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Even the legendary Conclave of Dragons is powerless to stop the creature. A human hero is needed – a hero like YOU! Many monstrous adversaries are ranged against you, but along the way you may find ancient artefacts to help you in your quest. Ultimately, however, only extraordinary heroism will stand against the Night Dragon. Dare YOU accept the quest!

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STEVE JACKSON
AND IAN LIVINGSTONE

Night Dragon

52

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Steve JACKSON AND
Ian LIVINGSTONE

PRESENT

NIGHT DRAGON



Puffin Books

NIGHT DRAGON

The Night Dragon – a creature of pure evil from a time before time existed, so immense nothing will be able to contain it. Deep beneath the savage Dragon Reaches in northern Alazata, it is sucking in powerful magical energy which will soon allow it to cross into this world. If it succeeds, all Titan will be crushed beneath its monstrous claws!

Even the legendary Conclave of Dragons is powerless to stop the creature. A human hero is needed – a hero like YOU! Many monstrous adversaries are ranged against you, but along the way you may find ancient artefacts to help you in your quest. Ultimately, however, only extraordinary heroism will stand against the Night Dragon. Dare YOU accept the quest?

Two dice, a pencil and an eraser are all you need to embark on this stunning adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress.

Many dangers lie ahead and your success is anything but certain. Powerful sorcerous enemies are ranged against you and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. The Night Dragon must be stopped!

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NIGHT DRAGON

Keith Martin

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INTRODUCTION

Before embarking on this adventure, you must first work out your strengths and weaknesses. You use dice to determine your initial **SKILL**, **STAMINA** and **LUCK** scores. On pages 22–23 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording your **SKILL**, **STAMINA** and **LUCK** scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in future attempts to complete this adventure.

Skill, Stamina and Luck

Roll one die. Add 6 to this number (so this score will be between 7 and 12).

Roll two dice. Add 12 to the total rolled (so this score will be between 14 and 24).

Roll one die. Add 6 to this number (so this score will be between 7 and 12).

In this adventure, you play the role of a very skilled adventurer whose talents have been developed through experience. To reflect this, you may gain additional **SKILL**, **STAMINA** and/or **LUCK** as you choose. You have two 'points' to spend to adjust these scores;

for each 'point', you can do one of three things: increase SKILL by 1, increase LUCK by 1, or increase STAMINA by 2. You can make each choice only once (you can't use both choices in order to increase SKILL by 2, for example), nor may you increase SKILL or LUCK above a maximum of 12. When you have decided how to spend these two precious points, record the final numbers for your SKILL, STAMINA and LUCK in the boxes on the *Adventure Sheet*.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during the adventure. You must keep an accurate record of these scores and of the changes to them; 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. Although you may be awarded additional SKILL, STAMINA and LUCK points, these additions cannot raise any score above its *Initial* figure, except on rare occasions when you will be instructed accordingly in a particular paragraph.

Your SKILL score reflects your swordmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness, and your ability to take blows in battle; 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 exciting fantasy world you are about to explore.

Battles

You will often find yourself reading paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given; if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

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

1. Roll two dice for your opponent. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice for yourself. Add your own SKILL score to the number rolled. 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 your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strengths are the same, you have avoided each other's blows; start the next Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.) Proceed to step 6.
5. Your opponent has wounded you, so subtract 2

points from your own STAMINA score. (Again, you may use your LUCK here to reduce the damage your opponent does to you – see below.) Proceed to step 6.

6. Make the appropriate change to either your opponent's or your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1–6). The sequence continues until the STAMINA of either you or your opponent has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one opponent in a particular encounter, the instructions in the relevant paragraph will tell you how to handle the battle. Sometimes you will have to fight them together; sometimes you will be able to fight them one after the other.

If you are told to fight your enemies all together, you should determine the Attack Strength for all the combatants individually each Attack Round. Only the combatant with the highest Attack Strength gets a damaging blow in during that Attack Round. If you have the highest Attack Strength, you may choose which of your enemies you strike. Obviously it is best to land your blows on the same enemy until you have slain him, to reduce the odds against you. Having overcome one enemy, you then fight any that remain.

If you are told to fight your enemies one at a time, you fight them individually – one at a time – and in order. You must overcome the first before you fight the second, and so on (if you are faced with more than two enemies).

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 of these are given in the relevant paragraphs), 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 unfortunate or even disastrous!

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to 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 will be penalized.

This procedure is known as *Testing your Luck*. Each time you do this, you must subtract 1 point from your current LUCK score, whether the outcome is successful or unsuccessful! You will soon realize that, the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

In certain paragraphs of the book you will be told to *Test your Luck*; you will then 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 reduce the effects of a wound a creature has just inflicted on you.

If you have just wounded an opponent you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may deduct 2 extra points from your opponent's STAMINA score (so that your blow reduces its STAMINA by 4 points, rather than the usual 2 points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA score (instead of your blow causing the usual 2 points of damage to its STAMINA, it does only 1 point of damage).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize this wound. If you are Lucky, you have managed to avoid the full impact of the blow and may restore 1 point to your own STAMINA (instead of your opponent's blow causing 2 points of damage to your STAMINA, it does only 1 point of damage). But if you are Unlucky, then you have taken a more serious blow, and you must deduct 1 extra STAMINA point (so that your opponent's blow causes damage worth 3 STAMINA points rather than the usual 2).



Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change very often during your adventure. Occasionally a paragraph may give an instruction to increase or decrease your SKILL score. Your SKILL score cannot exceed its *Initial* score unless you are specifically instructed to the contrary. You will have the chance during this adventure to acquire magic items, including a Magic Sword, which increase your Attack Strength. If you acquire two Magic Swords, you cannot gain bonuses to your Attack Strength for both of them – you can only use one at a time!

Testing Your Skill

Sometimes you will be instructed to *Test your Skill*. This happens when you undertake an action which is uncertain of success; how skilful you are will affect whether you're successful or not. You *Test your Skill* by rolling two dice and adding the scores together. If the total rolled is less than or equal to your SKILL, you are successful. If the total rolled is greater than your SKILL, you have failed. The relevant paragraphs will tell you what success and failure mean when you *Test your Skill*. However, you do *not* have to subtract any points from your SKILL score for *Testing your Skill* in this way; this is a crucial difference between *Testing your Skill* and *Testing your Luck*!

Quite often, you may face a difficult task in which

your SKILL is tested to the full; for example, you may be instructed to *Test your Skill*, 'adding 2 to the number rolled'. What this means is that when you roll two dice you must then add 2 to the total: if you had rolled a 4 and a 3, your modified total would thus be 9. You then compare this final total with your SKILL to discover the outcome of the test.

Stamina and Provisions

Your STAMINA score will go up and down a lot during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may be dangerously low and battles may become particularly risky, so be careful!

Your backpack contains enough Provisions for 12 meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 from the Provisions on your *Adventure Sheet*. A separate Provisions Remaining box is provided on your *Adventure Sheet* for recording details of Provisions. You have a long way to go, so use your Provisions wisely! Remember that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed otherwise in a paragraph.

There will be times during your adventure when you will be told that you *must* eat a meal. When you have to do this, deduct 1 point from your Provisions on your *Adventure Sheet*, but you do *not* regain any lost

STAMINA for doing this. If you are told to eat a meal but you don't have any Provisions left, you must subtract 2 points from your current STAMINA score.

During your adventure, however, you should be able to acquire at least some extra Provisions to add to the store you begin with. This will enable you to maintain STAMINA throughout the adventure. However, you cannot carry more than 12 Provisions at any one time!



Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your LUCK score may also be awarded when you have been especially fortunate; similarly, you may be told to *reduce* your LUCK when you have made an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA scores, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Apart from *Testing your Luck*, you will also be given some opportunities for 'spending' LUCK. You will be asked whether you wish to deduct 1 point from your current LUCK score in order to increase your chance of

a successful outcome – for example, you can often modify a dice-roll that you are told to make by spending LUCK on it (in this case, you must decide whether to spend the LUCK point *before* you roll the dice!). Of course, LUCK points are precious and you cannot afford this luxury very often. Making the right choice about whether to spend a LUCK point in this way can be vital for success in this adventure.

Honour

Honour is a measure both of your unselfish readiness to help others, even if this delays you or puts you at some disadvantage, and of your readiness to forgo help offered you, which might imperil the person offering it. It is also a measure of your standing as a hero of your word, adhering to voluntary agreements you have made! You will have few opportunities to increase Honour during this adventure, and your Honour score starts at zero. Gaining Honour can have priceless value at the end of the arduous quest which awaits you. Just as you can gain Honour, you may also lose it by behaving in evil, unscrupulous or exploitative ways (and, yes, Honour can go below zero!). Be at pains not to dishonour yourself, and keep track of your Honour score in the box provided on the *Adventure Sheet*.



Nemesis Points

Certain people and forces will come to learn of your activities during your adventure. The more they learn of your opposition to them, the more they will fear you and try to strike you down. This is reflected in your Nemesis score, which begins at zero and should also be kept track of in the appropriate box on your *Adventure Sheet*. The higher this score climbs, the more desperately your enemies will try to thwart you – but also the more readily you will be helped by those who have no love of those enemies!

Magic

During this adventure you may find many magic items, although at first you will probably not be sure what they do! Such items may give you the ability to cast a magic spell or create a magical effect; if you find such an item, you will be instructed in its use in a particular paragraph. Finding powerful magic is a major goal of this adventure, so do your best to gain all that you can – but, alas, you are also pressed for time and cannot tarry overlong. You will have to make hard choices about which magic items you try to obtain for yourself in this adventure.

Poison

You are going to face some very evil opponents who will not hesitate to use poisoned weapons against you! Such weapons will inflict damage in addition to the

usual STAMINA loss caused by physical harm; this varies, depending how powerful the poison is. You will be told how much damage you will sustain from poison separately from physical weapon damage: you lose STAMINA points from both, of course – but if you are fortunate enough to acquire herbal preparations which counter poison, you will be able to use them either to avoid or to heal damage by poison. Such herbal antidotes will *not*, however, prevent or heal the normal 2 points of STAMINA loss caused by the physical effect of a weapon striking you.



Equipment

You start your adventure with some equipment that you will need for the adventure ahead. You have a sword, and you wear leather armour and carry a shield for protection. You have a lantern which allows you to see in the dark. You have enough Provisions for 12 meals inside a backpack, and you have some money gained from previous adventures: roll two dice then add 3 to the number rolled; this is the number of Gold Pieces you have with you (between 5 and 15). Make a note of your Gold Pieces in the Treasure box on your *Adventure Sheet* (by the way, in the Background you

are about to read you will be given some extra gold, which you can add to the initial amount you already possess).

You may find treasure, in the form of Gold Pieces or valuable objects and items, along the way; you should record these in the Treasure box on your *Adventure Sheet*. You may have opportunities for trading treasure for equipment, help and information in this adventure, so be honest about keeping an accurate record of how much treasure you obtain!

Time

This adventure is something of a race against time. You are not under intense time pressure, but you can't afford to waste it either. On the *Adventure Sheet* there is a Time Track box. At the start of your adventure, the score here is zero. You will be instructed in appropriate paragraphs when to add to this number. The higher it gets, the harder your final task will be, so be careful when you choose where to go and what to do during the arduous adventure which faces you!

Hints on Play

Your journey will be perilous and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable in later forays in this adventure, and it will enable you to progress more rapidly to unexplored regions.

Not all areas contain treasure or useful information: many contain traps and creatures which you will no doubt fall foul of. You may take wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for. However, the more areas you explore, the better will be your chance of success in the adventure ahead.

Be very wary about *Testing your Luck* unless a paragraph tells you that you must do this! Generally, when it comes to fights, you should *Test your Luck* only to keep yourself alive if an opponent's blow would otherwise kill you (so far as reducing your STAMINA loss from your opponent's blows is concerned). The other occasion to use LUCK is in order to inflict extra damage in the final combat against your dire enemy in this adventure – if you've got enough LUCK left to use. Don't *Test your Luck* in order to try to do extra damage upon your enemy unless this is really necessary! LUCK points are precious!

The great quest to defeat the Night Dragon is a truly perilous one. Your final enemy is powerful far beyond the SKILL and STAMINA values of mere mortal humans, and you will need powerful magic to defeat your nemesis. The Night Dragon has many allies, creatures of evil and darkness; if you can defeat some of its most powerful allies, you may have the chance to weaken the great Dragon itself before you even encounter it. You should let no opportunity pass to do so!

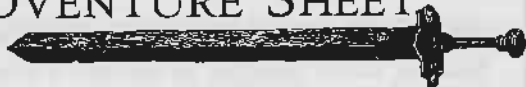
It will be realized that paragraphs make no sense if read in numerical order. It is essential that you read

only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise during play. The only true way to success in this adventure involves minimizing risk; any player, no matter how weak his or her initial dice-rolls, should be able to struggle through to glory.

May the luck of the gods go with you on the adventure ahead – for this one you may well need it!



ADVENTURE SHEET



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

PROVISIONS	HONOUR	NEMESIS POINTS
-------------------	---------------	-----------------------

TREASURE	TIME TRACK	EQUIPMENT
-----------------	-------------------	------------------

ENCOUNTER BOXES

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

'Beware Blacksand!' The words still ring in your ears. This is a city ruled by evil, full of thugs and rogues. Every new morning brings a slumped body in a back alley, its throat cut from ear to ear. Port Blacksand isn't a place anyone wants to stay in for long.

You're here because a man you trusted whispered that a great challenge might be found here for you. You live for adventure and great deeds, and your friend's expression told you that this was no trivial summons. Setting aside your dislike of Blacksand, you found yourself sitting in the Hemlock tavern in Clog Street until late into the night, waiting for a messenger who seemed never to come. It was long after the witching hour, with the tavern about to close for the night, when you were finally shown down to the cellars where a mysterious, robed guest was waiting. You drew your sword when you found that a Dark Elf awaited you, but the weary way he held up his hand and mumbled that he was not here to harm you made you draw back.

Now you listen to his strange tale. He speaks as if he does not have much time left to him to deliver it. 'I have come from the far north, from the Dragon Reaches. A great and terrible enemy is growing even more powerful there, and he will come to threaten all Allansia if he is not overcome. My people have tried,

but we are few in number and we could not even defeat the Stalkers protecting the monster. The sands of time run low. Only a great hero could hope to overcome the Night Dragon. It is an ancient being, more powerful than the Old Ones. The Dragons themselves have said to me that even a mortal Dragon could not hope to scratch a single scale on the Ancient's hide.'

An Ancient Dragon! Even a mortal Dragon is a terrifying enemy. How can you possibly hope to overcome one far more powerful than its mortal kin? A human would be destroyed with a single flick of such a monster's claws.

The Dark Elf sees your thoughts reflected in your eyes. There would be no hope at all, were it not for buried magic which the Dragons know of. They say it could make a warrior powerful far beyond mortal limits, if the right person came to take the sword, shield and armour of heroes of legend and face the Night Dragon. I sought for such a warrior for a long time; yours was the name I heard mentioned over and over again.'

You are disbelieving, astonished by what the Dark Elf says. Suddenly he coughs violently and you see blood staining the handkerchief he holds over his mouth.

When he can speak again, there is a terrible urgency in his voice. 'Listen, human. Dragons themselves have told me that when the creature awakens, his shadow will lengthen over all the land and his dreams of carnage and slaughter will be a reality. They told me

that the Night Dragon was within Death's army in the war of gods, before time came to Titan and brought the mortal race with it. Can you imagine how powerful this horror is becoming as it awakens? Never mind your arch-mages, necromancers, petty tyrants and despots. If the Night Dragon reawakens, they will be scattered like dust in the wind. As will you and I. There are signs already of his stirring from Dreamtime; his Stalkers have begun to roam the northern mountains – marauding reptile nightmares that they are. Fortunately they are still few, and not yet as strong as they will become, else I would not be here.'

You notice the heavy scars on the Dark Elf's arm as he gestures to emphasize the point, and your initial suspicion of him begins to evaporate. He continues beseeching your help.

'The Dragons say that they are bound by their own oath to Kilanirax, their god and creator. This oath forbids any mortal Dragon to offer force to an Ancient One; should one so much as lift a claw against an Ancient, it would be struck down at once by a deadly curse. Thus they are forced to seek help from others. They are surely not indulging in lies or deceit; in the Conclave, I saw a Dragon of each type – Gold, Silver, White, Black, Green, Red. Only extraordinary circumstances could bring together a full Conclave; the Dragons of Law and Chaos have no love for each other. For them to meet means that a terrible danger must be at hand, as they say. All I ask is that you travel to meet the Conclave of Dragons and hear what they have to say.

'Go north to the port of Rentam, and there take a room at the Rudderless Galley tavern. Here – take this silver key and use it to admit yourself to the room there which has been readied for you. A messenger will meet you in the tavern and he will tell you how to find the Dragon Conclave. Look, I even give you the ten Gold Pieces you will need to pay for the sea voyage there.' For a moment, the Dark Elf almost grins, albeit painfully. 'Although you could save some gold by taking the coast road, of course. *Please*. I only ask you to travel and listen.'

How can you refuse? You take the silver key and the 10 Gold Pieces.

The Dark Elf gets up and makes to leave, first telling you that you can sleep in this safe tavern tonight. He looks back at you with eyes dulled by pain, and his hands have a fine tremor you didn't see before. 'I do not want my people to die, any more than you wish all the humans in this land to be slaughtered. If it has cost me my own life to find you, my people will remember me.' He turns on his heel, coughing horribly, and limps out of the cellar.

You do not have pleasant dreams this night . . .

Turn to paragraph 1.



1

A dark morning sky glowers over Port Blacksand and a chill wind blows in from the Sword Coast. You can head for Lobster Wharf to find a ship bound for Rentarn (turn to **354**), or leave the city by Weaver Gate to take the north coastal road there (turn to **212**). You may prefer to buy some extra equipment first (if you wish to do this, turn to **65**).

2

The westward trail to the Mist Crypts is very arduous. You can get almost enough to eat by scrounging and foraging, but you must supplement this with two meals during the lengthy journey. Add 8 to your Time Track, but at last you reach your goal. Turn to **21**.

3

The body is that of a man who has been robbed, badly beaten and left for dead. He tries to speak but you hush him to be silent. He points east, along a track, and gestures for you to help him. You can leave him here and continue along the road (turn to **304**) or you can carry him along the track, looking for help, even though it could cost you a lot of time (turn to **176**).

4

You advance, weapon and shield at the ready, as the monster breathes. You must *Test your Luck*. If you are Lucky, and if you also have a Magic Shield, multiply the Shield Number by 5 and turn to that paragraph. If you do not have a Magic Shield, or if you are Unlucky, you take the Dragon's breath right on your

body. Searing, dreadful heat is all round you; deduct 6 points from your STAMINA. If you are still alive, turn to 295.

5

You stand before a great snow-capped mountain peak. Some intuition tells you that this is where the armour must lie; perhaps the Dragons cast some spell upon you to guide you to it . . . who can say? The peak is huge, and you begin to despair of searching all round it for a way in. However, after some preliminary exploration you find a statue which points the way; if you have a viewing lens, you can find this straight away. Otherwise, you must add 1 to your Time Track. The statue is that of a stone Dwarf, carved out of a blue stone that is clearly alien to these mountains. Following the direction his hand points to, you discover a small fissure in the rock, leading down into the darkness. Lighting your lantern, you descend and find yourself at a crossroads. Which tunnel will you follow?

The right-hand tunnel?

The left-hand tunnel?

The tunnel straight ahead?

Turn to 19

Turn to 33

Turn to 47

6

You confess that you need all the help you can get on your great quest, and the Loremaster nods, perhaps a little sadly. 'So many dangers for a mortal to face. No one, perhaps, has ever faced such a challenge since the Godswar itself. Beware: a projection of the Night

Dragon itself may wander in Dreamtime and threaten you; don't be too greedy in taking the magic there. Well then, let us make preparation.' He ushers you into a sumptuously decorated lounge with a huge, wonderfully comfortable couch which you sink down on very readily! The Loremaster fills a golden goblet with silvery, sparkling liquid from a silver decanter and bids you drink it. 'Drink, sleep, and dream, my brave friend,' he says softly. 'Greet the dreams and destroy the nightmares!' You drink, and you fall asleep very swiftly.

Soon your senses feel fully alive and alert; you are astonished to find that your body seems to be only semi-substantial, glowing with a silvery hue; as you look down, you see that you are floating above your physical body which lies peacefully on the couch.

In your present state, you possess all of your armour, weapons and equipment, and these can all be used normally (if you consume items, such as Potions, Provisions and so on, these will be lost to you when you wake from your current Dreamtime state). Likewise, any items you take from Dreamtime will become real when you awaken, and you may add them to your *Adventure Sheet*. If you are killed (your STAMINA is reduced to zero or below) during your wanderings in Dreamtime, you will not die but you will instantly return to your physical body and wake up; if this happens, turn to 281 immediately. Now you drift down, deeper down . . . Turn to 20.

7

Your Shield glows brilliantly and all its magical energies flow along your arm and up into your body. Regain up to 10 lost STAMINA points, but the Magic Shield is gone (and you lose the bonus to your Attack Strength it gave you). Return to 295 and continue the fight!

8

Add 2 to your Time Track for following the route to Carnex. What you find here is surprising – and grim. The town is walled, with guards prowling the battlements keeping their crossbows levelled at any who approach. You advance slowly, making for the single closed gate on the east side of the town. It opens as you approach, allowing you a glimpse of a prosperous-looking settlement inside the walls. Two guards draw swords as you walk towards them; they look uncertain and one of them challenges you, demanding to know your name and your purpose in coming here. Will you:

- | | |
|---|-------------|
| Try to bribe the guards? | Turn to 358 |
| Attack the guards and fight your way in? | Turn to 223 |
| Try to bluff your way through? | Turn to 32 |
| Back off and look for an alternative way into Carnex? | Turn to 135 |

9

If you are ready now to fight the Night Dragon, you know which paragraph to turn to! Otherwise, if you

have the Magic Armour, Magic Sword and Magic Shield, and you have not met the Loremaster, you should add the Armour Number, Shield Number and Sword Number together and turn to that paragraph. If you have tried and failed to obtain either Sword or Shield, but you have the other item, turn to 118. If you have neither Sword nor Shield, turn to 41.

10

There aren't many sights of interest in Ismater, as you find out during your exhaustive search through the place (add 1 to your Time Track). You do find two odd-looking little shops, though: the Firewater Emporium, with a window stacked full of exotic bottles, and a very dirty and run-down little shop which has a wooden sign with flaking paint on which you can just make out the letters, 'EVIL'. If you want to enter the Firewater Emporium, turn to 37. If you want to enter the other shop, turn to 238. If you don't wish to enter either, will you:

- | | |
|--|-------------|
| Buy some supplies? | Turn to 373 |
| Leave Ismater? | Turn to 268 |
| Relax in the taverns, if you haven't done so before? | Turn to 207 |

11

The thief runs into a cul-de-sac and is forced to turn and face you, drawing a sword and uttering threats. You wouldn't worry if it was just him you had to face, but his accomplice is a scar-faced cut-throat built like a

brick outhouse and he's holding his sword in a way that suggests he really knows how to use it. If you decide to fight this pair, turn to 101. If you want to back off, you can head for Lobster Wharf (turn to 354) or Weaver Gate (turn to 212) but now you will have no Gold Pieces left!

12

You grit your teeth and begin your long journey to the lands guarded by the Frost Giants. This is an arduous, back-breaking march indeed; add 10 to your Time Track, unless you have a longbow or crossbow, which will save time spent hunting to supplement your supplies (if you have either, add only 8 to your Time Track). Finally you pitch camp at a place where the trail diverges.

Come morning, you can take the northerly trail to the signposted town of Ismater, if you haven't been there before (turn to 322), or continue onwards to the rising peaks of the Frost Giant lands in the east (turn to 334).

13

In each Attack Round against the Chillshadow, you will automatically lose 1 point of STAMINA because of the extreme numbing cold the horror emanates, so you must destroy the creature swiftly!

CHILLSHADOW SKILL 8 STAMINA 7

If you wish to break off combat at any time and flee, you may do this, but you must roll one die and divide the number rolled by 2 (rounding fractions up). This is

the number of blows the Chillshadow will strike as you run away (each inflicting 2 points of STAMINA damage to you). If you are still alive after this, turn to 75. If you win this fight, turn to 347.

14

Westwards along a stone-inlaid passageway lie the tombs of dwarven ancestors and miners of old, their bones laid to rest within the stone they toiled so long and hard to excavate. If you want to explore the area, turn to 363. If you want to open some of the tombs, turn to 346. If you prefer to retrace your footsteps and try some other part of the mine complex, turn to 391.

15

Half-way along this peculiar passage a pair of Wraiths simply emerge from the walls, their hateful, ghostly forms set upon draining the very life from you. You must fight them together.

	SKILL	STAMINA
First WRAITH	8	9
Second WRAITH	8	9

If you are struck at least once by a Wraith, you must roll one die. If you roll 1-4, you lose 1 point of SKILL! If you win this fight, will you take one of the descending side-passages (turn to 164) or head towards the pillars and the chamber that lie before you (turn to 392)?

16

You place the seed pod at the foot of the glacier and it sprouts into a riot of tangled creepers and vines, allowing you to clamber up it and ascend safely to the rock ledge! Turn to 276.



17

The march away from the mountains of the Giants lies downhill, so it's not too wearying on your legs. Add 2 to your Time Track, and you must now eat a meal. You think fondly of the Magic Armour you seek; managing to evade a hungry grizzly bear last night made you realize you could certainly do with the protection of fine armour! You set off on a clear morning; turn to 217.

18

You set off into the frozen wastes of the northern Dragon Reaches. Almost nothing grows here; there are

few animals around, and even the migrating birds high in the sky are few and far between. Guided by a burning desire to complete your quest and by an intuition that guides you ever onward, you press on through the snow and ice to your destiny. Add 2 to your Time Track. You must now eat a meal, unless you have a longbow or crossbow; if you have either, you can preserve your Provisions by hunting instead. If you hunt, you do not need to eat a meal, but you must add an extra 1 to your Time Track for time spent hunting. After a night's restless sleep in the bitter cold of the far north, you set out once more under leaden, snow-filled skies. If your Nemesis score is 6 or higher, turn to 353. If your Nemesis score is 5 or below, turn to 161.



19

At the end of this tunnel a stone door bearing dwarven runes you cannot comprehend stands slightly ajar. The gleam from your lantern suggests a guard-room may lie beyond – you can just make out tables,

trestle benches, and what may be a wooden chest, all covered in thick dust and cobwebs. If you want to enter, turn to 385. Otherwise, you can backtrack and take the passage opposite if you haven't already done so (turn to 33) or follow the one opposite the tunnel you entered by (turn to 47).

20

You stand in a misty chamber with six different passageways leading away from it. Within the Dreamtime, you should always select a passageway of a colour you have not previously explored, save for the red and silver passages, which you can explore at any time (keep track of the colour of the passages you have already travelled along). Everything here seems part-illusion, part-real, strangely substantial and intangible at the same time; but you soon get used to this. Each of the passages is tinted with a particular hue; the blue one also has reflective qualities which are rather unnerving for some reason you aren't sure of. Each time you return to this chamber, you must roll one die and subtract 1 from the number rolled (to get a total between 0 and 5); add this total to your Time Track. When you wish to end your adventures in Dreamtime by waking, turn to 31 (you may do this only when you return to this chamber!). Now, which of the passageways will you follow?

The blue passage?
The green passage?
The white passage?
The yellow passage?

Turn to 56
Turn to 318
Turn to 218
Turn to 292

The grey passage?
The black passage?
The silver passage?

Turn to 95
Turn to 395
Turn to 146

21

You gaze up at the forbidding height of an unmistakable mountain peak; the sunlight glitters off the streak of fool's gold on its north face. Searching around, you quickly find a tunnel, leading down into darkness, which provides an obvious entrance. If you want to set out down this tunnel, turn to 78. If you prefer to spend time looking for another entrance, turn to 58.

22

The biscuit is indeed delicious, but it has an unfortunate side-effect. It is spiked with a powerful drug, and shortly after eating it you find that your mind is dulled and you cannot seem to make your body do what you wish it to do. Soon two black-robed men enter; they see you and, smiling evilly, lead you away, down into a ghastly sacrificial chamber . . . Your adventure ends here.





23

Travelling along this broken trail is tricky. *Test your Skill*. If you are successful, you negotiate it safely; if you fail, you stumble several times on the treacherous, rocky ground and twist your ankle, losing 2 points from your **STAMINA**. Add 2 to your Time Track, and you must now eat a meal. It is mid-afternoon when you see a large, winged creature in the sky, certainly no bird; your hope, that it may be a Dragon, is rewarded. But what a surprise you get – this is a green Dragon, normally a dweller in forests or jungles, not in the cold wastes of the northern lands! The beast lands close by and simply nods his massive head towards you. You clamber on to his back and hold on for dear life as he rises into the sky and flaps imperiously to a distant peak, where he lands and deposits you beside a huge cave mouth. Stepping off your enormous mount, you see that the tunnel opens into a vast crater in the mountain, probably half a kilometre wide. Within the crater, awaiting your descent down a seemingly endless set of chiselled stone steps, is a circle of six huge adult Dragons – black, white, red, green, gold and silver. You are one of a mere handful of people alive on Titan ever to have been invited to such a conclave! Turn to **49**.

24

The mirror explodes as it strikes a great magical wall of force barring your way. The wall of force is destroyed, and so is your mirror – but the Stalker-Mage is unharmed and prepares to do battle with you! Turn to **108**.

25

A deep, disembodied voice rises from the blank surface of the mirror. 'Hold me by the furnace,' it commands! You blanch at the thought; though the flames therein are cooling, placing the mirror close by the furnace would expose you to intense heat. If you obey the mirror, turn to 141. If you will not, turn to 308.

26

You stand at the foot of the central tower; a single set of stairs leads upwards. A door stands ajar to one side of you, and you can see a scribe at his desk scribbling furiously on some papers, arguing with a pair of burly, armoured guards. You don't want to waste time with underlings, so you race up the stairs. The next floor up is entirely different: the stairs enter at once into a high-ceilinged chamber packed with benches, tables, desks, bookcases, strange moving models of the heavens hanging from the ceiling, wall charts, the skeletons of animals, and much other clutter. There is a single set of stairs opposite you, but in the middle of the room is a black-robed man who turns to face you as you enter. You have disturbed his work, and his face is furious as he shouts at you; then his eyes widen, and you realize he knows that you are an intruder! The black-robed man swiftly waves his hands, casting a spell. *Test your Skill.* If you are successful, you strike the wizard and disrupt his spell; turn to 45. If you fail, turn to 63.

27

This mine shaft leads to the iron mines, and rusted metal rails run along the floor bearing an ancient iron

truck. If you want to take a chance riding the truck, turn to 97. If you would rather walk along the shaft, add 1 to your Time Track and turn to 259.

28

The stairs descend for some distance; as you go down, the grinding noise is mixed with a dull booming sound and both get louder as you progress. You turn a sharp corner in the staircase, and a bony figure stands before you! Clad in heavy chainmail, the Dragon-like humanoid has a bare, yellow-boned reptile's skull and huge, iron-shod claws. It carries a great shield with the design of a skeletal dragon's head, and in its other clawed hand it holds a curved sword, dripping with poison! When you fight the Bone Stalker Champion, each blow it strikes will inflict an extra 2 points of damage because of the venom, so you must slay it swiftly!

BONE STALKER

CHAMPION

SKILL 11

STAMINA 14

If you win, turn to 168.

29

You are hauled in front of the huge cabin of the Great Jarl himself; add 2 to your Time Track. He's a monstrous Frost Giant with scarred arms and a missing left eye; he bristles with body hair which looks like fur, and is heavily tattooed into the bargain. Around the throne-like chair on which he sits is a collection of his prized treasures and trophies: the stuffed heads of huge animals and monsters, a pair of steel-tipped

lances, a giant crossbow some two metres long, and a shield. It's unmistakable: white-lacquered with a blue chevron and a small black Dragon detail in the top left-hand corner. This is what you have come for, but how are you going to get it? Of course, you start your speech with flattering comments about the Great Jarl's majesty and might, but the wary old Giant looks at you with his one good eye and an expression on his face which gives nothing away. You must choose one of two strategies with him: either you can suggest some kind of trial or challenge to obtain the shield you want so badly (turn to 111 if you do this), or you can try some kind of trade or bargaining approach (turn to 260 if you try this tactic).



30

You open the door and admit the landlord of the tavern, together with two militiamen. You tell them the truth about what happened here, and they seem ready to believe you. 'Bad sorts, these,' says one of the militia as he turns over the body of one of the grey-robed men with his foot. 'We'll have to take you down to the jailhouse overnight, of course, but sleeping there is not so bad and frankly you may be safer.' Indeed, a night spent in jail means you are warm and

well fed – and you even win 3 Gold Pieces from your jailers, playing dice! Gain 1 LUCK point. Turn to 387.

31

You may wish to wake up, but you cannot be certain of doing so! Roll one die. If you roll 4 or higher, you can awaken; turn to 281. If you roll 1-3, you cannot yet wake up; turn to 20 if there are any passages you have not yet explored, otherwise you must continue rolling the die until you roll 4 or higher, adding 2 to your Time Track for each roll you make. When you finally roll 4 or higher, turn to 281. If you wish, you may spend one LUCK point to add 1 to the number rolled.

32

'I'm a merchant from Rentam,' you say and the guards see your bulging backpack. 'Look, I'm down on my luck and I was told that this could be a good place to try my fortune.' *Test your Luck.* If you are Lucky, the guards believe your story, but they will demand 1 Gold Piece from you as 'merchant's tax' for entering. If you are prepared to pay, turn to 333. If you won't or can't pay 1 Gold Piece, or if you are Unlucky, the guards will not let you into the town and they make it plain that they are very suspicious of you. Will you:

Attack the guards and fight your way in?

Turn to 223

Back off and look for an alternative way into Carnex?

Turn to 135

Leave Carnex and try elsewhere?

Turn to 75

33

At the end of this precisely carved passage, a simple wooden door opens into a great smithy whose flames and forge passed into history centuries ago. All is dark and silent here: great anvils stand like sentinels, ingots of iron and steel are stacked in piles, tools long rusted hang in their racks as if awaiting their long-lost users. The smithy is huge; if you want to make a detailed search of this unpromising place, turn to 367. Otherwise, you can follow the tunnel opposite, if you haven't already done so (turn to 19), or go down the passage opposite the one you entered by (turn to 47).

34

You have behaved dishonourably, and the Red Wizard protests as you tie him up. You quieten him with a gag then take his treasure: 5 Gold Pieces, a viewing lens, a set of iron keys and some food (add 5 to your Provisions). However, you lose 1 point of HONOUR. Turn to 308.

35

The body is that of a dark-haired young man; he is blue with cold and is wearing a simple black robe with a knotted black cord tied round the waist. There is a distinctive tattoo on his left hand which shows a coiled black serpent with red glowing eyes (make a note of this tattoo, and of this paragraph number). If you have an ice pick and wish to chip the body away from the ice, turn to 328. If you do not have an ice pick, or you don't wish to do this, turn to 112.

36

The Ogre whacks you across the back with his club as you flee; deduct 3 points from your STAMINA. Now, if you ran for the red door, turn to 123. If you ran for the yellow door, turn to 292 unless you have already entered a yellow passage; if you have, turn to 146 instead.

37

You ask the eager, squinting Gnome about the many potent bottles of dubious spirits you see around the shop. 'Best of them all, sir, is Larssen's Firewater. Five Gold Pieces a bottle, sir, and you'll find no better in all the north, that's the truth.' Now this is a steep price, so you haggle with the Gnome, who reluctantly agrees to part with this fine spirit for only 4 Gold Pieces a bottle, as long as you buy at least two bottles (you cannot carry more than four; if you buy only one, you must pay 5 Gold Pieces for it). An empty corked bottle will cost you 1 Gold Piece. After making any purchase you fancy, you can try the shop with the 'EVIL' sign, if you haven't yet entered there (turn to 238). Alternatively, will you:

Buy some supplies?

Turn to 373

Relax in the taverns, if you haven't
already done so?

Turn to 207

Leave Ismater?

Turn to 268





38

You fling open the door and your nose is assaulted by the filthy smell of half-tanned leathers that are soaking in reeking fluids. The robed man stands with a bag of coins in one hand and a dagger in the other, while a nervous raven-haired young artisan in a leather apron is holding out his hands for the money. At once, the hard-faced sword-wielder spins around to fight you.

ASSASSIN

SKILL 9

STAMINA 10

Each Attack Round, the leatherworker will throw a pot full of acid at you while you are fighting the robed man. Roll one die; if you roll a 5 or 6, the acid splashes on you and you must lose 3 STAMINA points. If you roll a 1, the acid hits your opponent (and *he* loses 3 STAMINA points)! If you roll any other number, the acid misses you both. If you win, the leatherworker flees before you can catch him, but he leaves the bag with 6 Gold Pieces in it. Add 1 to your Nemesis score. You head straight for the docks; turn to 167.

39

You head south-east towards the icy peaks of the Frost Giant Mountains in the far distance. Add 4 to your Time Track, and you must now eat one meal to supplement your foraging. You find yourself at a parting of the ways: the south-eastern trail continues on towards the Frost Giant peaks (if you wish to take this path, turn to 334), while a southbound trail heads for the town of Ismater. If you wish to go there, and you have not done so before, turn to 322.

40

The snarling wizard is ready to strike you down, so you must be sure to overcome him swiftly! Remember to deduct any STAMINA points from his total through blows you have already inflicted.

RED WIZARD SKILL 11 STAMINA 15

If you reduce the Wizard's STAMINA to 3 or below, he will surrender and beg for mercy, offering you information in reward for his life – but can you possibly trust him? If you spare his life, you may risk receiving a sneak spell attack! If you decide to spare him, turn to 248. If you decide to slay him, you can do so automatically; turn to 283.

41

The Dwarfs want to know where you are going now, and since you don't want to give away the nature of your quest you mumble a few words about heading south to some crypts, or maybe far east to explore Giant lands, although you don't mention the Lore-master. A particularly ancient Dwarf sage looks you up and down and says simply, 'If you are seeking the sword which was used by the human whose armour you now wear, that does indeed lie below the Mist Crypts. If that is where you wish to travel, Hero, we know an underground passage network that will take you there more swiftly and safely than the hazardous passes of the surface world.' If you want to take up the offer of a dwarven guide to take you to the Mist Crypts, turn to 115. Alternatively, you can leave Slate Peak and travel overland southwards to the Mist

Crypts (turn to 186) or set out east by south for the lands of the Frost Giants (turn to 64).

42

Beyond the secret door lies a small chamber with beds, a table and chairs, a hideous mural of an elongated, reptilian skull, and two other items which interest you: a small wooden chest and an iron-barred cell which is filled with thick, yellow-grey fog. On one chair is a spare set of grey robes; you may take these if you wish. You can feel the chill radiating from the foggy cell where you stand; while there are keys on the table which may fit the cell, and you think you can see a murky form within it, you feel an aura of evil emanating from within it. So, will you:

- | | |
|---|-------------|
| Try to open the wooden chest? | Turn to 166 |
| Open the cell door? | Turn to 91 |
| Leave and open the other door across the large room? | Turn to 310 |
| Decide it's time to get out of Carnex and leave the town? | Turn to 75 |

43

You have entered a small guard chamber with ruffled blankets on the bed, a wooden chest under a table, and some curved knives hanging in a rack on the wall. Rising from the bed is a black-robed assassin, with a vial of blue liquid raised to his mouth; you surmise that he is drinking a Potion, so you strike with your weapon to stop him! Roll Attack Strengths for both of you (he has a SKILL of 10). If you have the higher

Attack Strength, turn to 93; if he has the higher Attack Strength, turn to 73.

44

The *Tome of the Reaches* shows that the runes here are warning signs. Specifically, the runes tell of guards beyond the doors, and that a chieftain is buried somewhere beyond the door bearing the plaque. They also tell you of a nasty spiked trap on the door which you will be able to avoid now that you have been forewarned! The runes warn any who come here not to offend the spirits of those buried on the other side of the doors and to show due respect to the dead. The *Tome* also informs you that one of the runes shows that the chieftain buried beyond ruled his clan for thirty years (make a note of this). Now, will you open:

- | | |
|--|-------------|
| The door with the plaque? | Turn to 210 |
| The door opposite the one you entered by? | Turn to 99 |
| The door opposite the one with the plaque? | Turn to 311 |

45

The snarling black-robed spellcaster draws a poisoned knife to defend himself; the venom is very toxic and, for the first three Attack Rounds, if he strikes you the poison will inflict an extra 3 points of damage to your STAMINA. After three Attack Rounds, the venom will have dripped from the blade.

BLACK WIZARD SKILL 9 STAMINA 11

If you win, you're still in danger. The door atop the stairs ahead of you opens and a black-robed figure peers round the door towards you; then he slams the door shut again. You must move swiftly now. If you want to flee and leave the town, turn to 75. If you want to ascend the stairs and get at the man you've just seen, you should do so swiftly; if you want to perform any actions first (drinking a Potion, using Poison Antidote, etc.) you must make a list of how many actions you're going to take. If you make three or fewer, turn to 181. If you make four or more, turn to 126.

46

If you have a rope, you can tie one end round the top of the well and clamber down into the mist safely, but you must leave the rope behind you (cross it off your Possessions). If you jump, *Test your Skill*, adding 2 to the number rolled. If you are successful, you land safely; but if you fail, you fall heavily, hitting the stone floor of the chamber below. Lose 2 points from your STAMINA. Turn to 201.

47

Deeper into the heart of the mountain, on your right you find a spiral staircase leading down, and further along there is a side-passage, also on your right. Directly ahead, stone steps lead downwards. Will you:

- | | |
|-------------------------------|-------------|
| Descend the spiral staircase? | Turn to 206 |
| Follow the side-passage? | Turn to 342 |
| Go down the steps ahead? | Turn to 296 |

The door to the dark chamber of the Night Dragon lies ahead of you. Study your *Adventure Sheet* carefully. Make sure that you have all your bonuses (and penalties!) to SKILL, STAMINA, LUCK and Attack Strength (for your magical protections) fully added up. Consider which items you may wish to use in the terrible battle to come, and what they can do for you (if you know this). Not all may be included as options in the following paragraphs, although you may use them. During this final combat, further magic may still affect Attack Strengths, SKILL and the like, so be sure to keep track of all the modifiers and changes which apply! Make a note of any changes you should make to the SKILL, STAMINA and magical spell use of the Night Dragon because of your achievements in the quest so far. Finally, you must divide your Time Track score by 10 (rounding fractions up), and subtract 6 from that number; add the resulting number to the STAMINA score of the Night Dragon when you encounter it – the longer you have taken to get here, the tougher this brute will be!

Now, if you have the *Tome of the Reaches* you will be able to read the runes on the door before you. Turn to the paragraph with the same number as the first page of the book which tells you about Dragon Runes. If you do not have this book, turn to **388**.

The Dragons are silent as you clamber down the steps and stand before them with your head bowed. The

Gold Dragon speaks, his voice booming in this vast auditorium. 'It is not often that Dragon Elders meet in this way, human. We only meet when a great danger threatens us all. We have to turn to a human for help against the waking menace we all face. You have been chosen.' The Gold Dragon pushes his huge, three-metre head in your direction; his eyes are red and rheumy with age, but they shine with expectation and vigour despite his untold years.

The Silver Dragon speaks next. 'Our messenger told you of the Night Dragon?' You nod slowly. 'Then all you need to know is the reason we have asked you to come before us. The Ancient was overcome before by human heroes. They had powerful magic with which to defeat him. We know where that magic may be found. There is a great sword, hidden in the desolate Mist Crypts south-west of here. The entrance to them lies below a tall mountain with a streak of fool's gold near its peak. To the north-west lies magic armour, crafted by the greatest dwarven artisans of their age and lost when their clan disappeared from Titan. Slate Peak was their old fortress home. Far to the east and south can be found a magic shield, lost among the Jublez – the Frost Giants, a much tougher race than most of their kind. All these artefacts have great power against the Ancient. An exceptional hero armed and protected with these could vanquish him, should he be encountered before his sleep is wholly ended. You may even prevail without all these things – though without at least two you would find it impossible to overcome

the Night Dragon.' There is one obvious question left: where is the Ancient? Turn to 309.

50

You cannot now obtain the Magic Shield you sought. If you have also tried to obtain the Magic Sword and failed, your quest is done: you have failed and your adventure ends here. If you possess the Sword and Armour, multiply the Armour Number by 4, add the Sword Number, and subtract 10 to get a total, then turn to the paragraph with that number (add 2 to your Time Track before you do!). If you still seek either Armour or Sword, turn to 219.

51

As the great reptile falls beneath the hail of your sword blows, there is a subtle change in the air, as if some tension or pressure had been released. Making your way back to the dungeon with the aid of the pit cage, to your disappointment you find that the Dwarfs are still stony in form and substance, and they are somewhat confused. They know you have slain the monster, yet their curse is not fully lifted. They feel within their bodies that they have more life within them, they are not cursed with the somnolence of many centuries, yet they must find some other help in returning them to fleshly form. Nevertheless they are grateful to you, and a pair of artisans make off with your armour to repair it in the smithy. Turn to 152.

52

Looking carefully all around and with your heart racing, you turn up at the back yard of the tavern as

the moon is a sliver in the sky. Is this an ambush? Your thoughts are interrupted as a grey-robed man melts out of the shadows to your left and waves you towards a dark back alley. You want to ask many questions, but he hushes you. 'I may not have much time. I didn't know what the others were doing. They claimed to be men of learning, you see. The Cult leaders live in the Towers of the Sages, and at first they advised the town elders, and advised them well. Several of us were only too ready to join, to help them teach people to read and write, and learn the rudiments of a little magic ... I'm sorry, I'm getting ahead of myself. I'm from Carnex. You are a marked man - you may not know it, but the shadow of the Night Dragon and its appalling servants are upon you now. You must be an enemy of the Cult, and for that reason you may be a friend. If you want to learn more of the Night Dragon you must head for Carnex. But at all costs beware the ...' Suddenly a wide-headed arrow is protruding from the back of his neck at a grotesque angle. You turn and are already running when his body hits the ground; you can't hope to fight enemies you can't see in the pitch darkness. You will have to leave Ismater now and sleep rough on the edge of town, hoping that whoever slew your informant won't find you. Add 1 to your Nemesis score and turn to 268.



53

The twisting passage slopes gently up and around from the mountain's core closer to the rock face and then back inwards again. Add 1 to your Time Track. Finally the lengthy passage opens into a cavernous chamber made from the same fibrous and rubbery material you've grown used to in this bewildering mountain core. All therein is black, edged with metallic blues, greys and silvery hues, and directly opposite you is a single exit. Standing before it is a horror which you know to be the Night Dragon's final servant and guardian. It has its arms crossed and it appears quite unconcerned at your approach. It stands three metres tall, with a human-shaped torso; but its great Dragon-like head seems almost too heavy for its squat neck to support. Its elongated limbs are heavily muscled and end in great clawed hands almost half a metre across. Its tattered black-and-silver robes bear the emblems of coiled serpents and spider's webs with skulls at the centre, and as it moves slightly you are revolted to see chunks of rotting flesh fall from its body.

'Come to me, little one,' it breathes in a ghostly rasping voice, 'I fear you not!' Will you:

- | | |
|---|-------------|
| Rush at the monster? | Turn to 156 |
| Use a longbow or crossbow to fire at the creature? | Turn to 399 |
| Throw a Magic Mirror at the creature (if you have one)? | Turn to 24 |



54

You have failed in your bid to gain the Magic Sword which you came seeking, but all may not be lost. Eventually you find a way out of the cavern and crawl along a narrow sinkhole to the surface. Add 2 to your Time Track, and you must now eat a meal. If you do not possess both the Magic Armour and the Magic Shield you sought, and you wish to set out to find one or other item, turn to 359. If you have both these items, you know the Armour Number and the Shield Number. Multiply the Armour Number by 4 and add that to the Shield Number, then turn to the paragraph with the same number as that total. If you have also tried and failed to obtain the Magic Shield you sought, you cannot hope to prevail on your quest and your adventure ends here.



55

You start from sleep just after midnight when one of the cloaked men stumbles as he heads towards you. You see the knife in his hand gleaming in the pale moonlight, and you grab your sword to defend your-

self. Two of the men are awake and ready to fight with their odd, curved blades. You must fight them together: each Attack Round, determine Attack Strengths for all three of you. Only the combatant with the highest Attack Strength will inflict a damaging blow that Attack Round. After four Attack Rounds, the third man will have woken and be ready to join the fray as well!

	SKILL	STAMINA
First PILGRIM	8	7
Second PILGRIM	8	7
Third PILGRIM	8	8

If you win, you search the bodies. You can take 5 Gold Pieces and enough Provisions for four meals from them, but you also find a strange mark tattooed on the forearm of each man. The symbol shows a twenty-stranded spider's-web pattern with a black reptilian skull at its centre (make a note of this paragraph as the one where you observed this design). Add 1 to your Nemesis score, then you resume your disturbed slumber; turn to 275.



56

The blue passage pulsates with light as you glide along it; you feel as if you are walking on air – and suddenly a door appears in the passageway before you. You open it and find yourself staring into a great maze of mirrors. A strong, tall figure steps out before you: it is a reflection of yourself. The warrior bears down upon you with weapon drawn! You must fight yourself!! Your opponent has the same SKILL and STAMINA scores as you do, but you have some advantages. Your mirror-image enemy has no magical items, and he has no LUCK points. Finally, you can distract your alter-ego during *one* Attack Round of the combat you face, and during that Attack Round you can perform one action – a free hit on your duplicate (deduct 2 points from his STAMINA), drink a Potion, etc. If you win this combat, turn to **104** immediately.

57

With an effort you push open a manhole cover to find yourself in a large, semicircular storeroom; you guess that you must have emerged inside a tower. The store has nothing of use to you – just wooden planks, empty sacks, simple tools and the like. A swift search reveals a secret door as the only exit from this room, so you open it to see what lies beyond. Turn to **26**.

58

Searching the area round the mountain is time-consuming. Add 1 to your Time Track. If your Nemesis score is 5 or higher, turn to **137**; if it is 4 or below, turn to **169**.

59

Two spectral figures emerge from the walls and howl at your approach! They are afraid of your magical light, but they also hate you and wish to slay you. *Test your Luck*, adding 1 to the dice roll for every point that your Nemesis score is over 7 (if it is 7 or below, you need not modify the total rolled on the dice). If you are Lucky, turn to **116**. If you are Unlucky, turn to **15**.

60

Beyond the door lies a hall which almost takes your breath away, such is its sheer size and the intricacy of its decoration. It must measure a hundred metres on each side, with a ceiling fifteen metres high. Standing within the hall are rank upon rank of stone Dwarfs, all staring at the far end of the hall, where three stone Dwarf chieftains stand on a raised dais. On the walls hang flags and pennants, their colours long dulled by age, and racks of battleaxes. A long mural etched in stone runs along the walls, showing Dwarfs at war overcoming their hated enemies, Giants and Orcs and Goblins. You can almost hear echoes of the war cries which must have resounded from these mighty walls. And, as you look, the Dwarfs begin to move! Slowly, painfully slowly, and with a stiffness born of centuries of slumber, they turn and shuffle around to look at you. One of the chieftains ponderously stretches out an arm, and a voice so deep it seems to come from the core of the world itself booms, 'The hour has come. The Hero has come to lift our curse!' A ragged cheer rises from the hundreds of stone Dwarfs, who begin to

throng round you. It seems that your quest must have many goals before you reach journey's end! Turn to 159.

61

You hide yourself at some distance from the main track into the town, and wait. Add 2 to your Time Track. Eventually a grey-robed, tall, lean figure strides away from Carnex along the trail. You can't use your weapon to best effect – his robes will be useless as a disguise if you've chopped them to shreds with a keen-edged sword. Because you have to pull your punches, you must subtract 2 from your Attack Strength during this fight!

GREY ASSASSIN

SKILL 9

STAMINA 10

If you win, you take the man's robes and pull them on over your armour. You head for the main gates with the cowl of the robe pulled firmly down over your face, and the guards let you past; turn to 333.



62

You spend some fruitless minutes in a warehouse packed with crates, boxes and sacks; there are several

doors and exits, and your man has disappeared. Worse still, when you get back to the *Endimion* the Dark Elf is dead. The ship's captain tells you that he spoke only a few words before he died: 'Go north-north-west along the Stormdrake Pass.' Now, will you:

Buy some extra equipment or food? Turn to 236

Sell some furs, if you have some to sell? Turn to 68

Leave Rentarn for Stormdrake Pass? Turn to 178



63

Trying to rush the wizard, your legs are ensnared by a magical whirling bola which wraps round them and brings you crashing to the ground! Deduct 2 points from your STAMINA. While you are getting up and readying yourself to fight, the wizard casts another spell to strengthen himself! Turn to 45 to fight him, but you must add 1 to his SKILL and 4 to his STAMINA.

64

You are almost following your own footsteps, heading

back the way you came; add 4 to your Time Track, and you must now eat a meal. You are back at the fork in the trail once more, so you have a choice of where to go. You can head south to Carnex if you have not been there before (turn to 8). Alternatively, you can continue south-east; add 2 to your Time Track and turn to 39.



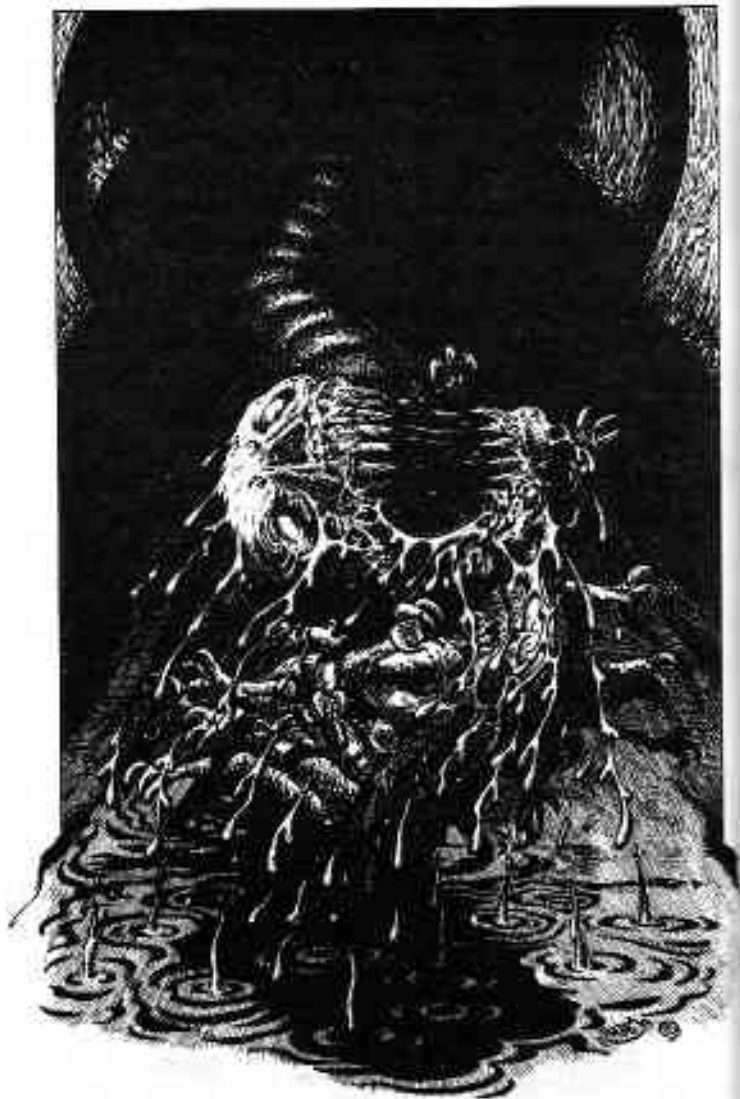
65

You can buy almost anything from the unscrupulous merchants of Port Blacksand, but your most likely purchases may well be:

Steel mirror	3 Gold Pieces
Rope	1 Gold Piece
Longbow and arrows	4 Gold Pieces
Glass bottle	1 Gold Piece
Spiked boots	4 Gold Pieces
Ice pick	3 Gold Pieces
Flask of liqueur	3 Gold Pieces
Keg of beer	3 Gold Pieces
Viewing lens	4 Gold Pieces
Carved ivory polar bear	4 Gold Pieces
Potion of STAMINA	8 Gold Pieces
Potion of LUCK	5 Gold Pieces

The spiked boots will be useful in walking on icy, slippery ground, and the liqueur is invigorating and strengthening (regain 4 lost STAMINA points when you empty the flask). The viewing lens helps you to see distant locations more clearly when you look through it, and it also acts as a magnifying glass. The ivory polar bear just catches your eye; you don't know whether it may be useful or not. The Potion of STAMINA, when drunk, allows you to regain lost STAMINA points equal to half your *Initial* score (round fractions up). The Potion of LUCK, if drunk, allows you to restore lost LUCK points up to half your *Initial* score (round fractions down). Potions and liqueur can be drunk at any time, except during combat. When you have decided what to buy, amend your *Adventure Sheet* accordingly; you must keep a minimum of 2 Gold Pieces for the journeys to come! Now you must *Test your Luck*. If you are Lucky, you get safely to Lobster Gate if you seek a ship (turn to 354) or to Weaver Gate if you're heading for Rentarn by road (turn to 212). If you are Unlucky, turn to 77.





66

You find a narrow, rocky crevice where the stream rushes to the surface, and you judge that there is just enough air above the water for you to push yourself along on your back. Mercifully, you have not gone many metres before the passage widens and you can crawl on all fours. You head onwards and you soon locate the outflow of the town sewers by the evil-smelling current which flows into the stream. You splash along the sewer aqueduct and are about to arrive at a junction of sewers when you spot a sinuous wave heading through the water towards you. You draw your weapon just as the monster breaks the surface. It is a many-legged, slimy, yellow-green worm; in its skeletal reptilian head, dripping filth and ordure, its jaws open wide to savage you with its razor-sharp, knife-long teeth!

NECROWORM

SKILL 9

STAMINA 14

If the Necroworm bites you even once, you have acquired a disease from its filthy bite but this disease will take some while to incubate. If you win, when you leave Carnex you will find that your *Initial STAMINA* score is reduced by 2 points until you can find a cure! However, you find 3 Gold Pieces on a half-eaten body. Now you head on; turn to 195.

67

You trudge back up the stairs; add 1 to your Time Track. Back at the crossroads, you can open the door opposite you, if you haven't done so before (turn to 86), or make for the door opposite the entrance passage (turn to 133).

68

You're not really experienced at haggling over the selling price of furs, but you pocket 5 Gold Pieces for the three beaver skins you were given – and you can always use some extra money! Now, will you:

Buy some extra equipment or food? Turn to 236

Make for the Rudderless Galley
tavern, if you haven't already been
there?

Turn to 286

Leave Rentarn, if you've stayed the
night here?

Turn to 178

69

You race across the snow to attack the evil enslavers of the hapless chained people. You must fight the grey-robed men separately as two pairs of opponents, and they will not be easy to defeat since they draw vicious, serrated daggers to strike you!

	SKILL	STAMINA
First ACOLYTE PAIR	9	10
Second ACOLYTE PAIR	9	11

If you win, you free the chained men and women. They seem dazed, barely in command of their senses, but you command them to make their way back south, and they obey your instructions. You have saved many souls from certain death in the lair of the Night Dragon; gain 1 HONOUR point! Turn to 258.

70

If you wish to, you can deflect the Dragon's breath

using your Magic Shield, and you will suffer no damage. However, if you do this now, the Shield will *not* be able to block a breath attack from the real Night Dragon when you meet it, and you must make a note of this! If you choose not to use the Shield to block the breath, you must lose 6 STAMINA points. Turn to 211.



71

You stagger backwards as your final blow slays the gigantic opponent you have struggled so long and hard to overcome! You can hardly believe it. You are dazed, wounded and bleeding and faint with shock, and adrenalin is pouring through your body. You sit down wearily with your head in your hands, shaking uncontrollably. And then you see, with utter horror, what is happening now. The slimy, acidic cocoon round the Dragon's corpse is slithering over the ground and wrapping itself round the Night Dragon's skull-head. The red glow in the eye-sockets, though dim, is beginning to increase in strength. The ghastly thing is somehow resurrecting itself! This is too terrible to be true – but it is happening. Now you have a crucial choice to make. You can flee the mountain; if

you do this, turn to 335. Otherwise, you make what preparations you can and prepare to deal with whatever animates itself to fight you again; turn to 98.



72

The Chieftain lays his sword first upon your left shoulder, then on your right, and you feel a surge of strength flow from the magical sword into your body. Your muscles stiffen then relax. The effect of the magic he has granted you is this: for one, and only one, Attack Round in any combat within the Mist Crypts, you can automatically have the higher Attack Strength and your blow will inflict a massive 6 points of damage to the STAMINA of your opponent! You may choose when to use this awesome power, but the magic will be lost outside the Mist Crypts, so use it wisely! You rise before the Chieftain, and in a moment of strange emotion you bow to each other. Gain 1 HONOUR point. Now you return to the antechamber beyond the tomb rooms; turn to 332.

73

The assassin drains his Potion before you can strike – and becomes invisible! It will now be very difficult for you to sense where he is. You retreat to the doorway, preventing him from escaping and raising the alarm, but he will fight you. Turn to 93, and you must subtract 3 from your Attack Strength when fighting him!



74

With a Potion of Invisibility you could sneak into the camp here, past the guards, and have some chance of entering the Great Jarl's cabin and stealing the shield. The camp is noisy, too; drunken Giants are carousing the night away, wolves howl, and, while you won't be silent, you can hope that the cacophony will help your nocturnal infiltration. Add 2 to your Time Track for the wait. However, this is sneaky; it's theft, and not very honourable. You will lose 1 point of HONOUR if you steal the shield. If you haven't entered the camp and wish to do this instead of making a sneak theft, you can still do so by turning to 29.

Otherwise, you make yourself invisible as dusk falls and head for the edge of the camp. You must *Test your Luck* to see if you pass the guards safely; if you have some smoke powder and can create a decoy, you can subtract 3 from the number rolled on the dice and, if you are Lucky, you regain 1 point of LUCK! If you are Lucky, turn to 250. If you are Unlucky, turn to 100.



75

After your exploits in the town of Carnex, it will not be safe for you to return! Too many people will have seen you, and the guards will be ready for you should you come back. Make a note that you cannot now return to Carnex even if you are offered the chance to do so in later paragraphs. Now, do you have the *Tome of the Reaches*? If you do, you will have noted three page numbers. Add these numbers together to get a three-figure number. Multiply the last two digits by the first one, and turn to that paragraph (for example, if the number was 515 you would turn to paragraph 75). Otherwise, turn to 370.

76

With the Red Wizard rendered harmless, you search his laboratory. You decide not to interfere with the extraordinary apparatus. Searching through the Wizard's desk and table, however, you find some useful items. He has some preserved food you can take (add 5 to your Provisions), a viewing lens which you may take if you do not possess one, 7 Gold Pieces and a set of iron keys. Pocketing these items, you look for somewhere else to explore; turn to 308.

77

Walking through the throng of lowlife in Harbour Street, not far from the infamous Black Lobster inn itself, you fall prey to one of the notorious pickpockets of Blacksand. You feel your bag of coins grabbed from your belt and spin around just in time to see a scrawny, rat-faced young man darting away down a side-alley. If you want to pursue the thief, turn to 11. If you don't wish to do so, you can head for Lobster Wharf (turn to 354) or Weaver Gate (turn to 212), but now you will have no Gold Pieces left. Alternatively, you could cry 'Thief! Stop him!' and hope that one of Lord Azzur's militiamen will help you out (turn to 279).





78

The dark tunnel twists and turns and leads to a long descending flight of carved stone steps. Strange and unfamiliar runes are etched into the walls alongside the stairs, and the air is chilly here. Peering into the distance, at least as far as your lantern sheds light, you finally see a stone landing with a door before you in the distance. You set off in that direction – and get a tremendous surprise! A pair of Skeletons seem almost to melt out of the stone on either side of the passage as you advance! Their bones surface from the stone as if breaking a wave of water and the yellowed bones of these undead monsters seem to be impregnated with bone themselves. You guess, rightly, that they may be much tougher than ordinary skeletons, and you back into a corner so that you can fight them one at a time.

	SKILL	STAMINA
First STONEMELDER	8	9
Second STONEMELDER	8	8

If you win, your troubles may not yet be over! The second Stonemelder doesn't fall to pieces at your final blow; its bones simply reel back across the room and sink into the stone of the wall, and as you look on in horror they begin to rise again! *Test your Skill.* If you are successful, you get to the far door, open it, then close it behind you to escape from the Stonemelder, so turn to 332. If you fail the test, you will have to fight the second Stonemelder a second time before you can escape.

79

It seems that few of the ordinary villagers are allowed to leave the village. You have a long wait; add 2 to your Time Track and you must now eat a meal. Eventually a villager with a small cart and a donkey approaches, morosely stumbling along the trail. You near him, keeping your weapon sheathed to avoid frightening him, and greet him politely; but it's clear he's absolutely petrified with fear. 'Look, I just want to find out about any secret way to get into Carnex,' you plead. If your Nemesis score is 4 or higher, turn to 96. If your Nemesis score is 3 or lower, turn to 390.



80

You push open the door to an armoury chamber and find a single item hanging on the bare stone wall in an otherwise featureless room. It is a shining suit of steel-linked chainmail armour! You can scarcely believe your good fortune at finding so swiftly what you came to seek – but as you take it from the peg on which it hangs, you see that it has twelve rents in it. It is simply unusable as it is, and somehow you're going to have to

get it repaired. You can only hope that the answer lies somewhere in this dungeon, where you found it. Make a note of the number of rents (call it the Armour Number). Now, you can open the door opposite you, if you haven't already done so (turn to 120), or go back along the passage and up the steps (turn to 232).



81

The Wizard-Wraith dissolves into wisps of acrid smoke as you strike the final blow. His staff remains, but it is an evil thing and you do not wish even to touch it. However, exploring the back of the rock ledge reveals 6 Gold Pieces – and a beautiful sword which positively crackles with magical energy. This is what you came for and, as you take it, its balance feels perfect in your hands. Across the hilt and pommel is set a broad band of tiny moonstones; 80 in all (make a note of the number of gems; call it the Sword Number). The Magic Sword adds 1 to your Attack Strength in all combats, but when you fight a Stalker or the Night Dragon itself, this sword will add a full 3 points to your Attack Strength! You hold the

sword aloft in triumph and, as you do so, you notice a very thin line in the rock face at the back of the ledge. Your fingers soon find a secret door, flush with the rock face, and a narrow, ascending passage beyond. In less than an hour, although it seems much longer, you are out of the Mist Crypts and staring at the setting sun.

If you're ready to face the Night Dragon, you know which paragraph to turn to! If you now have the Magic Armour, Magic Shield and Magic Sword but you have not yet met the Loremaster, add the Armour Number, Shield Number and Sword Number together and turn to the paragraph with the same number. If you have the Sword and the Armour, and you have tried and failed to get the Shield, multiply the Armour Number by 4, add the Sword Number, and subtract 10 to get a total; turn to the paragraph with that number. If you still seek either Armour or Shield, turn to 359.

82

Unfortunately, the acid the Stalker-Mage was preparing was made for the specific purpose of strengthening and toughening its master! As a result you must add 1 STAMINA point to the Night Dragon's total when you encounter it. You are hit by a great cloud of fiery breath which makes you scream in agony; deduct 6 points from your STAMINA. If you are still alive, turn to 4.

83

You take 3 Gold Pieces from the bodies of the cloaked men and are just about to take a piece of paper from the inside pocket of one of them when the door is

broken down and the landlord, accompanied by two militiamen, rushes in. You've just been discovered in a room with four dead bodies, apparently looting one of them! If you decide to give yourself up, turn to 143. If you prefer to jump out of the window, turn to 109.

84

You have got a few metres up the vine when the Ogre swats you to the ground with a blow of his enormous fist. You lose 4 STAMINA points because of the heaviness of the blow; you fall and must now fight. Turn to 102.

85

Yet more leg-wearying marching time is spent travelling into the far high peaks of the north-western Dragon Reaches; add 4 to your Time Track, and you must now eat another meal. If your Nemesis score is 4 or higher, turn to 330. If it is 3 or below, turn to 5.

86

You fling open the door and startle two men, one in grey robes, one in black, seated at a table, poring over some papers. Aided by surprise, you lash out at the grey-robed man who is near you and wound him; he draws a heavy knife to fend off further attacks. The black-robed man is trying to get to a bell-pull rope at the other side of the room; clearly he is going to raise the alarm! You have a choice of strategy here. You can continue attacking the grey acolyte, in which case the black-robed assassin will not fight until you have killed the grey acolyte. If you prefer to attack the assassin, then you must fight your two enemies

together, but this will make it much harder for the assassin to raise the alarm. Choose your strategy, then fight your opponents.

	SKILL	STAMINA
GREY ACOLYTE	8	8
BLACK ASSASSIN	9	11

If you win, how many Attack Rounds did you need to slay the black assassin? If you took more than seven Attack Rounds, add 2 to your Nemesis score. If you needed seven or fewer you need not do this. You'd like to search here, and examine the papers, but dare you risk the time? Will you:

- Leave and open the door in the right-hand passage? Turn to **133**
- Leave and descend the winding stairs, if you haven't done so before? Turn to **340**
- Search this room? Turn to **396**



87

You advance with trepidation through the archway, to find yourself in a tomb chamber even bigger than the first. Again there are ranks of tombs here, but your attention is drawn to the great stone throne at the far end of the room – and to the thing seated upon it. Of

the man's body only bones remain; but the great two-handed glittering sword in his bony hands shines in the light of your lantern and the jewelled neckchain round his throat also gleams and shines. Despite your fear you are curious and you move slowly towards the enthroned creature. As you advance, a red glow suddenly sparks from the sunken, empty eye-sockets and the undead thing rises from its throne! You may be able to placate it. If you know how many years the Chieftain ruled his clan, multiply that number by five and turn to that paragraph. If you don't, and your Nemesis score is 4 or higher, turn to **202**. If you don't know how long he ruled, and your Nemesis score is 3 or lower, turn to **254**. If you want to rush and attack the Chieftain anyway, turn to **215**.

88

The pyramidal shape glows with yellow light, and fine tentacles rise in alarm on its surface. As one, the shadowy forms flit towards you then fuse into a great pool of darkness. If you do not have a Magic Sword, you cannot fight the Chillshadow Horde and you will be slain; your adventure ends here. If you do have a Magic Sword, you can fight, but the odds are stacked against you and you cannot retreat now. In each Attack Round, you automatically lose 1 STAMINA point due to the intense cold radiating from the Chillshadow Horde!

CHILLSHADOW HORDE SKILL 9 STAMINA 13

If you win, the pyramidal shape is pulsing with brilliant light, its size swelling up! You now have a choice: you

can flee and follow the twisting passageway below (turn to 53), take one preparatory action such as eating a meal or drinking a Potion (if you do this, turn to 189), or attack the strange pyramid immediately (turn to 117).



89

The Loremaster's cat addresses you. 'You could use some help looking for the magic you seek. I can take you where you want to go now.' If you have two of the special magical treasures you have been seeking and you feel that you can set off for the Night Dragon's lair straight away, you may wish to go there now; if you do, turn to 233. If you decide to make for a magical treasure which you still seek – sword, armour or shield – the Loremaster gives you an amulet which you can use just once, and it will transport you to a place two days' march south of the Night Dragon's mountain lair (make a note that you can do this by turning to paragraph 289; the amulet can be activated at any time, except during a combat). So will you now

ask the cat to use its teleportation power to take you to:

The Sword?

Turn to 21

The Armour?

Turn to 5

The Shield?

Turn to 319

90

You ask the Dwarf what he knows about the Dragon Reaches, and he looks at you with a glint in his eye. 'Dangerous lands. The last civilized town there is Ismater, north-east of Rentam. I do have some interest in an old story about the Dragon Reaches, I must admit. There are legends of a lost dwarf clan below Slate Peak, a great grey mountain far to the north-west. Too far for me to go, and it's probably only another tall tale. But, many years ago, I picked up a coin said to be from them.' He puffs at his pipe as he reaches into a pocket and pulls out a very old, well-rubbed brass coin. 'Give it yer for a couple of gold. Might be some use to yer, if you're heading that way.'

If you want to buy the dwarven coin, you must give the Dwarf 2 Gold Pieces for it (if you buy it, add it to your *Adventure Sheet* and record the number of this paragraph next to it). You can now turn in for the night (turn to 275), or ask about the grey-cloaked men (turn to 337) or the area generally (turn to 157), if you haven't already raised the subject.





91

Opening the cell door is a mistake; you felt the evil within, and now the obscured figure within the cell leaps out at you and fog swirls round you, numbing and chill. Lose 2 STAMINA points, and you must subtract 1 from your Attack Strength in your fight with the bizarre enemy which has emerged from the fog! White-scaled and reptilian, the horror has a mutated form, with grossly foreshortened hind limbs and elongated front limbs ending in shovel-like claws, and its body is squat and powerful.

MUTATED

WHITE STALKER

SKILL 8

STAMINA 13

If you win, will you:

Try to open the chest here, if you
haven't yet attempted this?

Turn to 166

Leave here and open the door
opposite you?

Turn to 310

Backtrack and leave the town of
Camex?

Turn to 75

92

Nevill looks like the kind of fellow who might know almost anything, though you can't afford to give anything away about your quest. Will you ask him about:

Grey- or black-robed men?

Turn to 160

Frost Giants to the east?

Turn to 129

The Dragon Conclave?

Turn to 198

93

The black-robed assassin is dextrous and swift but, fortunately for you, he has not had time to poison his weapon. Nevertheless, he is a quick-witted and dangerous enemy!

BLACK ASSASSIN **SKILL 10** **STAMINA 13**

If you win, you find nothing of value in this room save for a little food (add 1 to your Provisions); you can now either head for the archway (turn to 267) or retreat to the main passage outside and choose somewhere else to explore (turn to 308).



94

Now we know that the messenger aboard ship is going to be making moves eastwards. He's going to try and find out what the Frost Giants are up to, and we have to prevent that. We also need to take steps to deal with that idiot they recruited in Blacksand. The High Priest already has Stalkers out in the wasteland, and we have an assassin at the docks. Here's your money, spy. You have served us well.' Now, do you

want to head straight down to the docks (turn to 167) or burst into the room and confront the men inside (turn to 38)?

95

The grey passage is oppressive and gloomy. A dank, cold, stone passage leads down and down, and there seems no end in sight; but finally you come to a very solid wooden door with a whole array of locks. You can pick or force these, but this is going to take you a long time; add 2 to your Time Track (just 1 if you have an ice pick to help you). Forcing the door, you walk into a scene from a nightmare. Across the stark, bloodstained chamber a ghastly parody of a thing sits on a stone throne, clutching a jewelled amulet in one skeletal hand; beneath its rotting robes the monstrosity has a vaguely human shape, but its skull is that of a reptile, and what little remains of its eyes glows with fiendish intensity. As it rises, flesh drops from its body, and it waves its claws in an arc, directing a shadowy form to attack you. You must fight the Chillshadow here before you can get to grips with the holder of the amulet, and this is a dangerous enemy; during every Attack Round which you fight, you automatically lose 1 STAMINA point due to the extreme numbing cold this horror radiates. If you do not have a Magic Sword, turn to 113.

CHILLSHADOW **SKILL 8** **STAMINA 7**

If you win, you now see red and silver doors in this room; if you want to run to one or the other and try

to flee for your life, turn to 377. If you wish to fight the advancing monster that remains here, turn to 185.

96

The frightened man looks at you closely. 'I was afraid you might be one of the High Priest's spies, but I don't think you are,' he whines in a scared voice. 'There's only one way I know of. Down by the stream, east of the town, there's an entrance to the underground waters; the sewers of the town run into it. It would be very difficult, but you might be able to crawl along the stream, into the sewers, and get into Carnex that way.' He looks around, fearful that someone may be watching him. 'I must go. If I am late returning, my family will be killed. The grey men, they have them as hostages, you know. If you make for the taverns of the town, you'll be watched. Stay away from the graveyards on the north-east side of town; they'll check you there, like they will if you head for the northern towers where the High Priest and his men are. Now I must leave.' He plods off along the path. You decide to make for the stream and the underground passage; turn to 66.

97

Test your Skill. If you are successful, you ride the truck round the circuit of the old iron mines in safety. If you fail, you crash going around a tight bend and you must lose 2 STAMINA points. Turn to 259.

98

You may perform four actions before the monster is

able to act. You cannot get at it to strike with a hand weapon; its thick cocoon prevents this. You may drink any Potion you have, use a charge from a Magic Mirror (if you have one), eat some food (you cannot eat more than two meals as part of your four actions) or drink liqueur (if you have any). Two actions are of particular note. If you have a Potion of Invisibility and wish to drink this, turn to 253. If you have a longbow or crossbow and wish to shoot at the skull on the ground, turn to 230. If neither of these is among your four actions, turn to 306.

99

Pushing open the door here takes a real effort, since it is jammed and swollen within its frame, but it finally gives way with a loud creak. In front of you a set of steps descends to a round chamber with what looks like a well in its centre; and to your right a passageway heads into the distance then turns directly ahead of you. If you want to investigate the passage, turn to 138. If you want to examine the round chamber, turn to 376.



100

You suffer the misfortune of being spotted by a guard, who sees your footprints leading out across a patch of snow right at the very edge of the camp – he can't see you, but he knows approximately where you are and he attacks! You must slay him quickly before he raises the general alarm. Fortunately, because you are invisible, he cannot aim his club at you very accurately and you may subtract 3 from his Attack Strength.

FROST GIANT SKILL 10 STAMINA 15

If you win, you just have to hope that the noise of your battle went unnoticed among the other sounds of the camp at night. Turn to 250.

101

You must fight the thief and his thug associate together.

	SKILL	STAMINA
THIEF	7	7
THUG	8	9

If you want to break off combat and run away at any time, you may do so – leaving all your gold in the hands of the robbers. Turn to 354 if you want to go to Lobster Wharf or to 212 if you want to head for Weaver Gate. If you win, you regain your stolen money, and the thief has an extra 4 Gold Pieces in a leather pouch. *Test your Luck* again! If you are Lucky, you can leave the scene and make for Lobster Wharf (turn to 354) or Weaver Gate (turn to 212). Otherwise, some militiamen arrive, so turn to 279.

102

Fortunately for you, the Ogre isn't very skilful, but he is exceedingly tough; when he hits you, his heavy club causes 3 points of damage to your STAMINA instead of the usual 2, so you must overcome him swiftly!

WOODLAND OGRE SKILL 8 STAMINA 21

If you win, will you:

Climb the vine, if you haven't done so?

Turn to 348

Untie the Ogre's sack?

Turn to 375

Enter the red tree door?

Turn to 123

Enter the yellow passage?

Turn to 292

103

You are certain that eyes are watching you as you stroll around in the town. Add 1 to your Nemesis score, unless you are wearing grey robes: if you are, *Test your Luck*. If you are Lucky, you aren't noticed and you don't have to increase your Nemesis score (and retain 1 LUCK point!). If you're Unlucky, suspicious eyes are turned your way and you must add 1 to your Nemesis score. Turn to 125.





104

The mirrors before you are crackling with sparks of light and a shadowy form is rising up from one of them. To either side of you a passageway suddenly opens up from the phalanxes of mirrors – one red, one silver. Everything is a roar of confusion and unpredictability as a horrific, four-armed, four-faced humanoid steps out of a mirror in front of you and advances on you! Will you:

Fight the Mirror Demon?	Turn to 381
Flee down the red passage?	Turn to 123
Flee down the silver passage?	Turn to 146

105

The guards draw their weapons at the sight of the coiled black serpent with glowing red eyes. 'Impostor!' one of them cries out. 'None of the Black Brotherhood would fail to wear his robes here!' You are swiftly surrounded by guards and overwhelmed. Your adventure ends here.

106

Nevill has the following useful items for sale:

Potion of STAMINA	7 Gold Pieces
Potion of LUCK	4 Gold Pieces
Potion of Invisibility	6 Gold Pieces
Bottle of Catstink	3 Gold Pieces
Vial of smoke powder	2 Gold Pieces
Tattooing ink and needle	3 Gold Pieces
Poison Antidote	1 Gold Piece per dose
Poison Salve	3 Gold Pieces per vial

The Potion of Invisibility has a self-explanatory effect. Evil-smelling, green, gluey Catstink is a valuable item: it throws off your scent any pursuing wolves or dogs; sprayed on the ground, it confuses them hopelessly. Smoke powder (Nevill will give you a flint and taper to make a fuse for it) may be a useful decoy, camouflage or obscurement, and who knows when this may be vital to you? The Poison Antidote can be used *after* a combat to cure all damage to your STAMINA due to poison suffered in that combat. Poison Salve can be smeared on at any time: it negates all damage caused by poison *during* the next combat when a poisoned weapon is used against you. Nevill has only one of each item, save for Poison Antidote and Salve. Make any purchases you wish, and adjust your *Adventure Sheet* accordingly. When you're done, you can chat casually to Nevill to find out whether he knows anything helpful to you (turn to 92); alternatively, will you now:

Shop at the Firewater Emporium?
Buy other supplies?
Relax at the taverns of Ismater, if
you haven't done so?
Leave Ismater?

Turn to 37
Turn to 373
Turn to 207
Turn to 268



107

Test your Luck. If you are Lucky, the gas does not ignite; but if you are Unlucky, a flare erupts round you from a pocket of dangerous methane and you lose 4 STAMINA points. Turn to 317.

108

You close in on the true High Priest of the Night Dragon's Cult of Darkness! You must subtract 1 from your Attack Strength when fighting him; the stench which exudes from his rotting flesh nauseates you as it enters your nostrils and throat and makes your eyes water. For the first two Attack Rounds, the Stalker-Mage will use spells against you. If he has the higher Attack Strength, he will conjure glowing magical serpent-forms to rise up and strike you, burying their shining fangs in your body. You will lose 4 STAMINA points from this attack (2 of these points being caused by a form of poison). Thereafter the Stalker-Mage will attack with a poisoned shortsword; if he has the higher Attack Strength, you will lose 2 STAMINA points from the weapon below, plus an extra 2 STAMINA points due to poison. The poison will have evaporated from the blade after three Attack Rounds; thereafter, his hits will cause you to lose only the normal 2 STAMINA points.

BONE STALKER-MAGE SKILL 13 STAMINA 16

If you win, you know that the single exit passage leads to the lair of the Night Dragon. If you are ready to go there, turn to 48. If you wish to spend time exploring this chamber, turn to 278.

109

If you are the only living person in the room, you can easily escape before the door is broken down; turn to 387. If there are militiamen in the room with you, you must *Test your Skill*, adding 2 to the number rolled. If you are successful, you evade them and jump down into the back streets, where you evade their pursuit. But now you're going to be hunted by the militia, which will make your quest very difficult in future. Turn to 387. If you fail, turn to 143.



110

After a wearying crawl you find a trapdoor in the passage; you gently raise it and peer through. You are looking directly down on to a crossroads of passages; you guess from your bearings that one of the passages leads to the entrance, and probably a guard-room, too! If you want to drop to the floor here, you may do so; but you fear that there may be a concealed pit trap below! This could just be paranoia on your part, but you cannot be sure! If you have a rope, you may descend safely (but you must leave the rope behind); turn to 323. If you haven't, you must *Test*

your Skill. If you are successful, you descend safely; if you fail, you fall and must lose 2 STAMINA points. Turn to 323. Alternatively, if you don't want to risk the fall, add 1 to your Time Track and go back to the main entrance; turn to 197.

111

The Great Jarl gets your drift very quickly. His eye gleams with mischief and he leans forward to scrutinize you closely. 'Well, runt, I am a giant of honour. Is that not so?' he says as he turns to his followers. They all murmur in agreement. 'It amuses me that you seek a challenge to take this shield we have had for so many decades. Not many short folk would dare! You are brave – stupid, but brave – so I shall accept.' He rises to his feet, yawns and stretches, then lazily picks up his enormous, double-handed stone axe. The Great Jarl is probably seven metres tall and, quite honestly, he looks as if he could have you for breakfast. Fighting him would be the toughest fight you have ever had in your life. Unfortunately, you don't have to fight him. His cabin door swings open and his son and champion strides in. He is introduced as Bagghurd and, while he looks about as smart as a rock, he makes his father look like a pygmy. He has muscles in places you wouldn't have thought possible, and he pauses in his habitual drooling to lick his lips at the thought of fighting you. If you are going to take up the challenge, turn to 204. If you decide to back down, turn to 170.

112

Back aboard ship, you are graciously given some hot

boiled Greel for lunch. It has the taste and texture of boiled boots flavoured with fish oil, but at least it's hot and nutritious. The mist is beginning to lift and, despite the captain's gloom, the ship arrives at its destination just before dusk. Turn to 304.



113

Without a Magic Sword, you cannot harm the Chillshadow! Its numbing cold freezes you and you become paralyzed. You stand, rooted to the spot, unable to move for what seems like ages. Roll one die, and add the number rolled to your Time Track. Then the Bone Stalker advances on you . . . Turn to 361.

114

The signature reads 'Scalmagzaprin', so you make a note of this name; he may be someone in a position of authority here, and certainly the small tower symbol

below his name suggests that he may be found in the northern towers of Camex. Now, will you:

- | | |
|---|-------------|
| Open the cage here, if you haven't already done so? | Turn to 91 |
| Leave this room and open the door opposite? | Turn to 310 |
| Leave the brewery and make for the towers? | Turn to 383 |
| Backtrack and leave the town of Camex? | Turn to 75 |

115

Your dwarven guides lead you along endless gloomy passages, but their exceptional underground senses alert them to prowling monsters before even you would have detected them. Your feet are sore with marching for two days (add 4 to your Time Track) by the time the Dwarfs show you a descending, grey-misted passageway leading down into a fog-occluded chamber. 'There lie the Mist Crypts,' your guide says grimly. 'May the gods go with you there! What you seek lies in their depths; be sure to keep heading downwards.' You make your way across the slippery floor of the cavern and, peering through the gloom, you see a door emerging from the mists directly ahead of you. There is also a side-passage leading upwards. If you choose to make your way upwards, turn to 356. If you decide to open the door instead, turn to 132.

116

You walk safely along the passageway, although your

feet stick to the glutinous muck on the floor. Will you follow one of the descending side-passages (turn to 164) or press on forward to the pillars and chamber in front of you (turn to 392)?

117

You will never have faced a stranger enemy than the magical Pyramidal Cell now in front of you. The Cell cannot attack you physically, but it can (and will!) use magical energy to attack. In each Attack Round, if you have the higher Attack Strength, you can strike the Pyramidal Cell and disrupt its metabolism, so it cannot use magic. If it has the higher Attack Strength, it will use the magical force available to it to strengthen itself or to attack you; roll one die and consult the table below to discover what happens.

DIE ROLL	EFFECT
1	+ 1 to Cell's SKILL
2	Cell regains 2 STAMINA points
3	You are drained of 1 LUCK point
4	You lose 2 STAMINA points
5	You lose 3 STAMINA points
6	You lose 4 STAMINA points

PYRAMIDAL CELL SKILL 10 STAMINA 11

If you win, and if you have an HONOUR score of 3 or higher *and* you have a Sphere of Light, add 130 to the Sphere Number and turn to that paragraph. If you do not have the Sphere of Light, or if your HONOUR is less than 3, you descend and follow the passage below; turn to 53.

118

Suddenly you become aware of a loud purring noise! You look down in astonishment, to see a golden gingery cat sitting at your side, looking up at you rather quizzically. 'Oh well, two out of three isn't too bad,' it says, stroking its whiskers with a heavy and well-clawed paw. 'Time to go now!'

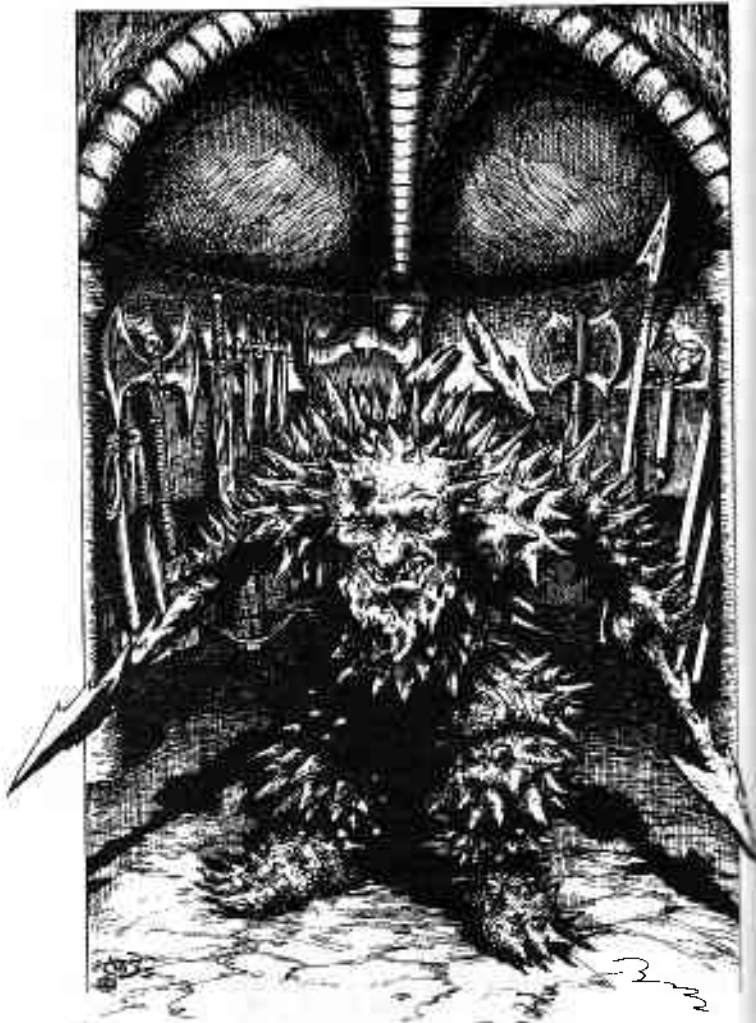
'Go where?' you ask, not stopping to think how odd you look talking to a cat.

'To the Loremaster, of course,' the cat says impatiently. 'It's only a few hundred kilometres away.' Your heart sinks at the thought of a long-distance march after your strength-sapping excursions in the hills and mountains. However, the cat jumps into your arms, looks into your eyes and purrs, 'Quite a simple spell really. Let's do it.' Everything turns into a blue-white haze round you and you feel very unsteady indeed. Turn to 266.

119

You don't wake from your sleep. Your body is left with its throat cut for the northern wolves to find, and your adventure ends here.





120

Once more you open the door with ease and you peer into the room beyond. It is a weapons chamber, with stone axes, a couple of shortswords, two swords of larger size (usable by humans like yourself!), small crossbows and polearms. However, you can't simply enter and take whatever you like. Barring your way is a Stone Dwarf of bizarre aspect: his body is covered in stony spines and both his arms hold lengths of barbed stone, rather like petrified spears. As you watch, the stone figure jerks stiffly into life and begins to move threateningly towards you! If you want to fight the Stone Dwarf, turn to **282**. If you wish to close this door and go elsewhere, you can do so; you may open the door opposite, if you haven't yet done so (turn to **80**), or you can return up the steps (turn to **232**).

121

The cowardly wizard falls at your feet and thanks you. You are disgusted with the sight, but he gives you what treasure he has: 7 Gold Pieces, a set of iron keys which, he tells you, will open the door further down the corridor, and some food (add 4 to your Provisions). You bind and gag him, and push his wriggling body under a table out of sight. Turn to **308**.

122

During the first day at sea, you need food to keep yourself warm against the freezing chill of the north wind; you must eat a meal. As dusk begins to fall, there is a commotion on deck as a lookout yells, 'Greels! Two of 'em on the port side!' You soon find

out what a Greel is, when a metre-thick, white-furred neck lunges over the port bow and a brutish, eel-like head darts towards you. The beast opens its black-lipped mouth to display rows of backward-pointing teeth as long as daggers. You must fight for your life!

GREEL

SKILL 9

STAMINA 13

If you win, turn to **208**.

123

You feel yourself being sucked along the pulsating length of the endless red passage until you find yourself back in the chamber you first arrived in. Turn to **20**.

**124**

Stormdrake Pass, which grows narrower as the peaks of the Dragon Reaches margin begin to ascend round it, is not a well-travelled path. The only signs of life you see as you trudge along the rocky track are birds

wheeling overhead and an occasional lethargic rock lizard skittering away from your footsteps. A few thick-leaved succulents hug the ground tightly, the only plant life you can see. This is barren terrain indeed, but you feel fortunate at having avoided any monsters during your first day's travel, and you sleep safely in a small cave. Add 2 to your Time Track, and you must now eat a meal. The following day you soon come to a fork in the trail. North-north-west, the trail is hardly perceptible any longer; pointing to the north-eastern fork is a badly weathered wooden sign, where you can just make out what is left of the original inscription; it says simply: 'TO IS ER'. You cannot decipher the letters in the middle. If you want to head north-eastwards, turn to **322**. If you want to go to the north-north-west, turn to **23**.

**125**

The town is broadly divided in half, with the bigger houses and those of merchants to the north and the homes of ordinary labourers and artisans to the south. You find a little food shop tucked away in a side street; if you want to get extra Provisions, you can

buy them at 1 Gold Piece per meal here. The major features of Carnex appear to be the very large and spacious graveyards to the north-east, a group of three towers standing behind a curtain wall to the north, some fine gardens to the north-west, and a large brewery to the south-west. There are also two taverns on the south side of town. Where will you go to now?

The taverns?

Turn to 142

The gardens?

Turn to 175

The brewery?

Turn to 209

The towers?

Turn to 383

The graveyards?

Turn to 355



126

You have taken too long! Grey- and black-robed men are swarming into the room from downstairs and you are trapped. You are swiftly overwhelmed and taken to a ghastly chamber of sacrifice. Your adventure ends here.

127

The Dwarfs return your newly repaired chainmail to

you (add 2 to your Time Track); the new steel links show hardly any sign of the old rents in the armour. You may add 1 to your Attack Strength in all combats, but when you enter the mountain lair of the Shadow Dragon you may add 3 to your Attack Strength, thanks to the magical properties of this armour! Gain 1 LUCK point. Turn to 220.



128

The Red Wizard reaches the end of the passage while you watch him leave. As he is about to disappear through the door at the base of the spinal passage, he turns and yells an oath at you, and casts a spell! A globe of fire flies from his fingers. *Test your Luck.* If you are Lucky, you are able to duck back into his room and avoid the ball of flame, but if you are Unlucky, you are hit by the spell and you must lose 4 STAMINA points! Then the treacherous Wizard is gone. Turn to 308.

129

You casually mention the Frost Giants to Nevill and

he grins knowingly. 'Ah, well now, there's an easy way of impressing them. Neat little trick if one of them gets nasty and you have to accept a challenge. Get yourself a bottle of firewater from old Benskens the Gnome, and an empty one spare. Fill the empty one up with water – no one'll know in that dark-green bottle – and seal the cork again. Then, if a Giant gets nasty, challenge him to a fight – after you've had a bottle of firewater each. They never say no to that, you know. Give the Giant the real stuff while you drink the water. Actually, buy as many bottles as you've got the gold for. If you're heading that way, you'll need all the firewater you can get.' Now, will you:

- | | |
|---|-------------|
| Ask Nevill about grey- and black-robed men? | Turn to 160 |
| Ask Nevill about the Dragon Conclave? | Turn to 198 |
| Leave and shop at the Firewater Emporium? | Turn to 37 |
| Shop elsewhere for supplies? | Turn to 373 |
| Relax in Ismater's taverns, if you haven't already done so? | Turn to 207 |
| Leave Ismater? | Turn to 268 |

130

Standing in front of the door beyond the statue, you should have the armour you seek before you go any further; if you have the armour, you know the Armour Number. Multiply that number by five, then turn to the paragraph with that number. If you don't have the

armour, turn to 232 and search once more in the upper dungeon level.

131

To your chagrin you cannot make out the signature here, so you tear up the note! Now, will you:

- | | |
|--|-------------|
| Open the cage, if you haven't already done so? | Turn to 91 |
| Leave here and open the door opposite? | Turn to 310 |
| Backtrack and leave the town of Carnex? | Turn to 75 |

132

Beyond the door, you walk along a short and very narrow length of cut stone passageway until you come to a second door, which you open with ease; stepping into the chamber beyond, the door closes silently behind you, and now it is absolutely flush with the wall. You realize how well designed a secret door it is from inside this room, and you wonder whether you should look for other similar hidden portals within the crypts beyond! Turn to 201.





133

Beyond this plain wooden door is a very long passage which rises up a gentle slope, with sets of steps cut in it every twenty metres or so. Along the high ceiling run heavy stone and metal pipes; despite the solidity of the material they're made from, they seem to pulsate and throb in a slow rhythm. In the far distance there appears to be a spiral staircase leading upwards, but there are three doors before that – two on your right, one close and one distant, and one on your left in between. You have a strong feeling that trying to smash the pipes would definitely raise the alarm and you don't want to risk that. So, will you:

Open the nearer right-hand door?	Turn to 389
Open the left-hand door?	Turn to 183
Open the further right-hand door?	Turn to 299
Head for the spiral staircase?	Turn to 262

134

You rush the Giant and startle him with your first blow, but then he raises his axe to fight you. You were warned that these Frost Giants were tougher than most, and now you're about to find out at first hand!

FROST GIANT SKILL 10 STAMINA 16

If you win, turn to 371.

135

You retreat a little way and try to form a plan for getting into Carnex undetected and bypassing the

guards at the gate. Add 1 to your Time Track as you ponder, and you must now eat a meal. After observing the few comings and goings of the town, you consider that you have three options: ambushing one of the grey-robed men you see walking in and out of the place and taking his robes to bluff your way past the guards (turn to 61); trying to get information out of one of the ordinary villagers (turn to 79); or giving up and going somewhere else (turn to 370).

136

You tell the Dragon that you do not want him to suffer the curse an Oath-breaking brings, and he looks at you with mingled relief and uncertainty. Gain 1 HONOUR point. Now where do you want to go to?

South-west to the sword?	Turn to 288
North-west to the armour?	Turn to 217
South-east to the Frost Giants and the shield?	Turn to 39

137

As you make your way towards the eastern face of the mountain, a black-cloaked creature two metres tall leaps out from behind the cover of a large rock to attack you! Its body is vaguely human in proportion, but its great, green, scaly head is reptilian and its arms end in four-fingered, clawed hands. Its yellow, slitted eyes are full of hatred and menace as it snarls and spits at you and foetid, brown-yellow wisps of noxious gas drift out of its fanged mouth! One of the Night Dragon's Stalkers is upon you, and battling it will be

difficult. During each Attack Round, whenever you have a lower Attack Strength than your enemy, you must *Test your Skill*. If you ever fail the test, the Stalker breathes over you and its foul breath weakens you; you will have to subtract 2 points from your Attack Strength during the rest of this combat, and 1 point from your Attack Strength in the next combat you face.

GREEN STALKER SKILL 10 STAMINA 10

If you win, and you slay the horror, its eyes gaze at you with a malign menace as it perishes, as if someone – or *something* – else was still looking at you. Add 1 to your Nemesis score. Now you can continue your search round the mountain (turn to 169) or return to the tunnel entrance you know of and enter there (turn to 78).

138

You follow the passageway to the turn and beyond it towards a door in the distance. Then from behind you, a great iron-barred portcullis slams down from the ceiling, completely blocking the path back. From before you comes an ominous banging at the heavy wooden door, as if something on the far side were trying to get out! You strain to lift the portcullis, but it is very heavy. You can now try one of two strategies. You can try to force the portcullis up by the exercise of sustained strength. If you do this, you are allowed two attempts before the door opens. At each attempt you must *Test your Skill*, and you need only one success to escape; but you must add 4 to the number rolled on

the dice! Alternatively, you can try a single mighty heave. You get only one such attempt; you must *Test your Skill*, adding 1 to the number rolled, but the effort is indeed mighty and you pull a muscle (deduct 2 points from your STAMINA and you must subtract 1 from your Attack Strength for the next combat). If you fail, turn to **263**. If you are successful, the portcullis opens, you escape and it closes behind you; turn to **182**.

139

You are beyond the reach of the angry Ogre when he tries to swat you out of the vine – but now the huge brute hugs the base of the large vine and is trying to shake you out of it! *Test your Skill* once more; if you are successful, turn to **348**; but if you fail, turn to **158**.

140

'I have an urgent appointment with High Priest Scalmagzaprin in person,' you announce with all the authority you can muster. 'The breath of the Ancient will be upon you if I am delayed in my business!' If your Nemesis score is 7 or higher, you must *Test your Luck*; if you are Lucky, you are allowed to pass, so turn to **26**. If you are Unlucky, turn to **203**. If your Nemesis score is 6 or below, the guards tremble in their boots and let you enter the central tower; turn to **26**.

141

Your hands, arms and face throb with pain while you hold the mirror close to the furnace for a few seconds, then you are forced to retreat, biting back a cry of

agony. Deduct 5 points from your STAMINA. However, the mirror's bloodstones are glowing brilliant ruby-red now, and something of the furnace's heat seems to have been drawn into those pulsating gemstones. You may add 2 points to your *Initial* STAMINA score, and make a note that when you meet the Night Dragon you may subtract 3 from its STAMINA score! Now turn to **308**.

142

You will learn nothing of interest in the taverns of the town. Local people actually move away from you, and their talk is very guarded. If you are wearing grey robes, add 1 to your Nemesis score: there are no robed men in the taverns here! Choose somewhere else to visit, where you have not been before. Will you head for:

The gardens?	Turn to 175
The brewery?	Turn to 209
The towers?	Turn to 383
The graveyards?	Turn to 355

143

The militia are very suspicious indeed, although they clearly know the grey-robed men to be evil people. They cart you off to jail and keep you there for some time. If you didn't try to escape through the window of the tavern room, they hold you for two days (add 4 to your Time Track). If you did try to escape that way, they hold you for five days (add 10 to your Time Track). Then they turf you out. Turn to **387**.



144

Dragging yourself through the aperture, you have ascended into a domed hemisphere of a chamber with what looks like the starry skies in the heavens above you: blue and yellow twinkling lights cascading from a thousand stalactite-like growths high above. Brilliant sparks of light flash from one glowing point to another, tracing out a vast spider's web of scintillating colour. In the middle of this chamber is a pyramidal creature, half transparent and gelatinous, with tentacles that project up into the dome and down into the rubbery floor. Round the pyramid flit dark, wraith-like shapes that radiate a chill you can feel where you stand. You have no idea how dangerous entry may be, but you sense powerful magic at work, and a thrill of fear races up your spine. If you want to step forward, turn to **88**. If you prefer to descend and follow the twisting passageway below, turn to **53**.

145

You are almost at the top of the glacier when a clatter of rocks comes tumbling down on your head! Lose 2 STAMINA points. One heavy stone hits you on the forehead and dazes you; you must subtract 1 from your Attack Strength for the combat you're about to face. You manage to hang on to the ice and not be swept off by this assault; gain 1 LUCK point. When you get to your feet on the ridge, you face a skeletal attacker armed with a long, barbed polearm weapon with which it has a long reach, making it difficult to get at. It manages to wield this with one bony hand while gripping a curved dagger in the other to attack

you if you do manage to get close! If the Skeleton rolls 17 or higher for its Attack Strength, it will hit you even if you have the higher Attack Strength (if you have, you both land blows in the same Attack Round), and if you don't *Test your Skill* successfully after such a blow you will slip and fall on the ice. If you fall, you must subtract 4 from your Attack Strength in the next Attack Round.

SKELETON SKILL 8 STAMINA 7

If you win, turn to 276.



146

You have wandered into a maze of passages which confuse and disorientate you. Roll one die; if you roll 4 or 5, you emerge from the maze safely; turn to 20. If you roll a 6, turn to 366. If you roll 3 or below, add 1 to your Time Track and roll the die again until you do roll 4 or higher. If you wish, you can spend a LUCK point to add 1 to the number rolled on the die; but you can turn to 366 only if you actually roll a 6 on the die.

147

You are almost half-way down the steps when a spell

slams into your body; a black web-pattern of magical energy drawn from centuries of dreams of destruction and death wraps round you, cutting into your body and limbs. Your magical armour may save you from this; *Test your Luck*, adding 3 to the total rolled. If you are Lucky, your armour absorbs the spell! If you are Unlucky, you lose 4 points from your STAMINA and 1 point from your SKILL. You drag yourself onwards down the steps; turn to 271.

148

You rise to your full height and challenge the Frost Giant champion to drink a bottle of firewater with you before the fight! The onlookers gasp as one Giant. You hand Bagghurd the real stuff, and you yourself drain the water in your own bottle. Bagghurd is certainly looking somewhat cross-eyed after he has laboured to finish the drink, and you can deduct 2 from his Attack Strength during the coming fight. Return to 204 and fight.



149

Your weapon shrivels in the fiery blast of the breath that envelops you in a cloud of dreadful heat and smoke! Lose 6 STAMINA points. If you are still alive, you rush your enemy; turn to **295**.



150

'Chieftain of thirty years' great leadership and might, I do not come to rob your tombs,' you cry out, hoping for the best. Now, what is your Nemesis score? If it is 4 or higher, turn to **173**. If it is 3 or lower, turn to **202**.

151

Pushing open the door to the brewery, a strong smell of hops and malt comes from the barrel-filled room you enter. There is a door to your right, one to your left, and one in front of you. Which will you open?

The door to your left?

The door before you?

The door to your right?

Turn to **245**

Turn to **341**

Turn to **221**

152

Dwarven artisans, still stony and awkward, take some time to repair the chainmail armour for you. Add 5 to your Time Track; but they do a fine job. The chain armour is light and supple, and it adds 1 to your Attack Strength in all combats, except against Stalkers and the Night Dragon – against whom it adds 2 to your Attack Strength! Turn to **220**.

153

The Frost Giant leaps to his feet as you approach and holds his axe threateningly above his head; but something tells you he's rather wary of you and his gesture is just bluster. 'I'm looking for the Chieftain of your people,' you say with all the authority you can muster.

'Oh really?' he replies. 'Why would the Great Jarl want to see you, Shorty?' You both bluster for a while, but what it comes down to in the end is that this Frost Giant will take you to the Great Jarl's camp if you give him an appropriate gift. You have to give the Frost Giant 4 Gold Pieces, a bottle of firewater or a flask of liqueur as a bribe. If you are willing to do this, amend your *Adventure Sheet* accordingly and turn to **190**. If you don't have any of these items, or are simply too mean to give this Giant anything, matters are going to be much more difficult for you; turn to **371**.





154

Beyond the half-open door is a very strange laboratory indeed. A tall, lean, saturnine man in red robes trimmed with black rises from his seat at a table filled with glass globes, retorts and pipes. Criss-crossing the wall and ceiling above the table are strange, tentacle-like growths which pulsate, making the squelching noises you heard outside. They run into the walls of the room, and coloured liquids from the alchemical glassware are drawn through tubes into these peculiar growths. A pile of broken, reptilian skulls lies on the far side of the room, and in a huge bell jar a half-dozen reptile brains float in black brine. A large tube runs from this vessel to the largest of the tentacles, which pulsates constantly and drips glutinous slime on to the floor. This is peculiar enough, but you have no time to take in the fine details; the wizard is readying his attack! To begin with, the wizard will attempt to pull a lever beside his large work-table. When he wins an Attack Round (he has a SKILL of 11) he will do so; turn to 384. When you win Attack Rounds, you will inflict damage on him; if you manage to kill him outright without his ever having the higher Attack Strength in an Attack Round (he has a STAMINA of 15), turn to 76.

155

For a second time your contact has been slain by assassins! The Elf manages a few words before the poison on the dart kills him. 'North-north-west,' he croaks, 'along Stormdrake Pass. Frost Giants have ... Take them firewater, Ismater ...' and then he is dead. What will you do now?

- Buy some extra equipment or food? Turn to **236**
 Sell them furs, if you have some to
 sell? Turn to **68**
 Leave Rentarn for Stormdrake Pass? Turn to **178**

156

You run full pelt into a barrier of magical force, and it feels as if you have run straight into a rock face. Deduct 3 points from your *STAMINA*, and now you must *Test your Skill*. If you are successful, turn to **108**. If you fail, turn to **368**.

157

'Quiet enough,' the Dwarf says as he takes another gulp of strong ale. 'There's a village, Sharndale, north of the woods and not much else before yer get to Rentarn. But I have seen a Frost Giant or two to the north-east, although I haven't heard of them attacking hunters or trappers hereabouts. You don't want to be fighting any of them - they're as tough as my boots. If you've got some firewater with you, though, they'll drink themselves stupid on it. Drunkards, they are.' If you want to ask the Dwarf about something else, you can ask about the Dragon Reaches (turn to **90**) or the men in grey (turn to **337**); or you can just turn in for the night and get some sleep (turn to **275**).

158

You land heavily in falling off the vine. Deduct 5 points from your *STAMINA* and now you are forced to fight the enormous monster; turn to **102**.

159

You do not interrupt the chieftain as he explains the plight of his people. They are cursed to live as beings of stone; a Great Wyrn appeared in their mines and turned them to stone with its terrible petrifying gaze. The Dwarfs believe the Wyrn appeared because they disturbed an ancient evil sleeping far to the north when their mines spread far and wide below the Dragon Reaches. They also believe that you have come to slay the Wyrn and lift their curse of ages. They see the torn armour you carry, and they offer to repair this if you slay the Wyrn. You have a horrible suspicion that what they call a Wyrn is in reality a Basilisk, which turns people to stone if they meet its gaze; but you have no choice. You heft your sword and agree to slay the monster. Again the Dwarfs cheer, and they guide you through the great hall to a descending pit cage which leads down to the mines. The ancient mechanism which operates it begins to clank, and by some minor miracle it delivers you safely to the deep mines. Add 1 to your Time Track. Opening the barred iron door, you step on to wet, cold rock and breathe in dank air. Water drips everywhere in the gloom here, and the silence is as ominous as the darkness your lantern barely illuminates. You can follow a mine shaft leading in one of four directions; will you go:

- | | |
|--------|--------------------|
| North? | Turn to 27 |
| South? | Turn to 242 |
| West? | Turn to 14 |
| East? | Turn to 302 |

160

Nevill's demeanour changes abruptly; he looks filled with fear. 'Walls have ears,' he hisses, 'never mention those men! They come from Carnex. They brew ale there, so they say, and they do deliver it here, but they're bad, vile, blackhearted scum. Don't speak of them here!' He ushers you out of his shop. Now, will you:

- | | |
|---|-------------|
| Shop at the Firewater Emporium? | Turn to 37 |
| Buy some supplies? | Turn to 373 |
| Relax in the taverns, if you haven't done so? | Turn to 207 |
| Leave Ismater? | Turn to 268 |

161

The new day is bitterly cold. You lose 2 STAMINA points because of the wind chill as a gale whips across the frozen plains, unless you have some Firewater. If you have, sipping it will keep you warm and you need lose no STAMINA points (since you take a sip only, you do not have to remove the Firewater from your *Adventure Sheet*). You are now closing in on the mountain range to the north, and to your left you see, some distance away, a column of figures heading north. Taking care to conceal yourself, you approach them to take a closer look. You see that a hundred or so ragged folk, chained together, are being shepherded along by a group of four grey-robed men; periodically the slaves are being struck with cruel whips by their captors. If you decide to leave well alone here, turn to 258. If you decide to attack the grey-robed men, even

though four of them are a force to be reckoned with, turn to 69.

162

Suddenly you are aware of a loud purring noise! You look down in astonishment and see a golden gingery cat sitting at your side, looking up at you with an expression of admiration. 'Well done! All three - sword, shield and armour! There's hope for you yet.' You gawp at the talking cat, not sure what to say. 'Come on,' it says as it leaps into your arms, 'it's time to see the Loremaster. He's waiting, and he can be an impatient old man at times.' As the cat speaks, everything round you merges into a bluish-white haze and you feel very giddy as the world just seems to vanish far into the distance. Turn to 266.



163

You can take enough food here for 4 meals (add 4 to your Provisions); as you turn to leave, however, the guard, who was only feigning sleep, leaps up and strikes you on the back with a heavy, iron-banded wooden staff! Deduct 2 points from your STAMINA; you must fight him.

GREY ACOLYTE

SKILL 8

STAMINA 9

If you win, will you:

Head for the door to your right?

Turn to 341

Make for the door opposite you?

Turn to 245

Leave the brewery and explore
elsewhere in Carnex?

Turn to 333

164

The passages curve around to join one another and descend into a huge, barren chamber in which a massive ring of three-metre-tall bones stands round the walls. Those nearest you are blunt, those further ahead are sharp and tooth-shaped. You realize that this is a kind of model of a gigantic mouth. Exploring this huge cavern would take much time; if you wish to search it, turn to 349. If you want to go back up the passage and retrace your steps, add 1 to your Time Track and turn to 392.

165

You mark a spider's-web pattern round a black reptilian skull on your arm and advance towards the guards, showing them the tattoo. If you are wearing grey robes, they allow you to pass and enter the tower. If you are not wearing grey robes, they are suspicious of you, but you manage to bluff your way through; gain 1 LUCK point, but you must also add 1 to your Nemesis score. Turn to 26.

166

The keys on the table don't fit the chest, and there are no keys on the bodies of the Assassins you have slain. Trying to prise open the lock on the chest, you must

Test your Skill. If you do *not* have an ice pick (which you can use to prise off the lock), you must add 2 to the number rolled on the dice. If you are successful, turn to 280. If you fail, turn to 297.

167

At last, down at the docks, you have a stroke of good luck. One of the throng of sailors appears to know something. 'Ah, the *Endunion*. Due in from the Eelsea on the lunchtime tide. Me bruvver's second mate on that ship,' he says, his chest swelling with family pride. Sure enough, come noontime, the ship arrives at the dock. You ask the captain if he has any passengers on board; even as you speak, however, you see out of the corner of your eye a black-cloaked figure skulking below decks. Fearing he may be up to no good, you yell at him, and he spins around to face you - a Dark Elf! He holds up his hands to hush you and, as he does, his head jerks backwards and you see a long, heavy dart suddenly protruding from his neck. On the dockside, you spot a black-robed man darting away into a warehouse. If you want to pursue this assassin, turn to 62. If you want to try to help the Dark Elf, turn to 155.





168

By the time you reach the bottom of the stairs the grinding and booming sounds are deafening. Peering round the corner of the stairs with your fists over your ears to shut out the sound, you see a bizarre scene. You are standing on the left-hand side of an oval room which has huge, fiery, stone pits sunk at each side, and hammering up and down into them – as if grinding something at the bottom of the pits – are a pair of stone cylinders with fire-blackened bases. Burning arcs of steaming red liquid fly up from the pits as the columns hammer down, and this liquid looks as if it could be boiling blood! Standing in the middle of the room is a very powerful-looking and bewilderingly strange object: three metres tall, the figure is made out of stone and it looks rather like a skeletal Dragon, with very powerful hind limbs terminating in great clawed blocks of red-veined black rock. It is standing on its hind legs and metronomically moving its forelegs up and down; the columns rise and fall in unison with its movements. The obvious toughness and power of this juggernaut-statue give you pause for thought. If you wish to attack the statue, turn to 274. If you wish to climb back up the stairs and search elsewhere, turn to 67.

169

You don't find another entrance, but do discover a clump of fleshy, thick-leaved plants growing in a small gully. The leaves and roots are fairly tough, but they're nourishing and you may add 3 to your Provisions. Gain 1 LUCK point and turn to 78.

170

You respectfully say that, having seen the awesome might of the Great Jarl's son, he is clearly the most powerful fighter that Titan has ever seen and no one could possibly hope to match him. Your flattery saves your skin, but you have backed out of a challenge you suggested, so you must lose 1 point of HONOUR. The Frost Giants sneer at you, and you can't now suggest some form of barter. You have to slink away from their camp and spend the night out in the wilds. Turn to 298.



171

If you have a STAMINA score of 20 or more, the first mate looks you over and decides you're a strong fellow, so you can get passage for a mere 4 Gold Pieces, if you're prepared to work aboard ship, slaving at rope-tarring and deck-scrubbing. You'll get a bunk to sleep in, but you'll have to provide your own food! If you want to accept this offer and can pay, you must double the number of meals which you are told to consume during the journey aboard ship; turn to 122.

If your STAMINA score is below 20, you have to pay the full fare of 10 Gold Pieces and turn to 122; otherwise you must travel by land (turn to 212).

172

You stand in a bare guard chamber with a very strange rising passageway to your left. The slope of the passage is very steep and the surfaces of the floor, ceiling and walls are knobbed, almost bony in appearance. All the surfaces drip with a thin, slippery jelly which will make climbing very difficult and dangerous. If you have a magical seed pod and you choose to use it here, you know how many stripes it has; multiply that number by twenty and turn to the paragraph with that number. If you do not have it or do not wish to use it, turn to 205.



173

The glowing red eyes of the undead Chieftain fix themselves upon you, boring deep into you. When it speaks in a low, rasping voice, it does not seem hostile. 'You are wise to revere my might, warrior. I

see that you are marked by an enemy I have no love for. It is still within my power, warrior, to give you aid. If you are worthy.' The creature raises its sword with a threatening gesture. 'I offer you a bargain. You must fight and overcome me, and I will guide you within this place and grant you some power from this sword — although it is not the one you come seeking here. If you are too craven, begone and leave me to my rest.' Will you accept the challenge to duel with the Chieftain (turn to 365) or leave (turn to 332)?

174

The Demon is gone and the mirror it emerged from is now shattered; but something has been left behind. Lying at the base of the broken mirror's frame is a silver Magic Mirror with a hundred bloodstones winking at you from its filigree rim (make a note of the number of gems as the Mirror Number). This Magic Mirror is a very valuable find (gain 1 LUCK point): it can perform many functions. It has three charges of magic left inside it, and you may use a charge at any time, except during combat, for one of the following purposes. You may command the Mirror either to show your reflection as a strong, powerful warrior (when you do this, your SKILL will be restored to its full, *Initial* level) or to show you in the best of health (this will either cure any disease you may acquire or restore your STAMINA to its *Initial* value, as you choose). Finally, as long as the Mirror has at least one charge left, you can command it to fly at an opponent in combat and explode in a vortex of flying glass and metal shards; if you do this, it will inflict 6 points of

damage to the STAMINA of your opponent, but it is then destroyed. You may do this during any Attack Round, in addition to your normal weapon blow. When the Mirror has no charges left it will be useless, so you must keep a record of the charges you have used. Now, there are passageways to be explored. Will it be:

The white passage?	Turn to 218
The red passage?	Turn to 123
The silver passage?	Turn to 146
The yellow passage?	Turn to 292

175

The gardens are pretty and elegant, but townsfolk again avoid you. The only noteworthy feature you find is a sluice which appears to drain water away from an ornamental lily pond, and which you surmise may also lead down into the sewers below the town. No one seems to be around watching you so, if you want to go down into the sewers, turn to 195. Alternatively, you can explore some part of Carnex which you haven't yet visited. Will this be:

The taverns?	Turn to 142
The brewery?	Turn to 209
The towers?	Turn to 383
The graveyards?	Turn to 355

176

You have to carry the man for half a dozen kilometres before a trapper with a sled overtakes you. The burly

trapper recognizes the victim and says he comes from the village of Sharndale, seven kilometres further along. The two of you unload furs and goods from the sled, put the injured man on it, and you help by carrying the bulky furs along the road to Sharndale. You deliver the man to his family, who make him as comfortable as they can. The weather is closing in, with chill, sleet rain drifting down from iron-grey clouds, and you'll not get to Rentarn before dark now. You are invited to stay with the family; they will give you some furs by way of thanks, as well as hot food and a comfortable bed for the night. Add 2 to your Time Track and gain 1 point of HONOUR. Now turn to 304.



177

Your missile shoots harmlessly away into the distance. The cunning Night Dragon casts a spell at you which will affect your Magic Armour, if you have some. You must subtract 1 from the bonus this Armour gives to your Attack Strength, as it develops metal fatigue and rust. You've got to find a way to descend! If you wish to climb down the steps, turn to 147. If you have Winged Boots, you know the name of the man who wore them before you; convert his name into a number using the code A = 1, B = 2, C = 3 . . . Z = 26. Add

the numbers corresponding to the letters in his name, multiply the total by 3, then turn to that paragraph. If you have a magical seed pod, multiply the number of stripes in the pod by 21, then turn to that paragraph.

178

If you're leaving Rentarn, there's a pass which you must find. If you know the name of the pass, convert it into a number using the following code: A = 1, B = 2, C = 3 . . . Z = 26. Add the numbers corresponding to the letters in the name together then turn to the paragraph with that number. If you don't know the name of the pass, you must visit the Rudderless Galley tavern; turn to 286.

179

A cone-shaped fog of superfrozen magical cold is heading towards you! If you have a Magic Shield with you, you know the Shield Number. Turn to the paragraph with that number. If you do not have it, you must lose 6 STAMINA points because of the intense cold of the Dragon's breath! Turn to 211.

180

The statue takes the coin in its hand, looks at it, then hands it back to you. It stands as if at ease, moving away from the door. Turn to 130.





181

You rush up the stairs and throw open the door to the highest chamber of the tower. Across the room stands a snarling High Priest, shrouded in a black miasma of magical energy; one hand holds a scimitar glowing with brilliant, crackling blue light, the other holds a short, slim wooden wand which glows fiery and bright. You have no time to take in the hideous decoration of the room, with its mummified bodies, skeletal figures, vast statues of Dragons and similar horrors; you're fighting for your life!

In each of the first four Attack Rounds, the High Priest will discharge his crackling magical wand at you. This is in addition to his scimitar attack. In each round you must *Test your Skill*, adding 3 to the number rolled. If you fail, you will be struck by a magical bolt and lose 4 points of STAMINA. In addition, the evil scimitar the High Priest uses inflicts 3 points of damage to your STAMINA with each successful hit. You are up against a truly terrifying enemy.

HIGH PRIEST

SKILL 11

STAMINA 15

If you win, your Nemesis score is reduced by 2 points, for you have slain the High Priest himself, and his cult will be too disorganized to pursue or harass you (though his Stalkers may still be prowling the Icefinger Mountains!). Add 1 to your Time Track. You now have a choice: if you want to leave Carnex immediately, you'll be able to get to safety; turn to 75. If you want to stay and explore this chamber for treasure, if only briefly, turn to 315.

182

Back on the other side of the portcullis, you ought to find somewhere to explore more worthy of your time than the unpleasant dead-end you just walked into. You can go back to the antechamber (turn to 332) or descend the stairs to the chamber with the well (turn to 376).



183

The door half-way along the passage opens into a simple antechamber with a closed door ahead of you and another door, slightly ajar, to your right. A distinctly disturbing squelching sound is coming from behind the open door. Will you:

- | | |
|--|-------------|
| Open the door ahead of you? | Turn to 225 |
| Enter the room beyond the half-open door? | Turn to 154 |
| Just take a peek round the half-open door? | Turn to 331 |

184

You row all day and night and most of the next day, just hoping that your navigational instincts as to the direction of north are good. You must eat 2 meals during your journey, and by the time you reach Corpse Bay you are frozen, exhausted and feeling stiff all over. You desperately need rest and hot food! Add 2 to your Time Track and turn to 304.

185

The grisly Bone Stalker radiates a ghastly, sickening stench and you must subtract 1 from your Attack Strength when fighting it. You can reply to the attacks by its raking claws in one of two ways: you can fight normally or you can try to direct your blows at the hand which holds the amulet you seek. If you decide to take the latter course, you must deduct 3 from your Attack Strength, but if you win an Attack Round you sever the claw and grab the amulet; turn to 269. You can change your attack strategy in any Attack Round. You can also flee this combat at any time and make for one of the doors by turning to 377.



BONE STALKER

SKILL 9

STAMINA 11

If you win, turn to 312.

186

You toil and march through the rocky hills until you find a safe place to sleep. Add 4 to your Time Track, and now you must eat a meal.

In the morning you find a track going eastwards from your path and a clear signpost reading 'CARNEX'. You can delay your travelling and spend some time foraging and hunting here for extra Provisions if you are very short of supplies. Each day you spend hunting and gathering, roll one die and halve the number rolled (rounding fractions up). This is the number of extra meals you gather after feeding yourself for the day; if you have a longbow or a crossbow, you can add an extra unit of Provisions to your stocks each day. You may spend as many days as you wish doing this, but you must add 2 to your Time Track for every day you stay. When you're ready to travel onwards, if you want to make for Carnex, not having been there before, turn to 32. If you are heading south to get to the Mist Crypts, march on: add 4 to your Time Track, eat a meal, and turn to 21. If you are heading north to get to Slate Peak, turn to 85.



187

You can feel your life-energy being sapped by the mirror; lose 5 STAMINA points! The bloodstones glow with a fiery, magical energy and a rather unpleasant sigh comes from it. 'Better, better,' it croons. 'I have my own fate and destiny, warrior. It is not for you to know what they may be. However, in this place my fate is intertwined with yours. Look!' As the mirror falls silent, the pounding stone columns crash down into the pits and are silent! You may add 1 point to your SKILL (both your current and *Initial* score), and make a note that you may subtract 1 from the SKILL of the Night Dragon when you encounter it! Turn to 67.



188

As the Mountain Basilisk turns itself to stone, a great sigh resonates through the entire mine complex as the curse of ages is lifted. Your Magic Mirror gains 1 charge as it absorbs the magic of the Mountain Basilisk's being, and you gain 2 LUCK points! You return to the pit cage, and the Dwarfs haul you back up to the dungeons above the mines. They are returned to their earthly flesh, and they are abuzz with life and energy!

Dwarfs scurry to and fro: some are bringing food, magically conjured from a huge stone cornucopia, and they give you all you can take (restore your Provisions total to its maximum). Artisans hurry away, carrying your armour; they head for the smithy, where the forges are already being rekindled. They apologize that they have no Giants to roast for a feast, but if you stay a month or two . . . Of course you cannot. Turn to 127.



189

Decide what your action will be, then *Test your Skill*. If you are successful, you get to the pyramidal creature before it can use its magic against you. If you are unsuccessful, you take too long; a glowing beam of magical energy flows from the pyramid into your chest, and you feel a terrible, clawing pain clutching at your heart and vitals; lose 4 STAMINA points! Turn to 117.

190

The Frost Giant marches off at a good pace; it's clear he enjoys watching you have to half-walk and half-run in order to keep up with him. He's soon joined by another Frost Giant, and shortly before the end of the day you find yourself in the encampment of the Great

Jarl and about a hundred other Frost Giants. Pitched tents, massive wooden cabins, flocks of livestock and hungry-looking Snow Wolves abound. You're beginning to wonder what you've walked into. Turn to 29.



191

The Harlequin tests you with puns, conundrums and puzzles galore, but you're equal to the task. Oddly enough, he doesn't seem to care that you're using a book to counter his word games. 'Well, I suppose you win. Never liked these things anyway,' he says as he takes off his boots and throws them to you. You now own the Harlequin's Winged Boots; to be more accurate, they are gliding boots that allow you to descend safely through the air in a gentle glide. The Harlequin snaps his fingers and dismisses you; the cloud castle vanishes in a yellow haze and you are back where you started. Turn to 20.





192

As you get close to where the gold lies, you can see round the door – and what's beyond it turns to look at you. Clothed in rags, filthy and decrepit, the zombie-like horror crouches over the last scraps of the Dwarf it has almost finished eating. As the undead thing advances, your stomach heaves as a wave of its repulsive stench washes over you. You must subtract 2 from your Attack Strength when fighting the Stench Ghoul, so powerful is its disgusting odour.

STENCH GHOUL SKILL 8 STAMINA 9

If the Stench Ghoul hits you three times, turn to 398.
If you win, turn to 277.

193

You are half-way towards the archway when you are stabbed in the back by an invisible opponent! You must lose 2 STAMINA points, plus 2 more STAMINA points due to poison: your enemy's blade will inflict this additional damage from poison for the next three Attack Rounds if he strikes. While you cannot see your assailant, you realize too late that he was keeping watch at the door behind you!

INVISIBLE ASSASSIN SKILL 13 STAMINA 13

If you win, the limp form of your assassin enemy reappears as the effects of his Potion of Invisibility wear off. Exploring his room turns up nothing except a little food (add 1 to your Provisions), so you can either press on towards the archway (turn to 267) or retreat and return to the main passageway (turn to 308).

194

You are caught by a posse of militia and dragged off to jail! Lose 1 LUCK point. Fortunately, they don't accuse you of murder and you get the impression that they aren't really too bothered about the grey-robed men or a dead Dark Elf – but they are very annoyed that you eluded arrest! The militia are judge and jury here, and they keep you in prison for a week despite your protests (add 14 to your Time Track, but at least you get fed in prison!). Then they kick you out on to the streets, but you won't be hunted by the militia in future. Turn to 387.

195

You judge that you are now standing at a central intersection of the sewers beneath Carnex. From here, smaller tunnels lead off to the north-west, north, north-east and south-west. Follow one of the sewers which you haven't tried before; in each case, you will find yourself at a location in the town after you've pushed up a manhole cover and emerged from the sewers. Will you go:

North-west?	Turn to 175
North?	Turn to 57
North-east?	Turn to 273
South-west?	Turn to 285

196

As you try to force open the heavy door, a large metal spike springs out of the wall and jabs you in the leg. You lose 2 STAMINA points from the spike, and it

is also coated with poison, so you must lose a further 4 STAMINA points! You fear there may be more traps here; return to 234 and choose somewhere else to go, if you wish to leave. Alternatively, turn to 210 if you decide to risk it and push open the door anyway.

197

Sneaking up to the tunnel entrance, you press yourself flat against the rock face on one side, straining to hear. There is no sound from within, so you dash forward into the gloom, using your lantern to see by. The passageway is short and leads at once into a cavern with a tunnel directly opposite you. A pair of Skeleton Warriors in heavy chainmail bar your way; you can fight them separately in the tunnel.

	SKILL	STAMINA
First SKELETON WARRIOR	9	6
Second SKELETON WARRIOR	9	6

If you win, you race swiftly through this guard chamber and down the far passage to a crossroads. Turn to 323.

198

Nevill looks rather coldly at you. 'I wouldn't mention Dragons hereabouts if I were you,' and he looks around furtively as if expecting something or someone to leap out of the shadows at him. He pushes you towards the door of his shop, but not before whispering, 'If you're offered help by a Dragon there, it'll perish if you accept. They're all bound by the Oath,

you know.' Then you're out in the street and the door of the shop slams shut behind you. Will you now:

- | | |
|---|-------------|
| Shop at the Firewater Emporium? | Turn to 37 |
| Buy some supplies? | Turn to 373 |
| Relax in the taverns, if you haven't done so? | Turn to 207 |
| Leave Ismater? | Turn to 268 |

199

If you have a Magic Shield, multiply the Shield Number by 5 and turn to the paragraph with that number. If you do not have this, the great reptile breathes out and you have to take the full effect of a superheated incinerating cloud of flame and smoke! Lose 6 STAMINA points, and now your only option is to rush the monster. Turn to 295.

200

Fighting the Mountain Basilisk with your Magic Mirror, you must subtract 2 from your Attack Strength each Attack Round. However, before every Attack Round you should *Test the Mountain Basilisk's Skill!* If you roll 9 or higher with two dice, the Basilisk looks into the Magic Mirror and will be turned to stone by its own gaze! If this happens, turn to 188. If you defeat the Mountain Basilisk normally, turn to 51.

201

You stand in a small, oval-shaped cavern: its ceiling is obscured by mist and two doors stand at opposite ends of the room where the walls have been chiselled

and cut into straight lines. Neither door has any distinguishing marks, but from beneath one you think you can see wisps of bluish mist gently drifting into the chamber. Will you open the door with the blue mist behind it (turn to 326) or the other door (turn to 247)?

202

The Chieftain regards you with a mixture of contempt and dismissiveness but he does not attack you. 'You are not worthy of anything I might grant you, warrior. You are not weak, but you are not strong enough. Begone, and leave me to my peace.' If you want to leave, turn to 332. If you stay, the Chieftain will attack you, so turn to 254.

203

There are four guards at the gate, and within a few seconds a dozen reinforcements are surrounding you. You are overwhelmed and dragged away for sacrifice; your adventure ends here.





204

The Frost Giants form a circle round you. Bagghurd's doting giantess wife oils his skin while he dons his heavy battle furs and readies his great axe. The Giants begin to chant their hero's name as you square up against each other. You must call on all your ability if you are to have any hope of success here! Of course, you may have a special trick to help you out (you must have a bottle of firewater left for this trick, of course). If you have, you know the name of the man who told you about it; turn his name into a number, using the following code: A = 1, B = 2, C = 3 . . . Z = 26 Double that number and turn to the paragraph with the same number. Otherwise, fight on!

BAGGHURD

SKILL 10

STAMINA 21

If you reduce Bagghurd's STAMINA to 2 points or less, he surrenders and you are victorious! The Great Jarl spits at your feet, lifts up the shield and hurls it at you while his son snivels over the wounds you have inflicted on him. Turn to 307.

205

Ascending this slimy, slippery incline will be very difficult indeed. You must *Test your Skill* twice, adding 2 to the number rolled each time. However, if you have spiked boots, you need not add 2 to the dice rolls; if you also have an ice pick, you may subtract 1 from the dice rolls. If you are successful, you ascend the passageway safely. If you fail, you slither and fall and must lose 1 STAMINA point through falling backwards for some metres. You can *Test your Skill* as

often as you need in order to ascend, but each attempt you make to climb this passage will add 1 to your Time Track.

When you reach the top, you are standing in a dank, chilly chamber with spongy walls, and in front of you is a door, of sorts. It actually looks more like a valve, with rubbery flaps which you will have to open. Above the valve there is a knot of blue-veined, thick, fibrous tissue which pulses just like the pipes and tentacles below. You can force open the flap (turn to 362) or plunge a weapon into the knot of tissue, hoping that this will damage whatever protections the Night Dragon has in this bizarre place (turn to 379).



206

After descending for some forty metres, the spiral staircase ends at a landing. A massive stone statue, resembling a three-metre-high Dwarf with a huge stone axe, stands in front of the only door in this chamber; it extends a stone hand towards you, as if expecting some kind of token or offering. If you have a dwarven coin, you know the number of the paragraph where you obtained it. Double that number and

turn to the paragraph with the same number. If you don't have such a coin, you will have to fight the huge guardian.

MASSIVE DWARF STATUE SKILL 9 STAMINA 16

If you win, turn to 130.



207

Ismater's taverns are much like those anywhere else: rough, none too clean, with a clientele somewhere between disreputable and repulsive. You sip your ale slowly and eat some good home-made pie, meanwhile listening for any interesting bits of gossip. You don't overhear anything of note, but a grey-robed man sitting in the corner of the tavern seems to be keeping a watchful eye on you. Looking out of the corner of your eye, you see that he is lean and dark-haired and has a scar on his face and a tattoo on one of his forearms. Will you:

Go over and challenge the robed man?

Turn to 257

Go over and talk to the robed man?

Turn to 293

Leave and buy some supplies?

Turn to 373

Leave and explore Ismater, if you haven't done so?

Turn to 10

Leave Ismater and head elsewhere?

Turn to 268

208

The other monster has killed two of the sailors, but the huge furred Sea Serpents' corpses are now being dragged aboard and skinned. The fur is largely ruined from sword and dagger thrusts, but the meat can be sold, even though it's as tough as old boots. You leave the sailors to their messy work and get some sleep. Add 2 to your Time Track.

In the morning, you must eat another meal. It's foggy today, with a creeping sea mist making navigation difficult, and one or two ice-floes go drifting by as you peer into the gloom. One particular floe, some distance away, catches your eye as the mist thins momentarily; you think you can see a dark shape on the ice, though you can't make out any details. If you want to ignore it, turn to 112. If you want to ask the captain to let you go over in a rowing-boat and investigate the object, turn to 394.

209

The brewery surprises you when you reconnoitre it. It looks just like any ordinary brewery, except that many of the grey-robed men you have noticed spying around in Carnex are wandering in and out of it. It may well be that more than the production of fine ale is going on within the place. You wait until most of the robed men have disappeared from view then you walk through the open gate into the back yard of the brewery. A single grey-robed guard stands at the back door of the building. If you want to attack him, turn to

231. If you would rather try to bluff your way past, turn to 364.

210

Beyond the door with the plaque is a huge chamber with scores of stone tombs stretching out before you. In the far distance you think you can just make out an archway leading to another chamber; standing beside it are a pair of skeletal figures, clad in torn chain-mail and carrying swords and heavy shields. Will you:

- | | |
|---|-------------|
| Try examining some of the tombs? | Turn to 249 |
| Make for the archway? | Turn to 380 |
| Leave and open the door opposite, if you haven't already done so? | Turn to 311 |
| Leave and open the door to your left? | Turn to 99 |

211

You have to face what is only a shadow of your final enemy on this great quest, but as the huge creature lunges at you with metre-long teeth and claws it is still one which inspires terror in you!

DREAM DRAGON SKILL 12 STAMINA 16

If you win, a great sigh resounds round the cavern as the Dream Dragon fades away into nothingness. Gain 1 LUCK point and, because you have destroyed a part of the Night Dragon's strength, make a note that when you finally meet the Night Dragon you can subtract 1 from its SKILL and 2 from its STAMINA! Now you wake up; turn to 281.



212

After leaving Port Blacksand far behind, days of determined marching bring you to the small village of Marzail, just over half-way to Rentarn. You must eat three meals from your supply of Provisions during this time and add 6 to your Time Track. In Marzail, there's an inn where you can stay and get hot food and a good bed for the night, if you pay 2 Gold Pieces (you will regain 4 STAMINA points for this rest). Alternatively, you can sleep outdoors for free (but you regain no STAMINA points and you must eat another meal).

In the morning, you continue your footslog along the coast road, which continues along more undulating terrain. As you get to the crest of one hill, you hear chanting below! Peering around from behind the cover of a boulder, you see a group of three grey-cloaked men walking slowly along the road in front of you; they are swinging small incense-burners and chanting as they go. To the east, you can see a plume of smoke rising from the edge of some pine woods. Will you:

- | | |
|---|--------------------|
| Approach the grey-cloaked men? | Turn to 252 |
| Make for the woodland? | Turn to 382 |
| Avoid both, detour westwards, then
continue north? | Turn to 275 |

213

The door has been left ajar. You overhear snatches of conversation: one man saying to another, '...berthing today. Stop him and the fool won't know where to go.

It must be done.' You realize they are referring to a ship that is about to arrive. If you decide to check new arrivals at the docks, turn to 167. If you want to go on eavesdropping, turn to 94. If you prefer to enter the shop, turn to 38.

214

At the final death of the Ancient, a great moan rises from the depths of the mountain and a wailing sound flows across the chamber! You hear rumbling coming from far below; above you, a couple of spear-like stalactites break from the ceiling scores of metres above and narrowly miss you. You have time to perform two actions (eating a meal, drinking liqueur, or quaffing a Potion of Stamina are your best bets!) before you must rush to leave the mountain. Your quest is done, but you still have to get out alive!

You run, like one possessed, through tunnels and passages, as rocks fall all round you, tentacles explode from walls and thrash about mindlessly, and gouts of steaming liquid spurt from broken pipes along the Dragonspine. You must *Test your Skill* three times; each time you fail, you must roll one die, subtracting 1 from the number rolled (to get a number between zero and 5). This is the number of STAMINA points you lose through being sprayed with acid, battered by rocks, and similar misfortunes – and you cannot stop to recover lost STAMINA points in any way since the place is collapsing round you! If you are still alive, turn to 400.

215

As you advance on the Chieftain, he raises the point of his great sword level with your chest and fires a bolt of crackling magical energy at you! Roll one die and add 1; the total is the number of STAMINA points you lose from this attack. Now you must fight the advancing undead monster; turn to 254.

216

You know you are about to die, and you cry out for any help from anyone, or anything, which might be aware of what is happening to you. If you have a Magic Shield, divide the Shield Number by 10 and turn to the paragraph with that number. If you do not have this item, return to 295 and fight to the death, though it will probably be your own!

217

The rest of the day is spent marching through the rocky hills before you find a safe place to sleep. Add 2 to your Time Track and now you must eat a meal.

Next morning you soon find a south-western turning from your path clearly signposted, 'CARNEX'. If you want to make for Carnex, not having been there already, turn to 8. If you want to press on north-westwards, turn to 85.

218

You stride along what looks like a long, dark tunnel; a point of white light at the end grows larger and larger as you feel yourself being drawn towards it. You feel

almost weightless and distinctly disorientated, and you must subtract 1 from your Attack Strength until you enter a different-coloured passageway. You ache to take something of this warm, wonderful light with you; the airy, immense chamber you are now in seems welcoming and comforting indeed. You are hardly surprised at all when you see the ghostly shapes of friends and members of your family emerging from the paler glow at the corners of the room – but then the scene changes! The people's faces are snarling and filled with hatred for you, and they rush at you with arms outstretched to rake you with taloned hands, eager to tear you limb from limb! You can stay and fight them if you wish (turn to 235), or you can flee towards a ruby-coloured glow you now see faintly in the distance (turn to 123).

219

You decide to get as much distance between yourself and the Frost Giants as possible, in case they turn hostile. You march long and hard right through the night and into the following day. Add 2 to your Time Track, and you must eat two meals during this arduous, prolonged exercise.

The next day, you have a choice of routes to follow. If you wish to make for the town of Ismater, not having been there before, turn to 322. If you are heading westwards for the Sword, turn to 2. If you wish to strike out north-east for the Armour, turn to 17.

220

If you have a dwarven coin and wish to give it to the Dwarfs, you know the number of the paragraph where you found the coin. Triple that number and turn to that paragraph. If you don't have this item, or you don't want to give it to the Dwarfs, turn to 9.

221

On the other side of this door lies a guardroom with hard pallet beds, a table and a few chairs, and similar spartan furnishings. A grey-robed man is lying asleep at the far end of the room. You see some food on the table; if you wish to take it, turn to 163. If you prefer to leave, for fear of waking the sleeping guard, you can make for the door opposite the one here if you haven't done so before (turn to 245) or the one to your right as you emerge (turn to 341).

222

Using your Potion, you creep up to a pair of Skeleton Warrior guards in a chamber just beyond the entrance. They do not react to your presence, so you move quietly past and down a passage opposite the entrance to a crossroads. Turn to 323.

223

Attacking the guards is suicidal. Reinforcements arrive swiftly from the battlements and you run the risk of being overwhelmed! *Test your Luck*. If you are Lucky, you can run away, evading the chasing guards; turn to 75. If you are Unlucky, they overpower you and your adventure ends here!



224

The Skeletons attack, and you must fight them together.

	SKILL	STAMINA
First SKELETON WARRIOR	8	6
Second SKELETON WARRIOR	8	6

When you reduce the STAMINA of one of these Skeleton Warriors to zero or below, however, your fight isn't over. The Skull of each continues to fight! It rises into the air from the scattered pile of bones and flies at you, the jawbone gaping in a hideous parody of a grin so as to be able to bite you with greater effect! Only when you have destroyed the Skulls as well will your fight be over.

	SKILL	STAMINA
First FLYING SKULL	8	4
Second FLYING SKULL	8	5

If you win, turn to 87.



225

In the room you find a gruesome cupboard which contains rows of reptiles' brittle skulls, elongated like those of Stalkers you have seen. From the room to your right, you glimpse red robes; there is clearly

someone in there – perhaps a wizard, judging by the flash of glassware you think you saw in his hand – so you close the cupboard quietly. You can wedge the door shut if you like; use an ice pick for this, or jam a crossbow into the doorframe (this will ruin the bow, however). Will you now:

- | | |
|---|--------------------|
| Enter the room containing the red-robed figure? | Turn to 154 |
| Peek round the half-open door? | Turn to 331 |
| Leave quietly and explore somewhere else? | Turn to 308 |

226

No one wishes to talk about the men in grey, but some dark, hooded eyes are watching you . . . Add 1 to your Nemesis score. You have to continue looking for either a place named Endimion (turn to **352**) or a person with that name (turn to **272**).

227

Returning to the ground, will you:

- | | |
|--|--------------------|
| Untie the Ogre's sack, if you haven't done so? | Turn to 375 |
| Enter the red tree door? | Turn to 123 |
| Enter the yellow passage? | Turn to 292 |

228

You push open the door and stride forward; no point in being subtle now, you decide. You have entered a large chamber which has a doorway on your right and, much further along on the left-hand wall, an

archway which opens directly into another chamber. A rosy glow comes from the archway, and you feel heat emanating from there even where you are standing, some twenty metres away. Will you open the door (turn to **43**) or go to the archway (turn to **193**)?

**229**

You intone a formula from the book, and the runes on the door in front of you glow with magical light then dim; turn to **388**, and you may ignore the instructions in that paragraph concerning SKILL loss!

230

Getting in an effective shot against the cocooned creature will not be easy. If you are prepared to use up two of your actions, one of your shots will be successful and you may deduct 2 points from the STAMINA score of the Night Dragon's skull when it rises. If you are unwilling to do this, return to **98**. If you use up two actions here, decide on your other two. If they include drinking a Potion of Invisibility, turn to **253**. Otherwise, turn to **306**.

231

Fortunately for you, this outside guard is a mute, unable to cry out for help when you attack! However, his disability is compensated for by his great strength, and he will not be an easy opponent to overcome as his shortsword arcs through the air at you!

GREY ASSASSIN SKILL 9 STAMINA 10

If you win, turn to 151.



232

Back in the main passageway, you can take the side-turning to your left (turn to 342) or descend the spiral staircase (turn to 206), or you can descend the stone steps, if you haven't already done so (turn to 296).

233

'Let us be gone now,' says the cat, and the Loremaster's home vanishes before you even have time to say good-bye.

You find yourself standing on a frozen plain, staring at a distant range of vast, craggy mountain peaks. 'You'll know how to get there, trust me,' says the cat. 'Best of luck. Rather you than me, I must say, but then you're the hero and I'm just a cat, aren't I?' Leaving you with that faintly troubling thought, the cat simply disappears. Turn to 289.

234

The plaque's runes and symbols are indecipherable to you unless you have the *Tome of the Reaches*. If you do have this book, turn to the paragraph with the same number as the first page which tells you about Ward Runes. If you don't have the book, you must open a door here; will it be:

- | | |
|--|-------------|
| The door with the plaque? | Turn to 196 |
| The door opposite the one you entered by? | Turn to 99 |
| The door opposite the one with the plaque? | Turn to 311 |



235

This combat will be grim indeed. Each time you are

struck by the Wraith Horde, you must *Test your Skill*. If you fail, you will lose 1 point of SKILL in addition to the damage to your STAMINA caused by the blows; your lost SKILL will return to you only when you awaken!

WRAITH HORDE SKILL 9 STAMINA 14

If you win, the bright glow in this chamber flares so intensely that you are forced to close your eyes for an instant; when you re-open them, you see that a small glass sphere has appeared out of nowhere and is bobbing in mid-air in front of you. Looking at it closely, you see that it is a multifaceted gem – it has 244 facets, to be exact (make a note of this as the Sphere Number). The Sphere of Light will glow gently when you so command; if you lose your lantern, the Sphere will light your way in darkened places. It also has power against the Night Dragon itself. You will be instructed as to the Sphere's use when you meet the Ancient! Now, it is time to follow one of the passageways which you can see in the distance; will it be:

The red passage?
The silver passage?
The blue passage?

Turn to 123
Turn to 146
Turn to 56



236

You can buy the following items in Rentarn:

Steel mirror	4 Gold Pieces
Longbow and arrows	5 Gold Pieces
Rope	1 Gold Piece
Glass bottle	1 Gold Piece
Spiked boots	4 Gold Pieces
Ice pick	3 Gold Pieces
Extra Provisions	1 Gold Piece each
Flask of Walrus Oil	2 Gold Pieces

When you've completed your purchases, amend your *Adventure Sheet* accordingly. Now, will you make for the Rudderless Galley tavern, if you haven't been there before (turn to 286), or leave Rentarn, if you've already slept and rested here (turn to 178)?



237

You wait in the relative coolness of the room adjacent to the furnace chamber, and after a while the surging flame seems to die down a little; add 1 to your Time Track. If you have a Magic Mirror with you, and if your HONOUR score is 2 or higher, divide the Mirror Number by 4 and turn to the paragraph with that number. If you do not have the mirror, or if your HONOUR score is 1 or below, turn to 308.



238

You push open the creaking green door of the shop with some trepidation. There's a confusion of rubbish inside: stuffed animal heads and rugs hang from the walls, sacks of grubby grain are stacked haphazardly against one another, and shelves are packed with glass bottles containing rather disgusting things in coloured fluids. It looks, and smells, as if no one has cleaned the place for a decade or two. A shuffling sound comes from behind the counter, and a wizened, little, middle-aged man with lank, greasy hair and a pair of pince-nez glasses perched on top of his huge beaky nose peers anxiously up at you from his perch on a five-legged footstool. 'Erm, Nevill's the name. Can I possibly be of some assistance?' You mutter something about his shop sign, still trying to take in the contents of this weird shop. 'Ah, erm, yes, well, it's *Nevill*, that's my name. Oh yes. Says "evil", does it? Letters flake off, you know, must get it repainted sometime.' The little man's demeanour suddenly changes to one of alertness. 'I've got no time to spare, young fellow,' he says testily. 'Got any gold, eh? Got some things might interest an adventurer like yourself!' The curious little man brings out trays of bizarre ornaments and rubbish and rummages in sackfuls of detritus, but most of what he has is useless. However, there are some exceptions. Turn to 106.

239

Not greatly refreshed by your sleep this bitterly cold night, you continue your journey next morning and at midday you find yourself on top of a rocky outcrop,

looking down at a Frost Giant herding some goats in a shallow valley below. The fur-clad Giant stands some six metres tall, and his stone axe may be crude but it's probably bigger than you are. He's sitting with his back to you, eating one of the goats, so you could probably surprise him with a sneak rear attack if you want to (turn to 134). If you would rather try talking with him, turn to 153. If you want to ignore him and sneak past him and on eastwards, turn to 371.

240

The Dragon speaks to you as you wheel through the skies. 'The Ancient has one great weakness. Light will blind and distract him, if you can find magical light to fling into his face. The greatest of all magical treasures the Loremaster can guide you to is the Magic Mirror within the Dreamtime. Make sure you find this; your quest will be far harder without it. If the Mirror calls for sacrifice on your part, do not deny it.'

Hours pass and the Dragon finally lands at your chosen destination. But just as he does so, he gives a terrible cough and chokes on his own blood as you stagger away, horrified at his convulsions. The Dragon has broken the Oath by giving you aid, and as a result he is dying. This event will be sensed far away . . . add 1 to your Nemesis score. Now, which destination did you choose? If you chose to be taken to the sword, turn to 21. If you chose to be taken to the armour, turn to 5. If you chose to be taken to the shield, the Dragon has taken you most, but not all, of the great distance to it; turn to 334.

241

If you are wearing grey robes, the statues will not attack you when you approach the vault; turn to 273. If you are not wearing grey robes, the statues will raise their stony weapons and attack you – and, by ill-fortune, a black-robed man emerges from the vault at this very moment. The alarm is raised, and you have to flee! Trying to escape the town, you must *Test your Luck*. If you are Lucky, you manage to get away, but you must roll two dice and total the numbers rolled; this is the number of STAMINA points you lose from arrow shots and crossbow bolts fired at you by guards as you flee. If you are still alive, turn to 75. If you are Unlucky, you will be captured and sacrificed, so your adventure ends here! If you have a Potion of Invisibility, however, you can escape automatically by drinking it, without losing any STAMINA points; turn to 75.



242

Beware! The mine shaft here was an experimental excavation and the pit props have all but rotted away with age. This mine shaft looks very hazardous indeed.

If you want to turn back and try somewhere else, add 1 to your Time Track and turn to 391. If you want to continue despite the obvious hazards, turn to 265.

243

You have reached the heart of the maze, and there are two possible ways out of here. Before you is another of the oddly-walled passages; it is brownish-black in colour and rises gradually up, twisting around at the top of the maze. Directly above you is a small aperture in the tissue of the ceiling, and you can see faint blue and yellow lights twinkling beyond that hole. If you want to follow the twisting passageway, turn to 53. If you want to ascend to the hole above you, you think you can get enough grip on the walls here to ascend safely; turn to 144.



244

You hurl the glowing Sphere at the Night Dragon's eyes, and it reels back from the blinding light with a howl of rage! You gain one free attack on the creature, and you may subtract 1 from its Attack Strength for the first five Attack Rounds of this combat. Return to 295.

245

You open the door very slightly; inside you see two grey-robed men at work over great vats of steaming liquid, with a black-robed man supervising them. He soon leaves, setting off down a spiral staircase at the far side of the room, leaving the grey men to their labour. One of them breaks off chunks of a biscuity substance and crumbles it into the vats while the other grins. You catch fragments of conversation; 'That'll do it . . . the High Priest says this drug is perfect, they'll be slaves soon . . . slave army's needed to move something . . . in the towers, I shouldn't be surprised.' You don't know what they're talking about, but you make a note not to eat any biscuits you may find and to stay well clear of the beer! Now, will you:

- | | |
|---|-------------|
| Enter this room and attack the men? | Turn to 327 |
| Enter this room and try to bluff your way through? | Turn to 287 |
| Try the door opposite the one you entered the brewery by? | Turn to 341 |
| Try the door opposite you, if you haven't done so before? | Turn to 221 |

246

On a chill, grey day you trudge round the town asking for Endimion and again getting no helpful response; late in the afternoon you see a grey-robed figure disappearing in through the back door of a leather tanner's workshop. If you want to follow the man, turn to 213. Otherwise, that's the end of this day; you can spend the next one asking for a person

named Endimion (turn to 272) or for a place with that name (turn to 352).

247

The door gives way even as you touch it and flies backwards, revealing a yawning abyss of howling cold beyond! Skeletal arms and clawed hands sprout from the stone walls round you, pushing and dragging you into the certainty of death. *Test your Skill*, adding 3 to the number rolled on the dice – and, if you fail this test, your adventure ends here! If you wish, you may spend LUCK points to modify the dice roll. You may spend up to 3 points of LUCK, and for each point spent you can subtract 1 from the total rolled on the dice (but you must decide to do this before you roll the dice!). If you are successful, you extricate yourself from the trap and flee to the other door here; turn to 326.

248

You demand that the Red Wizard tell you all he knows, and you may spare him. Rushing his words, the terrified man says that he is in charge of the Dragon-spine, as this level of the mountain is called. He tends the furnace, back down the corridor, and the strange tentacles and tendrils in this room. They radiate along the pipes, throughout the Dragonspine. The furnace feeds them, and the alchemical preparations I make here also toughen the Ancient One. Everything is drawn into Nightskull above, where the Ancient is. Look, spare me, please. I was brought here as a prisoner, I'm not a servant of evil.' He begins to snuffle and sob. You don't believe him for a moment; his lying

eyes never meet yours, although you suspect there's some truth in what he has told you about the mountain. Then a crafty look crosses his face and he says, 'If you fought your way in here, I may be able to get out, since you've killed the guards. Just let me take the few Gold Pieces I've got left and I'll tell you everything else I know about what lies at the top of the mountain. Is it a deal? If you agree to this, turn to 316. If you decide to kill him, which will be a sure way to prevent him raising the alarm, turn to 283. If you decide to tie him up, gag him and leave him here, turn to 121.

249

You prise open the lid of a tomb, and a pair of skeletal hands immediately reach up out of the darkness and make a grab for your throat! You manage to fight off the skeleton inside and slam the lid down, but not before you have lost 4 points from your STAMINA through its attacks. Lose 1 point of HONOUR; you're not here to rob tombs! Now the Skeletons in the distance are marching towards you and you are forced to fight; turn to 224.





250

You open the door to the Jarl's cabin and see among a pile of trophies the shield you have come for – lacquered white, with a blue chevron and a black dragon motif. You grab the shield and run as fast as you can, but you have one problem. While your Potion prevents Giants from seeing you, it doesn't prevent their blood-crazed, slaving Snow Wolves from smelling you out! If you have some Catstink, you can throw the beasts off the scent; turn to 307. If you do not have this, two of them are upon you right now! You must fight them together.

	SKILL	STAMINA
First SNOW WOLF	8	8
Second SNOW WOLF	8	8

If you win, turn to 307.

251

The Harlequin's odd jesting and riddling is too difficult for you – you are a warrior, not an expert on the obscure and the trivial! You are angry at his taunts and challenge him to a fight for the boots. 'Ah! A man of violence!' he smirks. 'Know that I have the beating of you,' he warns ominously as he rises to his feet. You see that he is lithe, very lean and supple and, while he doesn't look tough, you guess that he will be very hard to hit. If you decide that you don't wish to fight after all, and you admit defeat, the Harlequin will dismiss you and send you back to where you came from; turn to 20. If you wish to fight, draw your weapon and do your best!

HARLEQUIN

SKILL 13

STAMINA 10

If you win, turn to 305.

252

You run to catch up with the men, who seem happy enough to share your company along the road. They are pilgrims, they say, heading for a northern temple to gain learning. They are quiet, hard-faced men and they soon return to their dirge-like chanting. However, they share a little food with you at the end of the day's walk, and you prepare to sleep out under the stars in this strange company. *Test your Luck.* If you are Lucky, turn to 55. If you are Unlucky, turn to 119.

253

Unfortunately, the Night Dragon can automatically detect invisible creatures with its magical vision. You gain no advantage by drinking this Potion, but you have wasted one action. Decide the action or actions left open to you. If they include using a longbow or crossbow, turn to 230. Otherwise, turn to 306.

254

The undead Chieftain rises up and advances upon you. His great sword is a powerful weapon; if he has an Attack Strength of 20 or better in any Attack Round, and if this is higher than your Attack Strength, a blow from this sword will cause you to lose 3 points of STAMINA rather than the usual 2.

UNDEAD CHIEFTAIN

SKILL 11

STAMINA 12

If you win, you can take the bejewelled chain from round his neck: it is worth 10 Gold Pieces (you can sell it for this in any town, if you get the opportunity). The two-handed sword, however, is very heavy and badly balanced in your hands, and you really would not be able to swing it effectively, so you do not take it. Searching the tombs here might prove to be very dangerous after this tough fight, so you leave the tomb rooms and return to the antechamber. Turn to 332.

255

You wait for some time until you hear the heavy footsteps of a frustrated and angry Ogre receding into the distance. Add 1 to your Time Track, then you descend. You can now enter the red passage through the tree door (turn to 123) or the yellow passage (turn to 292).

256

If you have already met the Loremaster, it is time to face the Night Dragon; you know which paragraph to turn to! Otherwise, you are startled to find a large, purring, golden-ginger cat sitting at your feet - and even more startled when it starts to talk to you! 'Killed the High Priest, hmmm? Not a bad start at all. You could go far, you know. Oh, stop gawping at me. It's time you got some real help on this quest. Come on; time grows short and the Ancient grows stronger every day. Let's be off!' The world grows opaque and hazy round you as you feel yourself slipping away to somewhere entirely unknown . . . turn to 266.

257

Drawing your weapon, you advance on the grey-robed man, but two heavily built ruffians step into your path. 'We don't have any trouble in here,' one of them says as he looks down at you. It's easy for him to look down on you, since he's built like an Ogre. The entire tavern is staring at you, and word of your foolhardiness is going to get around. Add 1 to your Nemesis score. As you back away, the robed man slips out by a side-door and is gone. Lose 1 LUCK point. Now, will you:

- | | |
|--|-------------|
| Leave and buy some supplies? | Turn to 373 |
| Leave and explore Ismater, if you haven't done so? | Turn to 10 |
| Leave Ismater and head elsewhere? | Turn to 268 |

258

You make camp for the night. Add 2 to your Time Track, and you must now eat a meal. You know that your fate will soon be upon you, and your sleep is uneasy. Still you wake up just before dawn, and before the sun has risen in the sky you stand a half-kilometre away from a single tunnel entrance beneath a huge mountain which, curiously, is not ice-capped, unlike the others here. You simply know this must be the Night Dragon's lair; but what will befall you within, no one can know! If you have a Potion of Invisibility and wish to use it to get past the entrance tunnel, you know the name of the person who sold it to you. Convert his name into a number using the code A = 1, B = 2, C = 3 ... Z = 26, then add them together. Triple that total and turn to the paragraph with that

number. Alternatively, you can make a direct approach to the tunnel entrance (turn to 197) or search around in the general area of the entrance, although this will be time-consuming (turn to 294).

259

Exploring the iron mines, roll one die; you may add 1 to this die roll if you spend a point of LUCK to do so. If you roll a 5 or 6, turn to 317; if you roll any other number, turn to 391.

260

You haggle and bargain for the shield, saying it will help you in a quest against a great evil which will otherwise destroy the land. That doesn't impress the Great Jarl at all. All he wants to know is what you're going to give him for the shield. After much prolonged haggling, in which he has an advantage since you have to be deferential to him, you must offer him the following: 10 Gold Pieces, one magical item (a Potion of Luck or Stamina counts as a magical item) and two bottles of firewater. If you're prepared to give up all these items for the shield, you must have them all. If you do, you know how many degrees proof the firewater is; multiply that number by three and turn to the paragraph with the same number. If you don't have all these items to give, or if you aren't prepared to give them up, the Great Jarl won't give you the shield. You can try to issue a challenge if you wish (turn to 111) or leave the camp and try to think up some other plan for getting the shield (turn to 298).



261

Three grey-robed men are standing in the room and a body lies slumped on the bed; the window to the docks beyond is open. The men have coshes and knives, and they've been expecting you. They are all dark-haired and have an evil glint in their eyes; as one of them slams the door shut behind you, you know you're going to be lucky to survive this! You can fight them one at a time in this enclosed space as you back into a corner of the room.

	SKILL	STAMINA
First ASSASSIN	8	7
Second ASSASSIN	8	8
Third ASSASSIN	8	8

If you win, you turn over the body on the bed; it is that of a Dark Elf, presumably the person you were expecting to meet. His throat has been crushed, and he's beyond help. Frantically searching his body, you find 3 Gold Pieces and a silver plaque clutched in one hand with a single word hastily carved into it: 'Endimion'. Outside the door there's a commotion; someone is banging on it, asking what's been going on. Will you:

- | | |
|--------------------------------------|-------------|
| Open the door? | Turn to 30 |
| Search the bodies of your attackers? | Turn to 83 |
| Leave through the open window? | Turn to 109 |

262

The spiral staircase rises many scores of metres and, unfortunately for you, it's a trap. You are half-way up

the steps when they all suddenly retract, leaving the stairwell as a lethally slippery helter-skelter ride back to the bottom. You tumble over and over, battering yourself against the walls, and land heavily in a crumpled heap at the foot of the stairs. Deduct 6 from your STAMINA. Just as bad, if you are still alive you think you can hear a dull booming sound coming from above and slightly to your right, as if some alarm had been sounded. Add 2 to your Nemesis score. Choose a door which you have not yet opened; as you look down the corridor from the opposite end to that you entered by, will it be:

- | | |
|--------------------|--------------------|
| The nearest door? | Turn to 299 |
| The middle door? | Turn to 183 |
| The furthest door? | Turn to 389 |

263

Before you can force the portcullis open, the door in the distance splinters as axe blades smash through it, and a horde of skeletons force it open. They come charging along the passage, wielding swords, axes, even halberds to strike you down! You can fight them as if they were two groups of monsters in this passage-way, one group at a time.

	SKILL	STAMINA
First SKELETON HORDE	7	11
Second SKELETON HORDE	8	10

If you win, you find nothing of value on the skeletons or in their empty guard chamber along the passage. There is nothing for you to do but force the portcullis

open, and it's hard work! Add 1 to your Time Track. Eventually you manage to escape, and it's time to explore elsewhere. Turn to **182**.



264

'There is still a place you might consider going to before you assault the lair of the Night Dragon himself. The town of Carnex lies west of the Dragon Conclave, and a cult of the Night Dragon has arisen there. The High Priest lives in a great tower to the north of the town, and he has used magic and drugged food and drink to enslave its inhabitants. Some are sacrificed in dread temples, others will be used to form the basis of an undead army in the service of the Dragon. The place is a den of evil. There is a magical book there, the *Tome of the Reaches*, which will be helpful to you in the Dragon's lair, for it contains much lore on the runes of Dragonkind and the magic they contain within them. Carnex is a dangerous and evil place, but you could achieve much good there.'

If you decide to make for Carnex, turn to **343**. If you prefer to challenge the Night Dragon at once, since a detour to Carnex will use up more precious time, turn to **233**.

265

Test your Skill. If you are successful, you manage to avoid a minor roof collapse, although you do get hit by some falling rocks; lose 2 STAMINA points. If you are unsuccessful, you get hammered by a deluge of collapsing rocks and ore. Roll two dice and add their totals; you lose that many STAMINA points, plus 1 point from your SKILL because your swordarm is badly damaged by a heavy rock landing right on it. But you may find your enemy here: roll one die. If you roll a 1 or 2, turn to 317 (you can subtract 1 from the number rolled on the die if you spend a point of LUCK to do so). If you roll any other number, turn to 391.

266

You rise from your knees, groggy and giddy from the effects of the powerful magic which has brought you here. Your feline companion is sitting at the other side of a large study, reading a small leather-bound tome. Seated behind a grand mahogany desk and looking at you quizzically is a slim, tall, young man with a well-groomed black beard and piercing, steely-blue eyes. He puts down a heavy crystal ball and looks you over appraisingly. 'So, this is the hero come to save Allansia,' he says drily. 'You'd better come with me. This way.' You hardly have time to take in the clutter of books, charts, glowing magic and Cheelah knows what else in this room before your host has taken you by the hand and guided you through a door to a dining room. The man introduces himself as the Loremaster, and he dismisses any questions you may have by plying you with food and sparkling spring water while he tells you why you have been brought here. The

refreshment has a wonderful effect on you: restore your STAMINA and LUCK to their *Initial* values! You are only too ready to listen to the blue-robed savant tell you how he may be able to help you. Turn to 393.



267

Peering carefully round the archway, you are sickened by an awful sight before you: two iron-clad and glowing, skeletal, Dragon-like forms are standing in front of a furnace, heavy shovels in their hands. Extraordinarily, the furnace looks as if it is sculpted from huge, stone-coated bone, although no normal bone could withstand the white heat of the flames within. Even more oddly, the ribcage-like furnace wall seems to be pulsing, as if inhaling and exhaling! You don't want to think about what is burning in the furnace, and you can't see what the creatures here use for fuel. They do not appear to have seen you, so you can leave and return to the main passage, if you wish (turn to 308), or enter and attack them (turn to 351).

268

Add 2 to your Time Track for time spent in the village. If you have not yet been to the Dragon Conclave, you must do so now; march off east-north-eastwards and turn to 23. Otherwise, you must march on to a location you haven't visited before; add 2 to your Time Track. Will you journey:

- | | |
|---|-------------|
| Eastwards to the lands of the Frost Giants? | Turn to 334 |
| North then north-east to Slate Peak? | Turn to 217 |
| South then west to the Mist Crypts? | Turn to 2 |

269

The monster shrieks in agony as you sever its hand and snatch the amulet! Now you must escape swiftly. The monster gains a free attack upon your back (lose 2 STAMINA points), but you get to the door of your choosing; turn to 312.



270

A Dwarf chieftain accepts your gift and says it was minted a century before even he was born. The Dwarfs are delighted to have it back, and in return they give you a Potion of Stamina. You can drink this at any time (except during a combat), and it will restore lost

STAMINA points up to one-half of your *Initial* STAMINA score (round fractions up). Turn to 9.

271

You are at the base of the great stone steps, your feet on the hard, bony terrain of the Night Dragon's infernal lair. The Night Dragon's clawed forelimbs wave jerkly as it summons the energy for another spell. It wreathes itself in dark shadows and flickering shades, and this obscurity will make it difficult to see and hit effectively. Unless you can counter this effect by using a Sphere of Light, whenever you win an Attack Round against the Night Dragon you must roll one extra die; if you roll a 6, your blow will strike this shadow-magic surrounding the monster, inflicting no damage to its STAMINA! Worse still, the horror is now about to breathe on you as it clears its mucus-filled, drooling throat! Will you:

- | | |
|---|-------------|
| Stand your ground? | Turn to 199 |
| Use a longbow or crossbow and fire at the Dragon? | Turn to 149 |
| Throw acid at the Dragon, if you have any? | Turn to 82 |
| Rush the monster? | Turn to 4 |

272

You spend a wasted day asking around for a person with the name of Endimion, but all the people you question shake their heads and go about their business and you get nowhere. If you want to spend another day trying this same strategy, turn to 246. Alterna-

tively, you could try looking for a place called Endimion (turn to 352) or start asking questions about the grey-robed men, if you haven't already done so (turn to 226).

273

You appear to be alone inside a huge crypt complex. Many small sets of steps descend to side-vaults, so that simply exploring the place takes quite a while. Add 1 to your Time Track. The only other exit appears to be a spiral staircase leading down to a lit passageway, but lurking beside the staircase are two pools of darkness which are certainly not natural shadows. They hover in the air and, as you approach, they seem to expand slightly in size. When you are some five metres away, they rush together instantaneously and form a single, spectral, shadowy form which glides towards you; now you can feel the magical cold of the Chillshadow! If you have a Magic Sword, turn to 13. If you do not have a Magic Sword, you cannot harm this being. You lose 6 STAMINA points from its attacks as you flee; if you survive, turn to 75.

274

The expressionless Juggernaut turns to meet you as you race down the stairs and across the chamber. Its enormous 'feet' seem to glide across the room as you approach it and it attacks you with heavy stone fists and a combination bite and head butt; whatever it hits you with, you're going to get hit hard (you will lose 3 STAMINA points from each blow of this monstrosity). Worse still, if the Stone Juggernaut has an Attack

Strength of 23 in any Attack Round (even if this is lower than your Attack Strength), it will hit you, knock you down and stamp on you for a total of 6 points of damage!

STONE JUGGERNAUT SKILL 11 STAMINA 18

If you win, and if your HONOUR score is 1 or higher, do you have a Magic Mirror? If you have, triple the Mirror Number and turn to that paragraph. If you do not have the Magic Mirror, or if your HONOUR score is zero or below, leave and turn to 67.

275

Add 2 to your Time Track for the day's travel before you turn in for the night. In the morning, you set off along the northerly coastal road once more. You should make it to Rentarn by the end of the day, you hope; but you must eat another meal now. After two hours or so, you spot a body slumped on the ground in the road ahead of you. It could be a trap, so you're wary. Will you investigate the body (turn to 3) or make a detour round it and push on to Rentarn (turn to 304)?





276

Across the ledge, a shadowy figure is materializing out of the thick blue mist: a wraith-form, shrouded in a silvered black cape, half substance and half ghost, gripping a black, iron-tipped staff! You can perform two actions before it is ready to fight you; you cannot harm it until it has fully materialized. Eating a meal, drinking a Potion, drawing a charge from a Magic Mirror (if you have one) or using some other magical item: each comprises one action. Decide what you're going to do, and then ready yourself for combat! The materialized Wizard-Wraith which stands before you is a terrifying opponent. For the first four Attack Rounds, he will try to strike you with his staff. If he has the higher Attack Strength, he will discharge a vicious electrical shock into you, using up the magic of his fell weapon, and you must lose 4 STAMINA points. Afterwards, the Wizard-Wraith will rend at you with his bony, talon hands; these blows inflict the usual 2 points of damage to your STAMINA.

WIZARD-WRAITH SKILL 10 STAMINA 14

If you win, the Wizard-Wraith may have drained some of your SKILL. If he struck you with his claws (a hit from his staff will not have this effect), roll one die. If you roll 1-4, the chill of his touch has drained 1 point of SKILL from you. Turn to 81.

277

You pick up 3 Gold Pieces from the floor, and within the Ghoul's lair you find some items the creature has taken from victims it has slain and eaten - a rope, an

empty glass bottle, and a bottle of dark reddish brown liquid with a torn label on which you can just make out the words, 'Larssen's Firewater, Brewed in Isma'. Extracting the cork and sniffing the liquid tells you that it's a very, very potent brandy, and if you drink it you'll find it hard to put one foot in front of the other! You take these items. There's no other way out of the Ghoul's lair, so you retrace your steps; turn to 332.



278

Most of the Stalker-Mage's apparel, equipment and the like is evil, fouled with rotting flesh, and the chamber itself is peculiar, containing many knobbed and sinuous growths of tissue and thick cords sheathed in fibrous material. In one cup-shaped growth you find a small quantity of a smoking liquid which is clearly acidic. If you have a glass bottle, you can take some of this organic acid if you wish. However, time spent here is spent at a cost: when you meet the Night Dragon, you must add 1 to its STAMINA score, since it is now beginning to awaken swiftly as you cut a swathe through its home and protectors! Turn to 48.

279

Lord Azzur's militia have no real interest in thieves, but you've certainly caused a rumpus so they escort you to the Watch-house. They detain you for hours, interrogate you over and over again, then extract 3 Gold Pieces from you for wasting their time! Add 1 to your Time Track; if you had no money for your bail, they detain you overnight and make you slop out the cells in the morning (so you must add an extra 1 to your Time Track). When they release you, you can make for Lobster Wharf (turn to 354) or Weaver Gate (turn to 212).



280

You manage to prise open the lock, and the first object you grab from the chest is a sleek leather bag. This contains 4 Gold Pieces, but it is also magical. This bag can carry weight, up to a certain limit, without weighing you down! With this bag, your normal maximum number of Provisions carried is not the

usual 12 but is increased to 17, since the bag can contain 5 units of Provisions and still be weightless! Gain 1 LUCK point for this fortunate find. You also find a vial of tattooing ink and a needle here, and a note which reads: 'Increase the frequency of the Watch. You must procure further sacrifices so that I can create further Stalkers, we must slay the idiot the Dark Elf messenger recruited in Blacksand. Obey me, or the breath of the Ancient will be sure to fall upon you!' The note bears a signature which it is very difficult to make out. If you have a viewing lens, turn to 114. If you don't have this, turn to 131.

281

'Well, then,' the Loremaster says grimly, 'there is much for you to do yet!' If you have the Magic Shield, Magic Armour and Magic Sword you sought, or if you have two of these and failed to obtain the other, turn to 301. If you still seek at least one of them, turn to 89.

282

The Stone Dwarf is a dangerous enemy. Each Attack Round, if his Attack Strength is three or more points higher than yours, you break your weapon striking the petrified body of your enemy. If you do this, any blow you strike subsequently can inflict only 1 point of damage to the Dwarf's STAMINA.

STONE DWARF SKILL 8 STAMINA 10

If you win, you can take some weapons which may be of use to you. The crossbows look very frail with age,

but you may take one if you wish to, together with some crossbow bolts. You can also take either of the two swords; one is a normal sword, which is no better than the one you have (unless you broke your original sword against the Stone Dwarf). The other is a Magic Sword, and it adds 1 to your Attack Strength in combats — with one exception. It has a special magical flaw in its design, so that if you use it to fight any human opponents, you must *subtract* 1 from your Attack Strength! Decide which sword you wish to take, if either.

Now, do you want to open the door opposite, if you haven't already done so (turn to 80), or make your way back up the stone steps (turn to 232)?



283

Although the Red Wizard is very evil, killing him in cold blood is dishonourable: it is an evil act. Lose 1 point of HONOUR and gain 1 Nemesis point. Now you may search his laboratory; turn to 76.

284

You wake up from an uneasy sleep at the sound of a footfall close by; gain 1 LUCK point for this good fortune! Looking around while still feigning sleep, you see a hunched, cowed figure creeping across the cold ground towards you, its breath frosting in the chill of the icy night. Moonlight gleams on the white, reptilian head of the creature and it draws a long curved knife from the folds of its cloak; black fluid drips from the blade gripped in its scaly claws as it creeps ever closer. You leap up with a weapon to defend yourself against the Stalker which has been sent to slay you! The White Stalker will use its poisoned weapon against you for the first three Attack Rounds; if it strikes you, you lose 2 STAMINA points from the knife wound and 2 further STAMINA points from the poison. After three Attack Rounds, the venom will have dripped from the blade.

WHITE STALKER SKILL 9 STAMINA 11

If you win, you snatch what little sleep your frayed nerves will allow you this night; turn to 239.

285

You push up the manhole cover and find yourself in the backyard of a brewery. There are a couple of taverns near by, so you could make for them (turn to 142) or enter the open back door of the brewery (turn to 151).

286

The sign of the Rudderless Galley swings, creaking, to

and fro in the north wind. Approaching the dockside tavern past the alleys and byways, you thought you saw a grey-robed man duck into the shadows just before you reached the tavern door, or was it just a trick of the light? You push past the seamen and merchants inside the tavern, walk across the sawdust floor to the stairway and climb as far as the landing. You make your way to the third door along, as instructed, and take the silver key from your pocket. *Test your Skill.* If you are successful, turn to 261. If you fail, turn to 314.



287

You stroll nonchalantly past the two men working at the vats; however, if you are not wearing grey robes they will attack you; turn to 327 but disregard the instructions in that paragraph concerning bow shots! If you are wearing grey robes, the men let you pass; regain 1 point of LUCK! Turn to 347.

288

A full day's marching brings you to a parting of the

ways along the trail, and here you make camp and rest. Add 2 to your Time Track; you must now eat a meal. If you now wish to follow a south-westerly path leading to the Mist Crypts, add 4 to your Time Track and turn to 21. Alternatively, you could take the trail westwards, signposted to Carnex, if you haven't been there before (turn to 32).

289

When you have a chance to check the contents of your backpack, you find that the Loremaster's magic has replenished it for you during your magical journey here: you now have a full supply of Provisions with you! Now you must head north to the final, desperately dangerous nemesis you will have to face. Turn to 18.



290

You have encountered one of the wandering guardians of the labyrinth, a vicious, scaly Imp with a barbed tail and cruel little claws! The creature is not tough, but it moves very fast and is hard to hit. If it has the higher Attack Strength in any Attack Round, roll one die. If you roll 1-4, the Dragon Imp rends you with its

claws, but you may deduct only 1 point from your STAMINA. If you roll 5 or 6, you are hit by the creature's poisonous tail; the blow does no damage, but you lose 3 points from your STAMINA because of the poison it injects!

DRAGON IMP SKILL 10 STAMINA 5

If you win, return to 392 and continue rolling dice until you roll a 6.

291

Gliding down across the cavern, you startle the Dragon, which watches your progress with real puzzlement; it is not swift enough to react to unexpected events! The flickering shadows and illusions round its body dim; in its confusion, it does not sustain this defensive magic well. You now stand some twenty metres from the huge monster, and it rears its head to breathe over you. What will you do now? Will you:

- | | |
|--|-------------|
| Stand your ground? | Turn to 199 |
| Use a longbow or crossbow to fire at the Dragon? | Turn to 149 |
| Throw acid at the Dragon, if you have any? | Turn to 82 |
| Rush the monster? | Turn to 4 |





292

You feel yourself flying along the passageway, and soon you are soaring above pale clouds, gleaming in the sun, far away from any passage. A cloud island lies ahead of you, so you ascend to it and land in a perfumed garden. Drinking the pure spring water here, listening to the faint drone of insects, breathing in the heady fragrances of flowers and herbs, you don't see the Harlequin until he sits down on a mossy rock and grins playfully at you. He's dressed in an extraordinarily odd fashion, in quartered yellow-and-lilac pantaloons and jerkin; and the strange young man is fiddling with the shoelaces of a very fine pair of heavy, grey, calfskin boots he is wearing. 'I think these are what you want, if you enjoy flying,' he says as a tiny pair of wings sprouts from the heels of the boots. 'But you must answer my riddles first!' If you have the *Tome of the Reaches*, turn to the paragraph with the same number as the first page of the chapter on Riddles. If you don't have this book, turn to 251.

293

'Who are you looking at?' you enquire as you sit down beside the robed man, staring deep into his eyes. If your Nemesis score is 4 or higher, turn to 357. If it is 3 or below, turn to 303.

294

Add 1 to your Time Track, but you find a crevice in the rock face a third of a kilometre or so from the main tunnel entry. You will have to squeeze along a

very narrow passage to explore here. If you decide to do this, turn to **110**; if you think better of it and want to enter by the main tunnel, turn to **197**.



295

Now you must fight your nemesis, the Ancient and mighty Night Dragon. Its great mouth is filled with teeth as long as your forearm, and the mighty power of its clawed limbs and thrashing tail is evident – it is a truly appalling enemy to confront! You must now add any modifiers to its **SKILL** and **STAMINA** to the basic values shown below. These are already high, but when you have added the modifiers they will be truly terrifying! You may apply two final modifying numbers: if you have a Sphere of Light to counteract the darkness of the Dragon, you know the Sphere Number; turn to the paragraph with that number. Additionally, if you have a Magic Sword from the Mist Crypts, the Dragon is afraid of this weapon and will automatically lose the first Attack Round while it hesitates in fear. But its blows

are terrible indeed; each will cost you **3 STAMINA** points!

NIGHT DRAGON **SKILL 17** **STAMINA 32**

If you win, turn to **71**. If your **STAMINA** is reduced to 4 points or below, turn to **216**.

296

At the bottom of the chiselled stone steps is a small landing with a pair of small wooden doors, just over a metre high – clearly Dwarf-sized. If you want to open the right-hand door, turn to **120**. If you prefer to open the left-hand door, turn to **80**.

297

You trigger a trap in the chest; putrid, reeking gas begins to pour out of it filling your lungs. You reel back, coughing and spluttering; lose **2 STAMINA** points. Now you can either cross the large chamber outside and open the door opposite the one by which you entered the assassins' room (turn to **310**) or make your way back and leave Carnex (turn to **75**).



298

The shield you seek is inside the Jarl's cabin. If you want to try some subterfuge to get at it, you must have something to aid you. If you have a *Potion of Invisibility*, you know the name of the man you bought it from. Convert his name into a number using the code, A = 1, B = 2, C = 3 ... and so on to Z = 26. Add up the numbers corresponding to the letters of his name, and turn to the paragraph with that number. If you do not have this *Potion*, you cannot hope to get past the many guards round the camp; if you have not entered the camp before, you can do so by marching up to it now (turn to 29), but if you have already been in the camp, turn to 50.



299

The door is locked. You can open it in one of three ways. If you have a set of iron keys, you can simply unlock the door; turn to 172. If you have an ice pick, you may be able to pick the lock here, though an ice pick is a crude tool for such a task. *Test your Skill*; you must add 3 to the number rolled on the dice *unless* you use oil to lubricate the lock (you may use *Walrus Oil* if you have it; otherwise use *Lantern Oil*, but then your

lantern will be of no further use to you!). If you are successful, turn to 172. If you fail, or if you don't have an ice pick (or you decide not to bother picking the lock), you can smash the door down. This will take time, and it will surely raise the alarm here; if you do this, turn to 372.



300

The Mirror speaks to you! A ghostly, disembodied bass voice comes from it. 'Now you need me,' the voice says greedily. 'You need to stop the Blazing Crusher, else the Ancient will grow stronger.' Up to now, your quest has been so strange that you consider a talking mirror may just know what it's talking about! 'Feed me. I need life energy, just as the Crusher drinks blood!' If you agree to this, turn to 187. If you do not, leave and turn to 67.

301

If you have already visited Carnex, turn to 233. If you have not been to that town, turn to 264.

302

Eastwards lies the Great Mine, the most spacious and extensive of all the dwarven deep tunnels. You stride

cautiously along the winding mine shaft, and as you delve deeper you can smell gas in the mine. Even your shuttered lantern may be a hazard, igniting the gas. If you want to dim your lantern, you may be vulnerable to traps! You must also subtract 2 from your Attack Strength in combat here, unless you have a Sphere of Light. If you want to dim your lantern, turn to 317; if you do not dim it, turn to 107.



303

'Pardon me, I must have made a mistake,' the man says smoothly. 'I did not mean to attract unwanted attention. Allow me to leave you in peace.' He gets up to go. If you want to attack him, turn to 257. If you wish to follow him, turn to 344. If you prefer to let him leave and yourself go elsewhere in the town, will you:

- | | |
|--|-------------|
| Leave and buy some supplies? | Turn to 373 |
| Leave and explore Ismater, if you haven't done so? | Turn to 10 |
| Leave Ismater and head elsewhere? | Turn to 268 |

304

You round the coastline of Corpse Bay and arrive in Rentarn. Add 2 to your Time Track. This is a trading outpost where fur-trappers and hunters mix with fishermen and, you have no doubt, some Sword Coast pirates. Frost is forming on the wooden roofs of the town's warehouses, taverns and homes even as you look. Dour-faced people are hurrying through the cold, to get home to their suppers and burning wood fires! Will you:

- | | |
|---|-------------|
| Try to buy some extra equipment or food? | Turn to 236 |
| Sell some furs (if you have any)? | Turn to 68 |
| Head straight for the Rudderless Galley tavern? | Turn to 286 |

305

The Harlequin vanishes - leaving only his boots behind! You take them; these are Winged Boots, allowing you to glide safely through the air, and you will be instructed in their use later on. You look around for a way back from the cloud island, unsure as to how you got here; when you turn around, the Harlequin is behind you.

'You didn't play the game,' he says sternly. 'You are a dishonourable wretch and you deserve the ill-fortune I place upon you!' You must deduct 1 point from your HONOUR and 1 point of LUCK (from both your current and *Initial* LUCK scores!) and the trickster dismisses you with a wave of the hand; turn to 20.



306

The skull of the Night Dragon suddenly sprouts skeletal, spider-like legs and its cocoon falls away as it scuttles across the cavern floor to attack you! The skull is a good four metres long, and its wickedly sharp incisors are capable of ripping a bloody gash right across your body or legs. Wisps of acid smoke rise from the monstrous skull as it closes in for the kill!

NIGHT DRAGON SKULL SKILL 11 STAMINA 12

If you win, turn to 214.

307

The Shield will add 1 to your Attack Strength in all combats – and it has other magical qualities, which you will not learn of until the right circumstances arise – suffice it to say that it may well save your life in the Night Dragon's lair! On the back of the Shield seventy iron rivets have been sunk to hold the front part snug to the back of the Shield. The number of rivets is the Shield Number, so make a note of this.

If you are ready to face the Night Dragon now, you know the number of the paragraph to turn to! If you have Magic Shield, Magic Armour and Magic Sword, and you have not yet met the Loremaster, add the Shield Number, Armour Number and Sword Number together to get a total, then turn to the paragraph with that number. If you have both Armour and Shield and you tried to obtain the Sword but failed to do so, multiply the Armour Number by 4 and add this to the

Shield Number; turn to the paragraph with the same number as this total. If you still seek either Armour or Sword, turn to 219.

308

Standing in the main long passage, with your back to the way you came in, you can explore somewhere you haven't been before. Will you:

- | | |
|----------------------------------|-------------|
| Open the first right-hand door? | Turn to 389 |
| Open the second right-hand door? | Turn to 299 |
| Open the left-hand door? | Turn to 183 |
| Make for the spiral staircase? | Turn to 262 |

309

The Black Dragon grins in a way you do not find entirely wholesome, he has a hungry look about him. The Ancient lies to the north of here. But we do not know where; the Loremaster knows how to find the Ancient's caves. We know that, if you find sword, shield and armour, you will find him; we also know that he has a wandering servant of strange aspect who travels in the Icefinger Mountains. By great good fortune you might encounter him – though, from what little we know, he will not be what you expect!

The Dragons give you further information. The Stalkers which serve the Ancient are reptiles, mutated Dragon hatchlings stolen and distorted by magic. The Dragons look angry when they speak of these creatures, and they warn you that Stalkers grow more numerous as time passes! There are also robed men, acolytes and assassins, who serve the Ancient, and

they hold sway over the town of Carnex – beware that place! All this takes time to learn, so add 1 to your Time Track. The Conclave has told you the essence of your task now: to find sword, shield and armour, and the Loremaster too. It is time to meet your destiny! Turn to 378.

310

A short flight of stone steps lies beyond the door; descending them, you come to a single, narrow passage which you judge leads northwards. The passage is deserted and eerily silent, but it is lit by torches burning and crackling in wall-sconces every ten metres or so. At the end of the passage is another flight of steps, this time leading upwards to a trapdoor. You have a very strong intuition of evil lurking behind this door; if you still want to press onwards, lift the trapdoor and turn to 57. If you decide to beat a retreat from Carnex, turn to 75.



311

You peer into another antechamber beyond the door. This room contains the rotted remains of old robes and cloaks scattered about the floor, and you see the

glint of gold coins lying on the ground close to another door opposite. However, you can hear some disgusting, snarling grunts and slobberings coming from beyond that half-open door! If you want to try to get the gold or find out what is making those noises, turn to 192. If you'd rather go somewhere else, turn to 332.



312

You have the Magic Amulet the nightmare-monster guarded. This protects you against the SKILL-draining effect certain undead creatures (especially Wraiths) can have on you. Roll one die and add 1 to the number rolled (unless you roll a 6); the total is the number of charges in the Magic Amulet. Each time you are told you must lose 1 point of SKILL because of the blow of such a creature, you can use a charge from the Amulet to nullify this effect. If you have already lost any SKILL points, you can use the Amulet to undo them (using one or more charges, of course!). When the Amulet has no charges left, it will protect you no longer. Having taken the magic Amulet, you may leave by the red door (turn to 123) or the silver door (turn to 146).

313

The wizard grabs frantically at a lever beside his desk and pulls it – nothing happens! You strike him with your sword. He panics and draws a dagger, rather than using his spells! Gain 1 LUCK point; now fight the wizard!

RED WIZARD

SKILL 11

STAMINA 13

If you reduce the wizard's STAMINA to 3 or below, he will surrender and beg for mercy, offering you information in exchange for sparing his life – but can you possibly trust him? If you spare him, you may be risking a sneak spell attack! If you decide not to kill him, turn to 248. If you decide to slay him, you can do so automatically; turn to 283.

314

You open the door – and just fail to take in the scene quickly enough. A guard by the side of the door whacks you hard over the head with a cosh. Deduct 2 points from your STAMINA. You are grabbed by the throat and dragged into the room while you are still struggling for your sword, and now you're in deep trouble! Turn to 261.

315

You grab a handful of items, avoiding the evil wand and scimitar the High Priest used. You may take a Potion of Stamina, which you can drink at any time (except during combats); when drunk, it will restore lost STAMINA points equal to half your Initial STAMINA (round fractions up). You can also take a book labelled

Tome of the Reaches; while most of it is gobbledegook to you, there are three sections on runes which look important (and which you can understand). Make a note of these: a chapter on 'Ward Runes' starts on page 44 of the book; a chapter on 'Riddling' starts on page 191; a section on 'Dragon Runes' starts on page 229. Finally you snatch a handful of papers from the desk and glance through them briefly. The important notes give you pause for thought! 'The Bone Furnace is the essential thing for toughening the Ancient; the Chillshadows increase his magical powers; the Blazing Crusher makes him strong. All are now in place, and his Awakening cannot now be stopped . . .' You don't waste time reading the paeans of praise to the Night Dragon and the insane evil that the High Priest has scribbled down. You've got to get out of here. If you have *Winged Boots*, you can glide down from the top of the tower and escape the town; turn to 75 (you may also use a *Potion of Invisibility*, if you have one, to escape safely). If you have neither item, you've got to run for your life and hope you will be able to elude pursuers. You must *Test your Luck*: if you are Lucky, turn to 75; but if you are Unlucky, turn to 126.

316

The wizard rummages through his desk and extracts a handful of gold and some food for his planned journey. 'Right then,' he says in a brisk voice. 'Nightskull above is where the Stalker-Mage is rousing the Ancient. He's the head of the Cult of the Ancient; the robed men serve him. He used to be human, but . . . well, if you get to see him, you'll know what I mean. The powerful

magical work is done up there – I'm only an underling. If you can risk it, travel in the dark. There's less chance of attracting the attentions of the Undead up there. If you see twinkling blue-and-yellow lights, best keep away. The Stalker-Mage has the Chillshadows at work there and you don't want to meet them. Mind you, if you put a stop to what they're doing, you'd destroy some of the magic the Night Dragon will be able to use. It's not fully ready to wake-up yet, but if you get into its lair . . .' he shudders. 'Oh, and don't waste any time going down any of the side-passages up there, they just descend to the jaw-simulacrum. Great place to get chewed to pieces or find yourself in a cloud of fire. I mean, this place isn't called Nightskull for nothing. It's not an exact replica of a real skull – but then the Ancient's skull isn't exactly normal, even by Dragon standards. The Stalker-Mage is usually somewhere around the eyes; the Ancient's in the upper brain, of course.'

The Red Wizard prepares to hurry off down the passage towards the exit, but can you trust him not to raise the alarm? If you decide to let him go, turn to 128. If you decide to slay him, you can do this with a surprise attack; turn to 283. If you decide to tie him up and gag him, despite your agreement, turn to 34.





317

A huge, lumbering, grey-brown lizard, some five metres in length, is heading straight towards you! Hisses come from its wide mouth, and its yellow eyes glow in the darkness like those of some wild beast. This is no ordinary Basilisk you face: this is a much larger version, a Mountain Basilisk – and it is a truly deadly foe! You must decide how to fight it here. If you have a Magic Mirror, you know the Mirror Number. Double that number, then turn to that paragraph (first making a note of the SKILL and STAMINA of the Mountain Basilisk). Otherwise, you can fight the Basilisk using a steel mirror and looking away from the monster, or take a chance and fight normally while looking at your opponent. If you look right at the Mountain Basilisk, you fight normally, but every Attack Round you must *Test your Luck*. If you are Unlucky even once, you will be turned to stone and your adventure ends here! If you choose to look away while fighting, you cannot be turned to stone, but you must subtract 4 from your Attack Strength for the duration of this combat. If you fight with a steel mirror, you cannot be petrified, but you must subtract 2 from your Attack Strength every Attack Round. The Mountain Basilisk will not be petrified by looking into a steel mirror; it is so wily and cunning it knows how to avoid such a fate!

MOUNTAIN BASILISK SKILL 8 STAMINA 13

If you win, turn to 51.

318

The green passage is damp and moss-coated. You walk over heavy, peaty soil until you emerge into a bower where ferns, shrubs and flowers grow in a riot of greenery. At the base of the trunk of each of two trees is a door, one red and one yellow, both open and leading to a passageway of the same colour. An owl eyes you quizzically from a tree branch and hoots derisively. You see a huge trailing vine hanging from a tree canopy so tall you cannot make out its upper reaches, and at the top of the vine is a cluster of purple-striped green seed pods. In the distance you can hear a booming sound which is getting louder, as if something extremely large was crashing through the woodland. Animals around here are growing skittish and fleeing into the distance. Will you:

Run down the red passage?
Enter the yellow passage?
Climb the vine?
Wait and see what happens?

Turn to 123
Turn to 292
Turn to 386
Turn to 338



319

'Just out of range of my teleporting abilities right now, I'm afraid,' the cat says, 'but I can take you most of the way there.' With a wave of its paw, the cat takes you to a cold eastern plain with mountains in the near distance. 'The Jublez, the Frost Giants, they're over there,' the cat says somewhat needlessly. 'I've put something in your backpack to help you out with them.' You look inside it to find that you now possess two bottles of Larssen's Firewater, guaranteed 120 degrees proof, which you didn't have before. 'Don't drink it, whatever you do. One glass can knock an Orc out. Half a bottle will see off a woolly mammoth, they say. Just don't drink any of it yourself!' The cat vanishes in a puff of gingery smoke; turn to 334.



320

You plant the seed pod at the bottom of the slippery incline, and a riot of vines and creepers explodes from the pod, expanding and writhing up the passage. You can climb these with complete safety. When you reach the top, you are standing in a dank, chill chamber with spongy walls, and before you is a door, of sorts. It

resembles a valve, with fibrous and rubbery flaps which you need to push open, rather than a door. Above the valve is a knot of blue-veined, thick fibrous tissue which pulses just like the pipes and tentacles below. You can force open the flap (turn to 362) or plunge a weapon into the knot of tissue, hoping that this will damage whatever protections the Night Dragon has in this bizarre place (turn to 379).

321

You lose 5 STAMINA points as you plunge the sphere deep into the numbing cold of the dark core of the cell. You almost faint at the pain which shoots up your arms and into your chest, and you reel backwards in shock as you draw the sphere out again. Its light has nullified the darkness! You gain 1 point of LUCK (this increases your *Initial* LUCK also). Better still, the Night Dragon will be weakened by the destruction of the magic here. Make a note that, when you meet the Night Dragon, it will not be able to use any magic spells against you. If a later paragraph directs you to suffer adverse effects from such a spell, you may ignore this entirely! Now you must descend and follow the twisting passageway below; turn to 53.

322

Ismater is a large village nestling in the foothills of the forbidding northern and eastern mountains; herders, fur-trappers, nomadic hillsmen, merchants and even a handful of barbarian warriors make it a lively place. You need to sleep and rest (add 2 to your Time Track) and you must then eat a meal. Next day, you may

conduct your business here. You could seek work if you're very low on supplies, you could buy equipment, explore the village fully, or hang around in the taverns and inns of the town to see if you overhear anything of interest. Will you:

Look for paid work?
Buy some supplies?
Explore the village?
Relax in the taverns?

Turn to 397
Turn to 373
Turn to 10
Turn to 207



323

At the crossroads, one passageway leads back to the main tunnel entrance; you stand with your back to this one. The passage in front of you ends in a door, as does the one to your right. To your left, the passage runs straight then becomes a set of steps, leading down in a very broad arc. A deep, bass, grinding noise is coming from that direction, and it sounds very ominous indeed. Will you:

Open the door in front of you?
 Open the door to your right?
 Go down the winding stairs?

Turn to 133
 Turn to 86
 Turn to 340

324

You are hardly likely to find the armour you seek here! Add 1 to your Time Track. Even the food in the kitchens is long rotted and decayed. The shields were designed for Dwarfs, and are not usable by you. Go back and take the steps down (turn to 296) or the spiral staircase (turn to 206).

325

You find nothing in your search of the furnace room, and by the time you have finished your exploration you are dripping with sweat, almost overcome by the heat; subtract 1 from your Attack Strength during your next combat. If you have a Magic Mirror with you and if your HONOUR score is 2 or higher, divide the Mirror Number by 4 and turn to the paragraph with that number. If you do not have the Mirror or if your HONOUR score is 1 or below, turn to 308.

326

The mist beyond the door thickens into blue fog a few metres along the irregular, winding passage which lies beyond it. The stony ground is slippery and treacherous, and you can hear the slow drip of water in the distance echoing in some great space. As the mist begins to thin, you find yourself at the edge of a huge underground cavern, scores of metres across. Opposite you, there is an underground glacier or frozen waterfall

rising some thirty metres up to a rocky ledge! There doesn't appear to be any other exit or entrance, so you'll have to climb the glacier and get up to the misty ledge above. To do this, you have two choices. One is to use a magical seed pod, if you have one. If you do, turn to the paragraph with the same number as the pod has stripes. Alternatively, if you don't have this pod (or don't want to use it) you must *Test your Skill* successfully, adding 4 to the dice roll. If you have spiked boots, you need add only 1 to the dice roll; if you have an ice pick as well, you can *Test your Skill* without adding any modifier. If you are successful, turn to 145. If you fail, you fall during your climb; roll one die and lose that many STAMINA points. You can try to climb as many times as you wish; if you decide to give up, or if you don't want to attempt the climb anyway, turn to 54.



327

The two guards are standing with their backs to you, some way across the large room. If you have a longbow or a crossbow, you can *Test your Skill* (adding

1 to the number rolled if you only have a longbow); if you are successful, you can strike one with an arrow before you rush in with your hand weapon (you may deduct 2 STAMINA points from the first enemy you face). If you have neither type of bow, you rush your enemies at once. You must fight both of them together, and in the first two Attack Rounds the second Grey Acolyte will try to hurl a large metal ladle, full of boiling yeasty slime, over you! If he has the highest Attack Strength, you get a faceful of scalding liquid and you have to lose 3 STAMINA points.

	SKILL	STAMINA
First GREY ACOLYTE	8	9
Second GREY ACOLYTE	9	9

If you win, you descend the spiral staircase in order to get closer to the mystery of what lies below the brewery; turn to 347.

328

Chipping the body out of the ice, you manage to turn it over, and you dig out of the ice a pouch containing 4 Gold Pieces and some frozen Provisions in a bag (add 2 to your Provisions). A single sheet of vellum has writing on it; it has been rendered illegible by being soaked in freezing sea-water – with the exception of a few words that you can just make out on one fragment of the scroll. To your amazement, you see your own name written there, and also the phrase 'town of **mex**'. You go back to your rowing-boat, only to find that the *Blackheart* has disappeared into the thickening fog! You yell at the top of your

voice, hoping they can hear you. *Test your Luck*. If you are Lucky, you'll be picked up; turn to 112. If you are Unlucky, you'll have to row north in this small boat; turn to 184.

329

You shatter the statuette on the stone floor – and a howl, which seems to freeze the very marrow of your bones, comes from far, far away. The passageway is disappearing and you are being sucked into a huge cavern through a tunnel of screaming wind and fog. You fall heavily as you are thrown forward into the cavern (deduct 2 points from your STAMINA) and before you stands – the Night Dragon . . . or, at least, some form of the horror within the Dreamtime. It is only a projection, not the real thing, but it is a truly terrifying enemy. Nearly thirty metres long, the sleek black Dragon seems whole, complete – unlike the half-skeleton statuette – save for its head, which is a three-metre-long skull. A great rumbling rises from the Dragon's chest and its mouth opens; it is about to breathe on you! *Test your Skill*. If you are successful, you manage to dodge the Dragon's breath; turn to 211. If you fail, turn to 179.





330

From behind a massive boulder a black-robed figure, some two and a half metres high, leaps out at you! This is no human; it has a great, reptilian head with a massive, fanged mouth, and its four-fingered clawed hands are as sharp as steel and as heavy as rock. Snarling and foaming at the mouth, the black-skinned Stalker rushes at you!

Test your Skill. If you fail, it knocks you down and stamps on you; deduct 3 STAMINA points, and subtract 2 points from your Attack Strength for the first Attack Round as you struggle to your feet. If you are successful, you may fight normally.

BLACK STALKER SKILL 10 STAMINA 11

If you win, you make a fortunate find; the Stalker had just killed a pair of mountain hares and you disturbed it before it could consume them. The meat is sufficient for three meals (add 3 to your Provisions, and regain 1 LUCK point). Turn to 5.

331

Unfortunately, as you stand by the door for a few seconds, moving into position to take a look round it, a tiny, Imp-like creature suddenly appears in the air in front of your face and stabs at you with a sharp needle! Deduct 1 point from your STAMINA. The Imp flees to safety, but the door has swung open and now you will be forced to fight the dangerous enemy lurking in the room beyond. Turn to 154.

332

You stand in a bare antechamber with three doors, not including the one you came in by, which is now at your back. The door to your left bears a heavy brass plaque with many signs and symbols; the others are unmarked. If you wish to study the plaque, and you haven't done so before, turn to 234. Alternatively, if you now wish to open a door which you have not previously opened, will it be:

The left-hand door?

Turn to 196

The right-hand door?

Turn to 311

The door in front of you?

Turn to 99



333

Now you're inside Carnex, you sense the chronic fear and tension that dominate the place. Everything appears normal, but the faces of the folk scurrying hither and thither are turned away from you, and small knots of grey-robed men stand nonchalantly at street corners, watching all who pass by. This is clearly a dangerous place, full of potential enemies. You can

explore the town openly, not losing much time, or you can keep your head down and be much more circumspect in your exploration. If you want to explore openly, turn to 103. If you decide to take extra time and be more careful, add 2 to your Time Track and turn to 125.

334

Another weary day is done as you head into the high foothills that border the mountains; add 2 to your Time Track, and you must now eat a meal. If you have a Nemesis score of 5 or higher, and your Time Track score is 45 or higher, turn to 284. Otherwise, turn to 239.

335

You flee from the Night Dragon's lair. Who can reproach you? You slew the monster after struggling so long and hard on your quest. Indeed, the Night Dragon's servants are decimated and it will be years before the Cult of the Dragon can arise again and the Ancient can rebuild its strength. The monster will return to Dreamtime, but it will dream its awful dreams of slaughter and atrocities there; before many years have passed, someone else will have to brave the terrors of its lair if Allansia is to be saved. You have come so far, and done so much good, that the exhausting march back home will be dreadfully dispiriting for you. But your adventure ends here, just short of the success you sought.

336

You hurl the seed pod down on the ground below; a great vine sprouts up from it and you clamber down

as fast as you can! *Test your Skill*. If you are successful, you get down safely as a bemused Dragon watches you, unsure how to react; if you fail, you fall the last ten metres or so and hit the ground hard, losing 3 STAMINA points. As you take some time getting up, the Dragon is ready to attack by spell! Turn to 271.

337

The Dwarf spits into the wood fire which warms the cabin. 'Beware of them,' he hisses. 'The grey 'uns, they're just the small fry, but the ones in black robes, they're dangerous. Bad men. Seen one or two in the woods, heading northwards. I heard tell they're making for the Dragon Reaches. Come from some place north-west of there. Don't you mix with them.' Now, if you want to ask the Dwarf about something you haven't enquired about already, you can ask about the Dragon Reaches (turn to 90) or the area around in general (turn to 157), or you can just turn in for the night and get some sleep (turn to 275).



338

A huge Ogre, a good ten metres tall and carrying a club twice the size of you, stamps into the clearing and licks his lips when he spots you. Something appears to be wriggling inside the sack which he dumps on the ground, and *you* are going into that sack as dinner unless you act swiftly. If you decide to run for one of the tree doors, choose which one then turn to 36. If you wish to climb the vine, turn to 84. If you decide to fight the Ogre, turn to 102.



339

You push open a carefully crafted secret door and find yourself standing at the top of another flight of stone steps, which leads right back down again! If you want to follow these steps, turn to 78. If you'd rather backtrack and take the door in the cavern to which your guide led you, turn to 132.

340

If your Nemesis score is 7 or higher, turn to 28. If it is 6 or below, turn to 168.

341

You are in a dusty storeroom packed with sacks of grain, empty barrels, vials of yeasts, thick, gluey malt extract and the like. There are some ceramic pots here filled with a pleasant-smelling biscuity substance, which may be nutritious. If you want to eat some, turn to 22. If you wish to leave by opening the door to your right, turn to 245. If you wish to leave by opening the door to your left, turn to 221.



342

As before, the passage is precisely carved, and this one has intricate decorations and murals. It ends in a great pair of wooden doors, which you push open easily, despite their six-metre width. Beyond them lies a great dining hall with massive tables and benches, all covered in dust. On the wall behind the high table a pair of great shields are mounted under the head of a fearsome Giant with canine teeth like tusks; in the distance, doors open into the kitchens. It will take you a long time to search this great chamber and beyond; if you want to do this,

turn to 324. Alternatively, you could return to the main passage and follow the steps down (turn to 296) or take the descending spiral staircase (turn to 206).

343

'Let's go,' says the cat, and before your eyes the Loremaster and his home vanish before you even have time to say goodbye. As you rub your eyes to clear your head, you find yourself looking at a walled town with trails leading south-west and north-west away from the place. Guards prowl the battlements of the town, their crossbows levelled at anyone who approaches. There is a single closed gate on the east side of the town, the only obvious point of entry.

'Might well be another way in there,' the cat says offhandedly. 'You could ask a local. Or try bribing the guards at the gate. Then again, you could wait for one of the grey-robed murderers, despatch him, take his robes and try to get through that way. Up to you, really. Anyway, that amulet –' the cat points with a paw at an amulet round your neck which you hadn't realized you were wearing – use that when you want to be taken to the Night Dragon. The teleporting will leave you a couple of days' march north to his lair.' You can use this amulet at any time, except during a combat, to get to the Night Dragon's lair; note that, when you do this, you should turn to paragraph 289. Now, as the cat bids you good luck and farewell then disappears in a puff of gingery smoke, you set off towards the gates to see what you can see of Carnex. The gates open and a couple of armed guards challenge you. Will you:

- Try to bribe the guards to let you in? Turn to 358
 Attack the guards and fight your way
 in? Turn to 223
 Try to bluff your way through? Turn to 32
 Back off and search for another way
 into Carnex? Turn to 135

344

The man slips into the back alleys of Ismater with ease and surprising speed, and you soon lose track of him. Deduct 1 point from your LUCK. Bemoaning your ill-fortune, will you now:

- Leave and buy some supplies? Turn to 373
 Leave and explore Ismater, if you
 haven't done so? Turn to 10
 Leave Ismater and go elsewhere? Turn to 268



345

A group of reptilian skulls comes flying into the chamber; they will attack you by biting and battering. They can prevent you getting at the wizard here, so you are forced to fight them first. In each of the first

two Attack Rounds, the wizard will cast a spell at you, and you must *Test HIS Skill* (his SKILL is 11). If he is successful, he will inflict 4 points of damage to your STAMINA as a ball of chill, numbing, black-magical energy slams into your chest. If he fails, he will inflict this damage on the skulls, since he aims his spell away! You fight the whole group of skulls as if they were one opponent.

FLYING SKULLS SKILL 9 STAMINA 10

If you defeat the skulls, you still have to face the wizard, who is drawing a heavy dagger to plunge into you! Turn to 40.

346

You can hardly expect to find a perilous Basilisk by tomb-looting; lose 1 HONOUR point. From one tomb a cloud of choking spores and dust fills your lungs with filth. You reel back, coughing, weakened; lose 2 STAMINA points and 1 LUCK point. Turn to 391.





347

You descend the spiral staircase and walk as quietly as you can along the winding stone passageway beneath it. You must have travelled a hundred metres before you observe a slightly open door ahead of you. Seeing and hearing no one, you open the portal and advance into the chamber beyond. However, you almost wish you hadn't when you look around: dark bloodstains splatter the walls here and, in the corners of the room, stand stone statues of a ghastly Dragon-like figure. The statues of the skeletal Dragon radiate malice and hatred, and you realize that you have stumbled on some terrible den of evil here. There is a single door other than the one you have entered by, but you haven't time to check it closely! A secret door to your right flies open and two men rush out at you. Fortunately, your alert senses allow you to get to the doorway so that you can fight these enemies one at a time. The first is a grey-robed assassin carrying a curved dagger which is poisoned; if he strikes you during the first three Attack Rounds of combat, the poison on his weapon will cause you to lose 2 extra STAMINA points in addition to the usual weapon damage. After three Attack Rounds, the poison will have dripped off his weapon. In the first Attack Round, the black-robed man will cast a spell, and a glowing cloud of claw-shaped black wisps of smoke will fly from his hands and plunge into your chest, causing you excruciating pain; deduct 3 points from your STAMINA. Then the black-robed man will draw a sword and fight you – if and when you overcome his fellow!

	SKILL	STAMINA
GREY ASSASSIN	8	9
BLACK ASSASSIN	9	12

If you win, you can explore behind the secret door your enemies entered by (turn to 42) or open the other door in this room (turn to 310). Alternatively, you can decide that it's time to leave Carnex; turn to 75.



348

You reach the top of the vine safely and take two of the seed pods. They are bulky things, heavily striped with sixteen stripes along their melon-shaped mass (make a note of this). Now, if you have slain the Ogre, turn to 227. If you have not done so, turn to 255.

349

Exploring the huge, bony chamber turns up nothing

and, as you stand at the far end, a deep rumbling comes from below you, and the entire cavern starts to fill with smoke and tiny explosions of fire! You remember that many Dragons breathe fire, and you're standing in the strange mouth of the mountain . . . You race to get back up the passage you entered by. *Test your Luck*; if you are Lucky, you suffer only 1 point of damage to your STAMINA from the rising heat and flaring gas; but if you are Unlucky, you lose 4 STAMINA points. You climb back up the passageway you entered by as fast as you can and make for the far end of the odd ductile cavern above; turn to 392.

350

Your shield stands fast against the fiery breath of the Dragon and absorbs it harmlessly! Regain 1 LUCK point. Now you rush the monster; turn to 295.

351

The guards turn to face you as you approach them. Each is a two-metre-tall Stalker with red, scaly skin and thick limbs, and they are powerfully muscled beneath their heavy armour. They will strike you with the metal shovels they carry, and you must fight them together. The extreme heat of the room fatigues you, and after four Attack Rounds you must subtract 1 from your Attack Strength.

	SKILL	STAMINA
First RED STALKER	10	11
Second RED STALKER	10	10

If you win, the furnace suddenly flares up and the heat here becomes truly oppressive! Will you now:

Search this chamber?

Turn to **325**

Retreat into the next room and wait
awhile?

Turn to **237**

Leave, returning to the main
passageway?

Turn to **308**

352

You spend a first fruitless day looking for a place with this name. After this, for every day that passes, roll one die. When you roll a 5 or 6, turn to **167**. If you wish, you can increase the number rolled on the die by 1 by spending a point of LUCK. If you tire of this, you can try looking for a person named Endimion (turn to **272**) or ask questions about the grey-robed men, if you haven't already done this (turn to **226**).



353

A hideous figure in tattered black robes leaps out at you from behind a snowdrift. It was obviously lying in wait for you! It has a vaguely human-shaped torso, but its clawed hands are as inhuman as its reptilian skull.

The eye-sockets of the diseased, yellow-boned skull are fiery orbs of malice, and you shudder to see the rotting pieces of flesh which fall from its skeletal form as the monster advances upon you. As you ready your weapon to fight the advancing horror, you must subtract 1 from your Attack Strength because of the nauseating stench which wafts towards you from its decomposing body!

BONE STALKER

SKILL 9

STAMINA 12

If you win, turn to **161**.



354

Lobster Wharf boasts the scurviest seamen in all Allansia. Half of them look as though their only reason for not brawling on the dockside is because they're too drunk to raise their fists! After your queries have extracted some foul oaths and curses from these evil brutes, you find out that the *Blackheart* is sailing for Rentarn within the hour. The ship's first mate tells you that passage there will cost you 10 Gold Pieces. If you're prepared to pay that, and you've got the

money, turn to **122**. If you can't pay that much (or you're too mean), you can try to haggle (turn to **171**) or you can make for Weaver Gate and take the northern coast road (turn to **212**).

**355**

Walking nonchalantly round the edge of the graveyard, you see a couple of grey- and black-robed men making their way in and out of a particularly large vault. Standing outside the entrance to it are two stone statues of armoured skeletons. A grisly motif, you think, and you see their heads turn very slightly as if to inspect those who approach the entrance – or is this just your imagination? Trying to force an entry here could be highly dangerous. If you wish to try, turn to **241**. If you'd rather not try, you'd better explore some other area of Carnex which you haven't already looked over; will you go to:

The taverns?
The brewery?
The towers?
The gardens?

Turn to **142**
Turn to **209**
Turn to **383**
Turn to **175**

356

The side-passage soon terminates at a long set of ascending steps; you think you can see a door at the top of them, but you cannot be sure since it is a long way off. If you decide to walk up and open the door, turn to **339**. If you want to return and open the door on the lower level at the end of the cavern, turn to **132**.

357

'Not here,' the man says quietly. 'Be outside the back yard of this tavern at midnight tonight. Come alone. I may be able to help you.' He gets up and leaves. If you want to meet him at this rendezvous, add **1** to your Time Track and you can meet him by turning to **52**; otherwise, will you:

Leave and buy some supplies?	Turn to 373
Leave and explore Ismater, if you haven't done so?	Turn to 10
Leave Ismater and go elsewhere	Turn to 268





358

The guards look fearfully at each other as you show some gold to them. One looks over his shoulder and mutters, 'None of them greyrobes about. All right then. Cost yer four gold.' You must pay the guards 2 Gold Pieces each to be allowed past. If you're ready to pay them, turn to 333. If you won't or can't pay this much, will you:

Attack the guards and fight your way in?

Turn to 223

Try to bluff your way through?

Turn to 32

Back off and look for an alternative way into Carnex?

Turn to 135

359

You need rest after your exertions, so you find a sheltered place to sleep. Add 2 to your Time Track, and you must now eat a meal. When you are ready to set out on your travels again, you can head north to where the armour lies (turn to 186) or east to the land of the Giants, where the shield you seek is located (turn to 12).

360

You hand over the items the Great Jarl requests and in return take the shield. Turn to 307.

361

You awaken, screaming with the memories of a terrible nightmare, and it takes a long time for your nerves to calm. Add 1 to your Time Track and turn to 281.

362

Beyond the strange valve-door is a thick-walled duct with walls of the same spongy grey substance as the door itself. The duct is some twenty metres long and, three-quarters of the way along it, a pair of side-passages slope downwards. At the end of the duct is a set of sinuous pillars of bristly, rubbery tissue which appear to extend into a distant chamber, although you can't see what may lie therein from where you are standing. It is very dark and gloomy here, with no natural lighting. If you are using a lantern to light your way here, turn to 15. If you are using a Sphere of Light, turn to 59. If you are willing to risk walking along in the dark, with the footing here treacherous, turn to 116.

363

The catacomb complex is laid out intricately with many sub-chambers, and exploring it takes a long time. Add 1 to your Time Track, and you must now eat a meal. Roll one die; if the number you roll is 4 or higher, turn to 317 (you may add 1 to the number rolled on the die by spending a point of LUCK if you wish). If you roll 3 or below, turn to 391.

364

If you are wearing grey robes, you can pass by the guard, who does not challenge you. If you don't have grey robes, when you speak he doesn't reply to you; *Test your Luck*. If you are Lucky, you do bluff your way past; turn to 151. If you are Unlucky, he draws a shortsword to attack you; turn to 231.

365

The undead Chieftain rises up and advances upon you. His great sword is a powerful weapon; if he has an Attack Strength of 20 or better in any Attack Round, and if this is higher than your Attack Strength, a blow from this sword will cost you 3 points of STAMINA rather than the usual 2.

UNDEAD CHIEFTAIN SKILL 11 STAMINA 12

If you reduce the Chieftain's STAMINA to 2 or below, he accepts defeat and returns to this throne. He summons you to him and says, 'You are worthy. I could have done with more like you among my Wardogs.' He stretches his sword around in an arc, indicating the many tombs before him. 'Now hear me! Below here, in the blue mists, skulks the spirit of our clan shaman-wizard. His treachery and infamy brought shame and death to us; he came to serve a nameless cult of darkness - one you too will have to face. It is he who stalks the depths there, and he who blocks your path to the sword you seek. To find him, jump into the well!' He grins at you; the effect is unnerving. The tone of the Chieftain's voice changes, becoming more stern. 'As in life, in death I am a man of honour.' If a skeletal visage could give a wry smile, this one just did. 'Lay down your weapon and kneel before me. Show me trust.' Now, if you want to kneel before the Chieftain as he raises his sword, turn to 72. If you prefer to leave and return to the antechamber you entered by, turn to 332.

366

Something very bizarre is happening: you wander into

a complex confluence of passages where hanging hour-glasses filled with multicoloured sand are flowing backwards – the sand is flowing up into the top half from the bottom! You may subtract 1 from your Time Track! Turn to 20 as you wander, somewhat bemused, into the chamber you first arrived in.

367

All you turn up during a long search is a single Gold Piece. You can't lift the ingots, and the tools are useless. Add 1 to your Time Track. You can now follow the tunnel opposite the one leading to the smithy, if you haven't already done so (turn to 19), or go down the passage facing the one you entered by (turn to 47).

368

You struggle to find a way round the barrier, since you cannot see it; by the time you manage to do this, the Stalker-Mage has cast his spell. A silvery web of glowing magical fire expands from his claws and wraps itself round your arms and chest. Deduct 4 points from your STAMINA, and you must subtract 1 from your Attack Strength when fighting the Stalker-Mage. Turn to 108.

369

The Dwarf accepts your gift with a smile and ushers you indoors. You're soon eating fine rabbit stew and quaffing dwarven ale, and the Dwarf tells you his name is Darkflint. He doesn't say why he lives here, and you don't ask. For your part, you tell him only that you're making for Rentarn. It's growing late and, while you don't fear the Dwarf, you're not sure what

else to say. You shouldn't be giving anything away about your destination! If you are content just to sleep here, turn to 275. If you want to risk asking the Dwarf about something else, will it be about:

The Dragon Reaches?	Turn to 90
The grey-cloaked men?	Turn to 337
General information about the area?	Turn to 157

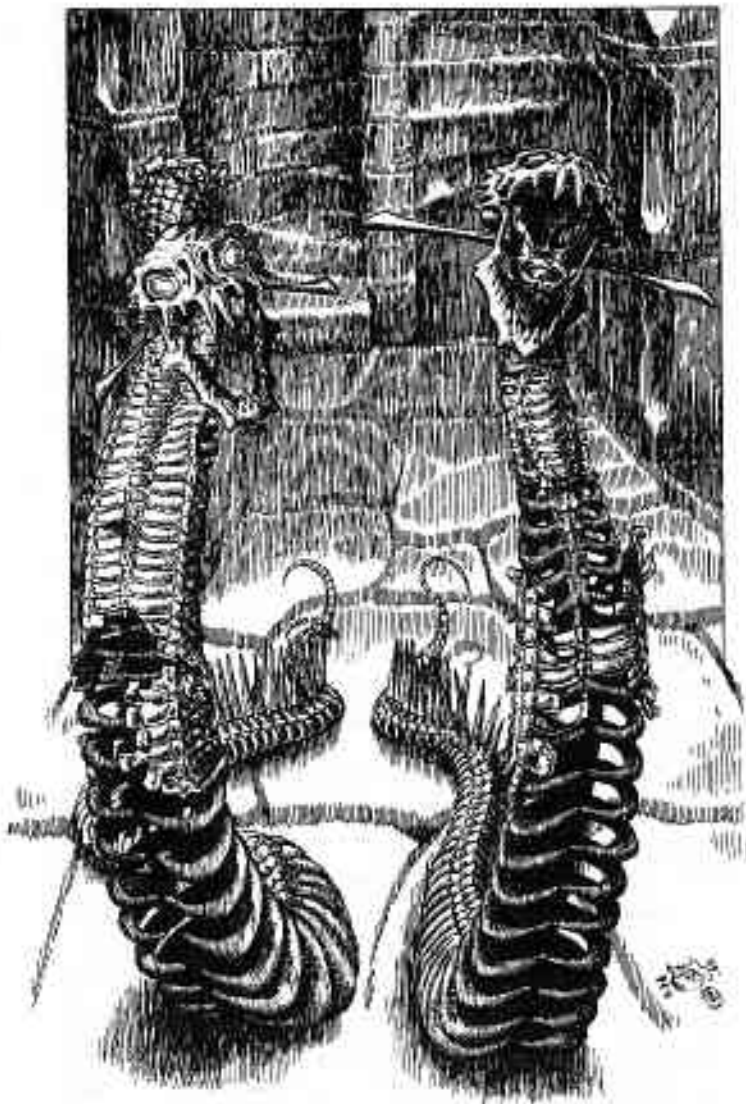
370

Leaving Carnex behind you, it's time to go elsewhere on your quest. If you are ready now to face the Night Dragon, you know which paragraph to turn to. Otherwise, add 2 to your Time Track as you march away from the town, and you should set off for a place you haven't previously visited. Will you now go:

North-west to Slate Peak?	Turn to 85
South-west to the Mist Crypts?	Turn to 288
Far east to the lands of the Frost Giants?	Turn to 39

371

You have to search around to locate the camp of the Giants, so add 1 to your Time Track. At last you find yourself looking down on a large encampment of tents and cabins among which a huge chieftain's cabin is pre-eminent. As many as a hundred Frost Giants, together with large flocks of livestock and Snow Wolves, are roaming around. Clearly, any kind of attack would be suicidal. You could try walking into the camp (turn to 29) or circling the perimeter, spying and trying to think up some indirect approach (turn to 298).



372

The door flies open, and two snake-like figures dart out from the room behind it. They are skeletal, but tatters of scaly skin hang round their skulls and upper vertebrae, and their spines are shod with iron. Their jaws gape open, revealing razor-sharp incisor teeth as long as your fingers, and they rise up and sway before you! Resisting their hypnotic swaying will be difficult. Roll one die and add your HONOUR score. If the total is 6 or below, the strange swaying of the snakes dulls your mind and makes it hard for you to act swiftly and strike effectively; you must subtract 2 from your Attack Strength in this combat. If the total is 7 or higher, you are unaffected. You must fight the magical Iron Serpents together here, and each has a venomous bite. For the first three Attack Rounds, if one of the Iron Serpents bites you, you lose 2 STAMINA points through being bitten, and another 3 STAMINA points from the venom!

	SKILL	STAMINA
First IRON SERPENT	8	8
Second IRON SERPENT	8	7

If you win, turn to 172.

373

In the ordinary trading-posts of Ismater, you can buy the following:

Extra Provisions	1 Gold Piece each
Rope	1 Gold Piece
Longbow and arrows	5 Gold Pieces

Glass bottle	1 Gold Piece
Ice pick	3 Gold Pieces
Flask of Walrus Oil	3 Gold Pieces
Keg of beer	4 Gold Pieces

Other items these simple shops supply are hardly useful to you – thick furs, evil-looking animal traps, harpoons and the like. After making any purchases and adjusting your *Adventure Sheet* accordingly, will you now:

Leave Ismater?	Turn to 268
Explore the village, if you haven't done so?	Turn to 10
Relax in the taverns, if you haven't done so?	Turn to 207

374

A gentle, tinkling voice rises from the gem-sphere. 'We are very close now. I need the essence left here. Look!' At a mental urging from the mysterious sphere, you can now make out an inky pool of darkness at the base of the pyramidal cell as the lights begin to fade. Intense, marrow-freezing cold is beginning to radiate from this dark core, and the sphere is asking you to plunge it into that chill. You will suffer considerable damage if you agree! If you consent to the sphere's demand, turn to **321**. If you refuse, descend and follow the passage below; turn to **53**.

375

A dappled deer escapes from the sack and turns to run off into the forest – but, before she does, she licks

your face! You feel faintly ridiculous, but the animal's saliva has a soothing, healing effect; regain 4 lost STAMINA points and 1 point of LUCK! Now, will you:

Climb the vine, if you haven't do so?	Turn to 348
Enter the red tree door?	Turn to 123
Enter the yellow passage?	Turn to 292

376

Carefully checking around in the bare stone chamber reveals no hidden secret doors or other exits except the door you entered by. There is only the well, and thick mist obscures visibility only a couple of metres down. You easily find a stone to drop down the well; from the sound it makes, you judge that there is solid ground not too far below – perhaps four or five metres down. For the time being, you need to rest here; add 2 to your Time Track and you must now eat a meal. When you wake up, if you have a rope, you could use it to descend fairly safely, you think. If you jump, it may be a little hazardous. If you decide to take either option, turn to **46**. If you want to backtrack and search an area you haven't visited before, you can return to the antechamber (turn to **332**) or take the passageway to the left at the top of the stairs to this chamber (turn to **138**); make a note of this paragraph number, however, so that if you need to return here you can do so.

377

Horribly, your feet seem to be stuck to the floor! It is almost impossible to run away! The monster behind

you is tearing at your back and you force yourself to the door. Roll one die. The number you roll is the number of free hits the monster gets at your back as you try desperately to run, and each blow inflicts 2 points of damage to your STAMINA. Now, if you chose the red door to escape through, turn to 123. If you chose the silver door, turn to 146.

378

Ruminating over where to go next, you are only a short distance from the cave when the Green Dragon which brought you here comes up behind you and hails you, so you turn to hear what he has to say. 'Listen, brave one. I know the task which awaits you. I can tell you more about what you need to know, and I can even fly you to a place to which you should be taken. I know where the sword, shield and armour lie - although, by giving you such direct help, I may violate the Oath of Kilanirax. And I will suffer for that.' The Dragon shivers, and your eyes dilate at the thought of what could scare a twenty-metre Dragon! If you want to accept the Dragon's offer, turn to 240. If you decide not to do so, turn to 136.

379

You strike against the knot: a gout of steaming fluid sprays out and splashes over your face and arms. Fortunately for you, the acid is not very strong, but you lose 2 STAMINA points and you will be partially blinded for a short time. You must subtract 2 from your Attack Strength (for this fight only) as a pair of shadowy, chill forms appear from the valve in front of

you! The two Chillshadows merge to form a stronger creature. Each Attack Round you fight, you will lose 1 point of STAMINA because you are standing within the radius of freezing cold that surrounds the spectral form!

CHILLSHADOW

SKILL 9

STAMINA 10

If you win, turn to 362.

380

As you walk towards the archway, the Skeletons jerk their swords upwards as if to challenge you, but they are not attacking - yet. You are very close to the archway now. If you want to attack the guards, turn to 224; if you just prefer to walk on, turn to 87.



381

The Mirror Demon has one goal - to drag you through a mirror and into the Demonic Planes, where you will be lost for ever! Combat with this monster is highly unusual. Blows from weapons (or from the Demon's fists) cause normal damage (deduct 2 points from your STAMINA), but each time the Demon strikes

you it will try to drag you into the Demonic Planes; if the Demon *Tests its Skill* successfully, you will be dragged towards the mirror! However, because this is Dreamtime, you can use your willpower to resist; you may then *Test your Skill* and, if you are successful, you can resist the pull of the Demon. If you fail, however, you wake immediately as the Demon drags you down; turn to 361. Also, instead of striking the Demon, you may try to smash its mirror; this is difficult because there are so many mirrors here. If you want to try this in an Attack Round, the Mirror Demon will automatically strike (you lose 2 STAMINA points) and you must *Test your Skill*, adding 3 to the number rolled. If you are successful, you smash the mirror and the Demon is drawn, shrieking, back into the realms of nightmares!

MIRROR DEMON SKILL 10 STAMINA 10

If you win, by slaying the Mirror Demon or by banishing it, turn to 174.

382

Skirting round the path taken by the pilgrims, you head eastwards and enter the woodlands. It is very dark below the light-excluding evergreens and the ground is bare, save for a thin carpeting of pine needles and cones. A haze of blue wood-smoke leads you to a wooden cabin. A woodcutter, you expect, but you couldn't be more wrong. As you creep up to the back door, past the piles of chopped logs, someone taps you on the back and you whirl around, wondering how on Titan anyone could have surprised you like

that. Standing behind you is a Dwarf; he is wearing a chainmail vest and is tapping tobacco into his briarwood pipe, a two-handed battleaxe hanging from one wrist. 'Nosy, aren't you?' he says nonchalantly. 'If you want rest and shelter, my adventurous friend, I'll want something in return.'

The Dwarf isn't after money, having little use for it. You can stay and talk with him if you will give him a Potion, a flask of liqueur, or a small keg of beer; turn to 369. If you don't have any of these, or won't part with them, you'll have to sleep outside tonight; turn to 275.



383

As you approach the walled towers, you can see that there are several well-armed guards at the gate, their chainmail armour gleaming under their loose-fitting grey robes. You have to form some plan in order to enter; the great central tower clearly seems your best bet for discovery. You could advance and fight your way through; if you wish to do this, turn to 203. If you think you know the name of the High Priest here, you could use this as a way of getting through. If you do, turn the man's name into a number using the code

A = 1, B = 2, C = 3 ... Z = 26 and turn to the paragraph with that number. If you have seen tattoos on the arms of the robed men, and you have tattooing ink and a needle, you could mark yourself with a tattoo which you've seen, then hope that this will get you past the guards. If you do, you know the number of the paragraph where you saw the tattoo; triple that number and turn to the paragraph with the same number. If you don't want to – or you can't use any of these strategies, then there is no alternative for you but to leave the town, to avoid the attention of the suspicious guards here; turn to 75.

384

The wizard pulls the lever, and a grinding sound can be heard from the room outside! If you wedged the door there shut, turn to 313. If you did not do this, turn to 345.

385

As you push the door open with your shoulder, the runes glow, then boil into a flare of fire and smoke. You jump back, yelling in pain as you survey your blistered skin. Deduct 3 points from your STAMINA. Worst still, a search of the guardroom reveals nothing but dust and dirt. The chest contains dirty clothes, mostly rotted to rags even in this dry place. The stone axes here are of no use to you, being long blunted and designed for dwarven hands, not yours. You have wasted your time here. Backtrack, then take the passage opposite, if you haven't already done so (turn to 33), or the one opposite the tunnel you entered by (turn to 47).

386

The Ogre advances on you! *Test your Skill*. If you are successful, turn to 139. If you fail, turn to 158.

387

You've only got one lead about where to go next: the silver plaque with the word 'Endimion' on it. You are forced to spend valuable time here in Rentam trying to find out what this clue means. Each day you spend here, you must add 2 to your Time Track. If you are being hunted by the militia, you must roll one die each day; if you roll a 6, turn to 194. Also, each day you have to pay for food; you must deduct 1 Gold Piece, or 1 unit of Provisions, each day you are in Rentam. If at any time you get desperately short of food, you can spend one day doing menial labour in the town and earn enough to buy 3 Provisions (but you must add 2 to your Time Track if you do this). Now, how will you try to find out what this single clue, 'Endimion', means? Will you:

- | | |
|--|-------------|
| Look for a place called Endimion? | Turn to 352 |
| Ask around for a person named Endimion? | Turn to 272 |
| Try to find out more about the grey-robed men? | Turn to 226 |





388

As the door opens, runes on it glow and drain your vital energies; deduct 1 point from your SKILL! Now, you are standing on a rocky ledge above a cavern so vast you cannot even see its far walls. Leading down from the rocky ledge is a pair of winding, crumbling stone staircases, which descend fifty metres or so. In the middle of the cavern is the Night Dragon itself. Your heart sinks as you take in its unimaginably huge, hideously warped and evil form. The monster must measure forty metres from nose to tail, and its black, scaly skin shimmers with metallic blue and silver threading. Its skin seems too tight for its body in places, while in others it hangs in useless folds; yellowed bones protrude through its ribs, wings and here and there along its limbs and tail. Its huge head is half skeletal, as is the powerful and lengthy neck of the Ancient One. Surrounding the horror hangs a thick network of gluey, gelatinous strands which drip smoking acid on to the cave floor. An icy-blue glow burns in the eye-sockets of the monster when it gazes up at you. Those cold fires look as deep as the Demonic Planes themselves. The jaw of the gargantuan Ancient slowly drops half open and a deep breath resonates round the endless gloom of its nightmare cave. The monster advances a metre or two with a foul squelching sound coming from the cocoon of slime round its body, but now it is breaking free. If you wish to use a longbow or crossbow to fire at the Night Dragon, turn to 177. Alternatively, you need to find a way down; you have three choices. If you wish to go down the steps, turn to 147. If you have Winged Boots, you know the

name of the man who wore them before you; convert his name into a number using the code A = 1, B = 2, C = 3 ... Z = 26. Add the numbers corresponding to the letters in the name, multiply the total by 3, then turn to that paragraph. If you have a magical seed pod, multiply the number of stripes in the pod by 21 then turn to that paragraph.

389

You are hardly surprised to discover the two chainmail-clad Skeleton Warriors in the bare stone chamber beyond this door; they are guarding a door opposite you. You leap to attack, but they have an unpleasant mode of attack themselves. They seem to be made of too many bones, with a plethora of ribs and extra limb bones; as you advance, the extra bones detach themselves and fly at you in an arc of battering, lacerating, bony missiles! *Test your Luck*. If you are Lucky, you duck out of the way of most of the bones and must lose just 1 STAMINA point. If you are Unlucky, you are hit by several and have to lose 3 STAMINA points. Disorientated by this unusual assault, you cannot back into a corner before the Skeleton Warriors are upon you, and you must fight them both together.

	SKILL	STAMINA
First SKELETON WARRIOR	9	8
Second SKELETON WARRIOR	9	7

If you win, you can either return to the main corridor outside and choose somewhere else to go to (turn to

308) or advance on the door opposite you (turn to 228).

390

The man will not meet your gaze. 'I don't know nothing, I don't. I'm just a farmer. Leave me alone or I'll shout for the guards and then you'll be for it.' He wanders off along the trail. Waiting for another townsman seems pointless; you'll waste a lot of time waiting and it doesn't seem as if they want to help much. So, now will you try to ambush one of the grey-robed men (turn to 61) or give up and leave Carnex (turn to 370)?

391

You see no sign of the monster you seek despite your searching; add 1 to your Time Track. Returning to the junction of the various mine shafts, choose a direction you have not taken before. Will you go:

North?	Turn to 27
South?	Turn to 242
West?	Turn to 14
East?	Turn to 302

392

The pillars react to your presence and move together to form a wall in front of you! You have a strong intuition that cutting them to shreds with a sword might be fun, but it would certainly summon powerful guards you'd rather not face. You know you're close to the Night Dragon now. You can force a way

through the wall, but you'll be squeezed and crushed at a cost of 4 points from your STAMINA. You can reduce this damage to 1 point if you use oil (lantern oil or Walrus Oil) to coat your body and armour, so that you reduce the friction and make it very difficult for the fibrous pillars to grip and compress your body.

Once through, you find yourself in a peculiar maze of winding, twisting, narrow passages with semi-transparent walls made of the same fibrous material. Finding a way through the folds and turns of this maze is not straightforward. Each attempt you make adds 1 to your Time Track, and you must roll one die. You may choose to spend a LUCK point at any time to add 1 to the number rolled on the die. If you roll a 1 on any attempt, turn to 290. If you roll 2-5, you simply wander around for a while, unable to find an exit. If you roll a 6, turn to 243.

393

'There is little I can add to what the Dragon Conclave has already told you. However, I have studied all I could concerning the Night Dragon, and I have observed his awakening from the Dreamtime. Indeed, I am a guardian of that time, if you like; my magic has slowed his emergence from his own phantasms and shadows. Now my magic will no longer suffice to hold him, not after these long centuries.' For a moment, the man looks old and weary; he may appear young, but you realize that he is older than any mortal ever to have walked Titan's many lands. 'I know that within the strange hidden illusions of Dreamtime there

are many magics which you could call upon to assist you. Because I never sleep or dream - I am a guardian, and guardians do not rest - I do not know where the magic lies, nor do I know all the nightmare guardians which the Night Dragon has invented in his own dreams. He cannot banish the magic you might take, since that is born of the dreams and aspirations of heroes, but he can place terrors to bar your path to them. And I must warn you that Dreamtime does not function as normal time does. Should you enter it and go seeking help therein, you may succeed in the blink of an eyelid in Titan's time - or you may be dreaming for hours. Do not enter the Dreamtime lightly.'

If, after hearing this, you decide that you would rather resume your quest at once, turn to 281. If you wish to seek whatever help you may in the Dreamtime, turn to 6.

394

The captain, to your surprise, agrees readily enough. 'We're slowed down by this damnable mist, so another few minutes won't make any difference. Be sure you're quick about it.' He spits another mouthful of rank tobacco juice on to the deck; now you know why it needs so much scrubbing! You are lowered over the side and row strongly across to the slow-drifting floe. The black shape is a body, lying face down, clearly frozen to the surface of the ice. A chill settles along your spine as you look at the black-cloaked figure. If you want to investigate the corpse, turn to 35. If you

think better of it and row back immediately, turn to 112.

395

The black passageway is utterly barren. Your footfalls make no sound as you walk along it; it seems to absorb sound into itself. Of all the places you may have visited in this odd realm of dreams, this one feels more real than any other, oppressively, unpleasantly real. At the end of the passageway stand two doors, one red, one silver. If you decide to open the red door, turn to 123. If you opt for the silver door, turn to 146. Your alternative stands between the doors; on a bare ebony table you see a statuette of the Night Dragon, no more than ten centimetres tall. It is a skeletal, stark thing, sculpted with its bones protruding through ribcage and wings, and its head is an elongated, reptilian skull with great incisor teeth and deep, sunken eye-sockets. You could pick up the statuette and find out whether you can extract any magic from it (turn to 361), or hurl it to the ground and smash it (turn to 329).

396

The notes refer to work being done in the depths of the mountain. From what you can decipher, a strange device has been constructed to pound out a rhythm which resonates with the bones of the Night Dragon, and somehow this magically toughens them. You dare not hang around to check the details, so you leave and return to the crossroads. Take a route here which you have not followed before. Will you now open the

door opposite the entrance passage (turn to 133) or descend the winding stairs (turn to 340)?

397

You can get menial labouring work, hauling bundles of furs and logs, for a meagre 2 Gold Pieces a day (plus free food and board). Each day you spend working, you must add 2 to your Time Track, and time is precious on your quest! When you've finished your work stint, will you now:

- Buy some supplies?
- Explore the village?
- Relax in the taverns?

- Turn to 373
- Turn to 10
- Turn to 207

398

The final blow paralyzes you! Now your opponent has fresh meat to feast upon. Your adventure ends here.



399

Your missile speeds across the chamber – and drops harmlessly against a wall of magical force barring its way! Enraged, the Stalker-Mage drops his magical defence and prepares to cast a spell at you. You must move forward! *Test your Skill*. If you are successful, turn to 108. If you fail, turn to 368.

You are outside the wretched mountain of the Night Dragon, still running for your life, when the top blows clean off the peak and a massive pillar of fiery lava and black smoke boils up into the sky! You fall, winded, over a small rock and gasp desperately for air. As you turn round for one final look, a ginger cat appears beside you, licking its paws unconcernedly. 'Great firework display,' it says. 'Good work. I think an awful lot of people, and no few Dragons, owe you a very great favour for that. And when Dragons owe favours, a wise man knows their value.' The outline of the cat shimmers slightly and begins to grow in size. It grows and grows and doesn't stop. By the time you have realized that the smoke and rock pouring from the mountain will certainly kill you, no matter how fast you run, the cat has changed its form into that of an enormous Gold Dragon; he picks you up in his front paws so gently it feels like being tickled with a feather. 'Just don't ask me who I am,' the Gold Dragon says sternly. 'Suffice to say that I do not have to worry about breaking any Oaths – not when I was the one who invented them in the first place. Let us be gone.' As the great, majestic form of the mighty Lord of Dragons rises into the heavens, you fall into a weary sleep. When, many hours later, you awaken, you will be glad that it was a dreamless slumber.

THE TROLLTOOTH WARS

Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorcerer, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue. . . Will Balthus Dire's chaotic or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel.

DEMONSTEALER

Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task, Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trolltooth Wars*, holds all the answers.

OUT OF THE PIT
Fighting Fantasy Monsters

Steve Jackson and Ian Livingstone

From the darkest corners, from the deepest pools and from the dungeons thought only to exist in nightmares come the Fighting Fantasy monsters – the downfall of many a brave warrior. Two hundred and fifty of these loathsome creatures from the wild and dangerous worlds of Fighting Fantasy are collected here – some are old adversaries, many you have yet to meet – each of them described in minute detail. An indispensable guide for Fighting Fantasy adventurers!

TITAN
The Fighting Fantasy World

Steve Jackson and Ian Livingstone
edited by Marc Gascoigne

You met the monsters in *Out of the Pit* – now meet the rest of the Fighting Fantasy world! No adventurer should be without this essential guide. It contains everything you need to know, covering the turbulent history of the world, from its creation and early civilizations – through the devastating War of the Wizards – to the present-day wilderness and anarchy where the delicate balance between Good and Chaos could at any moment be overturned.

FIGHTING FANTASY
The Introductory Role-playing Game

Steve Jackson

Thrilling adventures of sword and sorcery come to life in the Fighting Fantasy Gamebooks, where the reader is the hero, dicing with death and demons in search of villains, treasure or freedom. Now YOU can create your own Fighting Fantasy adventures and send your friends off on dangerous missions! In this clearly written handbook there are hints on devising combats, monsters to use, tricks and tactics, as well as two mini-adventures.

THE RIDDLING REAVER

Steve Jackson

Four Fighting Fantasy episodes to be played as separate adventures or as stages in an epic adventure, *The Riddling Reaver* is a rival worthy of the most daring adventurers. His mind is inscrutable – but there is no doubt about the chaos he plans to unleash on the world. He *must* be stopped, despite the hazards of the task!

A follow-up to *Fighting Fantasy: The Introductory Role-playing Game*, it contains instructions and scenarios so that you can conjure up adventures for your friends and send them on their most dangerous and puzzling mission yet.

Steve Jackson's

SORCERY!

1. *The Shamutanti Hills*

Your search for the legendary Crown of Kings take you to the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for the unwary traveller. Will you be able to cross the hills safely and proceed to the second part of the adventurer – or will you perish in the attempt?

2. *Kharé – Cityport of Traps*

As a warrior relying on force of arms, or a wizard trained in magic, you must brave the terror of a city built to trap the unwary. You will need all your wits about you to survive the unimaginable horrors ahead and to make sense of the clues which may lead to your success – or to your doom!

3. *The Seven Serpents*

Seven deadly and magical serpents speed ahead of you to warn the evil Archmage of your coming. Will you be able to catch them before they get there?

4. *The Crown of Kings*

At the end of your long trek, you face the unknown terrors of the Mamang Fortress. Hidden inside the keep is the Crown of Kings – the ultimate goal of the *Sorcery!* epic. But beware! For if you have not defeated the Seven Serpents your arrival has been anticipated.

Complete with all the magical spells you will need, each book can be played either on its own or as part of the whole epic.

SHADOWMASTER

Ian Livingstone

Chaos stalks the wild lands of northern Allansia. Cruel bandits raid the villages, ransacking and looting as they go. Now, though, the attackers are in search of a treasure far more valuable than gold. Driven by their inhuman leader, they are in pursuit of the key that will unlock the very mysteries of life and death itself!

The sorcerer Yaztromo, for so long the self-appointed guardian of the lands around Darkwood Forest, cannot stand idly by while his countrymen are put to the sword. With Chadda Darkmane close at hand, Yaztromo embarks on a quest to discover the source of the raids and the sinister reason behind them.

What they discover is that when Chaos rules, nothing can ever be as it seems. Fair hides foul, insanity hides inner order, and darkness lurks deep within the light. Can Yaztromo and Darkmane defeat these illusions to discover the real master of the shadows? Only *Shadowmaster*, the third Fighting Fantasy novel, can tell you!

Advanced Fighting Fantasy

DUNGEONEER

Marc Gascoigne and Pete Tamlyn

Now you and your friends can create your own fantasy movies! Imagine that you are the director and your friends are the cast of heroes. Will you send them to battle with the evil wizard or recover the Dragons' hoard? The choice is yours, and *Dungeoneer* makes the exciting world of fantasy role-playing accessible in a thoroughly user-friendly manner.

BLACKSAND!

Marc Gascoigne and Pete Tamlyn

Sprawling like the corpse of some giant creature, Port Blacksand is a festering den of pirates and brigands. Unforeseen dangers lurk around every street corner and in every dark alleyway. Devious plots and crimes are hatched in every tavern. Thieves and assassins slip through the shadows. Ancient mysteries lurk in the cellars and sewers. But the infamous City of Thieves is also home to excitement and adventure beyond compare!

The second volume in the Advanced Fighting Fantasy series which started with *Dungeoneer*.

THE UNIVERSITY OF CHICAGO

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PHILOSOPHY 102

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