. Do you wish to purchase information? Ten gold coins to a fellow adventurer.' If you would like to buy information, turn to 279. If you have no gold, or do not wish to spend it, turn to 383.

128

You approach a rough-looking sailor lounging on the gangplank and ask him how much passage to Kazilik would cost. He rubs his stubble with his fingers and looks you up and down. 'Twenty gold coins, all found - and as many ship's biscuits you can eat.' Some of the sailors nearby look up and laugh. If you can afford it, do you accept (deduct 20 gold coins on your *Adventure Sheet* and turn to 299), or give up the idea of travelling by boat and walk on along the harbour (turn to 339)?



129

The route described by the Dwarf is long, but there is less likelihood of meeting Mamluks or Orcs on it. You follow the city walls for a long time. They are not well guarded and there are occasional breaches; as you pass one of the larger holes, you hear a yapping, growling sound and see a pack of white wolfhounds racing towards you. Three choose to attack you. Fight each in turn.

	SKILL	STAMINA
First WOLFHOUND	7	6
Second WOLFHOUND	6	6
Third WOLFHOUND	6	7

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you press on. The directions given are perfect, and eventually you stand at the entrance to the Street of the Forty Guilds. Turn to 98.



130

You support the old crone through the forest. She tells you that her name is Mayaka and that you are taking her to Brassino-Dendro, in the north of the forest. Eventually you arrive at a clearing where you find three figures, just like Mayaka, grouped around a boiling cauldron. Mayaka tells them how you helped her escape from the huntresses and of your quest, and they agree to help you. They give you six sprigs of prime Treffilli, and Mayaka explains the spells that go with them.

'You may use the herb only when you feel it vibrate. Crush one sprig and whisper "*By Ash and Bird*", and your adversary will fall asleep. Crush two sprigs and whisper "*By Ash and Bird and Crust*", and you will become invisible to all senses for several minutes.' She warns you to be frugal in the use of these spells since they are harmful: you must deduct 3 points from your STAMINA for every sprig you use. Mark the Treffilli on the *Adventure Sheet*, Mayaka shows you the path out of the forest on to the Kazanid plain.

After many hours' walking, you reach a fork in the road. A carved-stone obelisk points in two possible directions. Which way do you choose: the way of the Bull (turn to 278) or the way of the Horse (turn to 225)?

131

You elect to roll away, but the dagger is at the point of striking you. *Test your Luck*. If you are Lucky, the blade cuts through your cloak and breaks on the hard wooden board. The Assassin makes a swift exit through the half-open door. If you are Unlucky, the dagger grazes your ribs. Deduct 2 points from your STAMINA and henceforth mark off *double* the Poison units on your *Adventure Sheet*.

You find no trace of the beggar and, if you had them, 5 gold coins are missing from your purse (deduct these from the *Adventure Sheet*). You go outside, wondering whether to trust the beggar's advice. Turn to 150.

132

You are in a gloomy chamber. You cannot move and your hands are Spellbound. Suddenly, a Mamluk Assassin appears, raises a Dagger of Darkness and plunges it into your chest. The illusion fades (deduct 2 points from your STAMINA). Return to 160 and throw the magic die for your next position.



133

When you get close to the statues, they begin to creak, then start crashing their hoofs down. *Test your Luck*. If you are Unlucky, you are struck (deduct 3 points from your STAMINA) and you lose all potions, rings or gems you may have in your possession (make the appropriate adjustments on the *Adventure Sheet*). If you are Lucky, the hoofs miss you. In either case, mark off 1 Poison unit. You rush out of the maze (turn to 295).

134

The Yigenik then accompany you to a large wooden gate. The walls of the Maze beyond it are composed of thick poisonous bushes. The old woman orders three Fangtigers to be released into the maze; however, as she is wishing you good luck, a disturbance is heard from within and a large Grypvulture is seen flying off, carrying a small Orc in its talons. The Yigenik elders notice with horror that the Orc is holding their Medallion. 'It is taken by one not of the Select. Recover it at once or we are doomed,' they cry. The warriors shoot volleys of arrows at the Orc. One arrow pierces his thick hide and he falls into a nearby street. You give chase on foot through the narrow lanes. You observe a trail of blood and see on your left a door to a house being shut. You enter the building and glimpse the Orc running upstairs. Do you rush after the Orc (turn to 46) or do you proceed carefully and cautiously (turn to 218)?

135

The hut is gloomy and you melt into its darkest recesses. The Mamluk appears at the door, pulls out a dagger and slowly enters; he seems to sense your presence, so you attack him. If you have the ability of Darkfight, fight as normal; otherwise deduct 2 points from your SKILL for this combat only.

MAMLIK SKILL 6 STAMINA 10

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you hide the body and quietly slip back out. Turn to 319.

136

You come to a door which you push open and enter another tunnel. The door closes silently behind you, and you follow the tunnel which turns a corner and then heads east. In the torchlight you see a small figure. It is a Dwarf who, when he sees you, rushes over and begs: 'Please help me, for I lack the strength to open these doors.' He looks at you with pleading eyes which you cannot resist, so you agree to help him. He claps his hands with joy, then walks to the door with you. You push at the door then, suddenly looking around, see the Dwarf transformed into a hideous monster that fills the width of the whole tunnel. Long-clawed hands reach out to grab you.

DUNGEON DELVER SKILL 7 STAMINA 8

If you win, you push the door open. Turn to 292.

137

The screen prevents your hearing most of the words spoken and although the chanting goes on, you can't tell what is happening. Occasionally, the room is lit by multi-coloured flashes, and odd pieces of broken glass fly past you. The commotion slowly dies down, until you deem it safe to escape. As you creep out on all fours, you come across a Red Gem on the floor. If you wish to take it, mark it on your *Adventure Sheet*. Thankfully, you leave this lair of magic-making and find yourself in the open air once more. Turn to 70.



138

Adana-Broussah is pleased. She tells you that Beshbalik has been away, making final preparations to carry out a small job: an attack upon a large group of bandit Trolls who are preying on a local village. A horn-blast greets the arrival of Beshbalik who comes charging across the shallow river, riding two Fangtigers and with a Grypfalcon perched on his shoulder. He enters the camp at an incredible speed.

The attack is prepared; there is no spare mount for you, so you must join the rabble who run behind the

horses (deduct 1 point from your STAMINA). By the time you reach the others, the Marauders have already engaged the Trolls in battle. Arriving at the scene of battle, you walk straight into a huge, wounded Troll who swings a giant scimitar at you.

BANDIT TROLL SKILL 9 STAMINA 9

If you win (mark off 1 Poison unit on the *Adventure Sheet*), do you join a large group who seem to be dividing the spoils among themselves (turn to 67) or will you stay in the shadows of the Troll huts (turn to 319)?

139

You search the body. You find a Blue Gem and a box marked 'Treffilli', with two sprigs of a green plant inside it. If you wish to keep either of these, mark them on your *Adventure Sheet*.

On getting up, you find yourself facing two Bonecrusher Beasts. Fight each in turn.

	SKILL	STAMINA
First BONECRUSHER	7	8
Second BONECRUSHER	8	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you rush out through the door. Turn to 295.



140

You crawl through the hole in the wall, to find yourself on top of a smelly mound of rubbish. Something falls on to your shoulder and joins the rotting mess; it looks like an animal's carcass. Just then, you hear a scrabbling sound and see three huge rats. They are blind and have no tails; one of them begins to sniff at your boots, then pulls at one of the straps; then it vanishes into a very large hole. Looking around, you spot a ladder. Do you wish to climb up the ladder (turn to 57) or follow the rat into the hole (turn to 378)?

141

You crawl along the narrow tunnel. It is old and parts of it are collapsing. Something scuttles along the ground and bites you (deduct 1 point from your STAMINA). The roof of the tunnel begins to shake – and then collapses on top of you. You are covered in dirt and rubble; holding your breath, you try to dig your way out. Throw 2 dice for the amount of air in your lungs, then throw 2 dice for the amount of air you will need to escape from the cave-in. If the air in your lungs is equal to or greater than the air needed, then you have made it to another tunnel (turn to 377). Otherwise, you suffocate; your quest is over.

142

You have drunk the fatal mixture of the Luckless. Fortune has not favoured you in your quest for the throne. You suffer an agonizing death.



143

You are in a room with a large trapdoor set in the floor. The walls of the room begin to close in and the trapdoor swings open to reveal a snakepit. You drop down into the pit. Throw 1 die for the number of snakes that bite you as you rush towards the door leading to safety. Deduct 2 points from your STAMINA for each bite. You open the door – and everything blacks out. Return to 160 and throw the magic die to continue.

144

You pick him up and carry him on your back. Fortunately, he is very light. While you trudge on, he continues to mutter. 'Look out for that flagstone, make sure you jump over it – Orc trick, every thirty-third pace . . .' You do as he bids. He tells you his name is Saxifragus, then he mumbles the name of Astragal. 'Oh yes, you're lucky you ran into me,' he goes on (add 1 point to your LUCK), 'I believe you are the last of the Select.'

You pass rooms and tunnels with the dust and cobwebs of centuries on them. Finally, you come up against a giant sticky web. The wizard tells you to cut through it with your sword and adds that you'd better hurry up about it. You must cut 24 thick strands. Throw 2 dice four times for the number of strands you manage to cut. If you throw 24 or over, turn to 277. If you throw less than 24, turn to 29.

145

You stagger along the rocky path as it drops down into a valley. Ahead, you make out a small wisp of black cloud that takes on the shape of a face and you hear a female voice: 'Forget your quest. Kazan will have its ruler from the line of Chingiz.' The mountain begins to rumble and shake, and rocks start to roll and slide down towards you. You rush for cover. Throw 1 die six times and mark the sequence of numbers you throw on the *Adventure Sheet*: this represents the random fall of rocks. Now throw 1 die six times to mark your run for cover. If a number in the second sequence matches its counterpart in the first, a rock has hit you and you are severely injured (deduct 4 points from your STAMINA and 1 point from your SKILL. Mark off 1 Poison unit). If you make it unscathed, add 1 point to your LUCK.

You carry on down a dry river valley, and eventually your route divides into two paths. Which do you follow: the left-hand path (turn to 7) or the right-hand path (turn to 81)?



146

The sprigs of Treffilli vibrate in your pocket. You can just move your hand with great pain and effort. You reach two sprigs of Treffilli, crush them and recite the formula: 'By Ash and Bird and Crust'. Deduct the two sprigs from your *Adventure Sheet* and 6 points from your STAMINA. If you are still alive, the Necromancer is startled as you disappear, Spell-binding control is released, and you are free to walk away from the hideous scene.

You follow a winding, twisting path for many hours, then stop to eat some Provisions (add 4 points to your STAMINA). Turn to 122.

147

You walk along the corridor and go through another metal door. You are beginning to feel tired, and the air is stifling (deduct 1 point from your STAMINA). You are faced with tunnels running west (turn to 232) and north (turn to 305). Which do you choose?

148

The horse is very fast over the rough ground. There are shouts behind you and you hear the swish as an arrow passes over your left shoulder. You ride at full gallop for many miles until at last you find yourself faced with a huge felled tree-trunk lying across your path. You press your horse on, it jumps high, clears the obstacle and lands on the other side with a jolt that snaps the saddle-girth. The saddle slides off and you are thrown to the ground. *Test your Luck.* If you are Unlucky, you fall badly (deduct 2 points from your STAMINA). If you are Lucky, you land on soft turf. The horse canters off into the distance. You get up, shake yourself down and walk on until you come to a good place for a rest. Turn to 399.

149

The Dragon brew slips down your throat very easily. You feel good and your body begins to warm up from the inside (add 4 points to your STAMINA). Alkis returns, sniffs the tankard and is agreeably surprised that you have chosen his favourite brew. 'Don't on any account try the Scimitar dregs unless you're a Khomatad from the northern wastes,' he advises. Turn to 210.



150

You trudge on through the snow until the path you are on begins to feel firmer underfoot and you realize that you must be on some sort of highway. You walk on cautiously until you reach a place where the road forks. A small obelisk marks the left-hand way with the carving of a horse. Do you choose this route (turn to 391) or do you prefer to take the right-hand fork (turn to 275)?

151

You approach the evil Mage and pull out your sword. He smiles and stands, stock still, with staff upraised. Your sword strikes his staff, and the smile is wiped from his hideous face. Use your Necromancer fighting ability level as your SKILL score for this fight.

NECROMANCER SKILL 9 STAMINA 10

If you win (mark off 1 Poison unit on the *Adventure Sheet*), the body disappears in a cloud of pungent smoke and the staff burrows, worm-like, into the ground. A great cheer goes up from the Marauders, and Beshbalik brings you two Fangtigers to ride, as the horde prepare for another rampage. Turn to 197.



152

You enter a chamber containing sculptures of Fangtigers. Before your very eyes, two of the carvings come to life; they prowl around, sniffing, then they spot you and attack. Fight each in turn.

	SKILL	STAMINA
First FANGTIGER	6	8
Second FANGTIGER	7	10

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the bodies turn to stone again. You find yourself in front of two doors. Which do you choose: a door to the left (turn to 254) or a door to the right (turn to 392)?



153

You are at a crossroads: tunnels lead north and west, but there are shut and sealed doors to the south and east. The northern passage is short and at the end of it you can see an open door leading to some more tunnels. If you choose to go north, you pass through the door, which shuts softly behind you (turn to 221). If you choose to go west, turn to 240.



154

You will not draw a weapon in the shadow of the Throne of Kazan. You walk past the Ogres, who suddenly stop in their tracks and turn to stone. You sit on the Throne and watch, horrified, as Meghan-na-Durr, daughter of Chingiz, collapses and turns to dust. A slight breeze blows her ashes out through an open window. Turn to 400.



155

The cart climbs over a rise and you get your first clear view of Sharrabbas: a city dominated by its Fortress. Flaxwort, the driver, has guessed that you are one of the Select, and decides to help you get into the city. To that end, he disguises you as his assistant. 'They're looking for lone adventurers, so if you put this apron and cap on and cover up that blade, there . . .' It being market-day, the city is crowded with carts. The Orcs at the gate only give you a brief glance before putting a small chalk-mark on the side of the cart. The road forks and Flaxwort asks you which way you wish to go: to the left (turn to 343) or the right (turn to 249).

156

You walk down the tunnel and are amazed to see a number of sparks shooting out of a small pebble that is lying on the floor. A black, foul-smelling smoke rises from the pebble; it takes the shape of a man wearing a hooded cloak and carrying a staff inscribed with a black panther. With an ironic bow he declaims gratingly, 'I am Sigismuh, from my Lord Chingiz's cohort of Necromancers. I am here to destroy YOU.' At once you pull out your sword and strike at him. The blade passes clean through his body, with no effect. He laughs and strikes the ground with his staff. Immediately, the roof begins to cave in and you are forced to run for the next door. Throw 1 die three times for a series of falling blocks and then throw 1 die three times for your run to the door. If any numbers match in the first and

second sequences, you are hit (deduct 4 points from your STAMINA). If you survive, you go through the door and it shuts behind you. Turn to 264.

157

You are in a room with a long table in the middle. Scrawled on the table is the legend, 'The Fiend Loves Flowers'. Return to 160 and throw the magic die for your next position.

158

You open the door to a room containing three Gremlins; they comprise Chingiz's personal body-guard. Suddenly, a fourth, which had been hiding behind the door, strikes you in the side with a short sword, then runs off as the others attack. If you have the Power of Invulnerability to Sword-Strike, fight as normal. If not, then deduct 1 point from your SKILL. Fight each in turn.

	SKILL	STAMINA
First GREMLIN	4	4
Second GREMLIN	4	6
Third GREMLIN	4	6

If you win (mark off 2 Poison units on the *Adventure Sheet*), the fourth Gremlin has busied himself, locking a great door with a massive key and then, with difficulty, managing to swallow it. He now stands with his back to the door. If you have the Power of Persuasion, turn to 347. If not, then turn to 54.



159

You slip behind a tree and work your way towards cover behind some rocks. Suddenly you become aware of a large Grypvulture that is sweeping down above you. It screeches and attacks you with iron-lined spike-talons. You pull out your sword just in time.

GRYPVULTURE SKILL 6 STAMINA 6

If you survive, *Test your Luck*. If you are Unlucky, you find yourself surrounded by Orcs, one of whom throws a large net over you (turn to 92). If you are Lucky, you manage to slip back into the milling crowd on the roadway just before the Orcs arrive. Turn to 308.

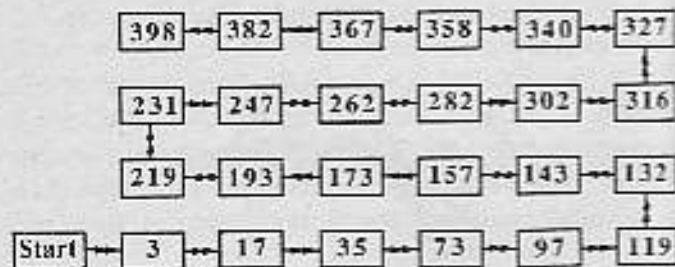


160

You are escorted to the next chamber. 'The Maze has 24 chambers,' you are told, 'and you move around it by throwing the magic die and moving the number of squares indicated by the throw. Mark your position on the chart below. There are many dangers and you will probably experience them again and again.'

Make a note of the number of this paragraph. You are at Start. Throw the die and move in the direction indicated by the arrows. (For example, if you first throw a 4, count 4 squares and move on to 73. Turn to that paragraph and, when instructed, return here, throw the magic die again, and continue your progress through the Maze.)

If you encounter a Serpent's head or a Stairway, you will be told to move straight away into another chamber. Mark your new position on the chart before throwing the next die. If you throw a die that would take you beyond 398, go to 398.



161

You walk along the path for many hours. The mountains behind you recede, the path grows less steep and the countryside becomes much greener. You cross several small streams and you notice more and more trees, until at last you find yourself at the edge of a huge forest. Within, you can hear strange creatures screaming and calling to one another. All this walking has made you tired; do you stop now to rest (turn to 86), or do you wish to carry on quickly into the dark forest (turn to 368)?

162

You walk over to the obelisk. The woman is young and strong, and you notice a sheathed dagger under her cloak. She asks you if you wish to enter the Fortress, adding that she doesn't want to know why, but she knows people who could help, 'for a price'. You ask how much and she replies, 'Twenty-five gold coins.' Have you got this much, and do you think you can trust her anyway (turn to 375) or do you prefer to carry on alone (turn to 276)?

163

The Eagle grasps an iron rod between its talons, and Geronicus invites you to take a firm hold on the rod. The huge bird flaps its wings and lifts you up with a judder. It has great strength but your arms tire (deduct 1 point from your STAMINA), and you are glad when it puts you down on a path and then flies away. Turn to 391.

164

You are in the Street of the Stonemasons. In front of you a group of Kazanids are hauling blocks of stone up into a cart. One of them calls you over and asks if you want to earn 2 gold coins. You can see the shadowy figure of a Mamluk standing at the street corner. Do you help the stonemasons (turn to 296) or refuse the offer of work and carry on walking (turn to 350)?



165

You stride along the tunnel. The torches burn brightly and you examine the wall-carvings. At one point you make out the word 'THE' engraved on a wall, but this makes no sense to you. You come to a door that opens easily but shuts firmly behind you. You have a choice of continuing west (turn to 75) or following a tunnel north (turn to 273). Which do you choose?

166

GREAT WISDOM

You have drunk the mixture that gives you this Power. Mark this ability on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again; otherwise, turn to 74.

167

You walk on through the forest, and after many hours you stop to rest (add 4 points to your STAMINA). Just as you are getting up to go, you suddenly notice a foot poking out from behind a boulder. Creeping round with sword drawn, you come upon a scene of carnage: two Orcs and two Trolls lie dead, sprawled around a lone adventurer. You count yourself lucky that you didn't arrive here earlier (add 1 point to your LUCK). You search through the hapless adventurer's pockets and find a crumpled-up parchment. You flatten it out to read: 'The Wolfsbane at the Street of the Forty Guilds . . .' The rest is torn away. You salute the body and walk quickly away.

Eventually the path splits into two; either could be the correct way to Sharrabbas, so which do you choose: the left-hand path (turn to 23) or the one to the right (turn to 4)?



168

You stand in the road and watch a cart passing, pulled by four large horses. You know that you must make all speed upon your mission; the poison in your body will not let you dawdle. Do you choose to approach the cart-driver (turn to 13) or would you rather head down to the harbour to seek other forms of transport (turn to 239)?

169

You force yourself to crawl on, knowing that if you stop for just a moment to lie down, you will find it impossible to get up again (deduct 1 point from your STAMINA). As your will strengthens, the storm loses its intensity. You wander from the track you were following, and stumble on as best you can. Just then, you see a strange rippling effect moving under the snow ahead of you; something is moving fast and it is heading towards you. Suddenly you experience a sharp pain in your left ankle (mark off 2 Poison units). You lunge with your sword at the spot where you think the creature is lurking under the snow; something shrieks and rips you on the right ankle. You will have to fight it.

SNOW LEECH SKILL 5 STAMINA 7

If you survive, you can find no trace of the creature. Turn to 370.



170

You make for the door as fast as possible, but you can hear a strange beast just behind you. It grabs you and squeezes, trying to crush the life out of you. You shake yourself free and pull out your sword.

BONECRUSHER BEAST SKILL 6 STAMINA 8

If you survive, you rush out through the door. Turn to 295.

171

You wait to ambush them. When they arrive, you notice that one is a Goblin. You leap out, and he orders the Sniffer Orcs to attack. Fight each in turn.

	SKILL	STAMINA
First SNIFFER ORC	7	6
Second SNIFFER ORC	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the Goblin has disappeared during the fight, and you make good your escape. After many hours' walking, you find a place to rest. Turn to 399.



172

When you confide in him, the Boulyanthrop, whose name is Greyfeather, decides that you must go with them back to the eyrie. They flap their great wings and lift you up. You fly over a great forest until you eventually reach a strange cliff from where you can see other Boulyanthrops flying out to greet you. You are carried in through one of the rectangular holes in the cliff and are greeted there by a bird-woman called Eleonora. She listens patiently to your tale, then speaks. 'You are in great danger. Chingiz has allied all the forces of evil against the Select. We ourselves do not possess either a Maze or a Medallion - but I will present you with the Grey Talon of Sakar' - mark this on your *Adventure Sheet*, 'If ever you need help from a winged creature, hold this in your hand and call for assistance.' Eleonora also tells you that the Grey Talon will help if you get to the Maze at Uruz: 'Two Wings, Three Talons and Seven Lives: the magic Spell will help you.' This is all the help the birdpeople can offer you. She bids you farewell and you are flown out of the eyrie. Greyfeather, your carrier, asks you which land you wish to head for first: the land of the Bogomil (turn to 225) or the land of the Uruz (turn to 278). You tell him which you have chosen, and he sets you down on the correct path, then flies off.

173

You are in a room full of flowers which give off no smell and are protected by cruel thorns. You may choose whether to pick a flower and place it in your backpack (mark a flower on your *Adventure Sheet*). If you do so, then the thorns prick you badly (deduct 2 points from your STAMINA). Return to 160 and throw another die to carry on.

174

Inside the room, torches are blazing and a cauldron is bubbling over a green flame. You plunge your hands into the chest to take one of the rings. *Test your Luck*. If you are Unlucky, a snake lying coiled beneath the treasures rears up and bites you, injecting a vile poison into your body. Henceforth, whenever you are instructed to mark off Poison units, you must *double* the number given in the text. If you are Lucky, the snake strikes at you but misses. Suddenly you become aware of an eerie chanting sound: you must hide. Do you rush behind a large screen in the far corner of the room (turn to 137) or dive behind a padded chair to your left (turn to 394)?



175

You enter the enclosure, spit on your hands for luck and pick up a large hammer. Many of the people in the crowd are making bets on the outcome. Throw 2 dice - this is the strength needed to ring the bell. If the total is equal to or less than your current STAMINA, then you have succeeded in hitting the bell.

You are immediately showered with daggers. *Test your Luck* again. If you are Unlucky, some of the daggers wound you (deduct 4 points from your STAMINA and mark off 2 Poison units). If you are Lucky, you escape without a scratch. Add 10 gold coins to the total on your *Adventure Sheet*.

You leave the fair and manage to find the main road to Uruz. Turn to 280.

176

You wake up to find yourself lying on a bed of stretched hides; before you stands a woman holding a lamp made from a large crystal. 'Well met! Uruz magic is not strong but we are able to recognize one of Segrek's Select.' She points to the glowing crystal: 'We have revived you, but the rest is up to you. Do you wish to undergo the Test of Uruz for the honour of entering the Maze and seeking the Medallion?' If you agree, turn to 258. If you refuse, you lose consciousness and awaken to find yourself lying by the side of a path. You shake yourself and get up. Turn to 225.

177

You trudge through the snow, stumbling over the rocks. The path is level and seems to weave through the mountain pass. Ahead, you see a snow-covered mound from one side of which steam seems to be rising. You must pass it; as you do so, you sense something within the mound. Do you walk on and leave it alone (turn to 329) or do you decide to investigate (turn to 58)?

178

You lie quietly, thinking that if the storm persists you will find a better opportunity later. Suddenly in walks a Mamlik Assassin. He scowls and sniffs at you, before stabbing his lethal dagger into your chest. Your quest is over.



179

You crush one sprig of Treffilli (remove one sprig from your *Adventure Sheet* and deduct 1 point from your STAMINA) and mutter the spell: 'By Ash and Bird.' The Assassin immediately falls asleep. You leave him lying there and go through a metal door that closes tight behind you. Turn to 95.

180

You walk over and help with their running repairs. Afterwards, the knights offer you a ride in to watch the joust. They are Yigenik warriors and are heading for the tournament which is to be held in a small town just outside the city of Sharrabbas. You join them and they head back on to the road. When a group of Orcs try to stop them at a road-block, they laugh and simply ride through them. On the road, one of the knights' horses stumbles and falls on his master's leg. It is obvious that he cannot now enter the joust, but the others need a fourth entrant. Do you decide to enter the tournament (turn to 42) or do you thank them for the ride and carry on, on your own, when they leave the main road (turn to 4)?

181

You stand proudly before them and announce that you are one of Segrek's Select. They circle round you and the leader orders one of them to approach you. This man dismounts, comes close and throws some bones to the ground while the others make the sign of a triangle with their fingertips. He gazes at the bones then mutters something to the leader, who urges his horse towards you. 'I am Gromarshk. You will accompany us to the Test that awaits you. Choose your horse.' He has two horses brought forward. Which do you choose to ride: the white stallion (turn to 290) or the grey mare (turn to 41)?

182

You agree to take him on, and he stands there, determined to have his money in advance. You get out your bag of gold coins, when suddenly another small boy runs past you and grabs it; they both disappear into the crowd. Deduct all the gold coins you have, except your lucky piece. Turn to 318.

183

You tell your tale, then you can only watch as a wizened old man on a pony trots up to you, staring into a crystal. 'Huh, he lies!' he snorts. Bhoriss takes a club and hits you on the shoulder so that you fall down (deduct 1 point from your STAMINA). 'Now, tell the truth. No one lies to the Bogomils.' Turn to 91.

184

You have chosen the wrong Medallion! *Test your Luck*. If you are Unlucky, the fiery power of the magic frizzles you up . . . your quest is over. If you are Lucky, you manage to divert the full blast - but you are blown across the Spell-plane to another part of the Maze (deduct 4 points from your STAMINA, 1 point from your SKILL and mark off 2 Poison units on the *Adventure Sheet*). Turn to 293.



185

You are in a horse-trader's premises. There is no one about, so you take a good look around. You find a document, closing a deal with Chingiz to mount an army of Orcs to subdue the native Kazanids. Just then a fat rat waddles towards you. As you step back its shape changes to a black mist and then to that of a Necromancer. Before you can move, his staff emits snake-like coils that encircle you and form a net that begins to squeeze. You black out. Turn to 321.

186

You enter a room full of stone blocks and snake carvings. Three snakes on three of the stone blocks suddenly come to life. At the same time, the room is filled with boiling-hot water, and you are forced to jump up on to one of the blocks. You must make your way, stepping from block to block, across the room to the door. Throw 1 die three times for the locations of the snakes, then throw 1 die three times for your leaps across from stone to stone. If any of the numbers in the two sequences match, you land on a block containing one or more snakes and are bitten; deduct 4 points from your STAMINA and mark off 1 Poison unit for every snake-bite you incur. If you survive, turn to 359.



187

You are just in time to see the Orc disappearing into the tower opposite. In front of you, however, is a narrow bridge to which a Goblin is clinging, ready to stab you. Below, Kazanids from Chingiz's slave-guard are firing arrows at you. You rush over the bridge. *Test your Luck.* If you are Unlucky, the Goblin stabs you in the foot. Deduct 3 points from your STAMINA and mark off 2 Poison units. If you are Lucky, he misses. Throw 2 dice for the speed of the Orc you are chasing, then throw 2 dice for your own speed. If your speed is greater than or equal to the speed of the Orc, turn to 94. If you are not fast enough, you watch, frustrated, as a Grypvulture takes off with the Medallion in its beak. You are too late.

You return to the street and leave the town. Do you wish to head down into the forested valley (turn to 257) or up on to a mountain track (turn to 275)?

188

The Eagle holds an iron rod which Geronicus invites you to hold on to. The huge bird flaps its wings and lifts you up. It flies fast and high until your arms tire (deduct 1 point from your STAMINA) and you ask to be put down on a path below. Turn to 278.



189

If you have paid for your passage, you have a good rest (add 4 points to your **STAMINA**). If you have not paid for your passage, you are made to work hard scrubbing decks. You pass a group of sailors who are pointing at something flying out from the coast. You look closely: two fire-breathing Kazilik Dragons are flying towards the ship. There is a large cross-bow mounted at either end of the ship and you decide to help fight them off. Do you decide to man one of the crossbows (turn to 204) or do you climb up to the crow's nest with your sword at the ready (turn to 313)?

190

The tunnel is very long. By the side of a blazing torch you see a row of three carved medallions with a cross inscribed under the third one from the left. You trudge on wearily until you come across a bush with sprigs made up of triangular leaves set in a circular pattern. Above it is carved the legend 'T'retfilli'. Do you pick any of the sprigs (turn to 248) or do you leave the bush alone and pass through the next door (turn to 393)?



191

You throw down your gauntlet and everyone stares at you in disbelief. The riders wager among themselves on how long you will last. Urganj appears; he towers above you and carries a sword that you could never hope to lift. Fight until the **STAMINA** of one of you drops to 4 points.

URGENJ**SKILL 10****STAMINA 12**

If you lose, you are on your last legs, but no death-blow is struck. If you win, you spare the warrior from death. Turn to 31.

192

Nonchalantly you carry on walking as the rider gets nearer. Eventually a cloaked figure on a steaming horse passes you and then stops. 'Who are you, stranger?' asks a woman's voice. You are debating in your mind whether or not to trust her when you spot a Dagger of Darkness revealed by a sudden gust of wind that blows aside her cloak. She realizes that you've seen the weapon, scowls and gallops off. Now you will have to decide whether to stay on the road (turn to 53) or travel on the plain (turn to 333)?



193

You are in a smoke-filled room. Through the haze, you dimly make out a fully armed warrior. You step forward and he springs to life.

MAZE WARRIOR SKILL 7 STAMINA 9

If you win, return to 160 and throw the magic die to continue.



194

The galloping horse does not stop, but continues to charge. Fear overwhelms you (deduct 1 point from your STAMINA). Then it passes straight through you! You realize that it is only an illusion, and you continue north through another door. Turn to 349.

195

You play dead. The wooden hand of the Kalamite closes around you and lifts you up a little way. The temptation to move is great but the female warrior's eyes implore you to keep completely still. Suddenly she leaps up and strikes out at the hand of the creature, cutting the hand off in one blow. From high above comes a distant scream, as a thick sappy liquid oozes from the severed limb. You are free. You run after the sure-footed warrior as she weaves in and out among the tall reeds. Eventually she stops; you are exhausted (mark off 1 Poison unit), but she is not even out of breath. All at once she announces that she knows you are one of Segrek's Select and that she has something to tell you - but it is up to you to trust her. Do you decide to stay and hear her out (turn to 49) or would you rather bid her a hasty farewell and carry on alone, until you find somewhere to rest (turn to 399)?

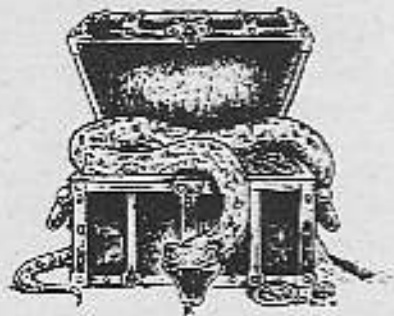
196

Walking along the corridor, you notice the words 'GOLD COINS' carved on the wall. On the floor below the legend is a small bag that contains 5 gold coins. You pick these up (add them to your *Adventure Sheet*). You go through another door. Turn to 72.



197

You ride the Fangtigers at the head of the yelling horde, Beshbalik at your side. During your progress, you come upon an Orc road-block: a large group of them are subjecting several individuals to the test of the Crystal. Beshbalik and his Marauders take no notice of shouted orders to stop; they plough through the Orcs, divesting them of various pieces of armour and their weapons. You get your first view of Sharrabbas when the horde finally stops. Adana-Broussah takes you to one side. 'Beshbalik will not enter Sharrabbas,' she confides. 'He knows that Chingiz is too powerful there. You have breached the first blockade, now you must travel on your own. Astragal entreats you to seek out the Wolfsbane, I know not what he means.' When the horde sets off again, they take a different route, away from the city; you drop back and jump off the Fangtigers. When all is quiet once more, you have to decide whether to stay on the road (turn to 85) or take to the rough, wooded ground and follow the less obvious paths (turn to 167).



198

You leave the Dead Man's Chest Tavern and walk straight into another Goblin who is leading two Orcs down the small back alleyway. He stops, points at you and screams in guttural Goblin style – and the Orcs leap to attack you. Fight each Orc in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you survive, you can see no trace of the Goblin. You leave the alleyway and round a corner into the main street. You feel a distinct throb from the poison in your blood (mark off 2 Poison units). Turn to 168.

199

Taking the Medallion, you replace it with a bag containing 10 gold coins (deduct the gold from your *Adventure Sheet*). You hold your breath, but nothing untoward happens. You have chosen the correct weight! Add 1 point to your LUCK. You look carefully at the back of the Medallion and see that it is marked with the number '1000'. You stumble out of the Maze and into the daylight. Turn to 295.

200

Adana-Broussah leads the way to the camp of Besh-balik's Marauders. 'The path to Sharrabbas is full of dangers,' she says. 'One way will be to go as one of the horde. They are always picking up lone adventurers who can prove themselves.' You reach the camp, where you find the Marauders huddled round a camp fire. They are suspicious of you at first, but Adana-Broussah calms them and proposes that you be tested. They discuss the idea for a while and finally agree. You are thrown a large club and then, without warning, two of them attack you. Fight each in turn until the STAMINA of either combatant drops to 4.

	SKILL	STAMINA
First MARAUDER	7	8
Second MARAUDER	8	8

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you are accepted (turn to 138). If you lose, you are taken away and left at a lonely roadside (turn to 116).



201

You stand, your sword raised, ready to hold your ground. At first the Orcs are chary of attacking until a peremptory scream, emitted by the remaining mounted figure, makes them shudder and impels their attack. Fight each Orc in turn.

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

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you suddenly become aware of a distinct draught, and you catch a gleam of daylight at the back of the cave. Do you decide to try and find a rear exit (turn to 44) or would you prefer to go out by the way you entered (turn to 34)?

202

Deciding to take no chances, you lie flat out in the grass with your cloak over you. You hear the rider pass by, then stop. After a short time you hear the horse trotting away. You get up, with no idea whether or not the rider saw you. Do you wish to carry on along the road (turn to 53) or do you prefer to keep off the road and travel on the plain (turn to 333)?



203

You know that this fight is not yours and that you must conserve your energies for greater things. You steal away and pass a shadowy figure that is looking in another direction.

You walk for many hours; the ground begins to slope down and now you can see more trees and bushes. Eventually, with daylight, you find yourself walking on a track. After a few hours, this track forks, becoming two well-made paths. Beside one path stands an obelisk with a stallion carved on its side; an obelisk with a Fangtiger stands beside the other. Which way do you choose to follow: the way of the Stallion (turn to 391) or the way of the Tiger (turn to 209)?

204

Both the Kazilik Dragons are small, but they are breathing fire in the direction of the ship. You take up position and swing the crossbow, aiming at the leading beast which is heading straight for you.

Throw 1 die for the position of the Dragon, then throw 1 die for your shot. If the two numbers match, you have hit the creature. Turn to 16. If you miss, then it's too late for a second shot. You are enveloped in white-hot fire and fall into the sea (deduct 4 points from your STAMINA). Near exhaustion, you swim towards the coast (mark off 2 Poison units on the *Adventure Sheet*). Turn to 348.



205

You walk on slowly. Suddenly a door in front of you swings open and out charges a long-horned bull. It lunges and heaves its huge head at you. *Test your Luck.* If you are Unlucky, one of its horns smashes through your armour and breaks several ribs (deduct 4 points from your STAMINA and mark off 2 Poison units). If you are Lucky, the bull lifts you between its horns. It then rushes off, with you lying across its neck. You manage to pull out your sword as it runs straight through the next wall and emerges in another part of the Maze. At last you are able to plunge your sword between its shoulder-blades. The bull collapses to its knees, then disappears with a foul stench into the ground. You look around and find a solitary door which you must push open. Turn to 95.



206

The huntresses all line up as their leader, Omorphina by name, explains the task. You must cut three logs and a taut piece of leather below them, before a candle has burnt through a piece of twine and released a spray of poisonous darts. She seems to relish giving the explanation and the agonizing death you can expect.

Throw 2 dice; this is the time it will take the candle to burn through the twine. Throw 2 dice; this is the time it will take you to cut through the three logs. If your axe-wielding time is equal to or less than the time it takes the twine to break, then you are successful. You are bound once again and taken to a hut which is already occupied by another prisoner, an old woman dressed in rags. Turn to 303. If you fail, there is a great cheer as you are peppered with darts. You die an agonizing death.



207

You can see an exit to the south and one to the east. To the south you can hear a crashing sound. To the east you see flashes of colour. Which way will you go: south (turn to 66) or east (turn to 283)?

208

Walking down a dark lane, you step on something shiny. You stop to look and pick up a Dagger of Darkness, just like the one you hope to return to Chingiz's hand. Suddenly, the dagger bends and wraps itself around your wrists, and a Necromancer rises out of the dust in front of you. 'One of the virtuous Select, I see. My Lord Chingiz wants to meet you before you die. You have survived longer than we expected.' He stretches out a long bony finger and touches your forehead. You lose consciousness as you feel the poison throb in your body (mark off 2 Poison units). Turn to 321.

209

The track leads down into a forested valley. Soon the trees blot out the sun and you have to stumble through a murky gloom. Feeling tired, you stop for a rest and some sleep (add 4 points to your STAMINA).

When you awaken, you are covered in leaves. Looking up, you see a little Imp running off with your boots. You get up and give chase across the forest floor of fallen pine-needles (deduct 1 point from your STAMINA). Eventually the Imp drops the boots and disappears up a tree. Do you put your boots on straight away (turn to 114) or do you decide to run across the prickly ground with them in your hand (turn to 33)?

210

You relax as Alkis recounts tales from the deep, dark chasms. All at once, he stands up and pulls out his sword, as a horde of warriors bursts into the inn. Heavy, weighted nets are thrown in which you manage to entangle yourself. Suddenly you are hit over the head (deduct 1 point from your STAMINA) and lose consciousness.

You come to in a cart, tied up with many others. Feeling about, you realize that all your possessions are still with you. There is no sign of Fearslicer. The cart is followed by riders and at one point you hear them talking: 'Aye, they'll be fine for the Korkut Slave Battalions. That one even has his own sword.'

The journey is long. Eventually you reach the land of Korkut and are forced to climb down from the cart. Dismounting, one of the riders stands before you and shouts: 'You are all battle-slaves now - but if you wish to fight for your freedom, choose now and you may fight Urganj.' Do you elect to fight for your freedom (turn to 191), or do you reveal to your captors that you are one of Segrek's Select (turn to 385)?





211

You draw your sword. The riders are pleased that you have chosen this course of action; they form a circle and prepare to enjoy some good sport. The Yigenik scimitar-wielder spits, makes the sign of a triangle, then bears down on you.

YIGENIK RIDER SKILL 7 STAMINA 8

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you are told by the other riders that you are free to go, in spite of having killed one of their number. They ride off, screaming and bellowing their enjoyment of the recent fight. Turn to 18.

212

You throw open the left-hand door. Behind it is a Dark Elf holding a dagger. He stabs you (deduct 4 points from your STAMINA). Nevertheless, you attack.

DARK ELF SKILL 8 STAMINA 6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you race through the right-hand door. Turn to 187.

213

You come upon a stall that boasts a 'Test of Strength and Bravery'. It involves hitting a lever that shoots a wooden block up a pole. If you get it to the top, the block rings a bell and also releases a shower of daggers. You have to ring the bell and then jump clear of the area before the weapons land. The prize is 10 gold coins. Do you want to risk entering this test (turn to 175) or do you prefer wandering about the market (turn to 344)?

214

You know that running is the most sensible option; your quest is too important for distractions. You run fast; the poison in your blood makes your legs throb (mark off 2 Poison units). You continue climbing through the long night, until after sunrise, when you find a pathway (turn to 275).





215

You walk northwards, suspicious of the woman. She is surrounded by a pile of rubble on the ground, as if she has fallen through the roof. Suddenly she stirs. You get nearer and she begs you to help. Then you notice that half her face has peeled off, to reveal the demonic visage of a Mamlik Assassin. The Assassin realizes that his disguise has been torn away and leaps to the attack.

MAMLIK ASSASSIN SKILL 8 STAMINA 10

If you win (mark off 2 Poison units on the *Adventure Sheet*), you walk on past an elaborately carved wall with the word 'TEN' inscribed on its centre. You go through a door that shuts behind you. Turn to 64.

216

You continue to wait until the door crashes open and two killer Ogres rush in, swinging double-headed axes. Fight each Ogre in turn.

	SKILL	STAMINA
First OGRE	8	10
Second OGRE	8	10

If you win (mark off 2 Poison units on the *Adventure Sheet*), you dash out, but by this time there is no sign of Vetch. You are not sure where you are. Do you venture down a dark lane straight away (turn to 271) or enter a larger, busier street to your left (turn to 328)?



217

You worm your way out through the large hole. You are now in the open, away from the town. Beyond a low hillock, you can see smoke rising and hear the sound of battering-rams smashing the Maze. You can also make out screams and orders shouted in guttural Orc accents, and you guess that the Uruz are defending their Maze stoutly. You creep away and in a small hollow you come across a bored-looking Orc guarding the raiding party's horses. Do you attack the Orc in order to take one of the horses (turn to 331) or creep past (turn to 21)?

218

You listen for the footsteps to stop, but, as soon as you are ready to follow, without warning a shadow appears in front of you. You are astounded as it takes the form of a dark, shrouded figure holding a staff. It speaks in a hoarse whisper: 'You are too late. The Medallion is taken by my Lord Chingiz's servants.' You strike at the figure, but your sword passes clean through it. The Necromancer laughs. 'So, you want to play games . . .' Turn to 56.

219

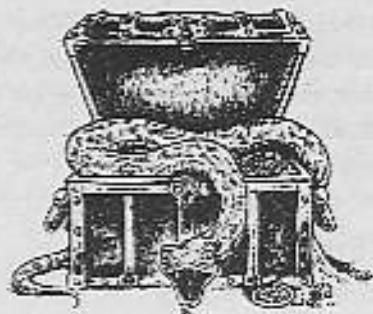
You are in an empty room. Before you stands a Fiend who at once begins to rush towards you. If you have any flowers in your backpack, you can present one of them to the Fiend (make the appropriate adjustment on your *Adventure Sheet*). If you have no flowers, you will have to fight.

MAZE FIEND

SKILL 6

STAMINA 8

If you win, or if you have bribed the Fiend with flowers, return to 160 and throw the magic die for your next position.



220

The horse-trader invites you into the shack. You ask him the cost of hiring a sturdy steed. He fusses around and cannot seem to make up his mind. He tells you to wait while he consults his partner. Do you sit down on a bench and wait (turn to 14) or do you get suspicious and leave (turn to 388)?

221

Tunnels open up to the north and west. To the north, in a glimmer of daylight you see what appears to be a body lying in the middle of the path. To the west is a figure standing stock-still. Which tunnel do you choose: north (turn to 351) or west (turn to 268)?

222

You leave the poor demented wretch and walk on carefully alone. Suddenly the floor beneath you gives way and you drop on to a bed of spiked stakes where you die instantly. Your quest is over.

223

You enter another chamber, this one full of carvings of birds. You look on, astounded, as two Greyeagles of Kazan come to life and attack you. Fight each in turn.

	SKILL	STAMINA
First GREYEAGLE	6	11
Second GREYEAGLE	6	11

If you survive, you have a choice of two more doors. Do you choose the door on the right (turn to 254) or the door on the left (turn to 186)?



224

You have rightly been wary of anyone you may have met in this land; but it is obvious that he knows that what you told him was a pack of lies. He thanks you politely and crosses the bridge. When he is safely across, it collapses. You suspect Goblin Spell-casting. You cast around until you find another path, one that leads down the Ilkhan mountains. Turn to 278.

225

The path is long and the way arduous. Stopping for a moment to get a stone out of your boot, you shake the stone out, only to discover it is a Yellow Gem (mark the Gem on your *Adventure Sheet*). By sheer chance (add 1 point to your LUCK), your path leads to a stone hut with a dirty sign tacked above it: 'Honest Gimerak's Trading Post'. Do you choose to go inside in order to trade something (turn to 12) or do you prefer to carry on along the road (turn to 391)?

226

You step on to the perilous bridge of snow and walk hesitantly across. Throw 2 dice for your weight, and add 2 if you are carrying more than 10 gold coins. Throw 2 dice for the strength of the bridge. If your weight is greater than the strength of the bridge, it collapses and you fall to your doom in the snowy chasm. If your weight is less than or equal to the strength of the bridge, you cross safely. Turn to 310.

227

The pain in your shoulder is agonizing. Suddenly an arrow flies past the bird, followed by another. Drukkah must be firing at the bird! A third arrow slams into the Grypvulture's wing and it plummets out of control, releasing its hold on you. Luckily, you land on your back in stagnant water (add 1 point to your LUCK). You pick yourself up but can see nothing but reeds surrounding the pond. Turn to 322.



228

You dislodge the true Medallion of the Uriz from the wall. You examine it carefully and see the number '1000' inscribed on the reverse of the Medallion. Suddenly the figure of Agellatha appears and speaks. 'Your efforts have been crowned with success. Now you must find the true path out of the Maze.' The vision fades. At that moment, something drops from the ceiling on to your back: it is a Mamlik Assassin, his dagger raised, ready to strike. Luckily, the dagger fails to penetrate your armour; it glances off and breaks; meanwhile you roll over and throw the Assassin off. If you have some Treffilli and know how to use it, you can now feel it vibrating. If you wish to use it in order to escape, turn to 179. Otherwise, you will have to fight.

MAMLIK ASSASSIN SKILL 9 STAMINA 10

If you win (mark off 2 Poison units on the *Adventure Sheet*), you rush through a metal door that slams shut behind you. Turn to 95.

229

The mist seems to cover everything. Ahead, you can just make out three shadowy figures. They get closer and you see a Necromancer with two Mamliks. Do you dive into the water (turn to 32) or rush back to the boat (turn to 51)?



230

You lose yourself in the crowd but keep a wary eye on the Necromancer. A Mamluk appears, throws off the guise of a beggar, and shakes his head. The Necromancer goes into a towering rage. 'I know there is one of them here, I can smell the purity. I will kill them all!' She strikes the ground with her staff; you feel the earth tremble and then you hear the noise of rushing water. A great tidal wave crashes through the crowd and sweeps up everybody. You find it difficult to swim as you are swept away through the river valley. Throw 2 dice for the strength you need to swim to safety, then compare this with your STAMINA. If your STAMINA is greater than or equal to the strength needed, you make it to safety, get out of the torrent and dry yourself off (deduct 2 points from your STAMINA). You set off again and soon find a road. Turn to 23.

If your STAMINA is less than the strength you need to swim ashore, you are dragged under by the weight of your sopping-wet clothing and you drown. Your quest ends here.

231

You stand in a room with water trickling down its walls. In front of you is a large staircase, and you feel compelled to climb it. Turn to 382 and mark your new position on the chart.

232

You walk along the corridor to the sound of echoing footsteps. Ahead, you can see a large number of metal spikes on the roof of the tunnel. If you wish to retrace your steps back to the tunnel going north, then turn to 305. If you decide to continue, the tunnel turns a corner and you head north. Suddenly, the spikes begin to break off and drive into the ground. *Test your Luck* twice. If you are Unlucky, you are hit by a spike (deduct 4 points from your STAMINA, 1 point from your SKILL and mark off 1 Poison unit). If you are Lucky, you make it safely to the next door. You go through the door and it shuts behind you. Turn to 100.



233

You stoop down to pick up a scroll. It falls apart in your hand. At the same time, you hear a sigh coming from the body as it also begins to disintegrate. All the objects lying around disappear in clouds of pungent, yellow smoke. The snow begins to fall heavily, and you know that you cannot stay there much longer. There are two distinct paths that lead away from Drago's Gate. Will you take the one on the left (turn to 177) or the one on the right (turn to 314)?

234

You have no way of stopping or controlling the plank-sled as it hurtles ever downwards. Eventually, however, you crash into a grassy bank at the bottom. A Kazanid is standing in front of you, holding a spear. He picks up the plank, puts it on a cart with a pile of others and then starts moaning to you. 'Somebody just kicked one of the tobaks down the chute. I'm not saying you did it - but it's dangerous standing here collecting tobaks all day long . . . Hey, who are you?' You draw your sword and step towards him. At this threatening gesture, he faints, so you make good your escape into the grassland. The land here is flatter and more open. The path you are following divides. Which way do you take: the left fork (turn to 379) or the right fork (turn to 122)?

235

You walk carefully towards the obelisk. It is intricately carved with galloping horses - and there, on the top, you see the Medallion! You examine the area carefully, fearing one last test. There are holes in the ground and in the walls; peering into the holes, you can see arrowheads poking out. You suspect that it is the weight of the Medallion that is keeping the arrows from firing, and you will have to replace it with exactly the equivalent weight. If you have sufficient gold coins, how much do you think the Medallion weighs: 5 gold coins (turn to 307) or 10 gold coins (turn to 199)? If you have no gold coins, or you just wish to grab the Medallion, turn to 291.

236

You walk along the tunnel and notice some odd-looking holes in the walls. Suddenly a small furry creature rolls out of one of the holes. You watch it carefully as it stretches itself and begins to purr; it looks very sweet. Do you decide to stroke it (turn to 113) or, opting for discretion rather than valour, do you avoid it (turn to 362)?



237

You hold the Grey Talon tight. A ghost figure of the hawk flutters on to your shoulder. All else is still and time has no meaning. The bird speaks in your ear in a chirruping squawk: 'See the pattern I stand on, there, is the secret for the true path through the Maze. The top is the entrance to the north, and the bottom is the exit to the south. Follow the true path and you shall have the Medallion.' The spirit of the hawk returns to its body, and you walk towards the entrance. Turn to 366.

238

You drink deeply from the cool, sweet water. You feel refreshed and in good heart for the tasks and perils to come (add 4 points to your STAMINA and do *not* mark off the next Poison unit you come to). You push the door open and enter; it closes behind you with a strong thud. Turn to 292.

239

You walk down to the harbour. You see a ship that seems to be ready to set sail. Kazanid sailors, thieves, beggars, Dwarfs, and all manner of folk are milling round it. You ask a passer-by where the ship is bound and he replies: 'The Dragon coast of Kazilik.' You know that the Kazilik possess a Maze and that they have a Medallion. Do you wish to ask about getting passage on the ship (turn to 128) or do you carry on along the harbour (turn to 339)?

240

You walk purposefully along the corridor and then notice two blocks of stone with dice-markings, suspended from the ceiling. As you pass, they fall to the ground. Throw 2 dice. If you throw 9-12, add 1 point to your LUCK. In front of a door before you, you observe the word 'WEIGHS' carved on the wall. You push open the door and it shuts behind you. Turn to 349.

241

You allow the old woman to gloat over her treasure-chest. Finally, she whispers a spell and a golden snake rises out of the chest. Crooning to it, she strokes its head and slips it into her pocket. Then she hands you 15 gold coins (mark the coins on your *Adventure Sheet*), and makes the following speech: 'You have helped me, brave adventurer; now I may be of help to you. I am the repository of many secrets, what do you wish to know?' You decide to reveal to her some details of your quest for the

throne. 'Ah, Segrek's Select, you are in great danger. Chingiz is overturning the great traditions. To achieve ultimate success, you must seek the Medallions. Follow this path to Uruz. When you stand before the entrance to the great Maze, look to the top left for the pattern that is the key to the Maze. Remember, you must enter from the top or the north. I know the Maze well, for I helped fashion it when I was young, and my powers then were keen.' Without another word she picks up the chest and disappears down the path.

You set off in the opposite direction. The path you are taking is difficult and rough; to your left lies an easier, flatter route that leads in the direction of some birds circling in the sky. Do you take the left-hand path (turn to 115) or keep on the path indicated by the old woman (turn to 161)?

242

You do not think it wise to enter without first checking where you are, so you edge along the wall. Suddenly you feel a coldness in your bones and the mist swirls apart to reveal a Necromancer. If you have not achieved Necromancer fighting ability, you are immediately put under a spell. You cannot see, hear, or touch and your quest ends here.

If you have the ability to fight Necromancers, use the level you reached as your SKILL score for this combat.

NECROMANCER SKILL 9 STAMINA 8

If you win (mark off 2 Poison units on the *Adventure Sheet*), you decide after all to go back and jump in through the window. Turn to 174.

243

Adana-Broussah throws a startled glance in your direction as the Necromancer announces that there is one in the horde whom he wants and is willing to pay dearly for. Beshbalik is tempted by the bag of gold held up by the evil creature. Adana-Broussah tells you to make yourself scarce. Do you ride off (turn to 60) or do you have, and know how to use, two sprigs of Treffilli to make yourself invisible (turn to 10)?



244

You drop like a lead weight from the tower. Suddenly, a strange force surges out of the stone; it has the likeness of a great hand that catches you and draws you safely to an overhanging stone block. You cannot understand how or why this has happened (add 1 point to your LUCK). Turn to 381.



245

You continue on the upward path for a long time. It is difficult and partially blocked here and there with landslides and minor avalanches. Eventually you come to a great icy chasm. On the far side is a raised drawbridge, guarded by what looks like an ice warrior. Further scrutiny reveals an obelisk with a hole in the top of it: obviously you have to throw something into the hole to get the bridge to lower. If you have a metal ball, turn to 315. Otherwise, there is no way across the chasm. You will have to turn back and waste time going down the mountain and into the forest: mark off 2 Poison units, deduct 4 points from your STAMINA and turn to 88.

246

You enter a smithy. The first thing you see is a small Dwarf crouched, shivering, in the corner. Then you notice a Mamluk and two Orcs who are trying to listen to something through one of the house-walls. They do not sense you, and the Dwarf motions for you to get out quick. You go back into the street. Turn to 98.

247

You stand in a room that has stone walls full of small niches. The floor is covered with little darts and the skeletons of three human beings are lying on the ground. Suddenly little poisoned darts shoot out through the holes in the walls. *Test your Luck*. If you are Lucky, you are hit only once (deduct 1 point from your STAMINA). If you are Unlucky, throw 2

dice and deduct the resulting total from your STAMINA. Mark off 1 Poison unit. If you are still alive, return to 160 and throw the magic die to determine where you go next.



248

You carefully pick three sprigs – and the plant then begins to wither and die. Add the sprigs to your *Adventure Sheet*. You enter another door which seals tight behind you. Turn to 393.

249

Flaxwort turns to the right and, after a short distance, drops you off and wishes you good luck. You find yourself in a small square that is teeming with people. Just then you see two Dwarfs being force-marched to the centre of the square and chained up by four Orcs. From what you overhear in the crowd, this is one of their regular executions held for disloyalty. Next a horn is sounded, and three Gargoyles swoop down from the tower above. They tear the first Dwarf to pieces but, in so doing, they accidentally break the bonds of the second. He hares off into the crowd and passes close to you, with one of the Orcs in hot pursuit. Do you want to help the Dwarf (turn to 6) or do you keep a low profile and walk away (turn to 208)?

250

The riders line up in front of you. 'Who are you, stranger? Why do you not bow to your Yigenik masters? You forfeit your life if you do not speak.' One of them dismounts and, drawing a scimitar, makes several cuts in the air with it. 'Bow down, slave. Your life is mine.' Do you speak up and tell them that you are one of Segrek's Select (turn to 181), bow down and mutely take the consequences (turn to 304), or prepare to fight the warrior (turn to 211)?



251

You stay in the middle of the group of Marauders, knowing that there will be a confusion of smells. The Mamlik passes by you, and returns to Besh-balik. They start an argument, but eventually the Mamlik, fuming, rides off on his black steed. Turn to 319.

252

You have to pass close by two Orcs who are sitting on a rock. The falling snow has built up into two pointed cones on their heads. They are eating strange yellow fruit and spitting out the pips, betting on which of them can spit the pips the furthest. They ignore you, so you decide to stroll quietly past them. Just then one of them spots you and calls out: 'Hey you, come over here.' You go over to them and they explain that they want you to stand ten paces away so that they can have a competition to find out which will be the first to land a pip on your hat. Do you agree to do this (turn to 24) or do you draw your sword and attack them (turn to 320)?

253

He rubs his hands gleefully as you count out the money (deduct 5 coins from your *Adventure Sheet*). Then he leads you to a stone hut that is well protected against the elements, with windows that are all heavily barred. Inside, it is warm and cosy. 'I think that you are one of the Select,' he tells you, hugely pleased at his own cleverness. 'Chingiz wants to kill you, but I know the secret of the Maze at Bogomil . . . yes, you must have a medallion.' He stops talking and then looks at you, as though for the first time, 'I will tell you . . . when first you enter, turn west, then north, then west, and so on until you get out. It's simple.' He seems vastly satisfied with himself and asks you if you wish to rest. You may rest in the hut (turn to 84) or, if you prefer, go out straight away (turn to 150).

254

You are in a room filled with the statues of stallions. Suddenly three of them come to life; they stamp their feet and snort, crashing their hoofs down on the stone floor. Throw 1 die six times to show the path you take between the stallions. List the result on your *Adventure Sheet*. Then throw 1 die to show where the stallions stamp. If this number matches the first number in the sequence you have written down, you are hit (deduct 4 points from your STAMINA). Repeat the process five more times and compare throws. If you survive, you succeed in reaching another door. Turn to 359.



255

The crowd on the road spills out into the marketplace of the small town of Torrez. Here are gamblers, jugglers and acrobats, as well as market stalls. If you are carrying any gold, you feel for your purse. It has gone! Someone has stolen *all* your gold except the coin that you sensibly keep in your boot. Deduct all gold coins but 1 from your *Adventure Sheet*.

You take out your one coin, knowing that you will need gold in order to succeed in your quest. You wander round the market in a daze. Do you go to the left (turn to 107) or do you go right (turn to 213)?

256

Gericus hands you the phial, which you drink while they lead you through various back-streets to the Fortress. You feel a stabbing pain in your shoulder as you are pulled against your will towards a sheer rock-face. You pass through the rock, but when you reach the other side you fall to your knees in agony (deduct 2 points from your STAMINA, 1 point from your SKILL and mark off 2 Poison units). You realize that something is dreadfully wrong. Suddenly a Necromancer stands before you, staff in hand. He speaks to you in a hoarse, rough voice: 'Yes, we have found this entrance and tainted it with the Black Poison of Lisz. Now, proud adventurer, you DIE!' If you do not have Necromancer fighting ability, your quest ends here in dreadful agony and death. If you have the skill to fight the shadowy beings, turn to 365.

257

Making progress through the forest is very arduous. You have to cut your way through a mass of undergrowth (deduct 2 points from your STAMINA). Turn to 86.

258

You are taken out of the hut. You hear a horn being blown, and a crowd gathers, forming a circle. The woman, who is called Agellatha, stands in the middle and raises her hands for silence. Two fierce black bulls are led in; however, they move as though they were in a trance. A cord is tied to the neck of

each of the bulls; the other ends are looped around your forearms tightly and the last foot or so of loose cord hangs from your hands. 'You must use all your strength to pull the two bulls together and tie a knot in the two cords,' Agellatha explains. 'If you fail, you will be torn asunder.' Throw 3 dice to discover the strength of the bulls. Throw 2 dice and add the result to your current STAMINA to find out the power of your attempt. Your strength must be greater than that of the bulls for you to succeed. If you fail, your quest ends here. If you succeed, turn to 28.



259

You sneak out and walk along a corridor. Ahead is another door that is partly open. You peek in, to see Vetch with an Orc; they are unchaining a hideous Gargoyle. The Gargoyle senses your presence, screams then rushes out after you. You run into a dead-end, turn and pull out your sword.

GARGOYLE

SKILL 9

STAMINA 10

If you win (mark off 1 Poison unit on the *Adventure Sheet*), the others by now have fled, so cautiously you leave the building. You now have a choice: a dark lane which lies in front of you (turn to 271) or a busier, well-lit street to the left (turn to 328).



260

You rush up the staircase, past a small open window. Just then, you hear the sound of someone coming down the stairs, so you decide to climb out on to the window-ledge. Outside, you find a narrow walkway and, as you edge along, three Gargoyles appear and start screaming at you. You try to ward them off with your sword, but they make such a noise, fluttering and squawking, that you are not surprised to see one of Chingiz's Kazanid guards follow you out on to the ledge. He tells you that being found in this part of the Fortress means you have forfeited your life and he pulls out a scimitar.

KAZANID GUARD SKILL 7 STAMINA 10

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you watch the Gargoyles flutter down after the body of your opponent, as it falls to the cliffs below. You climb back in through the window and, on hearing some more footsteps, run into another room and clamber up the wide chimney of an empty fireplace. Turn to 82.



261

You find a good place to hide beneath a pile of loose turfs, and stay there until you think any potential danger will be past. You feel better after the rest (add 2 points to your STAMINA). When you get up, you find yourself surrounded by a group of silent horsemen. A miserable-looking Orc is chained to one of the horses and there are Gryphawks circling above the group. One of the riders moves forward and introduces himself formally as Bhoriss Canterstrike; he demands to know your business 'in these lands of the Bogomils'. Do you reveal that you are one of Segrek's Select (turn to 97) or do you tell them you are a travelling merchant (turn to 183)?

262

You stand in a room which contains the corpse of a Mamlik Assassin. His neck is encircled by a large snake. Even in death he clutches his deadly dagger in a grip of iron. Add 1 point to your LUCK. Return to 160 and throw the magic die for your next position.



263

You approach the Troll warily; his strength is formidable. He bows and introduces himself as Skrutch, of the Vizier's Own Trollfighter Cohorts. He stands to attention, salutes and then ruefully has to admit that he's lost. 'I'm due on guard at the Bogomil road and I'm already late.' You agree to accompany him. You are surprised – and pleased – that he possesses a map. However, he holds it upside down, and it's obvious that he cannot read. The map is very accurate and you are able to lead him out of the forest and on to the start of the Bogomil road. Suddenly, you are confronted by two Trolls who, on seeing you, pull out their short-swords. At the same time they hurl abuse at Skrutch and call out to him to kill you. Do you make a dash to the right (turn to 8) or do you attempt to escape to the left (turn to 111)?



264

Smoke and dust are swirling around you, and through the haze you can see that large stone blocks have collapsed from the walls and roof of the Maze. You hear footsteps approaching and dive behind some fallen blocks.

'Captain Snapskull, have you the Medallion?' The voice is that of an Orc. 'No, sir,' comes the reply, 'but we have found two of them dead. And there is another one close by.' He sniffs. 'Lord Chingiz wants them all dead,' says the first voice. 'None must appear at the Fortress with a Medallion: the power of the Throne is still too strong.'

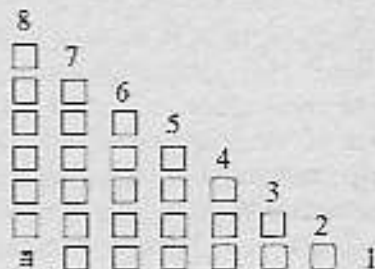
You see two possible ways out of the crumbling Maze. Which do you choose: to prise loose a block on the left (turn to 78) or to scramble through a large hole straight ahead (turn to 217)?

265

You stumble around the chamber in the dark and find another door. It opens easily, then seals tight behind you. You feel an intense heat and see a white-hot glow ahead. You are passing the Cauldron, the force that powers the Heart of the Throne. You run quickly past the Cauldron. Throw 1 die and deduct the result from your STAMINA score. You cannot avoid being affected by the intense heat. Mark off 2 Poison units on your *Adventure Sheet*. You enter another tunnel. Turn to 360.

266

The old man does not seem to touch the branches of the bushes; they merely part as he passes. You, however, have to fight your way through. Suddenly he stops and turns; he has remembered something. 'Chingiz has summoned the demonic Necromancers, beware of them. Geronicus, er, that's me, will help you attain a level of fighting ability against them. If you can achieve level six, seven or eight, you will be able to fight them in the flesh.' Geronicus proceeds to summon up a magical pattern:



You have to stand at A and throw a die as many times as it takes to reach numbers that denote the different SKILL levels. On a throw of 5-6, you move up one block; on a throw of 2-4, you move one block to the right; on a throw of 1, you must deduct 1 point from your STAMINA, and you do not move. You may make *two* attempts overall, but must deduct 1 point from your LUCK if you decide to make the second attempt. If you reach level six, seven or eight, mark Necromancer Fighting Skill in the Abilities Box of your *Adventure Sheet*.

Geronicus summons three eagles. He tells you that they will help you find the correct paths in order to seek the six Medallions Of Kazan. Which bird do you pick: the Black Eagle (turn to 163), the White Eagle (turn to 188) or the Golden Eagle (turn to 2)?

267

You run to help. The figure – a woman – sees you and tries to draw her sword, but she hardly has the strength pull it out of its scabbard. She lies back and you offer her a mouthful of water. As she sips it, you see that an arrowhead is lodged in her neck and that her leather armour is scuffed and torn. She raises her head and speaks in a whisper: 'I am Barabba of the West Moor . . . I must get to Sharrabbas, I am one of the Select of Segrek.' You see the pallor of death rising in her face. You try to quieten her, but she begins to rave: 'The Medallion . . . no . . . you shall not . . .' Then she recovers slightly and you tell her of your own status. She smiles. 'I am done for, I know. Take the Hulugu Medallion, I bequeath it to you.' From a pocket she takes out the Medallion and hands it to you. 'At Sharrabbas, seek the Wolfsbane at the Cross Keys . . . he will . . .' She shudders, then gasps and dies in your arms. You gaze at the Eagle etched on the Medallion; on the reverse is the number '1001'. Add 2 points to your LUCK and list the Medallion on your *Adventure Sheet*. You salute your brave comrade and set off again. Turn to 81.

268

You head westwards. You get close to the figure, but still it does not move; you even poke it with your sword, but it seems to be made of rock. Shrugging, you pass by – then your ears are assaulted by a strange wailing noise which gets louder and louder until it begins to numb your mind. You pound at the figure with the flat of your sword, and that seems to have some effect in lessening the racket. Fight the Screecher as in normal combat.

SCREECHER

SKILL 7

STAMINA 8

If you win, the noise stops and you pass through a door that shuts behind you. Turn to 64.

269

The corridor comes to a corner and you peek round, to see a room filled with a gaggle of Dungeon Beasts. They scuttle up to you and block your progress. You cannot fight them all. There is a large open window to one side of the room. If you have the Power of Storm-bringing, turn to 47. Otherwise, you must turn back and go the other way: turn to 369.



270

You take hold of the rod. Suddenly, leather thongs spring out from it and encircle your wrists. You are unable to let go as the line pulls you down into the pool. You hold your breath as you are dragged to the bottom and a strange creature, half-man half-fish, dives into the water after you. It is an Elkiem! Quickly you loosen the thongs but, before you can reach the surface, the monster grabs you. Deduct 1 point from your SKILL for the duration of this combat only. If you throw double-1 in your Attack Round, you have drowned.

ELKIEM

SKILL 7

STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you haul yourself out of the pool and take a deep breath; then you walk on, shuddering and shivering. Turn to 167.

271

You walk towards the Fortress. The only visible way in seems to entail climbing a long staircase of stone steps that are guarded by a dozen bored-looking Orcs with a Mamluk captain. You know immediately that you cannot attempt *this* route. You look around and notice a woman standing by a tall obelisk and carrying a large basket of flowers. She waves to you. Do you approach her (turn to 162) or carry on looking for another way into the stronghold (turn to 276)?

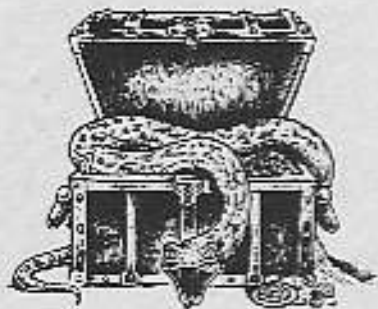


272

You find yourself back among the Yigenik. They have taken care of all the opposition and are now in the process of stripping their enemies' bodies of weapons and valuables. Eventually, the whole party sets off and rides for a long time until below you you see a large settlement in a mountain valley. Here you are brought before an old woman who asks you if you feel strong enough to undertake the Test of the Yigenik. Do you reply that you wish to undergo the Test (turn to 346) or do you decide to leave now in order to build up your powers and abilities (turn to 209)?

273

You continue to the north. In the torchlight, you see a word carved on the stone wall: "MEDALLION". You pass a metal grille and breathe in a waft of fresh air; you feel strangely energetic (add 3 points to your STAMINA). You go through a door that seals behind you. Turn to 153.



274

Thwarted, the Trolls decide to arrest you. You pull out your sword with one swift move. Fight each Troll in turn.

	SKILL	STAMINA
First TROLL	8	9
Second TROLL	9	10

If you win (mark off 2 Poison units on the *Adventure Sheet*), the cart-driver spits in the direction of the dead bodies, takes back the gold he had been forced to hand over and offers you a ride on the cart. 'Scum! Chingiz's lackeys making us pay illegal tolls. Pray the gods send us a true ruler soon.' He looks at you sideways, and you believe you can detect a twinkle in his eye. Turn to 155.

275

The land is very mountainous. The snow has begun to whip up, and you find the going difficult. The wind seems to shriek in your ears. You feel very tired (deduct 2 points from your STAMINA); before you, you see a figure whispering to you to sit and rest. Do you choose to obey the soothing voice (turn to 15) or do you force yourself to go on through the storm (turn to 169)?

276

You set off behind a cart, trying to look as much as possible like one of the locals. There are numerous Orc patrols and you pass the occasional Mamluk. Suddenly, a small bird lands on your shoulder, then hops to the ground and into a quiet alley. You follow it and stare as it scrawls the 'A' rune, the sign for Astragal, in the dirt. You watch in amazement as the bird proceeds to write a complete message from the wizard.

'I hope this winged messenger reaches you in time. If you have not already done so, contact one Mandrake Wolfsbane and no other. He is usually to be found smoking a large smelly pipe at the Dragon's Wings Tavern - where my absent-minded brother wizard, Geronicus, will be signalling unceasingly from its chimney with puffs of smoke.' The bird then hops over to the message, erases it with its wings and flies away.

You stay and rest in the shadows for a few hours, before setting out to follow the trail of smoky puffs and find the tavern. Turn to 298.

277

You pass through the remains of the web which begins to reseal itself almost immediately, just as a Giant Spider drops down from the roof behind you. You rush away from the hideous beast. Turn to 76.

278

You follow a track that leads towards an open plain. Occasionally you pass clumps of trees and bushes, and you can hear rushing water. The track begins to get busy with other people: travellers on foot, on horseback and in carts. Everyone is heading in the same direction; from what you overhear, it is market-day in the local town of Torrez. You merge into the crowd and feel safe - until you see a road-block ahead. A large group of Orcs is inspecting everyone who passes. Do you decide to get off the road (turn to 159) or do you stay and take your chances with the crowd (turn to 308)?



279

You hand over the 10 gold coins (deduct 10 gold coins from your *Adventure Sheet*). The bandit leader smiles and pockets the money. 'Head for the lands of the Bogomil. This road is the quickest and the guards upon it are not crack troops. If you pass the Test, the Maze is not complex: turn west when you first enter, then north and west alternately, until you reach the Medallion.' He makes it sound so simple, but warns that others may be there already: 'The Medallion may already have been taken.' Add 1 LUCK point and turn to 383.

280

You walk along the road to Uruz among a crowd of Kazanids who are also leaving the fair. Carts pass the walkers and some offer rides 'for a price'. You ask one that stops, 'How much?' and he replies. 'Two gold coins.' If you can afford it, do you agree to ride on the cart (turn to 364)? If you have no money or you prefer to walk anyway, turn to 101.

281

Cautiously you make your way along the dusty corridor. Just as you are turning a corner to the north, you trip over a skeleton slumped in the shadows; it is wearing the remains of ancient leather armour and you stare as a large worm pops out of the skull's eye-socket. Suddenly there is a screech from above you and a tall, gangly creature lands on your back, knocking you down. You roll away and pull out your sword in one swift move. The creature has sword-like arms and long pointed fangs.

LIFESUCKER SKILL 7 STAMINA 8

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you continue north until the passage turns to the west. You reach an open metal door and pass through; it clangs shut behind you. Turn to 342.

282

You find yourself in a room that has a Medallion, etched with a snake motif, strung up in front of you on a length of fine cord. Suddenly, the ground beneath you opens up and you fall into the mouth of a huge Serpent (deduct 2 points from your STAMINA). Turn to 97 and mark your new position on the chart.

283

You make your way cautiously, but the lights that are coming from panels in the walls seem to have little effect on you (deduct 1 point from your STAMINA). You turn a corner and head south (deduct 2 more points from your STAMINA). You begin to feel weak and realize that the lights are sapping your strength. You run towards the far door. Throw 2 dice for your speed, then 2 dice for the speed with which the magic takes effect on you. If your speed is equal to or greater than the effect of the magic, you get safely through the door. Turn to 393. Otherwise, all your STAMINA is sapped, and you collapse and die. Your quest is over.

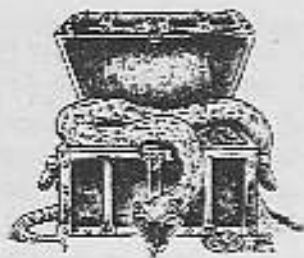
284

You have drunk the potion of the exploding death. Your insides make a conscious decision to leave your body and you die an agonizing death. Your quest ends here.

285

You open the next door, to find a woman sitting on the Throne of Sharrabbas, surrounded by four chained Ogres. The woman smiles. 'Welcome, brave adventurer. My father and his Mamluks found you a difficult foe, but you shall not take possession of the Throne – it is *mine!* He wouldn't let me have it, so I had to kill him. Now, I must kill YOU.' She rushes towards you, dagger raised. You stop her arm and squeeze her wrist; the dagger drops to the floor and begins to burn. She collapses in a heap and calls out, 'Go on then, sit on the Throne – and let my Ogres tear you limb from limb.' The Ogres are suddenly released from their chains and leap forward to attack. Do you fight them (turn to 335) or put your sword away and walk straight to the Throne (turn to 154)?





286

The cart creaks along and Drukkah, the driver, doesn't ask you any questions. The trail is long and he explains that he is heading for a large trading-post in central Kazan. In the long hours he tells you tales of when Segrek was strong and the badlands were well policed. At one point he stops the cart, stands up and, head cocked to one side, looks around the reedy landscape. You follow his example and draw your sword in readiness. Suddenly, two Grypvultures come skimming across the reeds and attack. Drukkah drops the first with a swipe; however, you miss, and the huge bird sinks its claw into your shoulder, lifts you off the cart and carries you high over the reeds. Do you risk stabbing it (turn to 309) or do you choose to wait for it to put you down (turn to 227)?



287

As you ride, Zaranj explains that the Korkut are strong believers in luck, chance and good and bad fortune. 'The Test and the Maze are like no other, but a strong and brave adventurer attracts good fortune,' he declaims. Eventually, after a long ride, you reach the heights above Korkut. You see that the region is a port, with several ships in the harbour. Zaranj leads you through the twisting streets to the fortress; here he informs the Elders and Mages that you aspire to the Throne. There is much fuss and preparation. You are rested and fed (add 4 points to your STAMINA) and finally you are called to the Chamber of Chance. Turn to 77.



288

The Goblin has pulled out a large scimitar and stands his ground. He sneers at you: 'I know your smell, you have the scent of the Select. You will die.'

GOBLIN

SKILL 5

STAMINA 5

If you survive, you begin to worry about the bird he has released; you realize that it must be a signal. You decide to make a run for it. Turn to 96.

289

When you wake up, your first thoughts are for your belongings. Although you are tied up and cannot move, you believe that nothing has been taken from you. A young Kazanid girl enters and feeds you some nourishing broth (add 1 point to your STAMINA). Reluctantly, she answers some of your questions: 'Yes, you are wanted by the Lowlanders. They did say "All who pass towards Sharrabbas, all lone travellers."' They asked that nothing should be removed and they are coming for you when the storm dies down. The message hawks have been dispatched.' Then she leaves. For a precious moment before the other guards return, you are alone. Do you roll over towards the fire and burn off your bonds (turn to 371) or do you prefer not to risk an escape attempt yet (turn to 178)?

290

The stallion has a fiery temperament and is difficult to ride over the rough ground. You suffer from the fast pace and, by the time you stop to camp, you are shattered (deduct 2 points from your STAMINA). Turn to 372.



291

You grab the Medallion and are instantly sprayed by a volley of arrows. You stagger along the passage. Throw 1 die for the number of hits you suffer and deduct 3 points from your STAMINA for each hit. If you survive (mark off 2 Poison units), you look at the Medallion: on the reverse is the number '1100'. You crawl out of the Maze into the bright sunlight. Turn to 295.

292

You are faced with a choice: a tunnel to the east (turn to 25) or one to the south (turn to 205). Which route do you take?

293

You are in a smoky tunnel. Slowly the smoke clears and you see a black-cloaked figure holding a staff. He lifts it and strikes the ground. Huge fanged worms shoot out of the earth and block your way. You run back up the tunnel as the walls begin to collapse all round you. You are sure that you can hear chanting over the rumble of collapsing structures. Turn to 264.

294

You scramble ashore and look around. It is very misty and you cannot see where you are treading, so you step carefully until you come upon a high stone wall. You walk along the side of it until you find an open window. Inside are a lot of phials, bottles and jars; there are magical paintings on the walls, and in the middle of the room is a large open chest, full of jewels, rings and coins. Do you climb in through the window (turn to 174) or carry on along the side of the wall (turn to 242)?



295

You are standing in a stone trench; bemused, you watch a wisp of smoke transform itself into a figure that greets you. 'Brave adventurer, you have traversed the Maze of the Bogomil, a great feat. If you do not have the Medallion, good luck to you in your search. If you do have the Medallion, good luck in your quest for the Throne. Fare thee well.' The figure disappears and you climb out of the trench. You are in open country. You walk on for many hours and eventually find a good place to rest. Turn to 399.



296

You join the other labourers. It is very hard work; it appears that they are busy rebuilding the outer defences of the city. It's obvious that Chingiz expects war from the clans if he becomes the ruler of Kazan. When the work is done, you are exhausted (deduct 2 points from your STAMINA, mark off 1 Poison unit and add 2 gold coins on your *Adventure Sheet*). The workers disperse and you carry on walking. Turn to 350.

297

The path you take leads in the direction of a range of very high mountains. At one point you see a possible track leading down into a heavily forested valley. Which path do you wish to follow: up into the mountains (turn to 37) or down into the forest (turn to 88)?



The Dragon's Wings Tavern is packed. Several fires are blazing, but the smokiest corner is that part of the room where an old man is sitting with a box on his lap. By his side is another, puffing at a smelly pipe. You head for the pair of them. If you have not met them before, the man with the pipe looks at you carefully then holds out a small crystal that glows red. He introduces himself as Mandrake Wolfsbane and his companion as Geronicus. (If you have met the absent-minded Mage before, he does not recognize you now.)

You sit down and Mandrake begins to brief you. 'Chingiz has tried to spellbreak the ancient secret entrances to the Fortress. Geronicus alone possesses a set of the phials that point the way and open the hidden gates for the Select. All the others have been taken by the devilish Necromancers who are trying to discover the secrets of the Throne. You are the last hope of the Kazanids; you must enter the Fortress, with Medallion or without, and sit on the Throne, in order to rid us of the evil of Chingiz and his deadly daughter, Meghan-na-Durr. Now, look into your heart and choose a phial.'

Which phial do you choose:

The Dagger?
 The Half-Moon?
 The Cross?
 The Holy Triangle?

Turn to 361
 Turn to 338
 Turn to 256
 Turn to 124





299

Captain Sneerblood shows you to a cabin with a hammock already slung, then gives you four large, foul-smelling, unbreakable ship's biscuits. You get into the hammock just as the ship begins to heave and pitch. You decide you are fairly comfortable (add 1 point to your SKILL and 4 points to your STAMINA). Turn to 189.

300

You run, looking for good cover, but then see a Grypvulture swooping down from above. You turn round, pull out your sword and swipe at the bird.

GRYPVULTURE SKILL 6 STAMINA 8

If you win, you find that while you have been busy slaying the Grypvulture, three Orc guards have caught up with you. Fight each one in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6
Third ORC	7	6

If you survive (mark off 3 Poison units on the *Adventure Sheet*), you decide to stay off the road and hide for a while. Turn to 261.

301

There is no time to roll away. You manage to stay the assassin's hand and a ring falls from his gloved finger. He gives up the struggle and leaps out through the door. You peer out through the barred window and see him release a small Gryphawk, then ride off. You pick up the ring (mark it on your *Adventure Sheet*). You cannot find the beggar, so you go outside. Turn to 150.



302

You enter a room that has a huge beam suspended in the middle of it. Above the beam is a glass bowl containing 10 gold coins. You walk under it. Check your STAMINA. If it is an *odd* number, you upset the balance and get the coins (add them to your *Adventure Sheet*). If it is an *even* number, nothing happens. Return to 160 and throw the magic die.

303

The ragged bundle stirs. She is not bound but appears quite weak. She looks at you and tells you that you will be lucky if they decide to kill you straight away. 'The huntresses of Owlshriek believe that they gain power from inflicting pain and torture.' Suddenly the old woman stares at your shoulder where some bits of greenery are lodged in the joints of your armour. 'Treffilli! You've brought me Treffilli.' At first jubilant, she becomes suspicious. 'Who are you that bring me Treffilli?' You explain your quest to her. She smiles and tells you that she will help you now. She picks up the sprigs and crushes them while muttering some words in a foreign tongue . . . both of you at once become invisible. She unties you and together you walk past the guards. You collect your sword from another hut, and she chuckles as that also disappears. Just as you become visible again you enter the forest, and the old woman invites you to accompany her. Do you accept her offer (turn to 130) or leave her and carry on alone (turn to 368)?



304

You know that you cannot fight them all and that it might prejudice your chances of eventual success to reveal your status. You drop down on your knees. They all laugh. 'You are lucky, fellow, we have had good hunting today, so get up.' The riders think this a terrific joke – but the smile is quickly wiped off their faces when they spot a large bird hovering in the distance. They ride off in pursuit. Turn to 18.

305

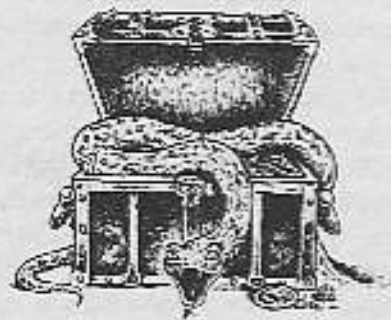
You set off northwards. Some way behind you, a portcullis suddenly slams down, then another a little nearer. You realize that the gates behind you are getting closer and dropping quicker each time. You manage to run past one before it crashes to the ground, then sprint off for the next one by the final door. *Test your Luck.* If you are Unlucky, you are trapped by the portcullis; your quest is over – you have no means of stopping the poison from spreading through your body (mark off all the remaining Poison units). If you are Lucky, you make it, racing through a doorway just before the portcullis slams down behind you. Turn to 72.

306

You brave the thieves' quarter. The Dwarf has given you excellent directions and you negotiate the busy streets easily with your possessions and pack strapped down, and one hand on your sword. As you are passing a small girl, a Gryphawk swoops down and attacks her; she screams and blood drips from her neck. Do you stop to help her (turn to 55) or take no notice (turn to 373)?

307

You take the Medallion and place the bag holding 5 gold coins down at the same time (deduct the gold from your *Adventure Sheet*). The bag sinks and, as you rush away, arrows fire at you. Throw 1 die. This is the number of arrows that hit you. Deduct 3 points from your *STAMINA* for each arrow that strikes. If you survive, you stagger out of the Maze. Looking at the Medallion, you see on its reverse the number '1000'. Turn to 295.

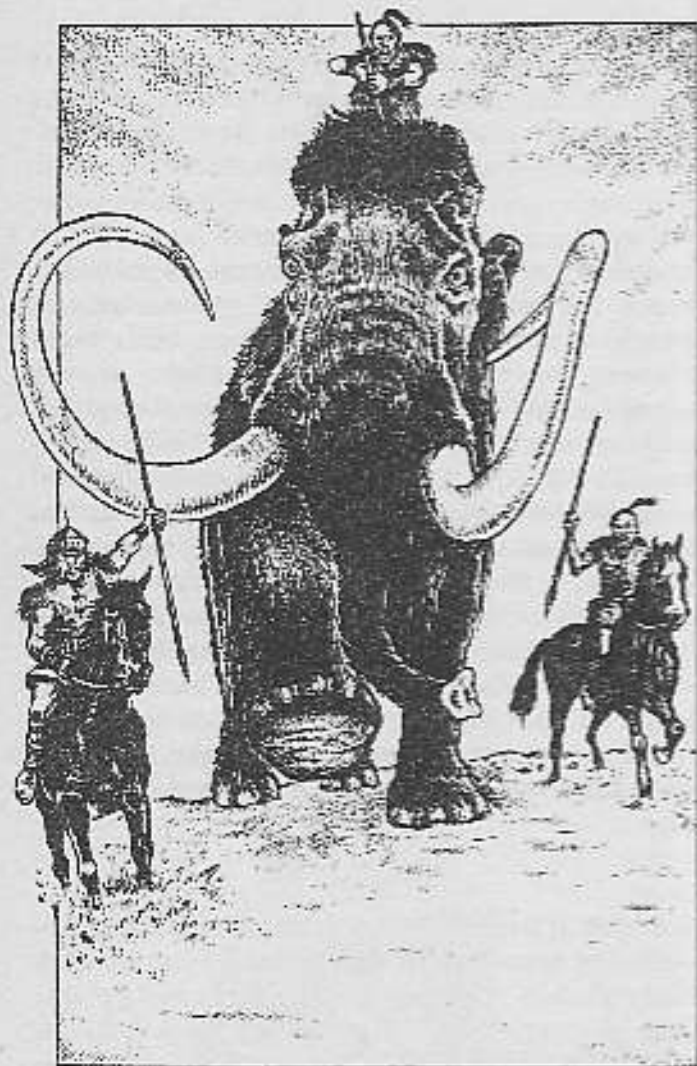


308

The Orcs are standing in the middle of the road, letting the crowd filter through. At your side, a merchant carrying several large bags starts complaining to you: 'Searches, searches, always searches. This is what we'll have to look forward to if Chingiz becomes king. Me, I've got truffles here, from Gorak. You'd think ten gold coins a kazarweight was a reasonable price to ask, I paid six. But no one seems to like them in this land. My name's Chogum, by the way, and I've got 110 kazarweights of the stuff.' You help the merchant carry his bags, thinking that the smell of the truffles will disguise any scent the Orcs may be trying to pick up from you. *Test your Luck*. If you are Lucky, the Orcs let you pass. Turn to 255. If you are Unlucky, they look and sniff at you suspiciously, then grab you. Turn to 92.

309

You stab at the Grypvulture. It screams and drops you. *Test your Luck*. If you are Unlucky, you fall badly (deduct 2 points from your *SKILL* and 4 points from your *STAMINA*. Mark off 2 Poison units). If you are Lucky, your fall is cushioned by reeds. Turn to 322.



310

You take just a few steps on the other side of the chasm when you feel the ground begin to vibrate. Both snow-bridges collapse behind you. You stagger forward – but are stunned to see two Kazanid horsemen and one of the legendary 'Tusker Mammoths'. The beast lurches heavily forward and stamps on the ice. Its rider draws an arrow aimed at your heart. You stand stock-still. The Tusker trumpets and suddenly encircles your waist with its trunk. Everything blacks out. Turn to 289.

311

You cut your way through the forest until you come to a clearing. Sitting under an oak tree is an old man wearing wizard's robes; he is watching acorns fall, burrow into the ground, then appear as saplings. This seems to amuse him; he is chuckling and sniggering. Then he notices you standing there watching. 'Ah, I've been waiting for you,' he mumbles. 'Now . . . what was it I was to tell you? Astragal said not to forget.' He fingers a knot in his long beard fretfully, mutters to himself and wanders off among the thick bushes. Do you follow him (turn to 266) or do you prefer to carry on alone (turn to 257)?

312

Turn to 184.

313

You climb the rigging and draw your sword. The first Dragon has been furiously breathing fire; however, when it sees you, its forces are spent and it can only snort. It flaps about as you strike at it.

KAZILIK DRAGON SKILL 10 STAMINA 12

If you survive, the other Dragon has meanwhile set fire to the ship, seized several sailors in its talons and swooped away. The burning ship begins to sink. Striking out in the oily water, you grab a piece of driftwood and float to the coast. Turn to 348.

314

You walk along the path, keeping one eye on some large birds circling overhead. The snow has stopped and the track begins to slope downwards. Soon you find yourself walking by a fast-flowing stream. As you bend over to drink some water, you see a shadow looming over you: it is a wizened old crone, dressed in tatters that might once have been finery. She introduces herself as Gehlehna and asks if you would like to earn some gold. She wants you to do a little job for her. Do you agree to help her (turn to 22) or decide to ignore her request and carry on alone (turn to 115)?



315

You take out the metal ball and swing it up over your head, aiming for the top of the obelisk. Throw 1 die, then throw 1 die again; if the numbers on the two dice match, you have succeeded first time. If they don't match, then deduct 1 point from your STAMINA and try again . . . as many times as it takes until you succeed. If you give up, you have to take a much longer route (turn to 88). If you succeed, the drawbridge is lowered over the chasm and the Frozen Warrior speaks: 'Pass, stranger.' You cross over and follow a path that slopes downwards until, eventually, it forks. Which way do you go now: to the right (turn to 81) or to the left (turn to 145)?

316

You are in a room of ice. The ice is increasing all the time and you have to hack at it to keep yourself from being enveloped. Throw 2 dice for the speed at which the ice grows and 2 dice for your speed at hacking it down. If the speed of ice build-up is greater than the speed of hacking, you are suffocated and frozen. Your quest is over. Otherwise, deduct 2 points from your STAMINA, return to 160 and throw the magic die.

317

You swing your sword and strike at a metal object. There is a gruff laugh and you feel a sword touch your back. 'So you think you can fight me in the dark? Well, good luck.'

If you have the ability of Darkfight, fight as normal; otherwise, deduct 2 points from your SKILL for this combat only.

DARK WARRIOR SKILL 6 STAMINA 8

If you win, you stumble off in the dark. Turn to 214.

318

There is a large crowd of people in front of you watching a procession, but you cannot see anything where you are standing. Do you push through the crowd (turn to 396) or ignore it and head for the Fortress (turn to 271)?

319

Adana-Broussah joins you. While she wipes the blood from her sword, she chatters animatedly to you. 'There has been some dispute with Chingiz about the cost of a proposed operation. Beshbalik is determined to continue rampaging around as a free agent. I'm afraid it won't be as easy as I had thought to approach Sharrabbas.' Do you now wish to slip away and travel on your own (turn to 88) or stay with the Marauders (turn to 386)?

320

You know that you dare not hang around while they play their stupid games; their commander will be along soon. You pull out your sword, and they are not slow in drawing theirs. Fight each in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you manage to dash out of sight just as you hear someone approaching. You make your way down the mountain. Turn to 122.

321

You awaken to find the hideous face of a Necromancer staring into yours. She is licking her lips, displaying her long pointed fangs. You are Spellbound and cannot move. Looking around, you can see other figures nearby, and you realize that you are at the top of one of the towers of the Fortress. Just then, trumpets sound and in marches Chingiz, surrounded by his bodyguard and with a woman in tow. 'So, this is the last of the Select,' he sneers. 'Well, how do you propose to kill this brave being?' The Necromancer points to a cauldron of boiling oil and some heavy boulders. 'Boiled and crushed,' she replies with a snigger. 'Too elaborate - throw the last of the Select over the edge of the tower.' With these damning words, he marches out. You are dragged over to the parapet, the spell upon you is broken and you are thrown into space. If you possess the Grey Talon of Sakar, you may turn to 43; if you possess at least one Medallion, you may turn to 244. However, if you have neither of these, turn to 83.



322

You wade through the reeds for a long time. Eventually, you become aware of a peculiar cracking sound. A strange wooden creature suddenly rises up out of the reeds; it expands its limbs at a fantastic rate, towering over the land, and it seems to be looking for something. As quick as a flash, you drop down into the reeds - where you come face to face with a Kazanid woman. She motions for you to keep still and silent. The creature, a Kalamite, rattles about until it finds you; then it encircles your body with its giant hand, prior to lifting you up. Do you go for your sword now (turn to 104) or do you play dead (turn to 195)?



323

You turn to face the Elf. He looks a little the worse for wear. He leads you to a bench and you both sit down. 'Look, I know they're after you, I have the Sight, I can help you. I used to be in the court of Segrek, a High Elf no less!' You agree to let him help you and he hands you a small black bottle. 'Drink this. It's the only way to get past the senses of the mad Necromancer. The brew blots out all his mind-delving, we just pretend we're drunk.' You drink the mixture, which tastes awful (deduct 1 point from your STAMINA). You pass easily through the road-block and the Elf, who calls himself Lightfinger, tells you he has important information to sell you for 10 gold coins. If you have this much gold on your *Adventure Sheet* and wish to pay, turn to 71. If you don't have the money, or you don't want to buy the information, you thank the Elf politely for his help and carry on along the road. Turn to 23.

324

You stand facing a Minotaur who is holding a huge club and straddling the corpse of a Mamlik. The Minotaur attacks.

URUZ MINOTAUR SKILL 9 STAMINA 9

If you win, the body of the Minotaur sinks into the ground. You look around and see two tunnels. Which do you choose: the one leading south (turn to 156) or the other heading east (turn to 190)?

325

You walk through the door and find yourself staring at a scene of carnage. Mamliks, Knights, Trolls and Goblins all lie dead in front of a Necromancer who is laughing wildly. He spins round, sees you and hurls a mass of small knives at you. *Test your Luck*. If you are Unlucky, throw 2 dice for the number of knives that hit you, then reduce your STAMINA by that amount. If you are Lucky, all the knives miss.

This is Zizzadek, the mad master of the undead beings. He turns himself into a Dragon of substance and lumbers forward to attack.

ZIZZADEK SKILL 11 STAMINA 14

If you win (mark off 2 Poison units on the *Adventure Sheet*), the body decays to the accompaniment of an unworldly scream. You step over the other bodies to find two doors facing you. Which do you opt to go through: the left-hand one (turn to 158) or the right-hand one (turn to 54)?

326

There are too many of them for you to fight and hope to win, so you rush off up the mountainside. Suddenly, you are tripped and fall as a weighted thong, thrown by one of your pursuers, wraps itself around your ankles (deduct 1 point from your STAMINA). You are surrounded by evil, grinning faces. Jeering, they release you from the thong. Turn to 127.

327

You stand in a room full of mirrors. Suddenly, the head of a serpent appears through the mirror on the floor and you fall down through its mouth into the darkness (deduct 2 points from your STAMINA). Turn to 157 and mark your new position on the chart.

328

You are in the Street of the Swordsmiths. One of the doors suddenly flies open and a group of Elves are marched out by a squad of armed Orcs. One of the Orcs hammers a notice on the wooden door. You walk over and read: 'Anyone caught helping or harbouring strangers: the penalty will be death. A reward of 30 gold coins will be paid for any stranger turned over to the authorities.' You turn round to find two Orcs looking thoughtfully at you. You run to the door. *Test your Luck*. If you are Unlucky, the door is locked and you are surrounded by a squad of Orcs. One of them hits you over the head. Turn to 321.

If you are Lucky, the door is open. You enter, lock and bolt it, run through the workshop, replacing your blade with a Kazan Surefighter (add 1 point to your SKILL) and go out through a back door. Turn to 65.

329

You hurry on by, but when you look back the nature of the bundle reveals itself. A large leather covering has been thrown off, and you see a Goblin in the act of releasing a Gryphawk. The bird flies off and disappears over the mountain. Do you return to attack the Goblin (turn to 288) or continue your journey (turn to 96)?



330

POWER TO CHANGE METAL OBJECTS

You have drunk the mixture that gives you this Power. Note the fact on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If this is your second choice, turn to 74.

331

You descend upon the Orc, but he moves with surprising swiftness.

GUARDIAN ORC SKILL 7 STAMINA 6

If you win (mark off 1 Poison unit on the *Adventure Sheet*), tether one horse, cause the others to scatter, then ride off on your chosen mount. Turn to 148.

332

You stand in front of a torchlit panel showing six circles with, on each, the drawing of an animal: the Bull of Uruz; the Eagle of Hulugu; the Fangtiger of Yigenik; the Snake of Korkut; the Horse of Bogomil and the Dragon of Kazilik. If you do not possess a Medallion, turn to 61. If you have one or more Medallions, choose one and place it in the appropriate niche. Then deduct the number 641 from the number on the back of the Medallion you have chosen, and go to the paragraph with that number.



333

You think the plain will be safer. Unfortunately, the land grows boggy and you are forced to weave your way around the marshy patches until you find it difficult to stay travelling in the right direction. A large bird flies overhead, sees you, and flies off. In the distance you hear the sound of digging and, as you breast a slight rise, you come upon a Marsh Goblin burying something; nearby lies a dead body. The creature senses you, screams that you shall not have his gold, and attacks.

MARSH GOBLIN SKILL 6 STAMINA 6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you drag out the half-buried chest and find 25 gold coins in it (mark these on your *Adventure Sheet*). Suddenly, from the direction of the deep marshes, you hear riders. Do you hide until they have passed (turn to 261) or run back to the road (turn to 53)?



334

You are powerless. Two Orcs are ordered to grab you . . . and you remember nothing more until you come to in a graveyard. The Necromancer speaks: 'You are mine to do with as I please, and I please to see you suffer . . . slowly.' She strikes the ground with her staff and the tombs begin to open. Decayed bodies and skeletons emerge clutching new daggers, and some begin slashing at you. You are in great danger, your quest will be at an end unless you have the Grey Talon of Sakar (turn to 102) or at least two sprigs of Treffill and you know how to use them (turn to 146). If you have neither of these, you die the death of One Thousand Cuts. You have failed.

335

You pull your sword out. However, it falls from your grasp, and you are left defenceless. The Ogres attack you, and you hear a voice from the Throne announce that no weapon may be drawn or used near the Throne of Kazan, on pain of instant death. Turning, you see Meghan-na-Durr; she is still clutching the dagger, but her face collapses to reveal the skeleton underneath. She falls over and dies. You, alas, will suffer a similar fate. You needed greater wisdom, and your quest has ended, in sight of the great Throne.

336

You sit down on the wooden plank and shove yourself off. The speed is tremendous as you bank, turn and sweep down the ice chute. Turn to 234.

337

You run at full speed, then stop and press yourself against a wall. *Test your Luck*. If you are Lucky, you have survived with a little bruising from the passing bulls (deduct 2 points from your STAMINA). If you are Unlucky, throw 2 dice for the number of times you are struck by the bulls and deduct *double* that number from your STAMINA. The bulls charge on through a wall and disappear. The tunnel you are in turns south and then leads to a door which you push open. Turn to 207.

338

Turn to 361.

339

You walk along the quay. No other ships seem to be leaving at this time. Just then, you spot a horse-trader; he is sitting on a fence holding the reins of a selection of horses. Do you wish to try and hire a horse (turn to 220) or do you decide to leave Korkut on foot (turn to 388)?



340

You are in a room with a giant Grypvulture. It flutters about, crashing into the walls. *Test your Luck*. If you are Lucky, it does you no damage. If you are Unlucky, throw 1 die and reduce your STAMINA by that number. Return to 160 and throw the magic die to continue through the Maze.

341

You enter the guild. Inside there is a sign: 'Mandrake Wolfsbane - Locksmith (and Saddlemaker)'. You walk through another doorway and find a large man, puffing at a pipe, humming and filing at a key. He asks you what you want. You reply in a whisper that you are one of Segrek's Select and a friend of Astragal. He stares at you and then admits that he doesn't know what you are talking about. He puffs a smoke ring at you; it encircles you and turns red, then makes the 'A' rune shape. 'But if you're looking for somewhere to stay, why not try the Dragon's Wings Tavern?' He picks up some chalk and writes, 'Welcome, but beware! There are eyes and ears everywhere. Keep to the shadows. I will see you at the inn in a few hours.'

You leave by a back door and enter a narrow alley. Do you choose to turn left (turn to 65) or right (turn to 276)?

342

You are faced with two corridors, running north and west, and two doors that will not open in the south and the east. You notice footprints heading north and you can hear shrieks coming from the western tunnel. Which do you choose: north (turn to 87) or west (turn to 36)?

343

Flaxwort drops you off in a busy lane, close to a small trading-post. He wishes you success and drives off. You look around, conscious of the fact that Chingiz must have many paid informers. You set off, trying to look purposeful, but the lane you are following soon divides. Do you head for the trading-post (turn to 52), carry straight on down the lane (turn to 208) or turn left into another road (turn to 318)?



344

You are walking past a group of wealthy merchants when you suddenly hear the familiar Gorak accent, 'What I'd give for some truffles right now. No one seems to like them here, so no one bothers to import them.' Do you know anyone who has truffles to trade? Go to the paragraph which is the same as the number of kasanweights he possesses. If you don't know any truffle importers, you make your way out of the town of Torrez. Turn to 280.

345

The Boulyanthrop swoops down, lands and stands before you. She cannot carry you far because she is wounded: an arrow-shaft protrudes from her side. At first you refuse her offer of help, but she insists; she lifts you off the scrubby hill, flies with you for several miles and finally deposits you upon another hillside. You thank her deeply and she flies off. This would be a good place for a rest, you decide. Turn to 399.



346

The preparations are swiftly made. You are placed at the end of a row of warriors who stand on either side of a trench of burning coals. The old woman announces this to be the Test of the Yigenik, the key to the Maze. 'You must race over the hot coals as fast as you can and at the same time try to ward off the blows of the warriors.' Throw 1 die for your speed and another die for a blow. If the two totals match, deduct 2 points from your STAMINA. Repeat the Test ten times. If you survive, turn to 134.

347

You speak to the Gremlin with a silken tongue that worms itself into his mind. Slowly his face lights up, as he realizes that he *should* open the door for you. He turns his back and, after a few convulsions, produces the key and opens the door for you, a broad smile on his face. Turn to 363.

348

You haul yourself out of the water and stagger inland. Expecting more Dragons, you clutch your sword tightly to you. Nothing appears. You have to walk for many hours until you find a place that can be easily defended while you rest. Turn to 399.



349

There are two sealed doors, to the south and east, and corridors north and west. You hear a strange snuffling in the stillness to the north and see a woman sitting on the floor. Do you head for her (turn to 215) or choose to go west (turn to 147)?

350

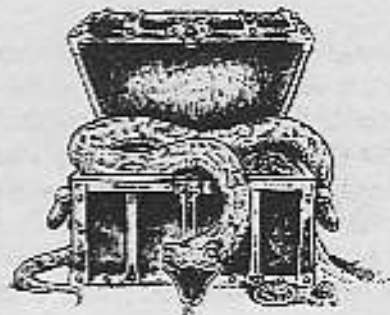
You are walking along a narrow lane when you are stopped by a warty Troll, holding a small cage; he demands to see your identity scroll. You search about in your pack, then pull out your sword. The Troll opens the cage and a small bird flies out.

TROLL SKILL 6 STAMINA 9

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you cannot see the messenger bird anywhere. You know there is little time left before it brings reinforcements. In front of you there are two lanes; which do you take: the one to the left (turn to 65) or the one on the right (turn to 276)?

351

You approach the body; it is that of a woman, dressed like a fellow adventurer and probably one of Segrek's Select. You can see no wounds on her, but she seems to have no bones left in her body. There is a brighter gleam of daylight here. Do you start to search the body to see if she has a Medallion (turn to 139), run to the door outside (turn to 170) or head back to the tunnel leading west (turn to 268)?



352

You accept the stranger's offer, pay the money (deduct 2 gold coins from your *Adventure Sheet*), and climb up on to the spare horse. The rider leads and you follow. Suddenly you are set upon by six Orcs and a Mamluk who rush out from the bushes. Your horse will not move and you seem to be glued, spellbound, to the stirrups and saddle. The Mamluk smiles a terrible smile, walks round and stabs you in the back. Your quest is over.

353

You are well hidden behind a large boulder by the time the riders approach. They pass by and you breathe a sigh of relief. Suddenly, however, they return and gaze at the footprints in the snow. They know where you are! They release a large Gryphawk that flutters up into the air, then dives at you and attacks your back and neck (deduct 2 points from your STAMINA). You rush out and stand in a defensive attitude before the riders. Turn to 250.

354

Snakes' Eyes is a dice game. You place a stake in gold coins on the table and make three attempts to throw a double. If you do throw a double, you get back double your original stake and that particular game ends. If you throw double-1 (snakes' eyes) you get back three times your stake. There is a maximum stake of 5 gold coins and you may play only three times. Play the game and make the appropriate adjustments on your *Adventure Sheet*.

You finish playing, gather up your winnings (if any) and then you notice a Goblin who is scrutinizing you carefully. Do you go outside through the front door (turn to 168) or do you prefer to leave through a small back door (turn to 198)?

355

As you walk along, you hear rumbling, shaking and screaming noises close by. You stop to read an inscription: 'This is the True Path out of the Maze; here, brave adventurer, you will be safe.' Suddenly, two Orcs rush at you, yelling and brandishing their short swords. Fight each in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you push open a door which then shuts behind you. Turn to 264.



356

THE POWER OF PERSUASION

You have drunk the mixture that gives you this Power. Mark this on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If it is your second choice, turn to 74.

357

The Scimitar brew slips down your throat very easily. You feel a warm glow – but suddenly you start to see black circles and your insides want to change places with your outside. Alkis comes back, smells the brew and knocks the mug from your hand. You feel terrible (deduct 1 point from your SKILL and 2 points from your STAMINA). Turn to 210.





358

You are standing in a dungeon, facing a Fiend. You can see the Medallion lying on an obelisk in front of you. Suddenly, the Fiend splits in two. If you have flowers to placate the Fiends, take two and hand them over. If you have only one flower, you will have to fight the first Fiend. If you have no flowers at all, you will have to fight both Fiends in turn.

	SKILL	STAMINA
First MAZE FIEND	6	8
Second MAZE FIEND	7	7

Mark off 2 Poison units on the *Adventure Sheet*. If you win, you are able to pick up the Medallion. You look at the snake motif on it, then turn it over and see the number '1000'. Turn to 69.

359

A door in front of you slides open. You walk into an antique chamber, full of tombs bearing carvings of skeletons. The voice of the Heart of the Throne speaks: 'You have passed the first barrier to the Throne of Kazan. Now, do you possess a second Medallion? If you do, place it here.' An obelisk rises out of the stone floor. If you have a second Medallion, deduct the number 874 from the number inscribed on the Medallion's reverse side and go to that paragraph. If you do not, then a door opens in the wall in front of you and you have to enter a strange room, full of jars and bottles. Turn to 45.

360

You walk on through the echoing corridor. You enter a large doorway and see Segrek's tomb in the room in front of you. Two Goblins are trying to Spellbreak the sarcophagus. Do you attack them (turn to 121) or sneak out again (turn to 38)?

361

All three of you leave the Dragon's Wings by a back door. Through various back-streets you approach ever closer to the Fortress. Gericus hands over the phial you have chosen and you drink it, feeling it do you good. Standing in front of a rock-face, you are drawn through the stone. Unseen forces then lead you down an ancient corridor until eventually you come to a halt. Turn to 332.

362

Cautiously you try to pass the small creature. Angered at being ignored, it begins to shriek and several others roll out of the holes in the walls. One of them gets close to you and bites your ankle (deduct 2 points from your STAMINA). Throw 2 dice for the number of small furry creatures that attack you, then throw 2 dice again: this is the number you manage to ward off by waving your sword at them. If more creatures attack you than you can ward off, then you are bitten: deduct 2 points from your STAMINA for each bite. You dash to a metal door, push it open and go through. It shuts behind you. Turn to 342.

363

You open the door to a plush bedchamber. Sitting in the middle of a large fourposter bed is Chingiz. There is no one else in the room. With rather a strange look on his face, he murmurs in a weak voice: 'So, you have made it, Select of Segrek . . . I suppose you want to know where the Throne is?' He starts to keel over and puts out a hand to steady himself. Quick as a flash, you draw the Dagger of Darkness from your boot, where it has been safely hidden throughout your journey, and put it in his hand! He looks at you and smiles. 'You are clever . . . if you can defeat my deadly daughter, then . . .' He tips over and you see a large dagger sticking out of his back. He is dead. You suddenly feel much better (add 4 points to your STAMINA and do not mark off any more Poison units). Turn to 285.



364

You hand over the 2 gold coins. The old man looks you over carefully and sniggers. You climb on the cart and he urges the horses on. You are relieved that you won't have to wait for a while. The driver asks you if you would like some fruit and, as you turn round to get an apple, you see the shadow of a raised dagger in his hand. Twisting round, you knock the dagger from his hand and, locked together, you struggle as the horses bolt and the cart careers, out of control, down the road.

MAMLIK ASSASSIN SKILL 7 STAMINA 8

The loser in this unarmed combat falls off the cart and is crushed under its wheels. If you are the survivor (mark off 1 Poison unit on the *Adventure Sheet*), you have to get off the cart somehow. Do you leap to the left (turn to 19) or to the right (turn to 90)?



365

You draw your sword and strike at the evil being, tearing his cloak. He is surprised at your ability and runs back into the darkness. Two Mamliks, holding scimitars, appear in front of you and the Necromancer orders them to attack you while he is changing shape to that of a panther. Fight each in turn.

	SKILL	STAMINA
First MAMLIK	8	10
Second MAMLIK	9	10
PANTHER	8	9

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the dead Necromancer's staff weaves around your ankles like a snake, and then bites you. You lose consciousness. Turn to 321.

366

You enter the great Maze and walk south into the darkness as the doors slam shut behind you. Faintly, you hear Agellatha's voice: 'Now we are releasing the two Minotaurs of the Maze who will pursue you throughout your quest for the Medallion.' You come to a tunnel that heads east. Do you take this (turn to 103) or do you continue south (turn to 136)?

367

You are in a room with jewel-encrusted walls. Before you can move to examine them, a giant Serpent's head appears and you are sucked down into its mouth (deduct 2 points from your STAMINA). Turn to 17 and mark your new position on the chart.

368

You move fast through the undergrowth, but the path is difficult to follow and soon you become lost. Trying to find a way out, you stagger on in the dark forest. Suddenly you emerge into a clearing. In front of you stands a large, heavily armed Troll, who is gazing at a tree. Do you circle round past the Troll (turn to 79) or do you approach him (turn to 263)?



369

You walk along until you come to a halt in front of four Orcs guarding a door. If you have the Power to change metal objects, you change their spears to look like gold; the Orcs forget about you and begin to fight among themselves. If you have the Power of Persuasion, you whisper softly to them that their whole aim in life is to let you pass, and they do.

If you have neither of these Powers, fight each Orc in turn.

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

Whatever your Power, if you have survived (mark off 3 Poison units on the *Adventure Sheet*) you pass into another room. Turn to 325.



370

The storm continues and you struggle on for many hours. Suddenly you see ahead a warrior being attacked by six hideous Goblins which are preventing him from crossing a bridge across a chasm. Although the warrior shows supreme fighting skill, one of the Goblins has crept behind him and is about to stab him in the back. You come instantly to the aid of the warrior.

GOBLIN

SKILL 5

STAMINA 5

If you survive, add 1 point to your LUCK; the Goblins' attack is beaten off. The warrior turns to face you and you realize that he is blind. Formally, he introduces himself as Alkis Fearslicer, from the ranks of the legendary blind Sensewarriors who live in the deep Chasms below Gorak. He tells you that he is in pursuit of an escaped criminal who has come to Kazan to ally himself with Chingiz. He then asks you your business. Do you trust him and tell all (turn to 62) or do you mumble a few lies (turn to 224)?



371

You roll in the dark towards the fire and thrust your bound wrists close to the flames (deduct 2 points from your STAMINA and mark off 1 Poison unit). Your bonds burn through and you just have time to pull out your sword before the guard returns.

KAZANID GUARD SKILL 6 STAMINA 7

If you win, you hurry out into the snowstorm and run round to the back of the hut. Here, you find a pile of arrow-shaped planks and an icy track that leads down the mountain. You kick one of the planks and it shoots off down the track. This looks like a quick means of escape. Do you want to try it (turn to 336) or do you think it too risky (turn to 59)?

372

The Yigeniks make camp and water their horses, then they feed themselves. The horses stay, grazing, very close to the warriors. You manage to get some sleep (add 1 point to your STAMINA). You are awakened by the whinnying and stamping horses — they seem very nervous. In seconds the Yigeniks are mounted as a large phalanx of Orcs charges out of the trees. Do you stay and fight (turn to 118) or do you escape into the darkness (turn to 203)?



373

You ignore the incident and keep well away from the girl. The Gryphawk stops pretending to attack her and settles on her shoulder. The girl pokes her tongue out at you and wipes the red dye from her neck. You take care to avoid any other tricks. At last you find the Street of the Forty Guilds. Turn to 98.

374

You approach the worm with care, but it does not see you because it is preoccupied with the others flying around above it. You pull out your sword and slash at it. It turns to face you, dropping its birdman prey.

SKULUGGI SKILL 6 STAMINA 8

If you survive (mark off 1 Poison unit and add 2 points to your LUCK), you are carried by the birdmen to the top of a mountain, where they thank you profusely for saving the young birdman. They call themselves Boulyanthrops and, by way of reward, they ask if there is any way they can be of aid to you. Do you tell them that you are one of Segrek's Select (turn to 172) or do you ask them to carry you back down to the road, and then watch them fly away (turn to 161)?

375

She orders you to follow her. She makes a tour of the numerous guilds, giving each of them a small bunch of flowers in return for a large purse of gold coins. When one guild-master refuses to accept her flowers, two large Kazanids suddenly appear and proceed to smash up most of the shop. Eventually, you are led down into a cellar full of beggars, thieves and criminal types. You peer around and see a Mamlik standing in the crowd, watching you. Do you run away, up the stairs and out (turn to 65) or will you face up to the Mamlik (turn to 80)?



376

THE POWER OF STORMBRINGING

You have drunk the mixture that gives you this Power. Note this on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If it is your second choice, turn to 74.

377

You walk along the tunnel. Suddenly, you stumble over the burnt-up body of someone or something. You look at the wall above the body and see two bulls' heads with gleaming green eyes. You step closer, and fire belches from their nostrils, lighting up three Medallions set in a row between the bulls' heads. Which Medallion do you choose to take:

The first?	Turn to 184
The second?	Turn to 312
The third?	Turn to 228

378

The giant, tail-less rat scampers off in front of you. You hear a booming voice: 'Yes, follow the rat, it will conduct you to the entrance.' It leads you through ancient dusty tunnels for a long time, then stops and scrabbles on the floor. Looking carefully, you can make out the inscription of a horn. If you possess Segrek's horn, blow it now. The ground shimmers and opens up for a moment under your feet. You fall in: turn to 332.

If you do not possess the horn, you must dig with your sword (deduct 3 points from your STAMINA and mark off 1 Poison unit) until you succeed in breaking through; then you jump into the hole. Turn to 332.

379

The path you are following drops down into a dry river valley and then opens out on to a flat plain. You are overtaken by several carts, and can see and hear yelping dogs and a crowd in the distance; all the people seem to be making for a market. Just ahead there is a road-block, commanded by six Orcs who are searching everyone who passes. To one side stands an evil-looking, black-cloaked figure: a Necromancer. All you can do is stand there, wondering what to do. Just then you notice an Elf staring at you. You move away, but he follows and calls out to you. Do you stop and turn round to talk to him (turn to 323), or would you rather hide yourself among the milling throng (turn to 230)?



380

The ground shakes and chunks of stone drop down out of the ceiling, to reveal sunlight streaming in from above. *Test your Luck.* If you are Unlucky, you are hit by a stone block (deduct 2 points from your STAMINA). If you are Lucky, they all miss.

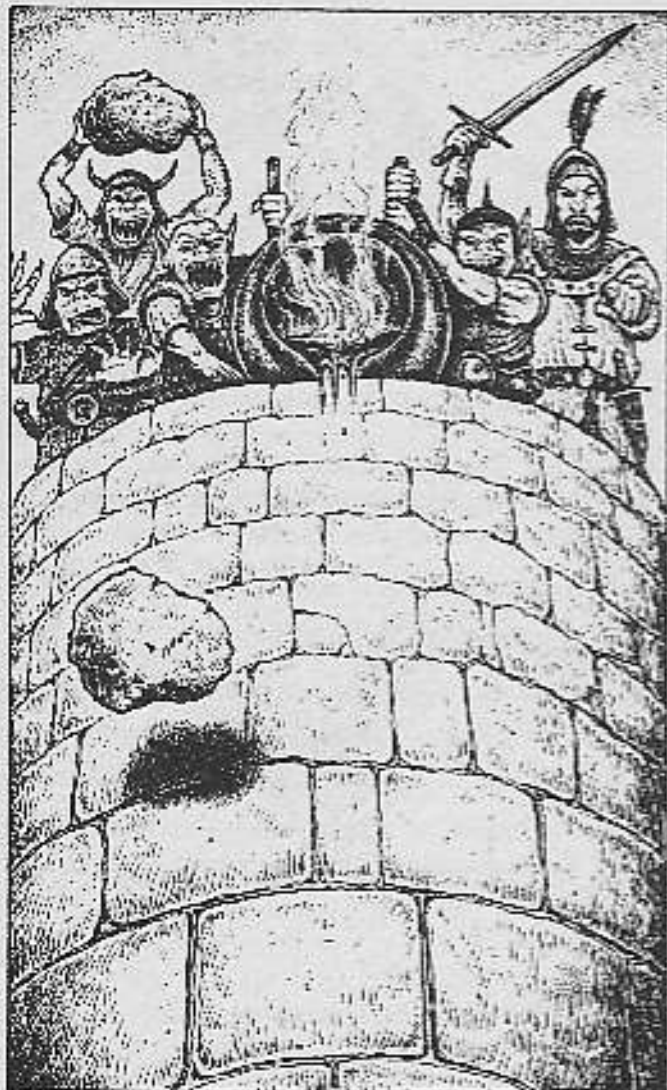
There is much noise and smoke. An armoured Orc rushes past but fails to see you. You walk over to an open doorway; the door that was there has been knocked off its hinges. You go through – and bump into another Orc.

ORC

SKILL 7

STAMINA 6

If you win (mark off 1 Poison unit on the *Adventure Sheet*), the only clear exit is to the north. Turn to 264.



381

You look up to see some Orcs and a knight looking down at you. They balance the cauldron of boiling oil on the tower wall as one of the Orcs throws a boulder at you. Throw 1 die for your position, then throw 1 die for the place where the boulder hits. If the two numbers match, you are hit, fall off and die. Your quest ends here.

If the rock misses you, the boiling oil is then poured down at you. Throw 1 die for the number of places on your body that are splashed with oil and deduct this number from your STAMINA.

You press close to the wall as another boulder smashes against the side of the tower, loosening a few stones. You launch a kick at the stone blocks and a section of the wall caves in. You dive in, head first, as another shower of oil comes hurtling down. Inside, you land on a pile of smelly rubbish that breaks your fall. In the dim light you can see an entrance to a chamber on the left (turn to 265) and one on the right (turn to 40). Which room do you enter?

382

You are in a room containing jars full of herbs. All are impossible to open except the one marked 'Treffilli'. You have time to take only two sprigs before the jar seals itself again. If you want them, take the sprigs and mark them on your *Adventure Sheet*. Turn to 398.

383

'You are fortunate that I have a strong regard for the Select. Farewell, brave adventurer, and good luck.'

The bandits fade into the mountainside and you carry on down the sloping track until the land becomes less bleak. Eventually the path before you divides. One way is marked by an obelisk bearing a carving of a stallion (turn to 391) and the other by a similar obelisk with the carving of a Fangtiger (turn to 209). Which do you choose?

384

THE POWER OF FORTUNE

You have drunk the mixture that gives you this Power (in any situation that depends on LUCK, you will be Lucky). Mark this on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If it is your second choice, turn to 74.

385

You select the guard standing next to you to explain your situation to. He looks you up and down, smiles confidentially and tells you to speak to no one else. He cuts through your bonds and tells you to walk behind the cart. You do as he orders. Suddenly he sets upon you from behind, screaming that you have tried to escape. You spin round and attack him.

KAZANID GUARD SKILL 7 STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), the other Kazanids have had time to group around you and one prepares to fire an arrow into your heart. Turn to 31.

386

The Marauders ride off. This time you ride with them as you have been given a horse in payment for your part in the battle with the Trolls. The horde moves at a fast gallop. At a crossroads the leading group is stopped by a black-cloaked man holding up a staff. Two of them try to hack him to pieces but their swords pass clean through him. From this, you recognize that the figure is that of a Necromancer. If you have achieved Necromancer fighting skill level, do you urge your horse forward (turn to 151)? If you do not have the ability or choose to remain where you are, turn to 243.

387

You approach the figure and it holds out a thin bony hand, pleading for money. You slip the beggar a few iron coins of little value. He gazes at the head of Tancred on the coins and then looks you up and down. He tells you that, if you have five gold coins, he will help you. If you have the money, do you accept the offer (turn to 253) or do you refuse his help (turn to 150)? If you have no gold, you must refuse.

388

You wander through a maze of alleyways until finally you leave Korkut. There is only one road out of the town, and you trudge along it, feeling hot and tired (deduct 1 point from your STAMINA). Just then, you become aware of someone following you: he has a patch over one eye, he stumps along on a wooden peg-leg and he carries on his back a hurdy-gurdy music-box. He catches up with you and asks if you would like to hear a tune for the price of a crust of bread or a few iron coins. He looks desperate. Do you agree to let him play for you (turn to 9) or do you refuse (turn to 108)?

389

You rush over to the obelisk. There is a Medallion on the top! You grab it and it crumbles to dust in your hands. There is the sound of muffled laughter as a clawed hand bursts out of the obelisk and grabs your wrist. The hand belongs to a Dungeon Delver; it breaks out of the obelisk and attacks you.

DUNGEON DELVER SKILL 7 STAMINA 6

If you survive, you rush through another door. Turn to 100.



390

The tunnel leads to a small iron-barred window. Outside, you can see the hideous features of a Gargoyle. Suddenly, a door you have passed without noticing it opens outwards. A Goblin emerges, carrying a bucket, and limps off down the corridor. Cautiously, you look inside; all manner of folk are chained up, or strapped to instruments of torture. You hear a weak call coming from a corner by the rack: 'Come here and release me.' You walk over, to find a thin wretch smiling at you. A demented Dwarf screams, 'No, don't do it, don't do it!' Do you decide to release the prisoner (turn to 109) or do you leave the room and go south (turn to 360)?

391

You set off along the track which soon becomes a good solid road. After many hours of walking, the land has flattened out to a grassy plain. You meet no one during all this time. Eventually, you hear the sound of a rider on the road behind you. There is little cover on this grassy plain. Do you decide to lie down in the grass and hope that no one will see you (turn to 202) or do you carry on like a normal traveller (turn to 192)?

392

You step into a room that is full of statues and carvings of dragons. Horrified, you watch three of them begin to move and thrash about. They are small Kazilik Dragons which, you know, can be placated with gems. If you have three gems in your possession, you may pass without a fight (make the necessary adjustments on the *Adventure Sheet*). If you have two gems, you will have to fight the first Dragon. Similarly, if you have just one, you will have to fight the first and second Dragons.

	SKILL	STAMINA
First KAZILIK DRAGON	10	12
Second KAZILIK DRAGON	10	14
Third KAZILIK DRAGON	11	16

If you pass through or survive the fight, turn to 359.

393

You are faced with two tunnels. Which do you take: the one heading east (turn to 205) or the other heading south (turn to 377)?

394

You hear shuffling footsteps. You peep out and see four Necromancers entering the room. One is carrying a box that contains four phials, each with a distinctive marking. One of them says to the others: 'We have been charged by Chingiz to discover the secret entrances to the Heart of the Throne that the Select will take if they reach the Fortress. In one month we have Spellbroken only the entrance of the

Cross - we must work harder.' They begin to chant a demonic spell and you hear the sound of breaking glass and the roll of thunder. In the turmoil you sneak out through the window.

Outside, you can discern through the mist two main paths away from the building. Do you follow the left-hand path (turn to 23) or the path to the right (turn to 70)?

395

You are bound with leather thongs that seem to get tighter the more you struggle. Nothing is taken from you, however, and you are led through the dark forest until you reach a small settlement in a clearing. The silent figures now reveal themselves, by removing their hoods. There are no men in the group. One of them speaks to you. 'Intruder, you have trespassed into Owishriek, the penalty for which is death - unless you can prove yourself both strong and fit to live. The choice is yours. Do you wish to Run the Arrow, or undertake the Test of the Three Cuts?' Which do you reluctantly agree to try: the Run (turn to 48) or the Test (turn to 206)?





396

You force your way through to get a better view of the procession. A Kazanid beside you is describing what is going on to a blind companion. 'There he is now, that Chingiz filth, I'm not surprised he doesn't trust anyone. If I was Vetch, I'd kill him now. Vetch is standing over there, a little to our right, with Mandrake Wolfsbane who's smoking his infernal pipe.' You look across: Vetch is well clad in fighting armour, while Wolfsbane is dressed like a blacksmith. The procession ends and the two men separate. Do you wish to follow either of them? If so, do you choose Vetch (turn to 68) or Wolfsbane (turn to 5)? Or would you prefer to carry on to the Fortress (turn to 271)?

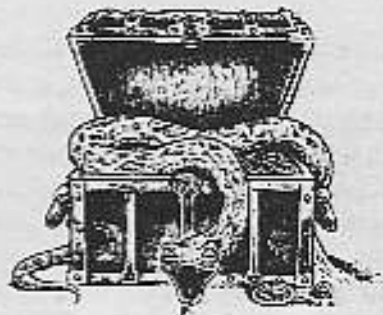


397

You stagger up the mountain slope. Suddenly, a small Gryphawk swoops down and lands in front of you. It begins to squawk . . . and then changes its shape to that of an old wizard. 'I am Icaricus, well met. I have sought you for many hours. I bring a message from Astragal . . .' He stops and puts his finger in his mouth; he cannot remember it. He kicks a rock, which explodes. 'Ah, yes: "Beware the Necromancers, they have been unleashed by Chingiz who is now delving in the evil arts. To help you in your struggle, I have empowered . . ." Er, I can't remember the rest. Well, never mind, which way are you heading? I suggest the lands of the Bogomil. Come.' He changes into a large eagle, gets you to grip his talons and takes you a long way; then he absent-mindedly drops you on to a path and flies off. Turn to 391.

398

Zaranj stands before you. 'You are brave and have passed successfully through the Maze, but fortune has not favoured you with the Medallion. You must try elsewhere.' Your mind goes blank. Turn to 69.



399

You build a sheltered camp, eat some Provisions and settle down to sleep (add 4 points to your STAMINA). You are awakened by a small green-and-red bird that flutters about and lands in front of you. It picks up some charcoal from the fire in its claw and scratches the 'A' rune on a rock. You know now that it is a messenger from Astragal. Speaking in a high-pitched whistling tone, it says: 'Greetings, friend. Speed is now of the essence. The Medallions are all taken; make for Sharrabbas as fast as you can. You *must* enter the Fortress, by fair means or foul. If you already have a Medallion, the task will be easier. For help, you must go to . . . Mmmm . . . Vetch . . . on no account . . .' The bird stops, drops the charcoal and flies away.

You set off immediately; after many hours, you come to a fork in the road. Both paths look likely, but which will you take: the one on the left (turn to 297) or the one on the right (turn to 116)?

400

You have defeated the evil Vizier Chingiz and his deadly daughter, Meghan-na-Durr, in their attempt to seize the throne of Kazan. Through your bravery, wisdom and skill, you yourself have sat upon the legendary throne at Sharrabbas. The Six Clans will now support you, both by dint of tradition and because you have proved to them that you are the greatest warrior in the land. The Necromancers, Mamluks and all the other fell creatures summoned by Chingiz slink away into the shadows and crawl back into their holes. You set up a strong force to police the land and protect the weak. Trade between Kazan and the rest of Khul flourishes and the land experiences an era of peace and prosperity. You are hailed by many as a worthy successor to the great Segrek.

After one year and one day of your reign, you must declare your own Select. Once you have died, they will strive to sit upon the throne of Kazan; thus the traditions continue.



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