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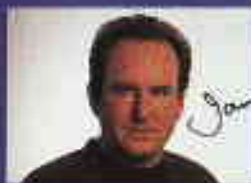
The evil that will not die!

Zagor! The very name of the Warlock of Firetop Mountain strikes terror into all who hear it. Banished from the world of Titan, the sorcerer is slowly but surely regaining his strength. Within Castle Argent, in the kingdom of Amarilia, Zagor has been transformed into a demon.

Such is his power, he must be destroyed. There are several adventurers willing to volunteer – mighty Anvar the barbarian, the warrior Braxus, Stubble the dwarf, Sallazar the wizard – but only one will be chosen. Are YOU that hero?

FIGHTING FANTASY – THE WORLD'S MOST POPULAR ADVENTURE GAMEBOOK SERIES

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~ IAN ~
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LEGEND OF ZAGOR



Puffin Books

LEGEND OF ZAGOR

Zagor! The very name of the Warlock of Firetop Mountain strikes terror into all who hear it. Banished from the world of Titan by a heroic adventurer, the sorcerer is slowly but surely regaining his strength in another land, far, far away. Within Castle Argent, in the kingdom of Amarillia, Zagor has been transformed into a Demon; soon his magical powers will know no bounds.

Unless a new hero can be found in time, Zagor will unleash his armies upon Amarillia. There are several adventurers willing to volunteer - mighty Anvar the barbarian, the warrior Braxus, Stubble the Dwarf, Sallazar the wizard - but only one will be chosen to venture into Castle Argent and destroy Zagor once and for all. Are YOU that hero?

Two dice, a pencil and an eraser are all you need to embark on this astonishing 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. It's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. Be warned: you have never faced a challenge like this before!

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present

LEGEND OF ZAGOR

Ian Livingstone

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INTRODUCTION

Before embarking on your adventure, you must first determine your strengths and weaknesses. These are partly determined by dice. You must initially choose a Hero to play in the adventure; first you may wish to read through this Introduction and the Background which follows and then return here to make the choice of which character to play. Your options are:

Anvar the Barbarian: As a Barbarian, you are immensely tough and resilient. Hardened by years of living, hunting and travelling in hills and mountains, you are as skilful a fighter as any in the land of Amarillia and you are proud of your skill. You know almost nothing of the ways of magic, though – and, in all truth, you don't much care for it. Magic is the affair of book-reading milksops! You prefer a good, clean fight and you fear nothing and no man.

Braxus the Warrior: Your name bespeaks your honour; it is the name of a long-dead Amarillian king – and, who knows, noble blood may flow in your veins, too. You are as skilful a warrior as any Barbarian and, while you are slightly less resilient, you are better able to use magic. Perhaps the most versatile of any type of adventurer, you are skilled with sword and bow, and able to use magical weapons to best effect.

Stubble the Dwarf: Grumpy and tetchy you may be

('Stubble trouble!' is a common warning among those who know you), but a tough warrior you certainly are. You have that native streak of good luck which many Dwarfs from Grundia possess, and when exploring dungeons and mines you have some special advantages mere humans do not possess. You'll use magic if you have to, but you prefer to put your faith in your trusty axe!

Sallazar the Wizard: No bard will ever sing epic tales of your prowess with weapons, but what does that matter? You are a master of magic: you can command spells to avoid, confuse, weaken or defeat enemies, and you know how to use magical items in ways mere warriors could not. You are an adventurer of guile and stealth, and if you are forced to fight – well, you will not die easily at the hands of any enemy! By a quirk of fate, you have the same name as the one-time Grand Wizard of Amarillia, and you immodestly aspire to his rank, if not his tragic fate.

On pages 32–5 there are *Adventure Sheets* which you may use to record the details of your chosen character. On it you will find boxes for recording your **SKILL**, **STAMINA**, **LUCK** and **Magic Point** scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina, Luck and Magic

Skill

Roll one dice. If you are Anvar or Braxus, add 6 to the number rolled. If you are Stubble, add 5 to the number

rolled. If you are Sallazar add 4 to the number rolled. Enter your total in the **SKILL** box on the *Adventure Sheet*.

Stamina

Each character determines his **STAMINA** differently. If you are Anvar, roll one dice and add 18 to the number rolled. If you are Braxus or Stubble, roll two dice and add 12 to the total rolled. If you are Sallazar, roll three dice and add 6 to the total. Enter the complete total in the **STAMINA** box on the *Adventure Sheet*.

Luck

Roll one dice. If you are Stubble, add 5 to the number rolled. If you are Anvar, add 4 to the number rolled. If you are Braxus or Sallazar, add 3 to the number rolled. Enter your total in the **LUCK** box on the *Adventure Sheet*.

Magic Points

Your character starts the adventure with a certain number of **Magic Points**. If you are Anvar, you have 1 **Magic Point**. If you are Braxus, you have 3 **Magic Points**. If you are Stubble, you have 2 **Magic Points**. If you are Sallazar, you have 7 **Magic Points**.

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

Although you may be awarded additional **SKILL**,

STAMINA, LUCK and Magic Points, these totals may never exceed your *Initial* scores except on very rare occasions, when you will be instructed to this effect on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are (and whether you are able to avoid certain hazards and perils during your adventure). Your Magic Points score is a measure of how effectively you are able to use spells and magical items you may find along the way (and also how adept you are at avoiding magical traps and hazards). Luck – and magic – are very much facts of life in the fantasy kingdom you are about to explore.

Battles

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

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

The sequence of combat is then:

1. Roll two dice once for the creature and add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it; proceed to Step 4. If the creature's Attack Strength is higher than yours, it has wounded you; proceed to Step 5. If both Attack Strengths are the same, you have avoided each other's blows; start the next Attack Round from step 1, above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below). Proceed to step 6.
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again, you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA score (and to your LUCK score if you used LUCK; see below).
7. Begin the next Attack Round by returning to step 1. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero or below (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you whether you must fight the creatures one at a time or all together.

If you are instructed to fight the creatures singly, the battle proceeds exactly as described above. However, if you defeat the first creature listed, you must then immediately begin fighting the second creature on the list. You fight the creatures one at a time, but you must continue fighting until all your enemies are slain (or until you are). You may not pause between fighting different creatures for any reason (such as taking some steps to restore lost STAMINA points).

If you are instructed to fight all the creatures together, you must fight all of them in one battle. In step 1 of the combat sequence above, you must calculate Attack Strengths for all the creatures attacking you. In step 3, if the Attack Strength of *any* of your opponents is higher than yours, you must proceed to step 5. If you have the highest Attack Strength of all, proceed to step 4 and you may choose which of your opponents you have struck. Again, combat proceeds until either you or all of your enemies are slain.

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 to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is 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 you will be penalized.

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

Using Luck in Battles

In certain paragraphs of this book you will be told that you must *Test your Luck* and you will be told the consequences of being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on a creature you have just wounded or to minimize the effects of a wound your opponent has just inflicted on you.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score.

However, if you are Unlucky, the wound was a mere graze and you must restore 1 point of the creature's STAMINA (so that, instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow; restore 1 point of STAMINA (so that, instead of causing 2 points of damage, it has caused only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point from your current total.

Remember that you must subtract 1 point from your own LUCK scores each time you *Test your Luck*, whether you are successful or not.

Testing your Skill

From time to time during your adventure you will find yourself in a situation in which your physical strength, reflexes and agility may affect whether you are able to avoid some hazard or perform some action (such as climbing a difficult and treacherous surface). When this is the case, you will often be instructed to *Test your Skill*.

The procedure for this is as follows: roll two dice. If the total rolled is less than or equal to your current SKILL score, you have been successful. If the total is greater than your current SKILL score, 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 way in which *Testing your Skill* is different from *Testing your Luck*!

Sometimes you may have to 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 add 2 to the total; if you had rolled a 4 and a 3, say, your modified total would be $4 + 3 + 2 = 9$. You then compare this final total with your SKILL to discover the outcome of *Testing your Skill*.

Testing your Spot Skill

This is a special case of testing your skill which applies when you may or may not discover (spot) something hidden or concealed. The procedure here is exactly the same as for *Testing your Skill*, but the relevant paragraphs will instead instruct you to *Test your Spot Skill*.

Magic Points

Magic Points are used in two ways in this adventure: they are used for casting spells and for using magical items.

Some important magic items you may find on your adventure need to be primed with magic in order to

make them function. If you find such an item, you must subtract 1 from your current Magic Points score in order to be able to use it. Thereafter, you can use the magic item as instructed. If you do not have any Magic Points and you find such a magic item, you may choose to keep the item and make a note of its powers. Later in the adventure, you may be able to gain 1 or more Magic Points (notably from Magic Rings) and, if you do, you will then be able to use the magic item.

Any adventurer may use magic items during this adventure, although some magic items may not be usable by all adventurers; the description of the magic item will state who can and who cannot use it. All adventurers can also cast magic spells from magic scrolls discovered during the adventure, although 1 Magic Point must be spent to cast the spell from the scroll. However, Sallazar alone knows a number of spells which are described in the *Amarillian Grimoire*, below, and he alone can use any of these spells (provided he has enough Magic Points, of course). The description of each of these spells explains when and where it may be used, and its effects. If you choose to have Sallazar as your adventurer, you may wish to photocopy the spell book for easy reference when playing the adventure.

Adventurers other than Sallazar may sometimes be able to use a spell, usually by finding a magical scroll on which the spell is inscribed. If you find a spell in this way, you should refer to the *Amarillian Grimoire* for details of what the spell does.

Restoring Skill, Stamina, Luck and Magic Points

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* level unless you are specifically instructed to the contrary. You may have the chance during this adventure to acquire items, such as a magical weapon, which will increase your Attack Strength. If you manage to acquire two such weapons, you cannot gain bonuses to your Attack Strength for both of them so that, for example, you cannot use both a Magic Sword and a Magic Axe at the same time! Likewise, stronger armour will add a bonus to your Attack Strength and, obviously, you cannot wear more than one suit of armour at a time!

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 sink 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. 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 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 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 those you began 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 go down during the adventure as you *Test your Luck*. Additions to your LUCK score may be awarded when you have been especially fortunate, and similarly you may be told to *reduce* your LUCK when you make an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA, 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, if you are told to make a dice roll, you can often modify it by spending LUCK (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 important for success in this adventure.



Magic Points

Your Magic Points total will decrease each time you find a magical item and use it, or if you cast a spell. During your adventure, however, you will find magical places and items which will increase your Magic Points. However, your Magic Points score cannot exceed its *Initial* value unless you are specifically instructed to the contrary! Magic Points are precious, and you do not have very many of them; be sure to use what magic you have wisely and well.

Equipment

You start your adventure with some simple, basic equipment that you will need for the adventure ahead; you also have some Gold Pieces, and you will be able to purchase some extra items when the adventure begins. All of the adventurers have the following items: a suit of thin leather armour, a small shield and a lantern to allow you to see in the dark. You also have a backpack for carrying items, with enough Provisions for 12 meals inside it. You have a small spare knife, which you can use if you should ever suffer the misfortune of losing your main weapon; but if you ever have to use this knife to fight with, your blows will cause your opponent to lose only 1 point from his STAMINA in combat. If you are Braxus, you also have a sword; if you are Anvar or Stubble, you have a battle axe; if you are Sallazar, you carry a strong wooden staff. You carry a stringed leather pouch with a number of Gold Pieces in it; roll three dice and add 2 to the total rolled: this is how many Gold Pieces you have with you (between 5 and 20). If you are Stubble the Dwarf, you have 5 extra Gold Pieces – the dwarfish love of gold is well known!

You may find treasure, in the form of Gold Pieces or valuable objects or items, along the way; whenever you come across any treasure, you should make a note of it in the Treasure box on your *Adventure Sheet*. You may find yourself in the position of being able to trade treasure for equipment, help or information in this adventure, so be honest and keep an accurate record of how much treasure you acquire!

Advantages

Each of the adventurers – Anvar, Braxus, Stubble and Sallazar – has some special advantage which he alone can use.

Anvar has a sixth sense warning him of imminent attacks! Sometimes you will meet a creature (or even a trap) which is able to surprise you and inflict damage before you are able to attack it yourself. Anvar cannot be surprised, so, if a paragraph instructs you to lose STAMINA points or you find yourself trapped in some way because you are surprised, Anvar does not suffer any damage, because he is able to react and defend himself in time.

Braxus's talent is his versatility. He can freely use all armour and weapons which other adventurers cannot. Therefore he doesn't suffer any of the disadvantages other adventurers have (see Disadvantages below).

Stubble has a special knowledge of certain underground monsters and how best to strike at them, knowing their weak spots. If you confront a creature with the word 'Stone' in its name (like Stone Statue or Stone Golem), Stubble can add 2 to his Attack Strength when fighting such monsters.

Sallazar is very perceptive and eagle-eyed. Whenever he has to *Test his Spot Skill*, he can subtract 2 from the dice roll. He is also able to read special magical tomes, and he understands some details of magical runes, which other characters do not.

Disadvantages

Each adventurer also has some weakness, limitation or disadvantage which balances his special talent.

Anvar is very uncomfortable wearing any kind of metal armour (chain mail or plate mail); it's cumbersome and restrictive. As Anvar you simply cannot wear plate mail and, while you can tolerate chain mail (and wear it), you will gain no bonus to your Attack Strength for using it. And, while you can use a longbow and arrows, you are not trained in the use of a crossbow; if you do use one, you must subtract 2 from your Attack Strength.

Sallazar has a similar problem, but it is more severe: he cannot use chain mail or plate mail armour at all (the wizard could barely *move* in plate mail!). Moreover, Sallazar cannot use a crossbow, a longbow, or a two-handed sword; he must keep at least one hand free for spell-casting!



Stubble cannot use a two-handed sword – it's too big for him – and the longbow is also too large for a Dwarf to use. He can wear chain mail, but he cannot use plate mail armour unless it is specifically Dwarf-size (if you are not specifically told that a particular set of plate mail armour is Dwarf-sized, then Stubble cannot use it).

Braxus is so versatile he has no such disadvantages! For the other characters, be sure to note their disadvantage which is recorded in the appropriate box on their *Adventure Sheet*.

Special Treasures

During your perilous quest you may find many treasures. However, in the dungeon where your adventure awaits you, there are several treasures which are similar: the Tower Chests. Each of these is a small, locked, wooden casket with a trap placed upon it. Whenever you find one of these Tower Chests, if you wish to open it (you do not have to do so) you must *Test your Luck*. If you are Lucky, you open the chest safely. If you are Unlucky, you will trigger a scything blade inside the lid which will slash your arms, and you must deduct 3 points from your STAMINA. The trap can be bypassed by using a simple *Open* spell (if you can!) which automatically opens the chest without harming you.

Each time you find one of these Tower Chests and you open it, roll one dice. If you roll an odd number, you will find a Golden Talisman. If you roll an even

number, you will find a Silver Dagger. You may increase your current LUCK score by 1 point each time you take a Talisman or Dagger from a Tower Chest. Keep a careful record, in the Talismans and Daggers boxes on your *Adventure Sheet*, of how many of each item you acquire during your adventure. They will be very precious to you in your desperately perilous final battle!

If you are fortunate, you may also find one or more Magic Rings. Each time you find a Magic Ring, you regain 1 spent Magic Point (obviously, you do not have to spend a Magic Point to use such a Magic Ring). If your Magic Points total is at its *Initial* level, you can keep the ring and use it once your Magic Points total has been reduced. You cannot use a Magic Ring to increase your Magic Points total above its *Initial* level.

If you are lucky enough to find any other magical items, make a note of what each item can do to help you in your quest. Using the right magical item at the right time may make all the difference between failure and glorious success.



Special Hazards

Among the hazards you may encounter in your quest are plagues and poisons. You may contract one or more forms of plague from the attacks of infected rats or from vampire bats or worse. You will be instructed in the relevant paragraphs what will happen if you contract any form or forms of plague. If you are wretched enough to suffer two – or even more – kinds of plague at the same time, the effects are cumulative! Be sure to take whatever precautions you can against these dread maladies; seek help and healing without delay, should you contract plague.



Some of your evil opponents and enemies will even stoop to using poisoned weapons against you. Such weapons will inflict damage doubly: a wound from the weapon itself and extra damage from the venom or poison smeared on the weapon. Keep a note of damage you sustain both from poison and from weapon attacks; they will both reduce your STAMINA, but the effects of poison may be relieved by specific antidotes and remedies. However, such antidotes will not affect any wounds you may suffer from actual weapon blows.

Hints on Play

Your journey will be perilous and you may well fail at your first attempt. Make notes and draw a map as you explore; a map will prove invaluable in later forays in this adventure, and it will enable you to progress more rapidly to unexplored regions. You will be exploring a very large area, and sometimes you may wish to retrace your steps in order to revisit places of particular value or to check areas left behind you. Without a map you may not be able to follow the right path to success.

Not all areas contain treasure or useful information; many contain traps or 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 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. The other occasion when you should use *LUCK* is 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 inflict extra damage upon your enemy unless this is really essential! *LUCK* points are precious!

You must collect as many Golden Talismans and Silver Daggers as possible during your adventure. However, in order to do this, you will have to explore the dungeons thoroughly, thus risking many more combats with hostile creatures and encountering more traps and hazards. You will have to balance your desire for Talismans and Daggers against the need to avoid unnecessary combats and hazards. When your resources (Provisions, Magic Points, *LUCK*, etc.) are beginning to weaken and you cannot replenish them easily, you must try and make for the most direct route to your final enemy – if you know it!

Seek for ways to swap your treasure for equipment and help during your adventure. Gold Pieces are of little use: you cannot eat them, use them in combats, or cast spells with them. But they will buy you food, weapons, even magic – if you can find someone to trade with!

You will soon realize 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 in the end.



THE AMARILLIAN GRIMOIRE

(Each spell costs 1 Magic Point to cast unless otherwise noted. If the spell is found by picking up a scroll, the same number of Magic Points is required to cast it. For spells which can be cast immediately before a combat, you may cast only *one* before each combat. You cannot, for example, cast both the Skill Spell and the Fast Hands spell before a combat; only one spell is allowed!)

Create Food

This spell creates extra Provisions. If you spend 1 Magic Point, you can add 1 to your Provisions; if you spend 2 Magic Points you can add 3 to your Provisions; if you spend 3 Magic Points, you can add 5 to your Provisions. This spell cannot be cast during combat.

Jump

This spell enables you to leap safely a distance of up to six metres. If you are faced with an obstacle (a chasm, a trapped corridor, etc.) which is not stated to be longer than six metres, you may use this spell to



traverse the obstacle safely. This spell cannot be cast during a combat.

Light

If you lose your lantern, or if it no longer works, this spell creates a long-lasting small sphere of light which can be stored and used as a lantern whenever the need arises. Each use of the spell illuminates only one section of passageway, however. You cannot cast this spell during combat.

Luck Spell

This spell increases your current LUCK score by 1 point. Your current LUCK score cannot exceed its *Initial* value, and you cannot cast this spell during a combat.

Open

This simple spell opens one trapped treasure chest or locked door safely. If the chest or door has a trap, it is rendered harmless by the spell (even if it is a Magic Trap). You cannot cast this spell during combat.

Skill Spell

This spell enables you to react and move faster, adding 1 to your current SKILL for a short time. It can be cast just before a combat begins (not during one!) to aid you in fighting, or just before you have to *Test your Skill* for some reason. The spell expires as soon as one combat has finished, or after you have *Tested your Skill*.

Fast Hands (costs 2 Magic Points)

This spell can be cast immediately before any combat but not during one. For the first three Attack Rounds of the combat, you may roll dice twice when working out your Attack Strength and take the higher total rolled.

Fireball (costs 2 Magic Points)

This spell can be used in any Attack Round instead of a weapon attack. Cast this spell *before* rolling for the Attack Strengths of your opponent and yourself. If you have the higher Attack Strength, your adversary's body is shrouded in flames and he loses 5 STAMINA points. If you have the lower Attack Strength, though, your spell is ruined and the creature hits you.

Magic Screen (costs 2 Magic Points)

You can cast this spell at any time except during a combat. Once it is cast, the next spell which is cast at you by an enemy will not affect you. The Magic Screen only neutralizes one spell cast at you, however.

Death Spell (costs 3 Magic Points)

This spell can be cast in any Attack Round. If you have the higher Attack Strength, this spell kills instantly any creature with a SKILL score of 9 or less. This spell will not affect any Undead creature or Zagor, your nemesis!

Thunderbolt (costs 3 Magic Points)

This spell works just like a Fireball except that, if you cast the spell successfully, your opponent is struck by

a glowing ball of white-hot electricity and loses 7 STAMINA points!

Teleport (costs 4 Magic Points)

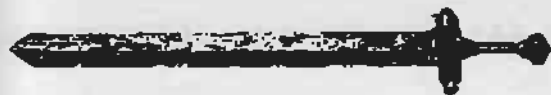
This spell enables you to move long distances through a dungeon by instant magical teleportation, avoiding many hazards and enemies. You can cast this spell only at certain special magical portals. When you confront such a portal, you will be asked whether you wish to cast this spell; if you do, you will be instructed accordingly.



Steal Treasure (costs 5 Magic Points)

This spell summons either a Golden Talisman or a Silver Dagger (you may choose which) from the hidden treasures of the dungeon. Add 1 to your tally of the appropriate Special Treasure. You may not cast Steal Treasure more than twice during the adventure, and you do not gain any LUCK points for acquiring a Talisman or Dagger in this way.

ADVENTURE SHEET



ANVAR-
BARBARIAN

POSSESSIONS

BRAXUS-
WARRIOR

POSSESSIONS

SKILL
initial
skill=

ADVANTAGES
Can't be surprised

DISADVANTAGES
Can't wear plate mail • No bonus to attack strength with chain mail • Subtract from attack strength with crossbow

SKILL
initial
skill=

ADVANTAGES
Can use any weapons

DISADVANTAGES

STAMINA
initial
skill=

TREASURE

Gold g p s

PROVISIONS

STAMINA
initial
skill=

TREASURE

Gold g p s

PROVISIONS

LUCK
initial
luck=

TALISMANS

LUCK
initial
luck=

TALISMANS

DAGGERS

DAGGERS

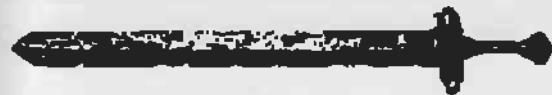
MAGIC
initial
points=3

NOTES

MAGIC
initial
points=3

NOTES





STUBBLE-
DWARF

POSSESSIONS

SALLAZAR-
WIZARD

POSSESSIONS

SKILL
initial
skill=

ADVANTAGES
*Add 2 to attack
strength vs stone
monsters*

DISADVANTAGES
*Can't use longbow
or two-handed
weapon*

SKILL
initial
skill=

ADVANTAGES
*Add 2 to skill
when testing spot
skill*

DISADVANTAGES
*Can't use metal
armour, bow, or
two-handed weapon*

STAMINA
initial
skill=

TREASURE

PROVISIONS

STAMINA
initial
skill=

TREASURE

PROVISIONS

LUCK
initial
luck=

Gold g p s

TALISMANS

LUCK
initial
luck=

Gold g p s

TALISMANS

DAGGERS

DAGGERS

MAGIC
initial
points=3

NOTES

MAGIC
initial
points=3

NOTES



BACKGROUND

It is five long and weary years since the armies of the Bone Demon laid waste so much of the beautiful, perilous land of Amarillia. The Zombies and Orcs which infested the plains of the land were foul enough, but the Demon's War Dragons slew thousands of men, Dwarfs, Elves and Centaurs before the Demon itself was finally trapped inside the Casket of Souls. Victory was had at last, but at what a cost! Zombies and worse still stalk the land, for there are few warriors left to destroy them. The court of the boy-king, Irian, is said to be riven by petty squabbles and scheming advisers. Most folk live behind shuttered windows and bolted doors these days. Hospitality to a traveller such as yourself is but a memory now.

Many days of foot-wearying travel have brought you to Sanctuary, the royal court within the island known as the Cauldron, the furthest island of Icecap range. You are ushered swiftly into an audience with the king. You are startled by his appearance: most people still call him 'boy-king', but Irian has grown almost to full stature now and, while he is still very strong and surely inexperienced in the arts of kingship, his voice is commanding and his manner assured.

'Greetings,' he says as you kneel before his throne. 'Oh, do please stand up. I already have all the grovel-

lers I need here in Sanctuary. I can scarcely do with another one. Come.' He rises and leaves the throne room and marches along a narrow corridor to his personal chambers. Somewhat startled by his informality, you follow him.

'Look,' he says as he strides across to a table, picks up a black cloth embroidered with golden runes and gently polishes a large chunk of blue-white crystal. The crystal hums slightly and a ghostly scene appears in the midst of the room. A white-haired old man is sitting in the most cluttered study you have ever seen: papers, crystal balls, bundles of bats' wings, bottles of herbs, and a jumble of other articles are scattered all over the floor and walls.

Irritably, the old man looks up at you. 'Eh? What is it?' he snaps.

'Gereth, the hero I spoke of is here. Relate once more what you told me – and perhaps you have learnt even more?'

'Oh, yes, hmmm. Well, I suppose you've told him about the Demon Throne and explained the Laws of Fractured Resonance and –'

The king interrupts the ghostly apparition. 'Time grows so short. You can explain much better than I.'

The old man's gaze turns upon you. He looks faintly disapproving. 'Harrumph. Very well, then listen closely, young whippersnapper. I take it that at least you know about King Kraal and the defeat of the Bone Demon of the Bottomless Pit?'

You shudder slightly. Everyone knows how the armies of the Bone Demon were finally confronted and the Bone Demon was imprisoned in the Casket of Souls, in the barren expanse of the Plains of Peril, where the Bottomless Pit still smokes and churns to this day. This was some years past, but the scars of that terrible war mark Amarillia still.



'And you know of the Casket of Souls?' You nod. 'Well, when it was made, magic was woven into it to enable the Demon's banishment to the outer planes. Unfortunately, however, there was a slight flaw in the way the magic was woven. Since that magic allowed a magical creature to be drawn *out* of your world, it also created a resonance allowing certain magical creatures *into* your world as well. I'm rather afraid,' the old man says in a schoolmasterish tone as he adjusts the slightly ridiculous lenses perched on his nose, 'that a definitely magical creature has done just that. Appeared in your world, that is. Out of mine. I can't say we're sorry to see him leave us, but our gain is going to be your loss unless you can stop him emerging in his full power. Worse still, he is entering your world where the

Casket of Souls was taken after the Demon was banished. At Castle Argent.' The old man pauses for breath. 'He is named Zagor and he is a great wizard, one of the most powerful my world has ever seen. My world is called Titan, I suppose you've heard your scholars mention it, hmmm? Great Allansia with its wicked Port Blacksand ruled by the wretched Lord Azzur and his corrupt cronies, the great civilizations of the Old World, the crawling chaos of Khul . . . you have heard of it? Well, anyway, I won't ramble on about my home, I'll become sentimental and waste time. Let's get back to Zagor.

Twice we have believed him slain, but twice he has resurrected himself. All that was left of his original form is a skeletal arm, but that is enough. When he was drawn into your world, his being became fused with the trapped Demon, and now a demonic form of Zagor grows even as I speak. Although I am powerless to prevent it happening, from the seclusion of my world, I detected Zagor being drawn into yours, and I was able to send some magic after him: some talismans of gold and daggers of silver. They will be scattered around the lair within which Zagor is now growing. Each of them will weaken him, so, when you get there, be sure to collect as many as you can.'

You aren't sure you like the way the old man just assumes you're going to march straight into the desolate, evil ruins of Castle Argent! It's hundreds of kilometres away, across the Frozen Wastes and the dangerous, monster-infested icy seas. But he goes on talking anyway.

'This time, Zagor simply has to be destroyed. It's not enough to kill him. You'll have to make sure his body is burned to nothingness in the Heartfires below Castle Argent. Where the Grand Wizards of your world centred the conjuring of the Great Fire Wall from the outermost points of Amarillia – though you'll know all about that, of course.'

'I thought this was merely a tale or a deception,' murmurs the king sadly, 'until Gereth told me about certain changes made at Castle Argent. My own spies were able to verify those details.'

The old man's eyes look bright now. 'Ah yes, the castle. It's metamorphosing, changing form, drawing Zagor's old magic and servants into it, strengthening him as he grows. Not all of that magic may be dark and evil; you may be able to find help there, certainly, in addition to the items I have placed there. But I'm afraid that one of the mightiest and most dangerous of the Demon's War Dragons, one which escaped destruction in the final battle ten years ago, has something to do with the magical changes within the castle. It has learnt something of the ways of magic, and it seeks revenge for its defeat by allying with Zagor to wreak havoc on all Amarillia. Perhaps, in its madness, it thinks of him as the Demon it once served. Which, of course, Zagor is – in part.' The ghostly scene begins to fade and tremble. Faint white sparks crackle at the edge of the crystal. The old man's voice rises in surprise and annoyance. 'Not yet! I should tell you about the –'

The crystal explodes into a thousand fragments. You and King Irian look down, stunned, at the smoking remains of the table it stood upon. You do not know where the magic, which banished the old man back to his world, came from, but a feeling of evil and menace hangs in the air around you.

'Brave adventurer,' the king beseeches you. 'I have no one else to send. My wizards give all they can, preserving the Fire Wall which guards all Amarillia; my loyal knights and the few nobles I can trust have more work than they can perform, simply preventing this kingdom from tearing itself apart. I beg you, go to Castle Argent. A ship is readied for you. Destroy the wizard-fiend who comes to ravish our land. Return to me after carrying out deeds worthy of the knighthood I shall then grant you!'

With the weight of a world's fate resting on your shoulders – or so it feels – you cannot refuse the quest. Turn to paragraph 1.



1

A ship has been readied to carry you westwards to the coastline of Tower Island, where the forbidding majesty of ruined Castle Argent lies. If you decide to set off immediately, turn to 220. If you want to spend some Gold Pieces purchasing equipment, turn to 56. If you want to try acquiring some extra gold for buying equipment, turn to 206. If you want to consult one of the king's sages for advice or help before you set sail, turn to 154.

2

You must eat a meal during your time here. Stuffed inside a pillow, you find a Magic Ring! What's more, you also find a scroll with an Open spell stuffed under the mattress. Gain 1 LUCK point for this find. Turn to 33.

3

You stand at the end of a long passageway, looking west. You can see three doors along the south wall, and on the northern side there is a passageway leading off northwards between the first and second doors. There is also a door on the north side of the passage, directly opposite the third and most distant of the south-facing doors. At the far end of the western passage, a door faces you as the passage turns northwards. You feel sure that this passageway leads deeper into the heart of Castle Argent. Choose an area here which you have not explored. Will you make for:



The first door to the south?	Turn to 320
The second door to the south?	Turn to 144
The north side passage?	Turn to 218
The third door to the south?	Turn to 378
The single door to the north?	Turn to 196
The far end of the west passage?	Turn to 357

4

As the monster assembles itself, you can perform two actions before you will have to fight it, such as casting a spell, eating a meal (only one of your two actions can be eating a meal), drinking a Potion, and so on. You can make a free attack with either action; this allows you to subtract 2 points for each attack from the STAMINA of the Skeletal Dragon as shown below.

SKELETAL DRAGON SKILL 10 STAMINA 20

If you win, a search here reveals a fine haul of treasure. You find a Tower Chest and a separate small casket which contains 7 Gold Pieces and a slim wand made of ebony inlaid with silver runes. This wand is useful to you only if you are Sallazar the wizard; if you are Sallazar, turn to 25. If you are not, it's time to explore elsewhere; turn to 51.

5

You are standing mid-way along the Passage of Hawks. Looking south, you can see the door by which you entered this level of the castle. To the east, there is a green door in the south wall, then a crossroads, then the passage continues east without any further doors leading from it. To the west, there is a white door in

the south wall, then a corridor leading south, and finally, some metres before the end of the passage, there is a door in the south wall directly opposite a northwards-leading passage. You should head for an area you haven't explored before. Will you:

Head due south?	Turn to 399
Open the green door to the east?	Turn to 287
Make for the crossroads to the east?	Turn to 92
Open the white door to the west?	Turn to 224
Open the second door to the west?	Turn to 275
Go west and down the south passage?	Turn to 72
Go west and down the north passage?	Turn to 385



6

Test your Skill, adding 2 to the number rolled, for the doors are very heavy. If you are successful, you open the doors with a great shove. If you fail, you still manage to open the doors, but you sprain some muscles in your side from shoving so hard. Deduct 2 points from your STAMINA. Now you must Test your Luck. If you are Lucky, turn to 103. If you are Unlucky, turn to 265.

7

You are back in the great corridor known as the Bronze Stride, and you march to the middle of it to take your bearings and decide where to explore next. Turn to 41.

8

The crystal doors below the wooden stairway are sundered; you find that all doors open before you as the howl of angry, chaotic magic swirls and screams about you. All is pandemonium. You feel as if you are moving in a dream, hardly aware any longer who you are or where exactly you are going, just guided onwards by intuition, willpower and sheer guts! You race through the carnage of Thulu's Throne Room and southwards towards the stone bridge. This has taken you another 100 seconds. Now you must make a crucial decision as you race across the stone bridge. The more LUCK points you spend, the faster you will be able to move, dodging obstacles and the like – but the more difficult any *Test your Luck* roll will become! You may spend up to 5 LUCK points. Decide how many you want to spend, then turn to 222.

9

I am Elrael, Master Thief. This is one of my old haunts, Castle Argent. I've lifted more pleasing little items from round here than you could possibly count up. Not much left these days though, not with these stinking Orcs around. They've looted so much of the place, and vandalized the rest. This is probably my last visit. Time to teleport home, I reckon... That is,

unless you'd be interested in buying a little something? Information, perhaps? Maybe some Orcbane?' You haggle a little with the Elf, and finally agree to a list of prices for the help he's prepared to offer. To consider the items he has for sale, turn to 66. To consider the information he could give you, turn to 22.

10

A tranquil, shallow pool of slightly milky water gleams golden a few metres in front of you as you enter this dark cavern and look around at the smooth, ages-old stalagmites and stalactites within it. You think you can now dimly remember the legend of Castle Argent's Pool of Gold: it was created by a long-dead alchemist who brought this precious metal to Amarillia, which originally had none of its own. Eager for treasure, you step forward to collect some of the precious gold. When you wade into the shallow water, however, what you took for a large boulder stirs and rises up on a pair of knobbly, cylindrical 'legs' and moves to repel you! In order to get your gold, you must fight this strange enemy. If you prefer to run or flee from combat at any time, the strange stone creature will pursue you to the main cavern but will not enter it (turn to 186).

STONE GUARDIAN SKILL 8 STAMINA 14

If you win, roll one dice and add 2 to the number rolled; this is the number of small chunks of gold (each the equivalent of 1 Gold Piece) which you scavenge from the Pool of Gold. You also find a crystal vial holding a colourless oil; you may use this for one

combat only, if you do not have a magic weapon (some monsters can be struck only by enchanted weaponry). If you pour the oil over your weapon, it will make your weapon magical for the duration of a single combat (but you gain no bonus to your Attack Strength for this). Now, you can explore the side-passage on the way out, if you haven't done so before (turn to 208), or make for the main cavern across the rope bridge (turn to 186).



11

Unfortunately, the guards behind you are ever-vigilant. You are surprised as a whip blow knocks you to your knees. Lose 2 STAMINA points, and you must deduct 2 points from your Attack Strength for the first Attack Round while you get to your feet. What's worse, your assailants here are formidable – and horrible – enemies. Standing well over two metres tall, the Hellhorns, which Zagor drew with him from some plane of nightmare and chaos, carry great whips in their monstrous, clawed hands. Powerful and muscular, these creatures are still tainted with chaos and disease; rotting flesh hangs from their skeletal faces, and they are

well named – their horns are powerful and they will try to butt you with them, as well as using their whips. You must fight them together; turn to 174 to fight.

12

It takes a long time to search the many dormitory rooms thoroughly, so you must eat 2 meals here. However, in a sealed tin carefully hidden behind a shield hanging on one wall you find two flasks of herbal liqueur, each of which will restore 4 points of STAMINA when drunk (which you can do at any time except during a combat). You also find three thick slabs of oatmeal, magically crafted survival rations for soldiers, each of which is enough for a whole meal; these are so light you can carry them in addition to your usual food, so they don't count towards your Provisions limit. Gain 1 LUCK point. Unfortunately, your extended search means that you fall foul of a truly ghastly prowler. As you are about to leave, a shambling, rotting corpse in rags lurches towards you and a miasma of flies buzzes about its suppurating flesh. You have no chance to flee, and you sense that this creature is extremely dangerous!

PLAGUE BEARER

SKILL 5

STAMINA 4

If the Plague Bearer strikes you even once, turn to 45. If you win, you can open one of the coloured doors here if you haven't done so before: you may choose the blue door (turn to 327) or the yellow door (turn to 205), or leave the barracks area and explore elsewhere (turn to 64).



13

The door here is plain and looks creaky and slightly warped, but it is locked. Forcing the door open, your arm is slashed by a vicious, serrated scything blade which slices down out of the frame opposite the lock. Deduct 2 points from your **STAMINA**. Yelping with pain, you prepare to confront the creatures behind the trapped door. However, what confronts you are three starving, ragged, and very young men – one of them hardly grown to manhood. As well as the ramshackle bedding, the wonky table and the dilapidated chairs in this room – which is lit by the blue glow of a magical torch – you see a wooden chest. The young men back away from you, heavy knives already in their hands. They are clearly afraid of you and are not attacking. If you want to fight them, turn to **59**. If you prefer to talk to them, turn to **100**.

14

As you race through the guardrooms on your way to the southern passageway, the scream of chaotic magic in Castle Agent becomes almost unbearable. Weird phantasms and illusions dance before your eyes; ducking and dodging to avoid them, you need another 30 seconds to cross the passageway (a **Potion of Flying** will not reduce this time but, if you have a **Ring of Truesight**, you may reduce the time to 10 seconds). You fling open the door leading to the chasm of the **Heartfires** and race to the edge. If you have 4 or more **STAMINA** points left, turn to **400**. If you have 3 or fewer **STAMINA** points left, turn to **310**.

15

A cunning plan begins to hatch in your mind. Much of the cosmetic powder that has been left here is very pale in colour and, by daubing a great deal of it on your face and hands – mixed with some of the oily skin-creams here – you might just be able to pass as a Zombie. You may be able to fool other Zombies or equally mindless minions. You can take enough cream and powder to disguise yourself, if you wish to do so; you will be asked later on whether you're using this disguise or not. Now, you can head along the north passageway opposite (turn to 385) or go back east along the Passage of Hawks (turn to 111).

16

The merchant has four Magic Arrows which cost 1 Gold Piece each. Each can be used just once, and counts the same as an arrow or bolt fired from a longbow or crossbow. He also has two unique and very useful items. The first is a small, sealed blue-white crystal vial with a pinch of grave dust inside it. If you use this in combat by shattering the vial and flinging the dust over an undead creature, you can automatically inflict damage equal to half its Current STAMINA (you will be told when you encounter a monster which is undead). This vial costs 8 Gold Pieces. The merchant also has a genie bottle, from which you can summon a genie just once during a combat. The genie will use magic to paralyse your enemy, allowing you to overcome him automatically (this will not affect any undead creatures, however, or any Dragon, Golem or Animated Armour, or Zagor

himself). The genie bottle costs 10 Gold Pieces. These items are indeed expensive, so the merchant offers you a form of part-exchange: he has some magic artefacts of his own that need recharging so, for each Magic Point you are prepared to spend helping him with this, he will knock 1 Gold Piece off the price of one of his goods. If you buy any of his items, remember to amend your *Adventure Sheet* accordingly. If you want to buy anything else from the merchant, turn to 168. If you want to leave and search elsewhere, turn to 218.

17

You find a small sliding panel in the eastern wall which, you suspect, may well be trapped. If you decide to open it, turn to 34. If you don't want to take the chance, you leave and open a door in the Throne Room which you haven't opened before; will it be:

- | | |
|-----------------------------------------|-------------|
| The door in the west wall? | Turn to 390 |
| The central door in the north wall? | Turn to 91 |
| The westernmost door in the north wall? | Turn to 282 |

18

The vicious bite of the Vampire Bats produces continuous bleeding which is hard to stop. Roll one dice; this is the number of STAMINA points you must lose as soon as the combat ends, since blood keeps gushing from the bite-marks (you cannot eat a meal during this time, but you can drink a Potion, a liqueur or a restorative to stop this extra damage from killing you). Worse, you now have Vampiric Plague. Every time

you enter a room or passage with an undead monster inside it (Zombie, Skeleton, Spectre, and so on; you will be told when you meet an undead monster), you must subtract 2 from both your Current and your *Initial* STAMINA as the plague weakens you over time. You can only reverse this process, restoring your full *Initial* STAMINA, if you find a Healer who is willing to help you or if you have or can find Plague Antidote. Now you can make for the fountain (turn to 47) or back away from this room, fearing further hidden attackers (turn to 3).

19

Your deception works: the monsters here don't react to you immediately, though they will as soon as you begin attacking them. You have one free action: this can be casting a spell, striking one opponent (make a note to subtract the appropriate number of STAMINA points from the first opponent you must face in the Throne Room), launching a special magic sword if you can, or throwing in a Lava Sphere (if you have one). Decide upon your free action, then turn to 39 to fight.

20

You find yourself in a barracks complex, where many of Castle Argent's brave defenders were once stationed — before they and King Kraal fell, victims of the terrifying Bone Demon and his War Dragons. The air here is musty, the floor is covered in dust, and the area appears long deserted. If you want to make a prolonged search, turn to 53. If you prefer to leave and open the door opposite, not having done so before,

turn to 318. If you want to leave and open the double doors at the far end of the entrance hall, turn to 376.

21

You have taken too long! The taloned nails of the Zagor-Demon's hands drive far into your body and pierce your vital organs. You fall to your knees as the monstrosity rises above you, ready to rip you apart . . . you were so close to victory, but your adventure has ended just before you could truly triumph!

22

'Good information doesn't come cheap, you know,' Elrael grins. You must pay him 2 Gold Pieces for the chance to talk about each of the following topics (he will tell you about one subject free of charge if you bribed him to talk):

Magical weapons in Castle Argent	Turn to 81
Tower Chests and where to find them	Turn to 108
Healing (or Plague Antidote)	Turn to 176
General information about this castle level	Turn to 392
How to get into the Great Tower where Zagor lies	Turn to 351

In each case, pay the Elf then turn to the paragraph noted. You must subtract payment from your Treasure for each choice, of course (Elrael accepts both Gold Pieces and any valuable items of treasure you have taken from the castle — except armour, which he

won't buy). Next, if you contemplate buying any items Elrael has for sale, turn to **66**. If you've completed your dealings with Elrael, turn to **239**. If you get greedy and attack him in the hope of taking his excellent treasures, turn to **157**.

23

There's a strange twist to these runes – what they are is a trap laid against magical entry! You realize that, had you cast an Open spell, you would have set off the trap. This tells you that whoever is behind the door is scared of wizards in particular! You can now open the door normally (turn to **339**) or decide to leave and search elsewhere (turn to **376**).

24

If you choose Rabellan or Reindrech, there is no response; turn to **36** to explore elsewhere. If you tried to communicate with Chanquin, turn to **323**. If you tried to communicate with Dorrick, turn to **308**.

25

You have found the Wand of the Hawk, once wielded by the greatest wizard at the court of the kings here! With this wand, both your Current and *Initial* Magic Points total is raised to 9. You can also add 1 to both your Current and *Initial* SKILL; the wand gives you magically enhanced speed of reaction. You may also touch the wand to the hand weapon you use so that it now counts as a magic weapon (some creatures can be harmed only by magic weapons, so this is important!). What is more, once you have crossed the wooden

stairway to the Great Tower above you, you gain a bonus of 2 to your Attack Strength! Lastly, just once during your adventure in Castle Argent you can call upon the magic of this wand to help you by either restoring your Current Magic Points tally to its full *Initial* level or by restoring your Current STAMINA to its full *Initial* level. You cannot use this one-off special power while you are fighting, however, and be sure not to call upon this power until you really need it, for it will be granted only once. Gain 2 LUCK points for this wonderful find! Now turn to **51** to explore elsewhere.

26

A very deep pit behind you now blocks your safe passage southwards as you clamber painfully out. Unfortunately the entire length of the passage to the south, as far as the Passage of Hawks, has opened up as a second pit trap is belatedly triggered! Returning that way won't be easy unless you can find some way of resetting the pit trap; it's too far for even a Jump spell to get you across. So, you are now faced with a wooden door to your right, another one directly opposite on your left with a ceramic plaque showing a silver crown on it, and ahead of you an east-west passage in the distance. You should explore an area you haven't entered before. Will you:

- | | |
|-------------------------------------------------|--------------------|
| Open the door to your right? | Turn to 55 |
| Open the door to your left? | Turn to 112 |
| Make for the junction between the two passages? | Turn to 43 |



27

Sacks of mouldy flour, rotted cereals, smashed ceramic pots and decayed food greet you everywhere, but you also find some wax-sealed jars of preserved fruits and garva, a highly nutritious root-vegetable from far Crab Island. Add 4 to your Provisions, and gain 1 LUCK point for this fortunate find.

Unfortunately, your pleasure at this discovery is marred when you hear a snuffling and squelching sound coming from the passage. Whatever's causing the noise is between you and the exit, so you move to investigate. What you find appalls and disgusts you: a white lizard-like thing, two metres long, with leprous, purple-ringed yellow blotches all over its skin. Worse still, the horror looks as if it has been stitched together from the body-parts of various creatures – including a human or two, judging from its hand-like front paws. The gross thing hisses and spits a gobbet of filthy yellow phlegm at you. *Test your Skill:* if you are successful, you avoid the missile, but if you fail, you take a faceful of filth which leaves you choking and sick, and you must subtract 2 from your Attack Strength during this combat.

CORPSE LIZARD

SKILL 7

STAMINA 9

If you win, you notice that the monster has left a slime trail behind it as it moved. If you want to track the route the monster took to get here, turn to 116. If you would rather search elsewhere in the castle, turn to 376.

28

Behind this door lies an otherwise empty chamber with two huge guards in it; they jerk stiffly out of their frozen postures as you enter. They are Zombies – of a kind. In addition to their blackened chain mail and longswords, they wear ebony-black circlets on their heads. You can attack them normally, or you can try to make a specific strike at the head. If you wish to do the latter in any Attack Round, you must subtract 3 from your Attack Strength, because it is hard to target such a specific small area. However, if you do make a successful head strike, you knock off the circlet and the Great Crown Zombie will lose 2 points from its SKILL and 6 points from its STAMINA instantly. Backed up in the doorway, you can fight the monsters here one at a time.

	SKILL	STAMINA
First GREAT CROWN ZOMBIE	8	12
Second GREAT CROWN ZOMBIE	8	12

If you win, there is a door in the west wall opposite you. You can open it (turn to 234), leave this room and open the door with the grille outside (turn to 51), or head back north along the passage outside to explore an area you haven't entered before (turn to 357).



29

The knight will fight to the death, neither showing nor expecting any quarter. You will have to battle valiantly to overcome him!

SIR DAVIAN

SKILL 12

STAMINA 16



If you win, the wooden chest contains only some items of ordinary clothing and but a single Gold Piece, and the oil-lamp has used almost all its fuel and is of no use to you. However, the man's ring is magical; you must spend 1 Magic Point to be able to use it, but if you do this it enables you to survive in the castle without needing food or water. So, if you are told that you must eat a meal, you can ignore this instruction in future (eating meals will still restore your STAMINA, however). If you are Braxus, and if you choose to spend 1 Magic Point, you can use the knight's magical plate mail armour, which will add 2 to your Attack Strength during combat! Now you must leave and explore elsewhere; you can head south and then eastwards (turn to 399) or northwards to the Passage of Hawks (turn to 111).

30

Along the west wall of this northwards-running passage a couple of bricks are clearly out of place and, after a swift check, you find that many are loose. Removing them, you discover a narrow crawlway leading a few metres to the west beyond the portal you have excavated, and at the end of it there is some kind of wooden object in an end-chamber! However, scrambling along this narrow passage is going to be very difficult (except for Stubble!). If you want to crawl along it, turn to 86. If you prefer to continue northwards, turn to 271.

31

Zagor's expression turns truly livid and he is clearly about to unleash some very unpleasant magical attack. You really should get to close quarters with him! If you prefer to stay at long distance, you can use a catapult attack, if you haven't done so before (turn to 349); otherwise you must try to get nearer to Zagor by using a Potion of Flying if you have one (turn to 383), by racing up the steps to get to him (turn to 207), or by using a magical weapon to cleave a safe path up the steps (turn to 133).

32

You need to be smart and eagle-eyed, and used to the wicked ways of card-sharps and fixed dice, if you are going to make money gambling in the seaboard taverns of Sanctuary! Roll one dice: unless you are Anvar, you may add 1 to the number rolled. You may also add 1 to the dice roll if you choose to spend a point of

LUCK. If the final total is 3 or less, you lose 2 Gold Pieces. If the total is 4, you break even. If the total is 5 or higher, you win 4 Gold Pieces. Now you have little time left, so you must hurry; turn to 173.

33

You leave the looted guest chamber and turn to make your way back west. *Test your Spot Skill.* If you are successful, turn to 141. If you fail, turn to 376.

34

Test your Skill. If you are successful, you slide the panel across safely. If you fail, a poisoned blade flies out and slashes deep into your wrist; you must deduct 2 points from your STAMINA from the deep gash, and a further 2 STAMINA points because of the poison; you must also lose 1 point of Current and *Initial Skill* because your weapon hand is injured! Worse still, the compartment behind the sliding panel is empty; what was once hidden here has evidently been removed. Now you may leave and open a door in the Throne Room which you haven't opened before; will it be:

The door in the west wall?	Turn to 390
The central door in the north wall?	Turn to 91
The westernmost door in the north wall?	Turn to 282

35

If the first Orc is invisible, you must deduct 2 from your Attack Strength when fighting him. As you confront the first Orc, the second Orc runs its sword through the white-robed man and a pool of blood

spreads across the floor. Fight the two Orcs separately.

	SKILL	STAMINA
First GREAT ORC	8	7
Second GREAT ORC	8	7

If you win, the dying healer can help neither you nor himself, although he manages to whisper to you that he was forced to use his healing to help the Orcs, since the denizens of the castle have no healing skills of their own. 'There is another healer ~~in~~ chained up by Thulu, beyond the Throne Room . . .' and then he is dead. A swift search here turns up only 1 Gold Piece and some stale food (add 1 to your Provisions). You leave the temple and head west along the passageway outside (turn to 357).

36

Standing in the middle of the long passageway of the west wing, the layout is clearly symmetrical. To the north there is an unmarked door near the exit from the west wing and, much further along to the west, another door with the design of a plain, black shield and a glowing sun etched upon it. To the south, there is an unmarked door close to the exit, and a door some way to the west bearing the image of a silver crown upon it. To the east of you, double doors lead back to the great passage known as the Bronze Stride; far to the west, broken-down doors opened into the ruins of the destroyed west tower, so you judge that little is to be gained from entering there. You should try a door you have not opened before (except the east doors which

return you to the Bronze Stride – you can open them at any time). Will you open:

The east doors?	Turn to 7
The plain door to the north?	Turn to 274
The north door with the shield on it?	Turn to 124
The unmarked door to the south?	Turn to 185
The south door with the crown on it?	Turn to 152

37

The runes of the onyx door betray the presence of some form of magic pertaining to Elementals within the chamber. This spells danger to you, so you should expect to have to use powerful magic here. You also know that Elementals cannot be harmed without a magical weapon. If you don't carry such a weapon, you are very unlikely to be able to slay an Elemental by spells alone, for they are strong. If you want to open the onyx door, turn to 78. If you want to open the door bearing the shield, turn to 259.



38

The great hearth in the north wall, with its hobs and pots and roasting spits, tells you that this must be the kitchen of the lower castle, though the fire has long been extinguished. To your left there are some hatches in the wall, beyond which is a barely lit chamber; peering in, you see that it is a huge Feast Hall, and you guess you could get into it through the double doors in the passage outside. You can't make out much of what is inside the Feast Hall unless you use a Light spell (if you can and wish to do this, turn to 279). You find an empty glass bottle in the kitchen, but nothing else of any use to you. You decide to take a chance on opening the door in the west wall of the kitchen, and you find that beyond it lies a small, narrow passageway, off which you see a couple of tiny boxrooms, that the domestic servants must have occupied, and some large larder cupboards. It's highly unlikely that anything edible has been left after all these years, but, if you want to make a search of them, turn to 27. Otherwise, you return to the doorway of the entrance hall to this castle level and choose another area to explore; turn to 376.



39

Thulu remains seated on his throne, but the other monsters swarm to attack you. You must fight them together, in pairs, in the order shown below: Orcs, then Great Orcs, then Mutant Orcs, then Great Crown Zombies. You can neither rest nor perform any action, such as drinking a Potion or eating a meal, between fighting each pair of enemies.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	5
First GREAT ORC	7	6
Second GREAT ORC	7	6
Third GREAT ORC	7	6
Fourth GREAT ORC	7	6
First MUTANT ORC	7	8
Second MUTANT ORC	7	8
First GREAT CROWN ZOMBIE	8	12
Second GREAT CROWN ZOMBIE	8	12

When you are fighting the Great Crown Zombies, you have one special option: you can attempt to knock the ebony circlet from a Zombie's head, rather than striking normally. If you do this, you receive a penalty of 3 to your Attack Strength; but if you succeed in striking the Zombie, it loses 2 points from its SKILL and 6 points from its STAMINA instantly. If you win this ferociously difficult combat, turn to 82.

40

As you walk into the triangle, tendrils of magical force reach into your body, chilling and numbing you. Lose 5 STAMINA points! There is a sudden scream from the back of the cavern, and materializing before your eyes is the ghostly form of a wizard, torment written large across his face and flickering flames dancing at his fingertips. If you want to attack him, turn to 114. If you want to talk, and you think you know his name, convert his name to a number using the code A = 1, B = 2, C = 3, and so on. Add together the numbers corresponding to the letters in his name, double the total, then turn to the paragraph with that number (if a name is not the second word in that paragraph, you have guessed wrongly; return to this paragraph and choose another action). If you want to try to bribe him in some way not to attack you, turn to 371. If you want to flee, turn to 335.

41

You are standing in the middle of the great castle passageway known as the Bronze Stride. The walls here are covered in bronze plaques on which the faces of great heroes of Amarillian history are etched. To the south is a door which you cannot open. To the north, there is a door which has a lacquered black surface with gold etching and details. Adjacent to it is a door with four shallow depressions in it. Far to the east, there is a set of double doors which give admittance to the east wing of the castle; likewise, far to the west of you is a set of double doors which give entry to the west wing of the castle. You must open a door which you haven't previously opened. Will it be:



- | | |
|------------------------------|--------------------|
| The black and gold door? | Turn to 332 |
| The other door to the north? | Turn to 216 |
| The doors to the east wing? | Turn to 361 |
| The doors to the west wing? | Turn to 248 |

42

Roll one dice. If you roll 1-3, turn to **388**; if you roll 4-6, turn to **203**.

43

You are standing in the middle of an east-west passageway, and the stink of Orcs is very strong here! To the east, you can see two doors, one to your left and another one, further along, to your right. The left-hand door is, unmistakably, the entrance to an Orc barracks; here the smell is strongest. To the west, the passageway swings round to the north. Explore an area you haven't entered before. Will you now:

- | | |
|------------------------------------|--------------------|
| Open the door to the Orc barracks? | Turn to 204 |
| Open the further door to the east? | Turn to 67 |
| Head west and then northwards? | Turn to 368 |

44

After many days at sea, your vessel is within five kilometres of Tower Island itself. Even from that distance you can see the great towered mass of Castle Argent rising into the leaden skies just beyond the shoreline. The galley can go no further in the shallow bay, so you thank the crew who brought you here and take your belongings into the stout rowing boat being lowered for you. Carannus shakes your hand firmly

and says, 'We head for the River Geld and, hopefully, a greeting from my own people – those few who remain in the lands upstream. We will come back for you when the moon is new, hoping for your safe return – and news of a triumph. If you are not waiting,' he pauses, 'we will come once more, when the moon is new over the world. All our hopes ride with you.' You leave and row for the shore; turn to **75**.

45

The touch of the horror transforms you instantly into a Plague Bearer yourself, doomed to wander in Zagor's service for ever, transforming other poor wretches into diseased wanderers. Your adventure ends here!

46

The Dark Knight has a magnificent, magical, two-handed sword, which you can take and use. This gives a bonus of 1 to your Attack Strength in all combats; against any Dragon – or against Zagor himself – it gives a bonus of 2 to your Attack Strength! Gain 2 LUCK points for this find. Leaving this chamber, you set off north for the crystalline doors. Turn to **135**.

47

As you stride towards the fountain, the hedge of thorny, hard-stemmed plants strains forward to strike at you! If you are wearing metal armour (chain mail or plate mail), you suffer no damage from this, but if you are not wearing such armour you must deduct 2 points from your STAMINA through cuts and abrasions.

If you are still alive, you force a way through to the fountain. The waters of the fountain are clear and pure. Drinking from it restores 4 points of STAMINA. If you have any empty glass bottles, you may fill them here: each full bottle will restore 4 points of lost STAMINA when you drink it, which you can do at any time except during combat. However, the healing magic of the water fades beyond this chamber; once you have crossed a stairway, the water will no longer be magical, and drinking it from a bottle will not heal you. Also, as you turn to leave; the fountain's waters run dry, so you cannot return here for further healing draughts. As you leave, there's a door directly opposite you as you look north; if you want to open it, having not done so before, turn to 196. If you want to make your way further westwards to the end of the long passage outside, turn to 357. If you want to search elsewhere, turn to 3.

48

The Mutant is down, but it isn't finished. As it collapses backwards, its huge belly writhes and squirms as flailing tentacles become detached from its body and thrash wildly around on the floor. A deep rumbling arises from the monster. What will you do? Will you:

- | | |
|---------------------------------------------------|-------------|
| Run away as fast as you can? | Turn to 76 |
| Perform some action (drinking a
Potion, etc.)? | Turn to 101 |
| Carry on hitting the monster with a
weapon? | Turn to 156 |

49

Test your Skill. If you are successful, you manage a bow shot which snags your rope round a dragon's jaw arch; a swift tug tells you it will take your weight, so turn to 63. If you fail, the rope is not attached securely and it would be folly to climb it; turn to 180 and choose another way of getting up to the platform.

50

You had better overcome this Plague Zombie swiftly; if it strikes you, you will contract a terrible malady indeed!

PLAGUE ZOMBIE SKILL 7 STAMINA 6

If you win, you can take the silver ring; it is a Ring of Truesight, allowing you to see through certain illusions (make a note of this paragraph number on your *Adventure Sheet*. However, if the Plague Zombie struck you even once, you now have Undead Plague. This means that you may yourself change into one of the Undead at any time. Each time you enter a room you haven't explored before, you must roll two dice. If you roll a total of 11 or 12, you will become transformed, and your adventure will end in a fate literally worse than death. Only a Healer, or the use of Plague Antidote, will cure you of this. Now, you may leave this room or open one of the other caskets which you have as yet left unexplored, so will you:

- | | |
|----------------------------------------|-------------|
| Leave and explore elsewhere? | Turn to 399 |
| Open the casket with the silver staff? | Turn to 309 |
| Open the casket with the wooden box? | Turn to 80 |

51

Stairs descend into the dank, unlit depths of the fetid dungeons that comprise the castle's jail. This area is unlit, so if you do not have a lantern (or use a Light spell) in the jail, you must subtract 2 from your Attack Strength in any combats while in the jails, and you may fall foul of traps you cannot see. If you don't wish to hazard an entry here, or if you have finished your search here, head back south to the end of the passageway to search elsewhere (turn to 357). Otherwise, descending the stairs you can see three doors to the right and two more to the left, spaced along a seemingly endless passage that stretches ahead of you. Explore an area you haven't entered before; will you open:

The first door on your right?	Turn to 158
The second door on your right?	Turn to 184
The third door on your right?	Turn to 281
Either of the left-hand doors?	Turn to 118



52

Standing in the middle of the main passage of the east wing, you can see six doors. Two large doors in the north wall both bear the symbols of dragon's heads,

and they do not appear to be part of the original castle design. To the west, double doors give access to the Bronze Stride. To the south there are two doors, one of which has a large, crudely painted sign which reads: 'DO NOT ENTER!' Lastly, there is a door at the far east end of the passage. You should open a door which you have not opened previously (unless you are returning to the Bronze Stride through the west door, which you can do at any time). Will you open:

The door to the west?	Turn to 7
The left-hand door in the north wall?	Turn to 95
The right-hand door in the north wall?	Turn to 345
The door with the warning sign?	Turn to 221
The other southern door?	Turn to 137
The door to the east?	Turn to 166

53

You must eat a meal during your lengthy search, opening the doors to a warren of individual dormitory rooms and living chambers. You don't find anything of value, but you must *Test your Skill*. If you are successful, turn to 132. If you fail, turn to 227.

54

A howling crescendo of magical force is whipped up inside the Throne Room! You regain 5 STAMINA points from the powerful vortex of magic within the room. You can see a treasure chest behind Zagor's throne. If you want to open it, turn to 340. If you don't want to do this, turn to 148.



55

As you are about to open this plain wooden door, you notice that it is just ajar and you hear Orcish squeals and a deep grunt coming from behind it. Peeking cautiously in, you see an Orc poking the point of a sharp wooden spear through the bars of a small cage to torment the creature inside it. You've never seen anything like the imprisoned animal before: it resembles nothing so much as an over-sized piglet, with iron plates along its back and legs. It has a thick, long pink snout which the hateful Orc is jabbing at. The poor thing grunts and whimpers in fear of the Orc. If you want to attack the Orc, turn to 88. If you decide not to, turn to 280.

56

In the markets and shops of the peaceable town of Sanctuary you can buy many things, but your most likely purchases may well be:

Chain mail armour	7 Gold Pieces
Longbow and arrows	4 Gold Pieces
Crossbow and arrows	4 Gold Pieces
Potion of Stamina	7 Gold Pieces
Magic Ring	5 Gold Pieces
Vial of Plague Antidote	6 Gold Pieces
Empty glass bottle	1 Gold Piece
Rope (10 metres long)	1 Gold Piece
Flask of herbal liqueur	3 Gold Pieces
Potion of Fire Resistance	5 Gold Pieces

If you wear chain mail armour, this does not add to your Attack Strength during combats, but it does

provide some protection against certain hazards you may encounter during your adventures. With either type of bow, you will be instructed when you can use it in later paragraphs. The Potion of Stamina, when drunk, allows you to regain STAMINA points equal to one-half your *Initial* score (round fractions up). The Magic Ring stores 1 Magic Point. A vial of Plague Antidote will cure one (and only one!) form of plague which you may be unfortunate enough to pick up during your exploration of dire Castle Argent, restoring all losses from *Initial* (but not *Current!*) STAMINA due to the effects of plague. The flask of herbal liqueur is refreshing and invigorating; when you drink it, you regain 4 STAMINA points. The Potion of Stamina, the liqueur and the Potion of Fire Resistance can be drunk at any time, except during a combat. Once drunk, the effects of the latter last for the duration of the next combat in which you are attacked by fire (such as Dragon breath or a Fireball spell); during this time, you can halve the STAMINA loss such attacks do to you (rounding fractions up). When you have decided what to buy, amend your *Adventure Sheet* accordingly. Now, you can consult the king's sages if you want to (turn to 154), try to earn some extra gold if you haven't tried this before (turn to 206), or leave Sanctuary by ship (turn to 220).

57

Remstar's shade slowly dissipates with a great sigh of peace, as the wizard is released from years of wretched confinement. Searching the strange cavern, you find a Tower Chest and, in a leather pouch, 5 Gold Pieces

and two ornate and very unusual playing cards. Their backs are uppermost, and they bear a strange elliptical design – a snake swallowing its own tail – in red on a black background. If you want to turn over the first of these cards, turn to 175. If you want to turn over the second of these cards, turn to 245. If you would rather not turn over either of them, you can explore the cavern at the end of the passage beyond, if you have not already done so (turn to 10), or return to the main cavern you entered by (turn to 186).



58

You find nothing of value in the course of your thorough search (you must eat a meal), but you manage to cut your hand badly on some broken glass equipment; lose 2 STAMINA points. Do you now want to open the south door (turn to 365) or make for the main passage outside (turn to 280)?

59

You move forward to attack. You must fight the thieves two at a time; once you have killed the first or

second thief, the third one will step into his place to fight you.

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

If you win, you use the keys on one of the bodies to open the chest, which contains 2 Gold Pieces and a small package of peppered cheese, wrapped in pale-green leaves (add 2 to your Provisions). There is a lockpick here which you can use for opening Tower Chests. If you do use this lockpick, you are allowed to *Test your Skill* when opening Tower Chests and trying to avoid the traps in them (this saves LUCK points and so is very useful!). You can also take the magical torch if you wish to do so, though you must spend 1 Magic Point to be able to use it; the torch will cast a constant light for you in future whenever you wish it to do so (so it is equivalent to a lantern). Leaving this room, you can either head for the crawlway that goes west and then north, if you haven't been there before (turn to 355), or return to the main castle (turn to 3).

60

You stumble and fall, banging your head on stone; deduct 4 points from your STAMINA. If you are still alive, you pick up the body again and stagger on. Roll two dice and multiply the number rolled by ten; add this many seconds to the time elapsed (a Potion of Flying does not reduce this time). You are so, so close now, but will you triumph? Turn to 14.



61

Seated round the table are many of King Kraal's nobles and courtiers – or their remains, to be more accurate. Silent, skeletal forms with scraps of ruined robes and doublets form an eerie phalanx in the silent, dark vastness of the hall. In the north wall some serving hatches reveal a kitchen beyond which, you guess, you will be able to enter through the first door along to the north in the passage outside the hall. The silverware here has long been ransacked, but you find a pair of ornately decorated pottery bowls which look valuable, so you take them. The hall is large and the search takes time, so you must eat a meal. There is an odd, disturbing atmosphere about the dead here. You feel as if something of their spirits may remain in this troubled place. If you wish to spend a Magic Point trying to contact any spirits here, turn to 162. If you want to set out for the kitchens, not having explored there already, turn to 38. Otherwise, you leave and search elsewhere; turn to 376.

62

Ruby, emerald, sapphire, topaz . . . Rest! You place the gems in the depressions in the given order: ruby first,

emerald next, then sapphire, then topaz. The door to the Chamber of Meditation slides open silently. Inside is an ornate chair, stuffed with cushions, which looks incredibly inviting. You can avail yourself of the magic of the Chamber of Meditation only once during your adventure. This can be now, if you wish, or you can come here at any later time when you are in the Bronze Stride (when you return to paragraph 41 to make a fresh choice of an area to explore). After spending an hour or so dozing comfortably in the safety of the chair, you must eat a meal; when you do, your Current STAMINA will return to its full, *Initial* level! After you have rested, you should turn to 41 and explore elsewhere.

63

You manage to get half-way up the rope when there is a sudden gust of wind from the vortex and you are shaken like a leaf in an autumn gale. *Test your Skill* adding 1 to the total rolled if you are wearing chain mail armour or 2 if you are wearing plate mail armour. If you are successful, you hang on for dear life. If you fail, you are flung to the ground below and must lose 10 STAMINA points! If you are still alive, your rope has broken free and you must find another way of ascending, so will you:

- | | |
|-------------------------------------------------------------------|-------------|
| Use a Potion of Flying (if you have one)? | Turn to 364 |
| Climb one of the rope-ladders? | Turn to 272 |
| Enter the swirling vortex, hoping to be carried upwards? | Turn to 334 |
| Decline to climb up, and challenge the Dragon from where you are? | Turn to 346 |

64

Leaving the barracks behind, you head southwards along the passageway. To your left is an onyx-inlaid door; if you haven't opened it before and wish to do so now, turn to 78. At the end of this passage lies the Passage of Hawks, with a door directly opposite the corridor you're walking along; if you want to open that door, turn to 275. Otherwise, you turn east at the end of this southern passage and make for the mid-way point of the Passage of Hawks, to choose somewhere else to search; turn to 5.



65

There is a faded brass plaque on this door which reads faintly: 'PLEASE KNOCK BEFORE ENTERING'. Below this is a brass door-knocker fashioned in the shape of a Pegasus' head, with a lucky horseshoe nailed underneath for good measure! You're not sure what to make of all this — what if there are guards or monsters inside using this paraphernalia as a trap? If you want to knock on the door, turn to 384. If you

decide to open it without knocking, turn to 90. If you prefer to search elsewhere, turn to 218.



66

Elrael can offer you the following items:

Potion of Stamina	8 Gold Pieces
Potion of Luck	5 Gold Pieces
Vial of Orcbane	5 Gold Pieces
Scroll of the spell Fast Hands	4 Gold Pieces
Scroll of the spell Fireball	7 Gold Pieces
Magic Ring	5 Gold Pieces

'All an absolute bargain,' he says sadly. 'My wives and children will surely starve to death if I'm forced to sell at these prices. By all the gods and goddesses, I'm too soft-hearted a soul, truly I am.' The *Potion of Stamina*, when drunk, restores lost *STAMINA* equal to half your *Initial* score (round fractions up). The *Potion of Luck*, when drunk, restores 1-3 lost *LUCK* points (roll one dice and round fractions up). Either *Potion* can be drunk at any time, except during a combat. The *Orcbane* can be applied to any edged weapon (axe, sword or dagger) before you fight Orcs and, for the first six *Attack Rounds*, any hit you achieve will cause 2 extra points of *STAMINA* (this damage works on any

type of Orc, including their chieftains, and Mutant Orcs too!). If you decide to buy anything, adjust your *Adventure Sheet* accordingly; Elrael accepts either Gold Pieces or any valuable treasures you have taken from Castle Argent (except for armour, which is of no use to him). Next, if you want to buy some information, turn to 22. If you've completed your dealings with Elrael, turn to 239. If you get greedy and attack him, in the hope of taking his excellent treasures, turn to 157.

67

You have entered the rooms of the Argent Knights, the elite defenders of the castle. This network of rooms, though very extensive, has been thoroughly pillaged by the Orcs. However, most of the doors still bear the shield designs of the Argent Knights, together with their names. If you are Sallazar, turn to 395. If there is a specific knight whose name you know and whose room you want to find, turn to 117. Otherwise, even making a search of a few rooms will be time-consuming; if you want to do this, turn to 159. If not, turn to 43 and explore elsewhere.





68

Behind the door, alone in a very long, narrow chamber, an old crone sits at a spinning wheel, absent-mindedly toying with strands of oddly shimmering silver thread. She is clad all in dusty, filthy black, and there are cobwebs in her hair. Her eyes are opaque, afflicted with cataracts, but she sees you – you have no doubt of that. A black cat beside her hisses as you enter. The room is full of junk, bric-à-brac, a total muddle of rubbish and dusty things you can hardly make out in the gloom. The hag cackles as you stand uncertainly in the doorway. 'Well, dearie, what is it you want with old Grizzell, eh? Speak up!' If you want to attack the hag, turn to 290. If you prefer to talk to her, turn to 109. If you simply want to leave here, go back to the passage and make for the iron door, turn to 233.

69

The wily brute rubs a ring on his left hand and disappears, only to reappear a split second later, at the top of the tower, standing on the wooden platform! Straining his muscles and sinews, the huge monster is trying to wheel the ballista – a huge, spear-flinging device – around to face you! One strike from such a weapon would inflict enormous damage on you, perhaps even kill you outright. If you want to flee, Grool will lob a rock at you as you go; turn to 377. If you want to continue fighting, you have the following choices: you can fire a bow or catapult at Grool, or cast spells at him (turn to 96 to do either), make for the stone steps and try to climb up on to the platform (turn to 123), or use a Potion of Flying (if you have one) to reach the platform at once (turn to 172).

70

You use the jail keys to enter a huge cell-block complex. Along a corridor stretching far into the distance scores of cells, each with its own locked door, are ranged on either side. Checking them all will clearly take a long time. If you want to search a handful of them in the hope of finding something, turn to 380. If you want to make a time-consuming search of all the cells here, turn to 342. If you decide not to lose time here but to try the next cell-block along, not having done so before, turn to 210. If you would rather search somewhere else, turn to 51.

71

You remember that the three key elements of magical wards and locks are the spider's web, which is a locking element; the circle, which is a protective symbol; and the triangle, which is a magical trap set upon the door. What you have in front of you now is a complex symbol and it suggests that a powerful wizard must have inscribed it. If you want to smash down this door, turn to 253. If you want to use an Open spell, turn to 89. If you don't want to risk the effects of the trap, turn to 3 and search elsewhere.

72

Looking south along this passageway, you can see a single door to the west before the passageway turns east, back towards the room where you entered this level of the castle. If you want to open the door, not having done so before, turn to 343. If you want to follow the passageway back to where you entered this

castle level, to explore an area you haven't entered yet, turn to 399. If you want to return east to the mid-way point of the Passage of Hawks, turn to 5. If you decide to press on westwards, you can open the south-facing door (turn to 275) or stride out along the northern passage opposite it, if you have not been there before (turn to 385).

73

Opening a door with axe-blows etched deep into the wood, you find yourself in the old Hall of Dwarfs of the Castle, where an elite phalanx of dwarfish warriors once served the kings. The Orcs have trashed this room very thoroughly; littered bones around the floor and skeletons suspended from the oak ceiling beams show what happened to the Dwarfs here. *Test your Spot Skill* (if you are Stubble, you must add 1 to the total rolled; you are so furious at what you see here that it isn't easy to concentrate). If you are successful, turn to 122. If you fail, you leave this room; you can head along either the western passage outside (turn to 399) or the northern passage (turn to 139).

74

Now you are face to face with the greatest threat Amarillia has ever known! There will be no mercy, no surrender; it's you or the Demon-thing. Magical forces whirl around in the Great Tower and dispel any Magic Screen spells (both yours and his); this is a straight fight to the finish. Each Attack Round, you must decide how you plan to attack the Zagor-Demon (by weapon, by spell, with acid if you have it, etc.). You

cannot drink any Potions or eat Provisions (though, if you have been taught how, you may be able to cast a certain form of healing spell upon yourself). Then work out Attack Strengths for yourself and Zagor for each Attack Round. The STAMINA score shown below for Zagor is his basic STAMINA score; you should adjust this for the number of Silver Daggers you possess, any damage you may have done to Zagor by attacks from a distance (using acid, etc.), and whether Zagor gained any extra STAMINA points while you were ascending the steps.

ZAGOR-DEMON SKILL 16 STAMINA 20

You should also consult the table below, which shows the attacks the Zagor-Demon will use, and the damage they will do if he hits you.

<i>Attack Round</i>	<i>Attack and Damage</i>
1st	Thunderbolt spell: you lose 7 STAMINA points
2nd	Fireball spell: you lose 5 STAMINA points
3rd	Life Drain spell: drains 1 point from your SKILL and 2 points from your STAMINA
4th and 5th	Poisoned dagger: you lose 1 point from your STAMINA, plus 2 extra STAMINA points due to poison
6th onwards	Taloned fist: you lose 2 STAMINA points

If you reduce the Zagor-Demon to 2 or fewer STAMINA

points without killing it, turn to 264. If you defeat the Zagor-Demon, turn to 54.



75

You stand on the shoreline of Tower Island. Before you is a long, straight stone road leading up to the gates of Castle Argent itself, but on either side of that road are many ruined buildings, razed by Orcs and Zombies in the war against the Bone Demon. In the shattered ruins, little or nothing of any value or use to you is likely to be left after the destruction here. There may be some remnants of the Demon's armies here, scrounging what they can. However, if you want to explore the ruins, you may do so. Will you now:

Explore ruins to the west?	Turn to 369
Explore ruins to the east?	Turn to 331
Head straight for Castle Argent?	Turn to 192

76

The huge body explodes, splashing you with acid as you run like one possessed through the doorway. Deduct 4 points from your STAMINA! If you're still alive, the room you just left – when you dare to look back – is covered in slime and acid, and everything inside it is dissolving as the room fills with acrid smoke; you will not be able to find anything of use here now. You set off for the main passage to search elsewhere; turn to **280**.

77

You force open the door and peer along a tunnel that is lit by the dim glow of distant flames. After some fifty metres you come to a great chasm which drops into fiery depths below. These are the Heartfires, a source of great magical energies once used by the king's wizards in Castle Argent. On the far side of the chasm is a broad, low-roofed cavern strewn with boulders; leading across to that cavern is a frail-looking rope bridge with a wooden platform. Examining it, you see that a metal winch apparatus is used to move the platform, with ropes used to pull the traveller from one side of the chasm to the other. Obviously the rope bridge must be fire-resistant or it would not still be here. However, the winch is rusted and seems to be jammed. If you can and wish to use a Jump spell to cross here, turn to **295**. Alternatively, you could oil the winch using lantern oil so that the platform could be used to ferry you across (if you do this, but you have no spare lantern oil, you will not be able to use your lantern in dark areas unless you get some more

oil to replenish it). If you want to do this, turn to **295**. If you want to take a run-up and make a heroic leap across the chasm, which is some six metres wide at its narrowest point, turn to **136**. If you decide not to cross the chasm, turn to **357** to explore elsewhere.

78

The first thing you notice in this chamber is the set of interlocking circles drawn on the floor; next, the many blue and yellow wall-hangings and a pair of huge, gilded copper urns set in the corners of its east wall. To the north, there is a doorway just round the corner from you. The air here is heady with a strange, musky perfume. Within the central circle of the magical set, something is beginning to materialize in the air as a faint shimmering. It grows stronger, denser, higher, as you watch it, forming into a whirlwind-like vortex several metres tall. If you decide to flee, turn to **97**. If you choose to stay, you can perform two actions (such as eating some provisions, drinking a Potion, casting a spell, etc.) before whatever it is that is materializing here is fully formed. Decide which two actions to take. If you want to spend one action trying to open the door to the north, turn to **143**. Otherwise, ready yourself to fight and turn to **190**.



79

Opening the door will release an ingenious mechanical trap which threatens to decapitate you with its slicing blades! You can bypass the trap if you have a lockpick, if you use an Open spell, or if you have a thief hireling with you. If you can use any of these means, turn to 307. If you cannot, then you must either open the door and risk suffering the damage the trap may do to you (turn to 146) or decide to leave this door unopened and explore elsewhere (turn to 52).



80

You open the casket gently, whispering the hope that the priest is resting well in death, and you take the wooden box from his fingers. A feeling of peacefulness comes over you: you feel refreshed. Regain 2 STAMINA points and 1 LUCK point. The box itself feels as if in some way it might help you regain lost strength and vitality, and you open it to find four gems inside, a sapphire, a topaz, an emerald and a ruby. Now will you:

- | | |
|----------------------------------------|-------------|
| Leave and explore elsewhere? | Turn to 399 |
| Open the casket with the silver staff? | Turn to 309 |
| Open the casket with the silver ring? | Turn to 285 |

81

'There's an Orc-slaying sword around here somewhere, used to be used by one of the knights. I think it's pretty close to here, only a couple of rooms away. It can be used by anyone, I think.' If you are Anvar, turn to 257. If you are Braxus, turn to 311. Otherwise, return to 22.

82

The monstrously bloated figure of Thulu the chieftain rises unsteadily from its throne. It looks down at you unbelievably, then howls in fury and screams abuse at you. Frothing at the mouth, the monster whirls its mighty axe around in a circle, its arms and hands shaking uncontrollably. Fortunately for you, the monster takes a while to get itself back under control before it can attack you. This gives you time to perform two free actions, such as drinking a Potion or herbal liqueur, casting a spell, etc. (but not any free attacks by weapon or by spell, since these will make Thulu fight at once). Decide what these actions will be, and then you must fight for your life.

THULU

SKILL 9

STAMINA 17

If you win, turn to 125.





83

Mungus the jailer was condemned to be fed to the War Dragons, years ago, for incompetence; what was left of him afterwards was stitched together by some demented wizard, using the body parts from equally powerful and evil creatures. Mungus is the size of a half-Ogre, more or less, well over two metres tall and nearly as broad. Livid, purple bruising runs along the stitching lines of his forearms and round his neck, and the undead monster hefts a huge maul in his shovel-sized hands. Mungus may be slow and lacking in combat skill, but he is very powerful and strong (if he hits you, you must deduct 3 points from your STAMINA rather than the usual 2) and very hard to destroy.

MUNGUS

SKILL 7

STAMINA 19

If you win, you search the jailer's room; in a wooden chest you find 6 Gold Pieces and a suit of magical chain mail! Wearing this adds 1 to your Attack Strength. Gain 1 LUCK point for this valuable find (unless you are Sallazar, who cannot wear this armour). If you can find a merchant to sell this chain mail to, he will pay you 12 Gold Pieces for it. You also find six large iron spikes which you hope will come in useful. If you wish to leave the jails now, you head south along the passageway outside to explore elsewhere (turn to 357). If you want to explore the jails further, will you:

Open the door to your right?

Turn to 281

Open the door to your left?

Turn to 158

Open either of the doors facing you?

Turn to 118

84

You hear Orcish voices in the distance, and they are getting louder! Frantically you look around for some way out of the trap. If you have at least 1 Magic Point left, you must spend it now as you strain all your senses and intuition to search for some means of escape; turn to 305. If you do not have a Magic Point, turn to 366.

85

Make a note that, when you have taken 500 seconds or longer on your journey, you must note down the number of your paragraph then turn at once to 219. For now, you carry the body down the steps and through the arch to the beam of light, which deposits you on the Dragon's stone platform. This takes 50 seconds. Turn to 161.

86

As you make your way along the passage on hands and knees, little side-doors open half-way along and from each doorway a tiny, imp-like creature armed with a long skewering pin stabs at you! You can't back out and you are forced to fight. If you are Anvar, you must deduct 4 from your Attack Strength here (being big, you find it hard to move around in this cramped passage!). If you are Braxus, you must deduct 3 from your Attack Strength here. If you are Sallazar, you must deduct 2 from your Attack Strength here. If you are Stubble, you can fight normally. Finally, if you are wearing plate mail armour, its bulk is a disadvantage

here and you must deduct 1 further point from your Attack Strength. The spells Fireball or Thunderbolt cannot be used here because the area is so cramped. Fight the Imps together; they are small, and a successful hit from one of them will cause you to lose only 1 point from your STAMINA.

	SKILL	STAMINA
First CASTLE IMP	5	4
Second CASTLE IMP	5	4

If you win, you manage to reach the chamber beyond the crawlway. Within the chamber is a Tower Chest. Taking its contents, you return to the main north secret passage and continue northwards; turn to 271.



87

'It's Elrael Blurcloak! Blimey, 'e's the one wot got into the arboretum and nicked the Chancellor's green shoots!' the young thief blurts out.

The Elf grins modestly. 'Very nice magical plants they were, too. Traded them for a good few gold, I can tell you. That is, if you are planning to talk to me rather than attempt any violence.' If you want to talk to this strange Elf, turn to 9 (unless you are Stubble, in which case turn to 315). If you want to fight him - he does have a sack of treasure, after all - turn to 157.

88

The Orc turns to meet you as you move in to attack. Its wooden spear is a poor weapon so, if it strikes you, you will lose only 1 point from your STAMINA.

ORC SKILL 6 STAMINA 6

If you win, you open the cage to free the whimpering prisoner. It rubs its snout against your leg happily and makes a soft noise almost like the purring of a cat. Then it gives out a more distressed noise, which rather alarms you; other Orcs could hear it, and they may not be as easy to kill as the one you have just despatched. Trying to hush the creature just makes it noisier. You guess that it may be hungry, but it turns its snout up at an offer of Provisions. If you have some iron spikes, turn to 374. If you haven't any of these, turn to 358.

89

An Open spell here will remove only one of the three parts of the magical symbol. You need two spells to remove two elements, and three spells to remove the complex glyph entirely. Decide now which elements (web, circle, triangle) you want to remove, then turn to 182.

90

'It's extremely rude to come calling without first knocking on the door!' the occupant of the chamber yells at you as you stride in. You're astonished to encounter a white-haired old man, in flowing brown and cinnamon robes which surely mark him out as being from the

Plains of Cabaal, standing before a veritable treasure-trove – you can see armour, food, weapons and more! If you decide to attack him, turn to 267. If you want to ask what he has for sale, turn to 194, but you must make a note that, because of your rudeness in just walking straight in, the merchant will charge you 1 Gold Piece extra for every item shown as costing 4 Gold Pieces or more.

91

You enter a short hallway which is bare of any decoration and which has a single door at its northern end. You stride ahead and throw it open: you find yourself standing in a broad and almost endless corridor – and the door behind you slams shut! You will not be able to open it now, either by magic or by force. Turn it to 41.

92

Standing at the crossroads, you see that the passageway going east has no doors. To the north, there is one door on either side of the passageway, which terminates in another east-west passage. To the south, there are two doors in the east side of the passage, which then turns westwards, back to the area where you entered this castle level. If you want to return south and west to where you have entered this castle level, turn to 399. To the west, the Passage of Hawks continues for some distance; if you want to head this way, turn to 5. Otherwise, you must open a door you haven't opened before; will this be:

Either of the doors to the north? Turn to 389
 The first door to the south? Turn to 363
 The second door to the south? Turn to 73

93

Compute Attack Strengths as normal. If you have the higher Attack Strength, Zagor loses 2 STAMINA points. If he has the higher Attack Strength, his spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA, and your ARROW misses him. Turn to 299 to decide a course of action for the next Attack Round.

94

'Remstar, I just want to talk,' you begin, but the Dark Elf's face contorts in utter fury; a mixture of hate and fear plays across his features. 'You are an ally of Remstar!' he screams. 'I keep his shade at bay and he sends an assassin to slay me!' The Dark Elf completes his spell-casting and sends a ball of fire flying across the room at you. Deduct 4 points from your STAMINA! If you are still alive, you can either fight (turn to 258) or flee (turn to 198).

95

Behind this door with the Dragon symbol on it, walls have been knocked down to create a huge single chamber. It is filled with desiccated and shrivelled, egg-like objects, but they are grotesquely large. The equally shrivelled shapes of baby Dragons inside the eggs show what they once were. You have entered

one of the Bone Demon's old War Dragon hatcheries! It looks as if everything here perished and withered years ago, but, if you want to explore this massive area, turn to 325. If you would rather search elsewhere in the east wing, turn to 52.

96

You have two Attack Rounds to finish Grool off before he succeeds in getting the ballista firing at you. These are free attacks; he is still wheeling the machine into place. If you kill the Ogre, turn to 252. If you do not, he will fire a five-metre long spear straight at you; *Test Grool's Skill*. If he is successful, he hits you; lose 10 STAMINA points! If he fails, the huge spear misses you - just. You've got to flee (turn to 377), make a run for the stone steps (turn to 123), or use a Potion of Flying, if you can, to get to Grool (turn to 172).

97

Standing in the middle of this passageway, you should open a door you haven't tried before, or alternatively you should return south and east to the mid-point of the Passage of Hawks, if you've searched this whole area. So, will you:

Open the onyx-runed door? Turn to 78
 Open the door with the shield inlay? Turn to 259
 Open the door to the south, opposite this passage? Turn to 275
 March off south, then east, along the Passage of Hawks? Turn to 5



98

Shortly after dawn, when you are stretching your legs on the deck, there is a sudden churning of the seas on the starboard side of the vessel. You draw your weapon but, just as you are looking over the side of the ship, the true danger swoops down from the foggy skies above. A great white reptile, many metres long, with ragged-edged, horny claws, a great mouth and a spiny, barbed tail is heading straight for you. You are surprised, and the monster's claws knock you down; deduct 3 points from your STAMINA. Now you must fight for your life!

FOG WYVERN

SKILL 10

STAMINA 16

If you win, the captain and crew help you to your feet and bring food and healing draughts of a herbal brew to you (restore your STAMINA to its *Initial* level) as other men begin the work of getting the huge reptile's carcass off the deck. Carannus looks unhappily at the monster. 'That's not a natural monster,' he says. 'I know these Wyverns, and that tail's malformed. Look at that crooked jaw and the way the bones of the spine protrude through its back. There's some bad magic at work here.' The Centaur's eyes harden and he turns to help his men throw the carcass into the sea. Turn to 44.

99

The chamber of the Hellhorn guards is nothing more than a befouled, hideous abattoir: gnawed bones and chunks of rotted flesh lie everywhere. Forcing back your disgust, you search for anything that may be of

value to you when, lo and behold, you find a small copper urn which has a secret compartment in the bottom - containing 2 Magic Rings! Gain 1 LUCK point; but there is nothing else here you might wish to take. There is, however, a door at the western end of the north wall here; it is unmarked and quite ordinary in appearance, but who knows what kind of horror may be a neighbour to the Hellhorns? If you want to open it, turn to 68. If you prefer to leave and go north to the great wrought-iron door, turn to 197.

100

The bedraggled thieves are very glad that you don't want to fight them; they have a hard enough time just surviving, stealing enough food to keep them alive and staying away from the Orcs and Zombies of the castle. The thieves warn you of the Castle Imps: they have a lair to the west of the thieves' hideout. On the main floor above, they tell you that a feast hall and kitchens lie due west of the double doors at the end of the entrance hall, and that north of that area is a smithy and an armourer's. West of the library, there are a wizard's chambers and a strange indoor garden with a small magical fountain. At the end of the north passageway, opposite the wizard's chambers, there is a crazy merchant, Cohsturre, from whom the thieves sometimes buy food in return for purloined valuables. North of the indoor garden, in turn, there is a temple which is guarded by undead monsters. To get to the next floor of the castle, you leave the library and head west and then north to a guardroom with a west-facing door; a north-facing door there leads down to

the jail-dungeon (they shiver at the mention of this). Finally, the youngest of the thieves boldly offers to accompany you a little further into the castle, hoping thereby to get some extra food or equipment for himself and his impoverished friends. If you want to consider hiring him, turn to 160. If you want to leave and take the crawlway to the west, having not done so before, turn to 355. If you want to return to the main castle, turn to 3.



101

The huge body explodes and splashes you with acid; deduct 6 points from your STAMINA! If you're still alive, the room is covered in slime and acid, and everything in it is dissolving as the room fills with acid smoke. You will not be able to find anything of use there now. You head for the main passage to search elsewhere; turn to 280.

102

Test your Luck. If you are Lucky, you lose only 1 STAMINA point from the fall; surely the heavens have smiled upon you! Gain 2 LUCK points. If you are Unlucky, lose 6 STAMINA points – but even that is better than you might have expected, so gain 1 LUCK point anyway. You take another 30 seconds to get through the Dragon's chamber. To head onwards, turn to 286.

103

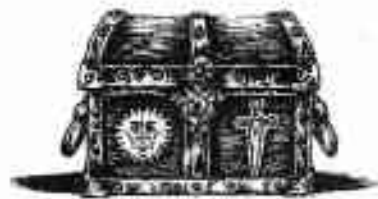
There is a tripwire trap behind the doors, but fortunately you see it and step over safely. You now stand in the great entrance hall of Castle Argent. Flanking the long walls here are pennants and shields of the provinces of Amarillia, but many have been defaced or broken and flung to the stony floor. Irregularly placed wall-torches burn dimly and provide a low light, enough to see by, but they also suggest there must be living creatures herein, and this spells danger. There is a door to either side of this entrance, and from behind one of them you can make out the grunts and guttural speech of Orcs! They will surely be simple guards, with no gold or items of value, so it's pointless wasting your strength on them. You edge forward as quietly as you can. Before you, there is a small door to your left and one to your right, and a pair of larger doors directly ahead. Will you now open:

The right-hand door?
The left-hand door?
The large doors ahead?

Turn to 20
Turn to 318
Turn to 376

104

Test your Skill, adding 3 to the number rolled (the little beast is very, very fast). If you are successful, turn to 193. If you fail, turn to 163.



105

Test your Luck while forcing this door open. If you are Lucky, you open the door safely. If you are Unlucky, you trigger a vicious poisoned dart trap and must deduct 4 points from your STAMINA. The spartan and barely furnished room beyond is that of the castle's old master-armourer, and the trap used to deter cowardly Orcish soldiery from entering. You find intact a suit of chain mail armour; this gives no Attack Strength bonuses, but there may be times when it will be useful to you! Leaving here, you can make for the door further along this eastern passage, if you haven't done so before (turn to 269), or else retrace your steps south and search elsewhere (turn to 376).

106

You gather 15 Gold Pieces – and a fat lot of use they are to you when you're about to confront Zagor! Turn to 262.

107

You push open a rickety door with Orcish graffiti daubed in blood round the door frame and a wretched scene unfolds before your eyes. In a once-pleasant guest-chamber everything has been vandalized and daubed with long-dried blood and filth. You see a couple of broken skeletons the size of Dwarfs among the wreckage; in a leather pouch on one of the dwarven skeletons is a shrivelled piece of parchment. Unfolding it carefully, you find that the script is in the dwarfish tongue; you cannot read this unless you are Stubble or Sallazar (Sallazar must spend 1 Magic Point to decode it by magical means). If you cannot read the writing, you must search elsewhere; turn to 218. If you can read the writing, turn to 333.

108

'Hmm. Well, of course, they've appeared here just recently. I've only been able to get at one myself.' Elrael flourishes a Silver Dagger; if you want to buy this, it will cost you 6 Gold Pieces! Whether you buy or not, Elrael continues: 'There's certainly one in the treasury behind the Throne Room, and Grool, the monstrous Ogre in the east wing, he has one too. I believe there is one in the west wing, guarded by the greatest of the Hellhorns - vile things, they are. Beware their whips and poison!' Return to 22.

109

The hag isn't interested in any sort of parleying or small talk. She *is* interested in whether you have any

Potions, however; she can use these to wet the spindle she works at, and they help her create her dark magic. If you are prepared to give up any Potions, she will give you the following in exchange (one item per Potion): a Magic Ring, a vial of Plague Antidote, or a scroll containing a Magic Screen spell. If you want to trade with the hag, amend your *Adventure Sheet* accordingly then leave and head for the great iron door to the north; turn to 197. If you don't want to trade, or if you have no Potions to trade with, turn to 233.

110

Unfortunately, the runes were specifically set to be activated by any spell cast at the door. They explode in a white-hot arc of electrical energy. Deduct 4 points from your STAMINA - or 6 points if you are wearing metal armour, since this conducts the electricity into your body! From behind the door you can hear someone or something scabbling and screaming threats. You have no time to eat some provisions or drink a Potion here, so in your weakened state you may well choose to flee, returning west and south (turn to 376). If you decide to throw the door open and confront what lies behind it, turn to 339.

111

You stand looking up and down the long east-west Passage of Hawks, with several doors and passages leading from it. You decide to make for the mid-way point of the passage and take careful stock of everything you can see. Turn to 5.



112

Opening the door, you find yourself in a ransacked room with another silvered door in the west wall. Standing in the middle of room, carrying a sack, is a leather-clad Elf. He's tall and slim, and he reacts swiftly to your presence, drawing a long dagger dripping with an oily green liquid. He has a strange, crooked smile, and a livid red scar runs down the right side of his face. He wears a plain grey cloak which shimmers oddly and, as you look at him, it seems as if his body is swimming in and out of focus. If you have a thief hireling with you, turn to 87. If you haven't, turn to 140.

113

If you have already opened the east door here, you know that there is nothing there for you now, so you march on to the crystalline doors to the north; turn to 135. If you have not opened the eastern door before, turn to 165.

114

The wizard-ghost will cast a spell from his fiery hands in each of the first two Attack Rounds. If he has the higher Attack Strength, the power of his spell will make you lose 4 points of STAMINA. If you have the higher Attack Strength, his spell is deflected and you suffer no damage. Thereafter, he fights by touching you with his numb, chilling hands and you will lose 2 STAMINA points each time he strikes you.

WIZARD-GHOST

SKILL 9

STAMINA 10

If you win, you can search the strange cavern. You find a Tower Chest and in a leather pouch you find 5 Gold Pieces and two ornate and very unusual playing cards. Their backs are uppermost, and they bear a strange elliptical design – a snake swallowing its own tail – in red on a black background. If you want to turn over the first of these cards, turn to 147. If you want to turn over the second card, turn to 245. If you prefer not to examine either, you can leave and explore the cavern at the end of the passage beyond if you have not already done so (turn to 10) or head back to the main cavern (turn to 186).

115

Did you cast a Magic Screen spell before entering Zagor's Tower? If you did not, Zagor's spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA; turn to 299 to decide what to do in the next Attack Round. If you did cast this spell before entering, your spell and Zagor's cancelled each other's out; turn to 31.

116

The slimy trail of the Corpse Lizard heads north outside the doors to the kitchens and leads to the point at which the passage turns east. There is only one door along this passage and it is on your left – but the slime trail goes in a straight line to the end of the passage and stops at the wall! There must be a secret door here, and indeed you find one, flush with the end of the passage. However, since lizards aren't usually able to close doors behind them, this suggests

that something – or someone – intelligent must have despatched the lizard and closed the door behind it. Opening the secret door may well lead you to a smart and probably powerful enemy. If you decide to open the secret door, turn to 171. If you prefer to search elsewhere, you head back west and south; turn to 376.



117

Convert the name of the knight into a number using the code A = 1, B = 2, C = 3 and so on. Add the numbers together, multiply the total by six, then turn to the paragraph with that number (if the knight's name isn't the first word you read, you are incorrect and you must turn to 159).

118

The two doors here are very sturdily constructed of iron-shod darkwood and have heavy locks. You cannot batter

them down, and an Open spell will not get you past them; they have been enchanted to resist such magic. You can only open them with a set of jailer's keys. If you possess such a set of keys, you know how many are in the bunch. If you want to open the first door along, turn to the paragraph with the same number as the number of keys you have. If you want to open the second door along, multiply the number of keys by three, then turn to the paragraph with that number. If you do not have any jailer's keys, turn to 51 and search elsewhere.

119

If you spend 1 Magic Point, you can use this fluid to create a Potion of Fire Resistance. You will be able to drink this at any time, except during combat. The effects of the Potion last for one combat. You can halve the damage of any fiery attack – Dragon breath or magic such as a Fireball spell – during this combat (rounding fractions up). Now turn to 52 to explore elsewhere in the east wing, or turn to 7 to return to the Bronze Stride.

120

Flowing chevrons burst from the staff and fly as deadly magical arrowheads towards the Champion, impaling him on a string of magical barbs! He loses 8 STAMINA points! Return to 233 to continue the fight, amending the Champion's STAMINA score accordingly.

121

There is only one way to reach Zagor from here: enter the white light beam. Stepping into the beam, you are lifted upwards and are able to step out on to a circular ledge

where there is a door inscribed with a huge letter Z before you. If you have a Ring of Truesight, you know the number of the paragraph where you found it; multiply that number by seven, then turn to the paragraph with that number. If you do not have this ring, all you can do is open the door here, but you had better take every possible precaution before entering. Make use of everything you have; there is but one enemy left. If you want to use an Open spell to open the door here, turn to 321; if you just want to open the door normally, turn to 304.

122

You find a panel in the east wall which is not quite flush with the main stonework: a secret door! If you want to open it, turn to 164. If you decide not to, you leave and can follow either the west passage (turn to 399) or the north passage (turn to 139).

123

Rushing to the stone steps, you will be able to evade the ballista, since the Ogre can't point it at you. However, now he will try to drop rocks on your head from a pile on the top of the platform. It will take three Attack Rounds for you to get to the top of the stone steps (four Attack Rounds if you are Stubble). In each Attack Round you must *Test Grool's Skill*; if he is successful, he catches you with a rock and you must lose 2 STAMINA points. If he fails, the rock sails harmlessly past your head. You have no time to do anything except race up the steps, but, if you are still alive after Grool's rock-hurling exploits, turn to 172.



124

The black shield looks forbidding, even with the symbol of the warm sun on it; as you push open the door, you find a mighty enemy ready and waiting. Clad in black plate mail with the identical image of the sun on his breastplate, the creature that was once the Grand Templar of the king's court raises a huge, demonic axe to fight you. His mind destroyed by magic and now become a pawn of the Demon, the Templar has changed into a Chaos Champion, and you will not be able to run from him. When the Chaos Champion wins an Attack Round, you must roll one dice: if you roll a 6, his demonic axe has caused you special damage, in addition to losing the normal 2 points from your STAMINA. Roll again, on the table below, to determine what that extra damage is.

CHAOS CHAMPION SKILL 10 STAMINA 15

<i>Dice Roll</i>	<i>Extra Damage</i>
1-2	You lose 1 extra STAMINA point
3	You lose 1 STAMINA point from <i>Initial</i> score
4	You lose 1 SKILL point from <i>Initial</i> score
5	You lose 1 Magic Point from <i>Initial</i> score
6	Frenzy! (see below)

If the Chaos Champion goes into a frenzy, he loses 3 STAMINA points himself, but you must lose two dice worth of STAMINA points! If you manage to overcome this terrifying enemy, turn to 372.

125

The body of the hideous chieftain lies at your feet. You have triumphed; gain 1 LUCK point. A great reward is surely yours – somewhere! You find some scraps of edible food on the banqueting table in this place, though almost everything here is rotten (add 3 to your Provisions). Looking around and ignoring the pathetic and mindless minions since they offer no threat to you, you observe four doors in the chamber: three are along the north wall, and one is in the north corner of the west wall. Will you open:

- | | |
|---------------------------------------|-------------|
| The door in the west wall? | Turn to 390 |
| The far left door in the north wall? | Turn to 282 |
| The central door in the north wall? | Turn to 91 |
| The far right door in the north wall? | Turn to 244 |

126

The Stone Colossus swings its club; each time it hits you, you must roll one dice; on a 5 or 6, you lose 3 points of STAMINA rather than the usual 2. If, at any time when you roll dice to determine the Attack Strength for the Colossus, you roll a total of 11 or 12, turn at once to 170.

STONE COLOSSUS SKILL 8 STAMINA 18

If you win, turn to 293.

127

'Ah, you must be that excellent merchant of great repute, Three-Eyes Haag!' you say, offering a hand in friendly greeting. The strange old man's face breaks

into a warm smile and he replies, 'You've heard of me, then? Do they still speak of me in far Cabaal?' You have no idea whether they do or not, but you flatter him, assuring him how well thought of he is and how pleased you are to meet him. At this, the merchant begins to take a shine to you and is pleased to do business. If you spend at least 8 Gold Pieces at his store, he will give you a small green crystal pendant in the shape of a key. 'Don't know what it's good for, but I'm sure it opens something round here,' he says offhandedly. Turn to 194 to look over what he has for sale.



128

Inside the hole, a thick and syrupy liquid oozes over the ground; you broke the vial containing it with an ill-timed knife-thrust. Bad luck! Now, if there is a knight whose name you know and whose sword you seek, turn to 117. Otherwise, turn to 43 to explore elsewhere.

129

You decide to take a risk and tell the man that you have come to destroy the evil that is ruling the castle. He looks first confused, then despairing, and blurts out that your quest is hopeless. He is Sir

Davian, one of the last Argent Knights, and it is all he can do to keep the Orcs at bay and delay his own death. He breaks down and admits that he had been afflicted with magical fear by one of the War Dragons which assaulted the castle during the wars, and that he literally fainted with fear after fleeing – and found himself here. Now he hides, in fear for his life. If you are Braxus, turn to **178**. If you are any other character, turn to **250**.

130

Once the laboratory of the alchemists of Castle Argent, this place has been transformed into one of unspeakable horror. It is littered with the preserved parts of mutant monsters and strangely designed equipment. A palpable sense of evil lingers in the air, though all is silent, save for a rhythmic slurping noise coming from under a door in the south wall. Taking a step or two closer towards that noise, the hairs on the nape of your neck rise in apprehension. Will you:

Search this laboratory more thoroughly?

Turn to **58**

Open the south door?

Turn to **365**

Leave and return to the northwards-leading passage?

Turn to **280**

131

At the bottom of the stairs, the secret passageway runs for a long way eastwards then turns north. *Test your Spot Skill* here, if you have a lantern or a Light spell (if you have neither, turn to **271**). If you are successful, turn to **30**. If you fail, turn to **271**.

132

Standing in one large room and thinking about where to go next, you hear voices. They are very faint but they're coming from below the stone floor, and you even manage to make out a word or two as you kneel down and put one ear to the floor: 'Down the crawlway . . . treasure there, sure of it, a chest . . . trap . . . dangerous.' Searching around for a loose flagstone, you can't find one, so there's no way of discovering who the whispering denizens of the under-castle may be, though they sounded human. Turn to **227**.

133

You strike the base of the steps with your magical weapon, and a resounding crash reverberates around the Throne Room. A blue line of magical force snakes upwards from where you stand as far as Zagor's feet at the top of the steps. You have lost some of the magic of your weapon now, but only temporarily: subtract **1** from your Attack Strength for the next two Attack Rounds. As Zagor stands, looking stupefied, caught off balance, you race to the top of the steps to assault him! Turn to **74**.

134

About half-way along this north-facing passageway there is a lone single door to the west, then the passage meets the long east-west Passage of Hawks. If you want to return to the south to explore an area you haven't yet entered, turn to **399**. If you want to open the door here, not having done so before, turn to

343. If you want to make for the Passage of Hawks ahead of you, turn to 111.

135

These doors can be opened only if you possess both sets of Dragonbone Keys. If you have these, you know how many keys you have; turn to the paragraph with that number. If you don't have both sets of keys, you must return to the Bronze Stride and search for them. You may re-enter the east or west wings even if you have been there before, though you should not open again any door that you've opened already inside either wing. Turn to 41 to choose where to go.



136

Trying to jump here is a major risk! Test your Skill, adding 2 to the number rolled on the dice; if you are wearing chain mail armour, add an extra 1; if you are wearing plate mail, add an extra 2. If you are Stubble, you must add an extra 2 to the number rolled. If you fail, you meet a swift death, burned to a cinder at the

bottom of the chasm far below. If you are successful, you land, sprawling across the floor, and hit a boulder. Deduct 2 points from your STAMINA, but at least you're across. Turn to 295.

137

The room behind this plain door is empty but, as you peer in, small hands snatch at your backpack and try to wrench something away from you! You must roll dice to determine Attack Strengths for yourself and the tiny, imp-like Grabber (its SKILL is 9). If you have the higher Attack Strength, you can despatch the squealing Grabber with a single blow. If it has the higher Attack Strength, it will steal a magical item from you and fly away with it, too swiftly for you to pursue. Its first preference will be a Magic Ring, if you have one, next a Potion if you do not have a Magic Ring, then a scroll if you have neither. If you have more than one Potion or scroll, it will steal randomly (you may decide which you lose here). If you have none of these items, the frustrated Grabber will simply curse you – and you must subtract 1 from your Attack Strength for your next three combats! Now turn to 52 to explore elsewhere.



138

The undead guardians of the temple are Zombies, as you suspected, but they are wearing strange copper circlets round their heads and are far more dangerous than usual. You can attack them in the normal way or you can try to make a specific strike at the head. If you wish to do the latter, you must subtract 3 from your Attack Strength. However, if you do make a successful head strike, knocking off the circlet, the Crown Zombie will lose 2 points from its SKILL and 4 points from its STAMINA instantly. You can fight the Crown Zombies one at a time as you rush into the temple.



	SKILL	STAMINA
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First CROWN ZOMBIE	8	10
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Second CROWN ZOMBIE	8	10
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If you win, you hear a rumpus coming from behind the doors the Crown Zombies were guarding. Orcish voices are raised in alarm, you can also hear a man's terrified voice. The Orcs are clearly preparing to fight. You have three choices. You can attack at once, opening one of the doors; turn to **283**. Alternatively you can perform one action (such as forcing some Provisions down or quaffing a Potion), then open the door to attack the Orcs; turn to **362**. Lastly, you can decide that another fight straight away is just too dangerous and turn on your heel to search somewhere else, down to the far eastern end of the passageway outside (turn to **3**).

139

Looking northwards along this passage, you see a

door to your right, a few metres before the passage reaches a crossroads. At the crossroads, the east-facing passage has no doors, but you can see several to the north and the west. You should explore an area you haven't entered before, so will you:

Open the door before the crossroads? Turn to 363

Head on northwards to the crossroads?

Turn to 92

Go back south and west, to where you entered this level of the castle?

Turn to 399



140

The Elf looks you up and down, and doesn't seem the least bit afraid of you. If you want to talk to him, turn to 315. If you decide to attack him for the bag of treasure he is carrying, turn to 157.

141

You spot a secret door at the end of the passage, flush with the east wall. If you want to open it, having not done so before, turn to 171. If you would rather not, you will have to head back west and south to explore elsewhere; turn to 376.

142

You retrieve a very simple, sheer black orb, no bigger than a goose egg, from the small compartment behind the secret panel. The Orb of the Templar can be activated by a simple effort of will, at any time. When you use it, you can increase your Current SKILL (which may exceed your Initial SKILL, due to the power of this magic). In total, the Orb has enough magic for you to gain 3 extra, temporary SKILL points in this way (you can use these all at once or at different times). Each temporary increase in SKILL will last for the duration of one combat only, and it will also help if you have to Test your Skill during a lengthy combat. Gain 1 LUCK point for making this find. Now, you can search elsewhere in the west wing (turn to 36) or make for the Bronze Stride (turn to 7).

143

The circle nearest the northern door glows brightly and, as you touch the wrought-iron door-handle on the north door, a violent shock of electricity jolts through your body! Deduct 4 points from your STAMINA. The door will not open either. Now you have one action left before you must fight (turn to 190); otherwise you must flee (turn to 97).

144

This door bears a simple magical rune but it has no visible lock. So will you:

Cast an Open spell (if you can)?
Beat the door down?
Search elsewhere?

Turn to 203

Turn to 42

Turn to 3



145

The little creature rushes from the room; it is very swift, so you won't be able to follow it. Will you open the door opposite with the ceramic plaque, if you haven't already done so (turn to 112), or make for the end of the north passage (turn to 43)?

146

As you open the door, a pair of heavy iron blades whirl out from the frame towards you. One, at knee height, stabs forward; the other is placed to strike you across the back of the head. You lose 5 STAMINA points (unless you are Stubble, who loses only 2 STAMINA points since the head-high trap misses him).

If you are still alive, you have found your way into Moranes's Exploratorium. The famed Moranes was an incorrigible creator of unusual weapons and strange machines and devices. Some of them were hopelessly ineffective, of course, but examining his sketches and models for giant catapults and ballistas you can see that, when he got things right, he must have been a great help to the defences of Castle Argent. Clearly, exploring here may be dangerous if the trap on the door is anything to go by. If you want to tinker with Moranes's models and examine his notes and designs, turn to 307. If you decide that this is too hazardous a procedure, turn to 52 and explore elsewhere.

147

This is a card from Zagor's own magical pack, lost to him when he was transported here! Turning it over, you see the image of a silver dagger etched on its face. This counts as a Silver Dagger, which you can use to weaken the monster when you encounter him. Gain 1 LUCK point for this find. If you now want to examine the face of the second card, turn to 245. If you prefer not to examine it, you can leave and explore the cavern at the end of the passage beyond, if you have not already done so (turn to 10), or make your way back to the main cavern you entered by (turn to 186).

148

You are wise not to tarry – your quest was to destroy the Zagor-Demon, not to get gold for yourself! Gain 1 LUCK point. Turn to 235.

149

'Zuqurulm, I -' But he has already stopped dead in his tracks.

'My true name was known only to my acolyte!' he says. You explain how you saved this acolyte from the Great Orcs in the basement of the castle. Zuqurulm is overjoyed; he had thought his student long dead. 'Then you have saved both of us. My debt to you is doubled. Friend, now you have slain all the vile servants here, we have some time. There is a special spell I can teach you which may help you prevail at last.' You rest and meditate with Zuqurulm as he teaches you the Stamina Spell. This costs 1 Magic Point to cast; when you cast it, you regain lost STAMINA points equal to half your *Initial* total (round fractions up). You can cast this spell at any time, except during combat. Now, if you are Braxus or Sallazar, turn to 232. If you are Anvar or Stubble, turn to 211.



150

The onyx staff has four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be

able to use it to deal the Hellhorn Champion a mortal blow. If you know which symbol can defeat it, and if you have also found a heraldic design on a chest with that symbol on it, you know how many symbols were on that chest, and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together then multiply that total by the number of the symbols you found on the chest. (Thus, for example, if you think that the star defeats the Champion, and you had found five white stars inscribed on a chest, you would turn to paragraph 325: WHITE = 23 + 8 + 9 + 20 + 5 = 65, and you would multiply that by 5.) Turn to the paragraph you have calculated; if the name of the symbol isn't the second word you read in that paragraph, you are wrong and should return to paragraph 223 to continue fighting. You should also do this if you have the staff but do not know which symbol defeats the Champion.

151

As you look closely at the painting, the face of the wizard changes swiftly and dramatically! His kindly features seem to swim out of focus and mutate into the livid, red face of some horrific Demon from your worst nightmares! It is Zagor himself, and his eyes move as if searching for something. They meet yours and the visage breaks into a crooked grimace of hatred. Words form with your mind, a telepathic scream from the enraged monster: 'You dare challenge me?' Lose 1 LUCK point! Filled with fear, you rush out of this room and press on northwards. Turn to 92.



152

You open the door quietly and gaze into a majestic and beautiful chamber. A huge circular table dominates the room, with thrones seated all round it; there must be fifty or so. In the huge hole in the middle of the table is a crystalline dome from which a faint green glow emanates. There is a glowing image of some object or other inside that dome, but you cannot make out what it is from the doorway – not least because the twenty-metre-long dozing reptile curled round the tabletop is between you and the dome! This must be a young Dragon, you guess, but any Dragon is a formidable enemy. On the other hand, it does have a pile of treasure clasped between its forepaws, and its scales look just a little out of condition. If you want to attack it, you have one free action (striking it with a weapon, attacking with a spell, shooting with a bow, etc.); subtract the damage you do from the **STAMINA** of the Dragon when you fight it; turn to **276** to fight. If you decide to leave well alone, turn to **36** to explore elsewhere.

153

The face of a Demon shines out from the card! You are cursed: you must deduct 1 from your Attack Strength and also lose 1 point from your **LUCK**. It's time to fight; turn to **299**.

154

Sanctuary has its fair share of dubious fortune-tellers and charlatans, but the king's querulous old sage Yondale is said to have the Sight, so you make your way

to his chambers. When you enter, the ancient-looking wizard-sage is in animated discussion with a merchant who is bearing a small wooden casket. He asks you what you want and, when you ask for his help, he snaps at you, 'This wretch wants 5 Gold Pieces for a mere grumnet of Barrabangian shimmerlizard tails! It's an outrage! Pay him for me, and I'll tell you something of use to you.' If you are willing to pay the 5 Gold Pieces, turn to **382**. If you won't (or can't) pay, you can buy some equipment (turn to **56**), try to make some extra money (turn to **206**), or make for the ship to take you out of Sanctuary (turn to **220**).



155

At the point where the corridor turns east, there is a door opposite you in the north wall. There is also a small door along the eastern passageway, again on the north wall. If you want to open the door at the point where the passage turns, turn to **105**. If you want to open the door further along the eastern passage, turn to **269**.

156

Since you are standing close to the monster when it explodes, you are drenched in the corrosive acid and filth which bursts out; lose 12 STAMINA points! What's more, the huge carcass is still churning and writhing. If you want to pick up the wooden chest here, you must *Test your Skill*. If you are successful, turn to **199**; if you fail, turn to **387**. If you would rather leave at once, turn to **280**.

157

Elranel is a very dangerous enemy. Unless you have a Ring of Truesight, you must deduct 1 from your Attack Strength, since his magical cloak makes him hard to hit. Also he has a poisoned weapon; if he strikes you, you will lose 1 point from your STAMINA because of his dagger blow — but you must also lose 2 extra points from your STAMINA through the effects of poison. His first six attacks will use poison; after that, the poison runs out and his hits will cause you only 1 point of damage. Lastly, if you have a thief hireling with you, he will not help you fight here; instead, he runs away.

ELRANEL THE THIEF SKILL 12 STAMINA 13

If you reduce his STAMINA to 4 points or below without killing him outright, turn to **239**. If you kill him, turn to **195**.

158

You have entered the jailer's rest-room where a huge stone statue stands guard. The monster has been

crafted in the shape of a demon, with stony wings and horns set above its humanoid body. It has huge, clubbed hands and a network of spikes on its head and along its neck and spine, and it reaches forward to grasp you as soon as you enter; you have no chance to flee here. This is going to be a tough combat against a powerful enemy; your only good fortune is that, unlike many of its kind, this huge Golem is vulnerable to all weapons, so you can fight it normally.

GIANT STONE GOLEM SKILL 9 STAMINA 16

If you win, you find a set of keys to the jails; there are 70 keys altogether. Leaving the chamber with these in your hand, will you try to open:

The next door on your right?	Turn to 184
The last door on your right?	Turn to 281
Either of the left-hand doors?	Turn to 118

159

Searching through the chambers of the Argent Knights, you must eat a meal. *Test your Spot Skill.* If you are successful, turn to **237**. If you fail, you find nothing unusual, so turn to **43** and search elsewhere.

160

If you want to hire the young thief, you must pay him 4 Gold Pieces. In return, he can help you in the following ways. First, he can pick any locks you come across and bypass any traps, so you will not have to take damage from traps on doors; but Tower Chests

you must open yourself, and the thief cannot open doors with magical locks or runes of them. Second, the little thief can help you fight, so while he is with you you can add 2 to your Attack Strength. However, once the thief has helped you with three combats, that's as much of a risk as he is prepared to take, and he will then leave (keep a note of the number of combats he helps you with, if you hire him). You can choose which combats he will help you with – they do not have to be the first three – but the thief will not fight any Dragon, nor will he enter the Throne Room on the floor above or cross any wooden stairway. Decide whether to hire him; if you do, make a note to turn to **316** when the thief leaves you (after three combats). Now you set off for the main body of the castle, taking the thief's advice not to risk a confrontation with the vicious little Imps to the west. Turn to **3**.

161

If you have taken a Potion of Flying, you can now swoop down without taking any time; turn to **286**. Otherwise, you have a choice: you can climb down one of the rope-ladders hanging from the platform (turn to **326**) or you can pray to the gods and goddesses of Amarillia to protect you and jump the twenty-five metres to the ground (turn to **102**).

162

The magical energy makes the hall shimmer out of focus for a split second, then the ghostly form of a young knight stands before you. He is uncertain, but

when you assure him as to the nature of your quest he seems more willing to help you. He tells you that you may find help in the temple, due west of here, and that opposite the temple there is another source of healing to be had from a magical fountain – though there is one of far greater power above. He warns you that in the Great Hall, on the next floor above, the great Orc chieftain, Thulu, holds court over a mutated and undead entourage of fierce Orcs and monsters, but he adds that Thulu guards a powerful magical sword! The Great Hall has black, wrought-iron doors and is unmistakable. He warns you not to enter the dungeon-prison of the castle; there is a very strong Golem guard there, though there is also some lost magic of considerable interest to any wizards sealed up there. He also says that you should try to find the crazy old merchant (known as Three-Eyes Haag because of the eyeglass he always carries), for he may have equipment or magic for sale. Incredibly, the old man has boarded himself up in the castle and has managed to survive all these years. 'And beware the wings, east and west,' the young man adds as his ghostly form fades from sight, 'beware Grool, Keeper of the ...' Then he is gone. It's time to search elsewhere, for you can hear more rats approaching; turn to 376.

163

The little animal leaps at you and scrabbles at your armour with its claws and snout. Great rents appear in your armour as the beast gobbles up the metal! Your metal armour is ruined (though, fortunately, you still wear your leather armour beneath it). Trying to fend it

off, you see that the defensive iron plates on the creature's back and legs have grown thicker. Dodging your blow, the animal races for the door. Turn to 145.

164

A small, cramped, secret chamber here is filled with foul and musty air, but it also has some valuable items. There is a suit of Dwarf-sized plate mail armour; only Stubble can wear this, and he gains a bonus of 1 to his Attack Strength in combat when wearing it. Further, there is a lead casket which contains a lumpy, elliptical, somewhat egg-like object that measures about 20 centimetres from end to end. This is one of the fabled Lava Spheres of the Dwarfs of Grundia, and it can be a devastating weapon. If you throw it into an area (a room or passage) where you have to fight, it will explode in a ball of flames which harms all your opponents in the combat; roll one dice for each opponent separately to determine the number of STAMINA points he will lose (this will not harm Zagor or any fire-breathing creature, however). You must spend 1 Magic Point to activate the Lava Sphere. Gain 1 LUCK point for finding it. You find a one-way door in the north wall; if you want to open it, turn to 363; otherwise you may leave here and take the west passage (turn to 399) or the north passage (turn to 139).

165

A sudden intuition tells you that a powerful magical weapon you seek lies behind this eastern door! You *must* have it! Turn to 314.



166

You are standing in the circular ground-floor chamber of the east tower. The tower rises high above you; a set of stone steps leads up to a wooden platform on which you can see a huge wooden war machine pointing away from you, out through a portal at the top of the tower. There is also what is unmistakably a Tower Chest on the platform. However, the guardian of the tower is not just going to let you take it! Grool, the gigantic, one-eyed, mutant Ogre, hefts a club that must be the size of you, and he growls hatefully as you enter. If you want to take the treasure he has, you will have to kill this huge brute. If you don't want to fight him, preferring to flee, turn to 377. Otherwise, do your best! If you have an onyx wand and wish to use it here, turn to 246 immediately.

GROOL

SKILL 9

STAMINA 22

If you reduce Grool's STAMINA to 8 or less, make a note of his Current SKILL and STAMINA scores and turn at once to 69. If you manage to kill him outright, turn to 252. If you are forced to flee, you may do so at any time; turn to 377.

167

The Mutant Chaos Ogre is a truly formidable enemy. Each Attack Round, roll one dice. If you roll a 6, the monster will spit out a blob of corrosive acid at you, and you must lose 3 STAMINA points (this happens whether you have the higher Attack Strength or not, and is additional to any damage the brute may do by striking you). So you must kill this monster swiftly!

MUTANT CHAOS OGRE SKILL 7 STAMINA 14

If you slay the Ogre, turn to 48.

168

If you think you know the name of the merchant, convert his name into a number using the following code: A = 1, B = 2, C = 3, and so on. Add together the numbers corresponding to the letters in his name then turn to the paragraph with the same number. If the paragraph does not begin 'Ah, you must be . . .', you have guessed wrongly and you must turn to 194 instead. If you don't know his name, you ask the merchant how he has survived here. He replies simply that he has certain magical defences against marauding Orcs and the like; after he killed two of them who were trying to loot his shop, they kept away for a while, and now they even come to buy food now and again. 'Mind you, it's not easy getting supplies these days. The castle folk who fled into the old village bring what they can, but you just can't get the service these days,' he reflects sadly. You think that he's probably crazy but he does have some worthwhile things for sale; turn to 194.



169

It is not easy to throw a vial of acid so far. You must subtract 2 points from your Attack Strength for throwing it (but you could use it normally in hand-to-hand combat), unless you have a catapult to fire it with. If you have the higher Attack Strength, you cause damage on Zagor. If he has the higher Attack Strength, his spell causes you to lose 1 point from your Current SKILL and 2 points from your Current STAMINA. Turn to 299 to decide a course of action for the next Attack Round.



170

The Colossus also strikes you with its whip, which is made of enchanted Basilisk leather! You must spend 1 Magic Point to avoid its magical effects. If you have at least 1 Magic Point, return to 126 to continue the fight. If you haven't, then you are turned to stone, and your adventure ends here!

171

A chiselled set of stone steps, leading north, lies behind the secret door. There is a sticky, slimy substance on the floor, so you descend carefully. It is dark here, so you need a lantern (or a Light spell) to light your way. If you do not use one or other, you will stumble and fall heavily, losing 2 STAMINA points. The steps end at a landing with a single door opposite you. The door doesn't look very strong, nor is it locked, but there is a glowing pattern of magical runes on it. If you are Sallazar, you can read these runes; turn to 386. Otherwise, you can simply open the door (turn to 339), use an Open spell to bypass the runes if you can (turn to 110), or decide not to take the risk and search elsewhere (turn to 376).



172

As you arrive at the top of the platform, Grool lets a potion vial fall from his lips; the crafty monster has drunk a healing draught. Roll one dice and add 1 to the number rolled: the total is the number of points of lost STAMINA he has regained. Raising his club above his head, the Ogre prepares to fight to the death. If you win, turn to 252.

173

You have spent some hours in a rough-and-tumble part of town, where pickpockets and cutpurses throng the streets and taverns. You must *Test your Luck*. If you are Lucky, you have managed to keep all your gold. If you are Unlucky, you lose half of the gold you had (round fractions up) – a thief has dipped into your pockets! Now, will you:

- | | |
|------------------------------------------------|-------------|
| Buy some equipment? | Turn to 56 |
| Consult one of the king's sages? | Turn to 154 |
| Head for the ship to take you to Tower Island? | Turn to 220 |



174

The Hellhorns are ferocious enemies and you will be lucky to survive the onslaught of butting horns and flailing whips!

	SKILL	STAMINA
First HELLHORN	9	10
Second HELLHORN	9	10

If a Hellhorn hits you, you must roll one dice and consult the table below to see the extent of the damage it does to you:

Dice Roll	Effect
1	Glancing blow from whip: lose 1 STAMINA point
2-3	Whip blow: lose 2 STAMINA points
4	Head-butt: lose 2 STAMINA points
5	Special whip blow: lose 2 STAMINA points and 1 SKILL point
6	Special head-butt: lose 2 STAMINA points, plus 2 extra STAMINA points from poisoned horns!

Any SKILL points you may lose because of a special whip blow are only temporary and are regained when the combat ends. If you win, you enter the Hellhorns' guard chamber through the open west door; turn to 99.

175

This is a card from Zagor's own magical pack, lost to him when he was transported here! Turning it over, you see the image of a silver dagger etched on its face. This counts as a Silver Dagger, which you can use to weaken the monster when you encounter him. Gain 1 LUCK point for this find. Holding the second card, however, you feel a sudden intuition that this card may be dangerously unpredictable in its effects on you. If you decide to turn it over anyway, turn to 145. If you prefer not to examine it, you can leave and explore the cavern at the end of the passage beyond, if you have not already done so (turn to 10), or head back to the main cavern you entered by (turn to 186).

176

Thulu, the Orc chieftain in the Throne Room, holds a Healer prisoner. The jail cell lies behind the west wall. He's the only way you could heal plague, if you've caught it. Oh, unless you pay the hag, but her price would be high. She's one of the king's old White Witches, corrupted by the Demon's magic many years ago. To get to her, you'd have to get past the Hellhorns guarding the Throne Room. Mind you, that's a lot easier than getting through the Throne Room. And beware her cat - it's extremely dangerous.' Return to 22.



177

If the first Orc is invisible, you must subtract 2 from your Attack Strength when fighting him. As you confront the second Orc, he draws his sword to defend himself, leaving the robed man cowering on the floor. You must fight the Orcs together.

	SKILL	STAMINA
First GREAT ORC	8	7
Second GREAT ORC	8	7

If you win, you can take 1 Gold Piece and some food from the Orcs (add 1 to your Provisions). The old healer explains that he was imprisoned and forced to use his curative arts on the Orcs if they ever suffered injuries. He is deeply grateful to you and declares that he will use his healing energies to help; restore your STAMINA to its *Initial* level. The healer can also cure any one form of plague you may have (but only one). He tells you that his old mentor, the great healer Zuqurulm, is imprisoned on the next floor above by the Orc chieftain, Thulu. Thulu has a great guard of Crown Zombies and mutant Orcs about him; if you can destroy that terrible force, however, Zuqurulm would certainly help you. If you are Braxus, turn to 201. Otherwise, the old man says that now he wants to leave Castle Argent and help the handful of wretched souls attacked by Orcs on Tower Island, so you allow him to go. Now it is time to search elsewhere; you leave the temple and head west to the end of the passageway, where it turns north (turn to 357).



178

The knight is clearly sunk deep in despair, unable to rouse himself, no longer a true warrior such as yourself

– but you like the look of that plate mail he is wearing! Boldly you say to him, 'Sir Knight, if you can fight no longer, you can still help me. I have come to destroy the evil which condemns you to such a wretched existence, cloistered here, and I could make good use of the armour you are wearing. If you will not fight at my side, surely you will give me that?' The man looks ashamed of himself but then acquiesces. He gives you his fine magical plate mail armour! You must spend 1 Magic Point to be able to use it; if you do that, this armour will add 2 to your Attack Strength in all future combats! Gain 1 LUCK point. Now, if you want to ask Davian about the knight with the magical sword in the painting you have seen, though this could be tactless, turn to 202. Otherwise, you must leave and explore elsewhere; you can march south and then eastwards (turn to 399) or northwards to the Passage of Hawks (turn to 111).

179

The chamber at the top of the Great Tower is sealed. Soon the Zagor-Demon will begin to regenerate and rise up before you. You may be able to overcome it again, but you will never be able to destroy it – you are doomed! You have failed at the last, and your adventure ends here.





180

What you see in this middle chamber of the Great Tower almost defies belief; the sheer scale of it is gigantic, breath-taking. Hovering some twenty-five metres above you is a giant stone platform, more or less square in shape, with a cupola above it and arches on all sides sculpted in the shape of enormous dragon jaws. A turbulent vortex of air whirls below the platform, drawing up dust and debris into a spinning cone which rises to the base of the platform. Trailing from the platform down to ground level are four rickety-looking rope-bridges. From the top of the cupola a beam of milky light ascends to the ceiling, where a white arch almost out of your range of vision stands, close to the top of the tower.

And then there is the War Dragon . . . Reclining on the platform, the monster appears to be asleep. It must measure forty metres from snout to tail, and you're going to have to kill it.

Think carefully about what you wish to do before you choose how to ascend to the platform. If you have an onyx wand, turn to **260**. The Dragon will be the most powerful foe you have faced in Castle Argent, so you must do all you can to improve your chances of victory. Then you must decide how to get up to the Dragon. If you have at least thirty metres of rope to tie together, you can use a bow (or a Magic Arrow) to fire a line up to the platform and then clamber up the rope; if you wish to do this, turn to **49**. If not, will you:

Use a Potion of Flying (if you have one)?

Climb one of the rope-bridges?

Enter the swirling vortex, hoping to be carried upwards?

Decline to climb up, and instead challenge the Dragon?

Turn to 364

Turn to 272

Turn to 334

Turn to 346

181

You gather 15 Gold Pieces' worth of gems ... not that they will be of any use to you when you have to fight Zagor, of course. Turn to 262.



182

If you chose to remove the web only, or the web and the circle, you can now open the door, but the symbol will explode in a brilliant flash of orange fire and you must deduct 6 points from your STAMINA; turn to 229. If you removed the circle only, turn to 253. If you removed the triangle only, or the triangle and the circle, you try to open the door but cannot do so, though you come to no harm; turn to 397. If you removed the triangle and the web, or if you erased all three parts of the symbol with three Open spells, turn to 229.

183

You don't know whether the Dragon egg fluid will be helpful or not, but at least you have it! Turn to 52 and explore elsewhere in the east wing, or turn to 7 to return to the Bronze Stride.

184

This door has a huge brass plaque bearing the forbidding name: 'MUNCUS'. The door is locked here. If you use an Open spell, or if you have a thief hireling with you, you can open it. If you have a lockpick, you can *Test your Skill* and, if you are successful, you can open this door; if you fail, the door remains stubbornly locked. If you open the door by one of these means, turn to 83. If you can't open the door, you will either have to batter it down (turn to 263) or leave and search elsewhere in the jail complex (turn to 51).

185

There is the unmistakable stench of Hellhorn here. You're certain that there is a Hellhorn behind the door! Hellhorns are powerful enemies indeed; consider carefully whether you really want to enter here. If you do, turn to 223. If you would rather explore elsewhere, turn to 36.

186

Making your way back to the main cavern, you find that by tinkering with the winch on this side you can get the wooden platform to move freely, so you are able to cross safely and return to the main part of the castle. Turn to 357 to explore elsewhere.

187

Which card you manage to snatch in mid-air cannot be predicted. Roll one dice to determine which card you get; if you want to spend 1 Magic Point to add 1 to the number rolled, you may do so (but you must decide whether or not to do this before you roll the dice!). If you roll 1 or 2, turn to 153. If you roll 3 or 4, turn to 230. If you roll 5 or higher, turn to 273.

188

'Wizard Remstar, I come in peace' is all you can think of to say. The ghost wavers, unsure what it should do next. 'I am not here to disturb you or to fight. I have come to deal with the evil inside this castle.'

For a second, the ghost looks infinitely sad, as if tormented beyond despair, then it whispers, 'Free me from this torment. The Demon made me its servant; I was tortured in the terrible dungeons by the monster, Mungus, and put to a terrible death. I am condemned to wander here for ever, unless some soul will free me.'

If you want to free Remstar from his torment, you must give up 1 Magic Point, or 1 point of SKILL, STAMINA or LUCK (from your Current and *Initial* score). By giving something of your life-force, the ghost can be freed and regain peace. If you are willing to do this, turn to 57. If you are not, the ghost will be angered by your refusal, and you must fight it (turn to 114).

189

Lions are the bane of the Knight. You raise the staff and concentrate on the symbol of the lion, and from the tip of the staff a magical, glowing red lion forms and leaps on to the Knight. The Knight automatically loses 2 points from his STAMINA every Attack Round, and you may also subtract 2 from his Attack Strength, since he is trying to fend off the magical lion as well as you! Return to 314 to continue the fight.



190

The Air Elemental that forms here is not as strong as many of its type, but it is still a formidable enemy. You must *Test your Luck*. If you are Unlucky, the whirling Elemental knocks you off your feet, and you must subtract 1 from your Attack Strength for the first Attack Round, as well as losing 1 point from your STAMINA.

AIR ELEMENTAL

SKILL 12

STAMINA 15

When you first win an Attack Round, do you have a magic weapon? Elementals cannot be harmed by non-magical weapons. If you have no magic weapon, you must flee; turn to 97 to search elsewhere. If you have a magic weapon, you can fight normally and your blow

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has caused the Elemental to lose STAMINA points as normal. If your weapon is not magical, but you do have a way of making it magical for this one combat you must take one Attack Round to do this (during which time the Elemental strikes you; lose 2 STAMINA points). Continue fighting the Elemental, but every third Attack Round you must again *Test your Luck!* If you are Lucky, you can continue fighting; if you are Unlucky, you are knocked down by the Elemental, losing 1 STAMINA point, and you must also subtract 1 from your Attack Strength for the following Attack Round. If you win, turn to 217.



191

Dropping on to vicious metal spikes, you lose 8 points from your STAMINA (if you are wearing chain mail armour, lose 6 points; if you are wearing plate mail armour, lose 4 points). If you are still alive, you have to clamber out of this deep pit, and it isn't going to be easy: you must *Test your Skill* twice, adding 3 to the number rolled (if you are Stubble, you have to add 5 to the number rolled!). If you have at least 20 metres of rope, however, you can reduce this addition by 1 point. If you are successful either time you *Test your Skill*, turn to 26. If you fail both times, turn to 84.

192

The stone-built mass of Castle Argent stands before

you! Its great, iron-shod gates lie at the end of the road, which then angle down into the earth so that any going into the castle must first enter by subterranean chambers. Above ground, the walls of the castle are far too high for you to climb. You see that the castle has a central keep, with east and west wings, and on the side of the castle furthest from where you are stands the northernmost Great Tower, rising to a spire among swooping seagulls. At its highest point is a throne room where scores of kings have undergone the Ritual of the Sword before ruling Amarillia from this mighty fortress. Surely, you feel, that is where the monster, Zagor, is growing in evil might. There is no time to lose; you stride forward to the seemingly unguarded citadel. The massive iron gates, their brass plaques now defaced by crude, Orcish scrawl, are closed. If you can, and wish to, use an Open spell to enter, turn to 103. If you cannot use this spell, your only option is to try to force the doors; turn to 6.

193

The little brute tries to leap up and sink its claws into your armour! You have to fight the animal; it's starving and won't be fended off.

PARNASSAN IRONHOG SKILL 8 STAMINA 4

If the Ironhog wins even a single Attack Round, turn to 163. Otherwise, turn to 214.



194

The merchant has the following items for sale:

Provisions	1 Gold Piece each
Lantern oil, 1 flask	1 Gold Piece
Rope, 10 metres	1 Gold Piece
Longbow and arrows	5 Gold Pieces
Plate mail armour	12 Gold Pieces
Magic Ring	6 Gold Pieces
Potion of Luck	5 Gold Pieces
Vial of Plague Antidote	6 Gold Pieces
Vial of Anti-venom	3 Gold Pieces

If you buy the longbow, you will be instructed later on when you can use it. The plate mail armour will add 1 to your Attack Strength (the merchant has human-sized plate mail only). The Potion of Luck can be drunk at any time, except during a combat, and it restores 1-3 lost LUCK points (roll one dice and halve the number rolled, rounding fractions up). A vial of Plague Antidote will cure one (and only one!) form of plague which you may be unfortunate enough to catch, restoring all losses from *Initial* (but not from *Current*) STAMINA. The Anti-venom can be drunk at any time (except during combat) and, for the first three combats after you drink it, it will prevent you being harmed by poison. The merchant also has a limited supply of extra special, but expensive, magical items; if you want to inspect these, turn to 16. If you want sell an item here, the merchant will pay you 1 Gold Piece less than the selling price listed above. Make your purchases or sales and amend your *Adventure Sheet* accordingly. Note that, if you



acquire more gold and wish to buy again, you may return here by turning to this paragraph until you cross a stairway in the castle. Now it's time to leave and search elsewhere; turn to 218.



195

The Elf falls dead, but his bag of treasures vanishes as he falls; a powerful spell placed on it ensures that it will teleport away from whoever slew him! Also, his dagger no longer carries the poison it did before. However, you may take his strange cloak. Provided you are not wearing any kind of metal armour, when you wear this cloak you can subtract 1 from the Attack Strength of all your enemies, since they cannot see you clearly in order to strike at you (but this does not affect Zagor or any Dragon). You must spend 1 Magic Point to be able to use this cloak. Now you can open the westerly door in this room (turn to 130), leave and open the door opposite, if you haven't already done so (turn to 55), or leave and go north to the east-west passageway (turn to 43).

196

The signs on the doors here portray Shandalla, Amarillian goddess of healing, mercy and kindness. A peek through the gap between the door shows that a temple lies beyond; once ornate and decorated with beautiful silks, linens and paintings, it is now defaced, as is so much of once-proud Castle Argent. In the gloom you can make out two vaguely humanoid forms at the far end of the temple on either side of a pair of doors on a dais behind the altar. They are unmoving, though they hold long, cruelly barbed halberds, and the stench of death is in the air. If you have a bow, you can fire an arrow at one of them and inflict 2 points of damage to its STAMINA with a surprise attack, but then you will be forced to fight. If you wish to fight, turn to 138. Otherwise, you cannot enter the temple and must explore elsewhere; you leave and head west to the northerly turning of the passageway outside in order to explore deeper inside the castle; turn to 357.

197

You know that a truly awesome challenge awaits you beyond the wrought-iron door. The sheer scale of the noise in there tells you that the place is full of monsters. Make a careful note of the precautions you wish to take and what you plan to do when you enter. When you are ready to move on, turn to 300. If you aren't yet ready to make an assault here but prefer to backtrack south and east to explore an area you haven't entered yet, turn to 43.

198

As you run up the stairs beyond the Dark Elf's chamber, he flings a throwing dagger after you. You must *Test your Skill*, adding 1 to the number rolled. If you are successful, you manage to dodge the attack. If you are unsuccessful, you are wounded in the back and must lose 2 STAMINA points. Turn to 376 to explore elsewhere.



199

You grab the chest and drag it out of the room. Unfortunately it contains only a single Gold Piece and some broken and useless glassware! Cursing your ill-fortune, you leave to search elsewhere; turn to 280.

200

A huge, glowing goblet emerges from the tip of the wand, rises over Grool's head and pours a cascade of steaming acid on to him! The Ogre shrieks in pain as he loses 12 STAMINA points! Turn to 166 to continue fighting, reducing his STAMINA score accordingly.

201

'In the north wing of the castle is to be found a great magical sword, a mighty weapon in hands such as yours. You must seek it! Find the Bronze Stride beyond the Throne Room, and take the northern door. Now I wish to leave, to care for those poor souls who wander Tower Island, refugees from the castle who have survived these many years.' Gain 1 LUCK point for this helpful hint! You leave the temple and head west along the passageway outside, to the point where it turns north (turn to 357).

202

'Sir Bethel was my friend. He was a mighty warrior, and he used a magical flying sword. It would fight independently of him, dancing in the air and slicing through Orcs like a knife through butter. Alas, he perished in the wars, of course. To find his rooms, when you leave here you should head northwards, then east along the Passage of Hawks to the cross-roads. Once there, you should travel northwards and take the eastern route at the end of that passageway. That is where you will find the chambers of the Argent Knights.' You thank Davian for his help. Now you must leave and explore elsewhere; you can head south and then eastwards (turn to 399) or northwards (turn to 111).

203

Once again, this is a room that has been looted: furniture and paintings have been smashed up, graffiti are scrawled all over the place, and it seems that a

couple of Orcs couldn't hold their beer and brought it back up over the remains of the desk. Little is left to show what this room was once used for, but to the south there is a door opposite the one you entered by and on it a network of magical lines, resembling a spider's web set first within a circle then within a triangle. You suspect a magical trap here. If you are Sallazar, turn to 71. If you want to smash down this door, turn to 253. If you want to use an Open spell, turn to 89. If you don't want to risk the effects of the trap, turn to 3 and search elsewhere.

204

The Orc barracks are extensive, a honeycomb of small rooms and guard posts. Near the entrance door, however, is a small guardroom from which you can hear the sound of guttural voices shrieking and chuckling. Taking a very careful peek round the door, you see a couple of Goblins rolling dice. They are using toenail clippings to gamble with; one of them has just won four clippings on a big bet and is about to chew them, washing them down with a tankard of foul, Goblin beer. You don't hesitate but walk straight in to attack these feeble servants of the Orcs. Fight them both together.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	5

If you win, you find a crudely drawn map of the Orc barracks on the wall here, and from this you can see approximately where the room of the leader of the

Orcs is. If you're going to plunge further into the barracks, this is where you want to make for, rather than wasting time chopping up dozens of Orcs all over the place – after all, only the leader will have any worthwhile treasure. If you want to head for the leader's den, turn to 352. If you prefer to leave, now that you can see how large the barracks is from the map, turn to 43.

205

To your delight, the room beyond the yellow door contains a Tower Chest – and a pair of guards: two suits of lacquered yellow plate mail carrying heavy pikes in their gauntleted hands. The magically animated suits of armour attack at once. If you choose to flee, they will chase you out of the barracks as far as the passageway outside; turn to 64. If you wish to fight, you can back into a corner and fight these magical guardians one at a time.

	SKILL	STAMINA
First ANIMATED ARMOUR	8	10
Second ANIMATED ARMOUR	8	10

If you win, the Tower Chest here has a small shield on its lid, showing eight green stars on a yellow background. When you have opened it, you leave here; you can open the blue door, if you haven't done so (turn to 327), search the many barracks rooms thoroughly, if you haven't bothered before (turn to 12), or leave the barracks and head south (turn to 64).

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206

You have a few hours before your ship sets sail on the next tide. You may be able to acquire some gold by putting your hands to use, helping out with labouring work at the docks (turn to 256) or you could try gambling in a tavern (turn to 32). If neither prospect appeals, will you now:

- | | |
|------------------------------------------------|-------------|
| Buy some equipment? | Turn to 56 |
| Consult one of the king's sages? | Turn to 154 |
| Wait for the ship to take you to Tower Island? | Turn to 220 |

207

You feel yourself being magically slowed down as you try to race up the steps: Zagor is casting a spell at you while you climb. He summons one of his Demonic Servants, a wretched, gibbering thing that resembles nothing so much as a dwarf-sized toad with tentacles where its front limbs should be and a ragged, barbed and forked tongue hanging out of its crooked mouth. The thing lollops in front of you and attempts to attack with its tentacles and forked tongue; if it strikes you, you lose 1 point from your STAMINA because of its buffeting, plus 1 additional point from your STAMINA from the poison in its acidic drool.

DEMONIC SERVANT SKILL 7 STAMINA 5

Keep track of how many Attack Rounds it takes you to despatch this creature; each Attack Round, Zagor gains 1 STAMINA point! When you win, you rush to the throne to attack Zagor; turn to 74.

208

The side-passage leads into a cavern which has a very faint glow coming from its crystalline walls and ceiling. Sharp, angular stalactites hang like chandeliers in the warm air. There is a distinctive aura of magic about this place and, as you creep cautiously forward, a blue triangle of glowing energy appears in mid-air, blocking the entrance. If you are Sallazar, you can use 1 Magic Point to dispel this trap if you so choose (turn to 40 but ignore the instructions regarding STAMINA loss). Otherwise, it needs no special magical ability to realize this must be a trap that has been activated by your approach. If you decide to walk through it and suffer its effects, turn to 40. If you don't want to take this risk, you can either make for the cavern further along, if you haven't already entered it (turn to 10), or return to the main cavern where you entered (turn to 186).



209

Alas! The hag has cast a Magic Screen spell upon herself, and your spell simply fails. She gets a free attack against you (a Fireball spell if this is the first or second Attack Round, a poisoned dagger attack otherwise) and her cat also bites you, so you lose another 1 STAMINA point. If you cast another spell at the hag, however, her Magic Screen spell has now dissipated. Return to 290 and continue the fight.



210

This cell-block has some forty individual cells along many metres of corridor, but at the end of the corridor is a quite different door. A black, wrought-iron image of a Dragon has been sealed into the hard, varnished wood of the door's surface. It takes the largest key from your keyring to fit the lock, but you can open it at last and peer into the large chamber beyond. What you see here strikes fear into your heart! Round the room scores and scores of huge, yellowed bones are strewn and, as you stare at the sheer scale of this place, the bones begin to move together, jerkily at first, then, as the spine and limbs of the skeletal monster assemble, a Dragon-like creature suddenly rises on all fours. Given the size of this monster you may prefer to flee; if you do so, you have to leave the jails behind you, so turn to 357 to search elsewhere. If you want to fight, you will have a little time to perform some actions before the Skeletal Dragon assembles, which will give you a slight advantage; turn to 4.

211

The healer concentrates all his powers on his magical ring – and disappears in a puff of magical smoke! Now you must leave and open one of the doors in the Throne Room which you haven't opened before, all are along the north wall, so will you open:

The left-hand door?

Turn to 282

The door in the middle?

Turn to 91

The right-hand door?

Turn to 244

212

One of the bookcases seems to be ever so slightly out of alignment with the south wall. Further examination shows that it can be pushed so that it rotates, and behind it is a secret passageway which leads down to the east. It is dark here so, if you enter and you do not have a lantern (or a Light spell), you must temporarily subtract 2 points from your SKILL for as long as you are in an unlit area. If you decide to explore the secret passageway, turn to 131. If you would rather explore elsewhere, turn to 3, but make a note that you can return to explore this secret passageway later if you wish by turning to this paragraph, as long as you are still on this level of the castle (but not if you have crossed any stairways).

213

The dust is powerfully magical, taken from the tomb of one of Amarillia's most fabled wizards of a bygone age. Restore your Current SKILL, STAMINA and LUCK to their full, *Initial* levels. Turn to 262.



214

You didn't want to kill the animal, but you couldn't afford to lose your precious armour! Now, since there is nothing else of interest in this chamber, will you open the door opposite with the ceramic plaque, if you haven't already done so (turn to 112), or make for the end of the north passage (turn to 43)?



215

The angry horde of ravening, diseased vermin rushes at you!

RAT HORDE

SKILL 7

STAMINA 8

If you win, did the Rat Horde win a single Attack Round? If they did, you have contracted a terrible pestilence: Bubonic Plague. Now you must count the numbers of new rooms, chambers or caverns you enter after leaving the Feast Hall. After you have entered five, the plague begins to take hold; you must deduct 2 points from both your *Initial* and Current STAMINA for each new room (cavern, chamber) you enter. When your *Initial* STAMINA reaches zero, you die from plague! This terrible process can be ended only if you can find a Healer or if you already have or manage to acquire Plague Antidote (which restores your *Initial*

but not your **CURRENT**, **STAMINA**). Now you are in a race against time, and not just because the squeaking you can hear from holes in the walls suggests that more rats may be on the way! If you wish to search the Feast Hall, turn to **61**. If you want to explore elsewhere, you should leave the Feast Hall and return to the doorway to the entrance hall; turn to **376**.

216

A small plaque above the depressions set into this door carries the legend: 'Chamber of Meditation'. If you have a wooden casket with four gems inside it, you can place the gems into the depressions in the door and so gain admittance. If you have the gems, take the initial letters of their names and rearrange them to form a word. Take the numbers corresponding to those initial letters (A = 1, B = 2, C = 3, etc.) then add them together. Turn to the paragraph with this number. If you do not have these gems, you cannot open this door; turn to **41** to search elsewhere.

**217**

The ornate circles on the floor dim, the light of magic sparking out of them. Since this chamber is nearly bare, you try the north door, wondering what may lie behind it, since the Elemental was a powerful guardian.

Behind the door you find a small cubicle with a Tower Chest! You also find an ornate onyx staff; it has four symbols etched along its length: a lion, a goblet, a star and a chevron. Gain 1 **LUCK** point for these finds. You do not know as yet exactly what the staff does but, if you use it at some future time, you will have to spend 1 **Magic Point** to be able to do so. Now turn to **97** to search elsewhere.

**218**

Looking along the torch-lit northern side-passage, standing at the point where it joins the east-west passageway, you can see three doors: one close to you on the west side of the passage, another further along, and a door at the end of the passage, on the north side. If you want to return to the east end of the main east-west passage, turn to **3**. If you want to go to the western end of the main east-west passage, turn to **357**. Otherwise, you should open a door along this north passage which you have not opened before. Will you open:

- | | |
|-------------------------------------|--------------------|
| The first door on your left? | Turn to 398 |
| The second door on your left? | Turn to 107 |
| The door at the end of the passage? | Turn to 65 |

219

The Zagor-Demon's eyes jerk open and its taloned hands grab at your body, clutching you tightly and hampering your every movement. From now on, the number of seconds you take to progress with the body will be doubled for all movement to the Heart-fires! If your journey takes 800 seconds or longer, make a note to turn to **21** immediately. Now turn back to the paragraph you came from.



220

The *Glory of Amarillia* is a fully armed war-galley, and to your amazement the captain is a Barrabang Centaur! Centaurs are hardly renowned for seamanship, but the magical iron shoes on the Centaur's feet allow him to walk on water, as you discover when he literally walks aboard after you.

'There is a fair northerly wind,' Captain Carannus says as he sniffs at the bitterly cold air. 'We should get to the end of the Icecap Islands without fog to worry about. Only icebergs and whatever monsters of the deep may wait in store, eh?'

The voyage bears out his optimism. The great vessel skirts the warm Stream of Zephyrs and, after some days, turns south-west past the coast of the Frozen Lands. But on the margins of the warm sea flows, fogs begin to spring up as you head for Tower Island itself. You just keep your fingers crossed and hope that no predators of the deep are sensing the great ship above them. If you want to spend a point of LUCK to avoid even the chance of such an encounter, turn to **44**. Otherwise, turn to **98**.



221

Test your Spot Skill. If you are successful, turn to **79**. If you fail, turn to **146**.

222

You take an extra 120 seconds to get across the bridge, less 15 seconds for each point of LUCK you decided to spend (if you are using a Potion of Flying, the basic 120 seconds is reduced to 60, but the absolute minimum time you need to cross, no matter how many LUCK points you spent, is 10 seconds). Right at the bottom of the bridge you must *Test your Luck*. If you are Lucky, turn to **14**. If you are Unlucky, turn to **60**.



223

You have bearded the Hellhorn Champion in its lair! Among a pile of looted treasure, befouled furnishings and decor and gnawing on an Orc leg, the three-metre-tall Champion rises up on its massively muscled legs and cracks its whip angrily at your intrusion. Opening an enormous mouth filled with discoloured, yellowish teeth, the monster breathes a fetid cloud of filth as it prepares to assault you with a flurry of horn-butts and whip strikes. Unless you have taken Anti-venom, the poisonous breath of the Champion nauseates and sickens you, making you weak; you must subtract 1 from your Attack Strength for this combat. If you have an onyx staff, turn at once to 150.

HELLHORN CHAMPION SKILL 10 STAMINA 16

If the Hellhorn Champion hits you, you must roll one dice and consult the table below to see what damage it does to you:

<i>Dice Roll</i>	<i>Effect</i>
1	Glancing blow from whip: lose 1 STAMINA point
2-3	Whip blow: lose 2 STAMINA points
4	Head-butt: lose 2 STAMINA points
5	Special whip blow: lose 2 STAMINA points and 1 SKILL point
6	Special head-butt: lose 2 STAMINA points, plus 2 extra STAMINA points from poisoned horns!

Any SKILL points you lose because of a special whip blow are only temporary and are regained when this combat ends. If you win, turn to 353.

224

The white lacquered door opens into a large chamber which, to your delight, contains a Tower Chest; however, from this distance you cannot discern in detail the heraldic symbol on it. The room also contains a pair of suits of armour made of white lacquered plate mail and grasping halberds in their mailed gauntlets; they snap stiffly and loudly to attention as you enter, pointing their weapons directly at you. If you prefer to flee, turn to 5. Otherwise, fight them one at a time.

	SKILL	STAMINA
First ANIMATED ARMOUR	8	10
Second ANIMATED ARMOUR	8	10

If you win, you find that the heraldic symbol on the Tower Chest shows three blue chevrons on a white background. When you are ready to leave, you should explore an area you haven't entered yet along the Passage of Hawks, so will you:

Go east to the mid-way point of the Passage of Hawks?	Turn to 5
Go west then along the south passage?	Turn to 72
Go west then along the north passage?	Turn to 385
Open the single door to the west?	Turn to 275

225

As you stride past bare stone walls with the irregularly placed, dimly burning torches and stand beside the

first doorway, you are surprised as a shadowy hand reaches from the gloom and chills you with its dark touch. Deduct 2 points from your STAMINA. You have been ambushed by a vicious and malign undead creature, a Skulking Shade, the ghost of an especially spiteful and wicked servant of Evil. The shadowy form is vaguely human in shape, but any humanity in its features has long since departed. Now you must fight the wretched creature.

SKULKING SHADE SKILL 7 STAMINA 7

If you win, you open the door and find to your disappointment that the room beyond is completely bare. You walk along as far as the two doors at the end of the passage; will you open the plain wooden door (turn to 28) or the door with the grille set into it (turn to 51)?

226

The Orc leader grasps his hammer firmly in his powerful hands and leaps down from his throne-like chair. 'I'll knock yore head off, yoo runt!' he screams. As he runs at you, you have time to perform one action (casting a spell, drinking a Potion, etc., but not eating some Provisions - you don't have enough time). Decide what this action will be, then fight for your life. The Orc leader hates Dwarfs in particular, so, if you are Stubble, you must add 1 to his Attack Strength!

ORC LEADER SKILL 8 STAMINA 11

If you win, you can take the leader's treasure, which is

hidden in a wooden chest under his throne. You find 4 Gold Pieces, a Magic Ring and a scroll with the Skill Spell inscribed upon it – something the Orcs couldn't use for their own benefit. The hammer, unfortunately, is an Orcish weapon, usable only by that unpleasant race! Leaving the barracks behind you, turn to **43** to explore elsewhere.

227

Leaving the barracks behind, you may open the door opposite you, if you haven't done so already (turn to **318**), or else make for the large double doors at the far end of the entrance hall (turn to **376**).

228

If you want to go to the Templar's rooms immediately, turn to **124**. If you want to search elsewhere first, turn to **36**. In either case, make a note that, if you slay the Grand Templar in his rooms, you should then turn to **348** to search for the secret panel Dorrick told you of.

229

The brainless Orcs and Zombies of the lower castle could not breach this room because of its magical barrier, so the wizard's chamber is intact. You search it thoroughly, so you must eat a meal here. You find 2 Gold Pieces, a scroll of the spell Fast Hands, a flask of fine herbal restorative (you regain 4 points of STAMINA through drinking this, which you can do at any time except during a combat), a Magic Ring, and a Tower Chest! Gain 1 LUCK point for this fine booty. You also

find a scrawled note, perhaps left for an apprentice now long dead, which suggests that the wizard here feared he was to be taken to the jails – and noting that he would take his 'precious ebony' with him. Finally, there is a glowing blue mirror here; it is far too heavy to carry, but if you are Sallazar you realize that this is a teleporting portal. If you wish to use it, you must stand beside it and cast a Teleport spell to convey you into the mirror and out through the portal beyond. If you wish to do this, turn to **298**. If you do not want to do this now but think you may wish to do so later, make a note of this paragraph; you can return here from any chamber on this floor of the castle in order to teleport later (but not after you have crossed any stairways!). If you wish to return to the main western passage outside the wizard's chambers, turn to **3**.

230

The card is blank – or is it a Joker? Or, most confusingly, both at the same time? Whatever it is, it seems to have no effect on you or on Zagor. Turn to **299**.

231

The Dark Elf isn't going to talk to you; he is screaming at you to get out as he edges round the room in order to get his back against the safety of a solid wall. However, he isn't making any obviously hostile moves. If you want to retreat slowly and then explore elsewhere, you can get away safely; turn to **376**. If you decide to attack the Dark Elf, who clearly has a spell ready to launch at you, turn to **258**.

232

Zuqurulm can teach you a special form of the Stamina Spell. This costs 3 Magic Points to cast, but it may be cast during a combat, at the start of any Attack Round (if you have enough Magic Points to do so). If you have the higher Attack Strength, you regain lost STAMINA equal to half your *Initial* score (rounding fractions up). If you do not have the higher Attack Strength in that Attack Round, however, the spell is ruined and you do not regain any STAMINA points (your enemy will damage you instead). As usual, you must decide whether you are going to cast this spell in an Attack Round before you roll dice to determine Attack Strengths! Now turn to 211.

233

'Now, don't you go leaving old Grizzell and poor little Wacket here,' the hag says threateningly as you turn to go. You look around, to see the hag toying with a discoloured silver dagger, and her pet licking its lips in that certain way cats have when they're anticipating a tasty morsel. You will have to give the hag 4 Gold Pieces or any one Potion as a bribe to leave you alone. If you do, you can head for the wrought-iron door in the passage outside; turn to 197. If you can't, or won't, pay the bribe, you'll have to fight; turn to 290.

234

You have found the final guardians of the entrance to the great castle level above. In this chamber you stand with your back to a door in the east wall and ahead of

you, across the room, is a great spiralling stone stairway leading across a deep, fiery chasm up to a landing far above you. Fortunately for you, Skeleton Warriors are the only guards here; you can fight them one at a time here.

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

If you win, and you are ready to ascend the stone stairway, turn to 298. If you want to visit some area of the castle's lowest level before setting off upwards, go instead to the southern end of the passageway outside this room; turn to 357.

235

You have defeated Zagor ... but you still have to destroy him! You should know how to do this – but, if you know *where* to do it, you will know what the bridge which hung over the chasm there is made of, won't you? Take the name of the material and convert it into a number, using the code A = 1, B = 2, C = 3, and so on. Add the numbers together, multiply the total by six, then turn to the paragraph with the same number. If you do not know what this number is, turn to 179.





236

In a cramped chamber behind the sliding panel you find a dark-haired, middle-aged man sitting on a dilapidated bed with his head in his hands. A small oil-lamp burns on a table beside him, and you can see the corner of a wooden chest poking out from under the bed. The man is wearing plate mail armour and he reacts with alarm to your entry; you can see from his demeanour that he knows how to use the heavy broadsword he is gripping firmly in his left hand while raising a shield with the other. He is also wearing a curiously ornate gold ring on his right index finger. He yells at you to leave and is clearly going to be a tough opponent to fight. If you want to attack him, turn to **29**. If you try to parley with him, turn to **129**. If you back away and leave, you must explore elsewhere; you can set off to the south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

237

Moving one of the pallet beds, you notice a ragged hole in the wall behind the bed leg. However, you can also hear a scrabbling noise coming from the hole, so there may well be an element of danger involved. If you want to thrust your hand into the hole in the wall to see what may be concealed there, turn to **266**. If you prefer to leave well alone, you return to the main passage to explore elsewhere; turn to **43**.

238

Test your Skill at opening the door. If you are successful, turn to **329**; if you fail, turn to **251**.

239

The Elf rubs a magical ring on his left hand and simply vanishes! He has teleported out of Castle Argent with his booty. Now all you can do is open the westerly door in this room (turn to 130), leave this room by the door you came in through and open the door opposite, if you haven't already done so (turn to 55), or leave and head north to the east-west passageway (turn to 43).



240

When you cast the Gold Piece into the well, the waters below seethe and boil, then all at once become placid again. The face of an old woman shines up at you, and the vision puts a thought into your mind: *Beware the traitor-wizard Remstar, beyond the Heartfire.* Then she is gone. Now, will you explore the western side of the ruins if you haven't done so (turn to 369) or make for the castle itself (turn to 192)?

241

The onyx staff has four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be able to use it to deal the Dark Knight a mortal blow. If you know which symbol can defeat him, and if you have also found a heraldic design on a chest with that symbol upon it, you know how many symbols were on that chest and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together then multiply that total by the number of the symbols you found on the chest. (Thus, for example, if you think that the goblet defeats the Dark Knight, and you had found two white goblets inscribed on a chest, you would turn to paragraph 130: WHITE = 23 + 8 + 9 + 20 + 5 = 65, and you would multiply that total by 2.) Turn to the paragraph you have calculated; if the name of the symbol isn't the first word you see in that paragraph, you are wrong and should return to paragraph 314 to continue fighting. You should also do this if you have the staff but do not know which symbol defeats the Knight.



242

You must reduce your Attack Strength here because of the confined space: subtract 4 if you are Anvar, 2 if you are Braxus, and 1 if you are Sallazar (Stubble can fight normally), and a further 1 point if you are wearing plate mail armour. Nor can Sallazar cast a Fireball or Thunderbolt spell at the Imps, because the space is too restricted. For the first two Attack Rounds, the Imps will continue to pour boiling oil over you and you must lose 3 STAMINA points each round, but you should still roll dice for Attack Strengths in the usual way to see whether you damage them. Thereafter, the Imps fight with long needles, which cause you only 1 point of damage if they hit you. Fight the Imps together.

	SKILL	STAMINA
First CASTLE IMP	5	4
Second CASTLE IMP	5	4

If you win, you get through to the Imps' little living chamber and take what meagre treasure they have: only 1 Gold Piece and some scraps of nuts and tubers (add 1 to your Provisions). Crawling back southwards, you can open the door to the east, if you haven't done so before (turn to 13), or return to the main castle (turn to 3).



243

The arrow is cursed, and you lose 1 point each of *Initial SKILL, STAMINA and LUCK!* Turn to 262.



244

You have made your way into the Chancellery where the kings of Amarillia kept their treasure! Of course much has been looted but, to your delight, there is a Tower Chest here! After opening it, you must *Test your Spot Skill*. If you are successful, turn to 17. Otherwise, you leave here, and now you must open a door in the Throne Room which you haven't opened before; will this be:

- | | |
|-----------------------------------------|-------------|
| The door in the west wall? | Turn to 390 |
| The central door in the north wall? | Turn to 91 |
| The westernmost door in the north wall? | Turn to 282 |

245

The horrific, grinning face of a madman, dripping with blood, stares at you from the face of this malign card. As you stare at it, the eyes of the image begin to glow and the face contorts into a murderous grimace, and it feels as if the imprisoned homicidal maniac is somehow trying to struggle out of the card itself to get at you! You drop the card and run in terror. *Test your Luck*; if you are Lucky, you manage to clamber across the rope bridge above the chasm of the Heartfire and make your way back to the castle, so turn to **357** to explore elsewhere. If you are Unlucky, you plunge headlong into the chasm itself, and your adventure ends here!



246

The onyx staff has four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be able to use it to deal the monstrous Ogre a mortal blow. If you know which symbol can defeat him, and if you have also found a heraldic design on a chest with that symbol upon it, you know how many

symbols were on that chest, and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together, add 8 to come to a final total, then multiply that by the number of the symbols you found on the chest. (Thus, for example, if you think that the lion defeats the Ogre, and you had found four white lions inscribed on a chest, you would turn to paragraph 292: WHITE = 23 + 8 + 9 + 20 + 5 = 65; adding 8 gives 73, and you would multiply that total by 4.) Turn to the paragraph you have calculated; if the name of the symbol isn't the fourth word you read in that paragraph, you are wrong and should return to paragraph **166** to continue fighting. You should also do this if you have the staff but do not know which symbol defeats Groot.

247

Test your Luck. If you are Sallazar, you may subtract 2 from the total rolled on the dice; if you are Stubble, you must add 1 to the total rolled; if you are Anvar, you must add 2 to the total rolled. If you are Lucky, turn to **270**. If you are Unlucky, turn to **360**.



248

You push open the double doors leading to the west wing of the castle and find yourself gazing down a long, long passageway that stretches before you – but a malign, undead presence awaits you here! The madened shade of a castle knight, who has been tortured most horribly by servants of evil, is now too crazed to distinguish you from one of its old tormentors. You will not be able to flee; the Spectre will chase you anywhere you go. If you do not have a magic weapon to fight the Spectre and if you have no other means of destroying it by magic, you will perish here, since non-magical weapons have no effect upon this creature.

SPECTRE

SKILL 10

STAMINA 14

If you win but the Spectre hit you even once, you must roll one dice. If you roll any number other than a 6, you must lose 1 point from both of your Current and *Initial* SKILL through the life-draining touch of the monster. You walk forward some forty metres to reach the mid-way point of this long western passageway in order to take your bearings; turn to 36.

249

Unfortunately Zagor cannot be harmed by non-magical weapons, so your arrow is useless against him. His spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA. Turn to 299 and choose another course of action for the next Attack Round.



250

The wretched knight is sunk in depression and despair; clearly he can offer you no help. If you want to ask him about the knight with the magical flying sword in the painting you have seen, though this may be tactless, turn to 202. Otherwise, you must leave and explore elsewhere; you can head south and then eastwards (turn to 399) or northwards to the Passage of Hawks (turn to 111).

251

Your entry awakens a pair of Orc guards who were dozing peacefully, so you are able to strike one with a free blow before they can react. They snatch up their weapons to attack you but, backed into the doorway, you can fight them one at a time.

	SKILL	STAMINA
First ORC	6	3
Second ORC	6	5

If you win, their armour and weapons are of little use to you, but you gather some food from this guardroom (add 2 to your Provisions) and there is a lantern here, should you need to take it. Leaving this room, you can return eastwards to explore (turn to 399) or go westwards to the right-hand turning in the passage (turn to 134).



252

Your reward for overcoming Groot is a Tower Chest, plus a table laden down with looted castle wines and preserved food (add 5 to your Provisions) on the ballista platform. There is also a set of Dragonbone keys here; 116 of them in all, although you spot one huge one that is clearly the master key. If you are Anvar or Braxus, turn to 393. Otherwise, you clamber down the stone steps here and head to the main passage outside the tower to explore elsewhere; turn to 52.



253

The symbol on the door detonates as the triangle glows a brilliant orange colour and showers you with flames; deduct 6 points from your STAMINA. If you are Sallazar, however, you can *Test your Skill* and, if you are successful, you lose only 2 STAMINA points since you manage to avoid the worst effects of this magical hazard. But even you cannot open the door. Turn to 397.

254

You slip the key into the lock and the door swings open soundlessly. In a long, hall-like chamber left

untouched by the castle's evil denizens, a row of priests recline, embalmed after their deaths, in a row of crystal caskets. Silk and velvet wall-hangings are draped round the walls, and symbols of the good gods of Amarillia are inscribed everywhere. Closing the door behind you, you inspect the bodies more closely. One of them is holding an ornate silver staff and his hands are resting on a golden sphere at its end, while another has a silver signet ring set with an amethyst on his right hand. A third carries a small wooden box set with mother-of-pearl fastenings. All these items look valuable, but are you willing to take from the dead? If you are not, search elsewhere: turn to 399. Otherwise, if you open one of the caskets to take an item, will this be:

- | | |
|---------------------|-------------|
| The silvered staff? | Turn to 309 |
| The silver ring? | Turn to 285 |
| The wooden box? | Turn to 80 |

255

The chaotic magic swirling around Castle Argent affects you. If you drink any Potion, it will have little effect: a Potion of Luck restores 1 point of LUCK only, and a Potion of Stamina will restore only a few STAMINA points (roll one dice: this is the number of STAMINA points you regain, to a maximum of half your *Initial* score). If you cast any spell, you must *Test your Luck*: if you are Unlucky, the spell will simply fail (if you are Lucky, your spell-casting will work normally). Return to the paragraph you came from.

256

If you are Sallazar, you get no offers of work: wizards are too puny to be dockers! You can try gambling if you wish (turn to 32); if not, turn to 173. If you are any of the other heroes, you earn 2 Gold Pieces in return for some back-breaking work. Turn to 173.



257

'Grool, in the east tower, he has the barbarian axe, you know. He's a real brute, cunning and evil through and through. He's even bigger than you are. But if you want to be a hero of legend among your own people, getting that axe is something you just have to do. Forget the Dragon egg-hatcheries in the east wing, though, there's nothing left there of any use.' Return to 22.

258

You are engaged in mortal combat with the crazed Dark Elf. In the first Attack Round he will try to attack you with a fireball spell, and if he has the higher Attack Strength you will lose 4 STAMINA points from the burning flames that cover your body. If you have the higher Attack Strength, you strike him and ruin his

spell. Thereafter, the Dark Elf will fight with his dagger. If at any time you decide to flee, turn to 198.

DARK ELF WIZARD SKILL 8 STAMINA 10

If you win, you can search the room. This takes some time, however, since everything is so cluttered, so you must eat a meal. Eventually you find 3 Gold Pieces, a fine silk tapestry worth 4 Gold Pieces (if you can find someone to sell it to), a scroll with an Open spell inscribed upon it and a Magic Ring. This is a good haul, so gain 1 Luck point. There is also a diary which shows that the Dark Elf once served the Bone Demon whose army decimated Castle Argent, and that he lives in mortal fear of a ghostly wizard, Remstar, who is said to be 'beyond the Heartfires'. There is also some gruesome notes concerning the Dark Elf's involvement in necromantic magic, creating mutated monsters and using magic to animate them, with a reference to the 'silver room' where these experiments were conducted. Now it's time to leave here and search elsewhere; turn to 376.



259

Behind the door with the shield inlay on it is a barracks complex, a network of small parade chambers, dormitories and the like. At the northern end of this network of rooms is a broad east-west passage with

two doors, one with a lacquered blue coating and the other with a similar coating of yellow lacquer. Will you now:

- | | |
|---------------------------------|-------------|
| Search the barracks thoroughly? | Turn to 12 |
| Open the blue door? | Turn to 327 |
| Open the yellow door? | Turn to 205 |
| Leave and search elsewhere? | Turn to 64 |

260

The onyx staff bears four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be able to use it to deal the Dragon a mortal blow. If you know which symbol can defeat it, and if you have also found a heraldic design on a chest with that symbol upon it, you know how many symbols were on that chest, and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together then multiply that total by the number of the symbols you found on the chest. (Thus, for example, if you think that the chevron defeats the Dragon, and you had found six white chevrons inscribed on a chest, you would turn to paragraph 300: WHITE = 23 + 6 + 0 + 20 + 5 = 65, and you would multiply that total by 6.) Turn to the paragraph you have calculated, if the name of the symbol isn't the fifth word you read in that paragraph, you are wrong and you should return to paragraph 180 to decide what to do here. You should also turn to 180 if you have the staff but do not know which symbol defeats the Dragon.



261

You are half-way down the corridor, and it seems to have taken an eternity getting this far. As you strain your eyes to see what lies ahead of you, a shambling figure in rotting bandages lurches along the corridor to attack you. The most powerful of the castle's undead guardians, the Great Mummy's rotting arms reach forward to strangle the life out of you! If you can, and wish to, cast a Fireball spell at the Mummy, turn to 356. If you have a lantern and you decide to throw this at the Mummy, turn to 379. Otherwise, turn to 288.

262

You've triumphed! You have slain a Dragon single-handed, a feat of which no more than a handful of men on Amarillia can boast. And, of course, Dragons are legendary for their treasure hoards – aren't they? There is not a Gold Piece, not a gem, in sight! You look around frantically and, in the north-east corner of the platform floor, you find something very odd indeed: there is a shimmering wheel pattern in the floor, which now is beginning to turn and almost fade even as you stare at it. As you look, the wheel spins faster; but you can make out that it has six segments and that each section has an image within it. The Dragon must have hidden its treasure in the magical sector of some extra-planar space and, now the Dragon is dead, the magical link is fading. You have time to take two of the items you can see before the wheel fades completely; if you spend a LUCK point, you can snatch three. However, you have no time to regain

lost STAMINA by drinking a Potion, eating some provisions, etc., if you are to gather this treasure! Decide which images you wish to reach out and grab. After you have taken your two (or three) items, turn to 121.

Gold	Turn to 106
Gems	Turn to 181
Wooden chest	Turn to 291
Potion bottle	Turn to 328
Glowing arrow	Turn to 243
Handful of dust	Turn to 213



263

Beating down the door, you trigger a vicious trap: a spring-loaded spear hurtles from the wall behind you and strikes you in the back. Deduct 4 points from your STAMINA, but you manage to force the door open at last. Turn to 83.

264

The Zagor-Demon goes into a frenzy! *Test your Luck.* If you are Lucky, it collapses as it thrashes helplessly about; turn to 54. If you are Unlucky, in its wild flailing it will strike you and you must deduct 4 points from your STAMINA. If you are still alive, turn to 54.

265

You fail to spot a tripwire trap and fall heavily to the ground. From two doors on either side of you you hear cries of alarm, and you get to your feet just as a Great Orc comes rushing through each door! What's worse, in each room there is another creature, dragging itself off a bunk bed and putting on its armour. You have to overcome four of these Orcs! Fight each pair together; when you have killed the first pair, the second pair will be ready to fight.

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

If you win, you make a hurried search of the guard chambers on the other side of the doors. Save for mouldy and half-rotten food and befouled Orcish clothes, your search turns up only a single Gold Piece. You walk further along the entrance hall. In front of you there is a small door to your left and one to your right, and a pair of larger doors directly ahead. Will you now open:

The right-hand door?	Turn to 20
The left-hand door?	Turn to 318
The large doors ahead?	Turn to 376



266

You insert your fingers into the hole and suffer a painful rat bite for your pains! Lose 1 STAMINA point. The hole is too small for you to use a weapon of any size, but you can thrust a knife inside to attack the rat (which will bite your hand again when you do). You must subtract 2 from your Attack Strength while trying to skewer the rodent, since you can't really see what you're doing. For both you and the rat, a successful hit here will cause only 1 point of STAMINA damage.

CASTLE RAT SKILL 6 STAMINA 2

If you win, you must *Test your Skill*. If you are successful, turn to 330. If you fail, turn to 128.



267

As you raise your weapon to strike the old man, he picks up a golden lamp and rubs it hastily. A genie appears before your startled eyes, simply crooks its index finger at you – and you are rooted to the spot, paralysed! Now you know why the Orcs of the castle weren't able to kill the merchant before you got here, but the realization comes too late. Your adventure ends here.

268

You have landed on a concealed pit trap! Below you the ground simply gives way and opens up to reveal a deep pit filled with spikes. You must leap forward to avoid this. *Test your Skill* (add 2 to the dice roll if you are Stubble). If you are successful turn to 26. If you fail, turn to 191.

269

The door here is half ajar, and you push it open easily. The room beyond must have been a guest chamber: the comfort of the bed, furniture and rugs here suggest that. It was looted long ago, of course. The bed sags in the middle from Orcs jumping up and down on it, and the fine rosewood table and chairs have had Orcish names carved crudely into them. If you want to make a prolonged search, turn to 2. Otherwise, turn to 33.



270

As you seat yourself in the hag's chair and begin your work, the spindle moves faster and faster until you become dizzy, trying to keep your eyes focused on it. Then it stops abruptly – it has fashioned a magical garment for you! Roll one dice and consult

the table below to see what you have made for yourself.

Dice Roll	Item
1-4	Lucky Neckerchief
5	Neckerchief of Invisibility
6	Neckerchief of Wizardry

A Lucky Neckerchief adds 1 to your Current and Initial LUCK (your Initial LUCK cannot exceed 12, however). A Neckerchief of Invisibility can be used twice during your adventure and its effect lasts for the duration of a single combat: during this time you can subtract 2 from the Attack Strength of any and all enemies, since they cannot see you easily (this does not work against Zagor or any Dragon). If you have a Neckerchief of Wizardry, gain 1 point of LUCK, for this garment raises your Magic Points score to its full Initial level – you can put this on at any time, except during a combat (but its magic will work only once for you). Now you leave and head for the great wrought-iron door in the passageway outside. Turn to 197.



271

The passageway ends at a junction. To the east, a short section leads to a door. To the west, a narrow

passageway winds and twists further northwards and it becomes a crawlway after a few metres. If you want to open the door to the east turn to 13. If you want to head west and then north, which means a crawl on hands and knees, turn to 355. If you want to return to the library and the passageway outside it, then explore elsewhere, turn to 3.

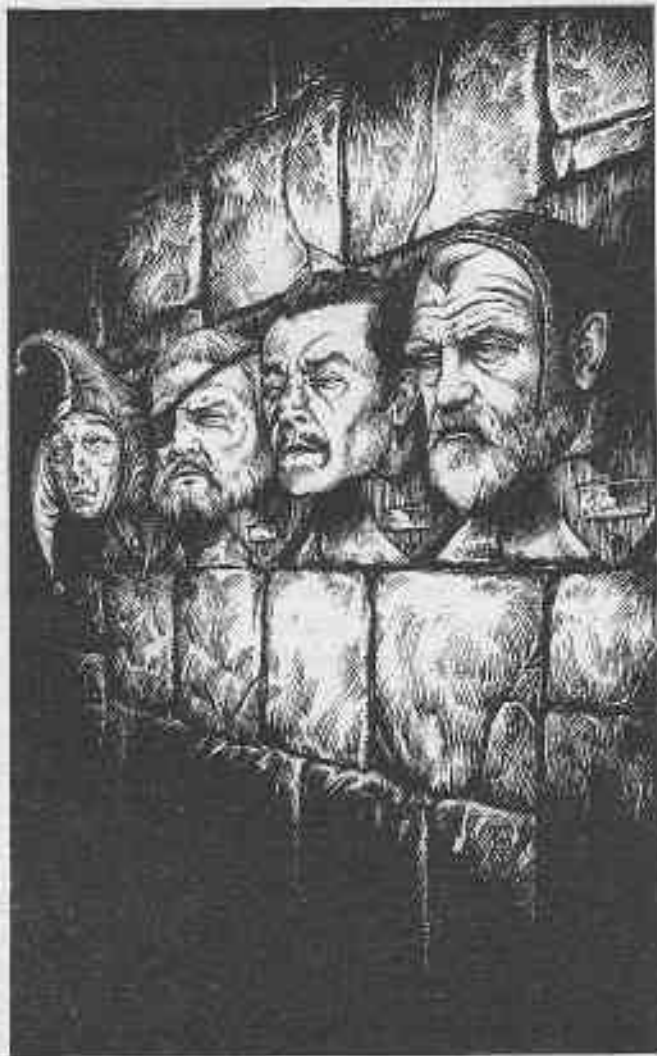


272

You must *Test your Luck* twice during your ascent. If you are Unlucky either time, the Dragon will wake up and its huge head will breathe fire over you. If you are Unlucky on the first dice roll, the Dragon breathes on you twice; you must lose 6 STAMINA points from each attack! If you are Lucky the first time but Unlucky the second time, you suffer only one attack from the Dragon's breath; lose 6 STAMINA points. If you are still alive, you get to the platform at last; turn to 313.

273

The card shows a Giant. As you gaze at it for just a second, something of the strength and might of giants flows into you. You may add 4 to your Current STAMINA score (you may exceed your Initial score) and gain 1 LUCK point. Turn to 299.



274

A gruesome trophy-room lies behind the door here. Rows and rows of severed heads line the walls; servants of the Bone Demon decapitated many of the castle's defenders in the jails, and one of Mungus the Jailer's hobbies was shrinking and preserving them. In this ghoulish auditorium, one row of heads seems to have been exalted above the others, since there are four heads individually mounted on wall-plaques, with their names etched upon them. They are (or were): Chanquin the Court Jester, Field Marshal Rabellan, Count Reindrech of Cabaal and Dorrick the Castellan. If you want to use a Magic Point to see whether you can communicate with these heads in some way, choose one to try to summon, then turn to **24**. If you cannot, or don't wish to, do this, turn to **36** to explore elsewhere in the west wing, or turn to **7** to return to the Bronze Stride.

275

You find yourself in a powder-room used by the glitteringly beautiful women of Castle Argent before its fall. Their valuable gilded mirrors, crystal scent-bottles and jewellery boxes have been pillaged, and make-up lies in small mounds on the broken and vandalized marbled tables. If you are Anvar or Stubble, you leave here; you can make your way along the north passageway opposite, if you haven't explored that area before (turn to **385**), or go back east along the Passage of Hawks (turn to **111**). If you are Braxus or Sallazar, turn to **15**.

276

The Dragon is young and its fire-breathing ability is not yet fully developed, but it is still dangerous. Each Attack Round, if the Dragon has the higher Attack Strength, you must roll one dice. If you roll 1-4, the Dragon claws and bites, and you must deduct 2 points from your STAMINA. If you roll 5 or 6, the Dragon breathes fire at you and you lose 4 STAMINA points!

YOUNG WAR DRAGON SKILL 10 STAMINA 16

If you win, there is an anguished roar from somewhere far, far off in the Great Tower as the Dragon falls at your feet. It sounds like the noise a very, *very* angry Dragon might make . . . Shivering a little, you gather up the Dragon's treasure hoard. You find 6 Gold Pieces, a small pile of tiny moonstones worth 10 Gold Pieces, a Magic Ring, and, in an ivory tube sealed with wax at both ends, a scroll containing the Skill Spell. If you want to take a close look at whatever it is that is glowing inside the crystal dome, turn to 338. If you would rather explore elsewhere in the west wing, turn to 36; if you want to return to the Bronze Stride, turn to 7.

277

You slip the two long Dragonbone master-keys into the locks in the crystal doors and they open. In front of you a great wooden stairway rises in a graceful curve to an archway high above. The great Jaw Archway is aptly named: it appears to be crafted from the jawbone of some impossibly vast, reptilian monster, a deathly leprous yellow-white in colour, forbidding in

its sheer size and grim appearance. You step forward and, as you do, the doors behind you slam shut. A gloating, eerie laugh mocks you as it resonates around the high-vaulted chamber of the stairway; Zagor awaits you, and you will not return alive unless you have slain him! You stride forward grimly and begin your ascent of the stairway.

Some minutes later, you throw open the great doors below the Jaw Archway and grit your teeth as you sense the treacherousness of what lies before you. A corridor stretches out some twelve metres into the distance, and its walls are lined with skulls set into the stone. The walls look as if the skulls were thrown into liquid stone which then congealed, trapping them on its surface. The effect is deeply disturbing and, as you edge forward towards a chamber you can see ahead, you have to fight back a rising sense of panic. Clearly some magic here is affecting you, making you sweat and tremble with fear! If you can (and wish to) cast a Jump spell here, turn to 261. If you cannot, or do not wish to, do this, turn to 296.



278

If you have the higher Attack Strength this Attack Round, turn to 319. If Zagor has the higher Attack Strength, turn to 115.



279

The glaring light of your spell reveals a highly unpleasant scene within the Feast Hall, for the tables and chairs are crawling with fat, sleek, black rats! You make a mental note not to go in there! You decide to take a chance and open the door in the west wall of the kitchen, and you find that beyond it lies a small, narrow passageway, off which you see a couple of tiny boxrooms the domestic servants must have occupied, and some large larder cupboards. It's highly unlikely there's anything edible left after all these years, but, if you want to make a search of them, turn to 27. Otherwise, turn to 376 and search elsewhere in the castle.

280

You are standing in the middle of a north-facing passage. On your left is a door bearing a ceramic plaque with a silver crown design. To your right is a plain wooden door. Directly ahead of you, the passage-

way ends at an east-west junction. Explore an area you have not visited before. Will you:

- | | |
|--------------------------------|-------------|
| Open the door to your left? | Turn to 112 |
| Open the door to your right? | Turn to 55 |
| Head for the passage junction? | Turn to 43 |

281

The room beyond the door here is a cross between a torture chamber and a mad wizard's laboratory. It is strewn with bones and huge jars filled with the limbs and organs of various creatures, and you hastily avert your eyes from the gruesome scene. If you decide to search this foul place thoroughly, turn to 303. Otherwise, turn to 51 to search elsewhere.



282

The bedchamber of the kings of Amarillia lies before you; looted and ransacked, little of value remains in it. You find a single Gold Piece on the floor here but that's all so you leave, and now you must open a door in the Throne Room which you haven't investigated before. Will this be:

- | | |
|-----------------------------------------|-------------|
| The door in the west wall? | Turn to 390 |
| The central door in the north wall? | Turn to 91 |
| The easternmost door in the north wall? | Turn to 244 |

283

You force open one of the doors inside the temple and find two Orcs clad in part-armour, with weapons readied. One of them turns to face you while the other stands over the cowering body of a terrified, middle-aged man, dressed in white robes and lying prone on the floor. One of the Orcs lets fall a crystal vial of liquid he was clearly just about to drink. You have to fight, but make a note that if you win the combat here you will be able to take this vial of liquid. It is a magical Potion of Invisibility and can be drunk immediately before any one combat. Its effects last for the duration of that combat, and during this time you can subtract 2 from the Attack Strength of your enemies, since they cannot see you easily (this does not work against Zagor or any Dragon). Now, if you want to attack the Orc facing you, turn to 35. If you want to attack the second Orc, you can do so, but the first Orc will get in a free blow against you as you force your way past him, so you must lose 2 STAMINA points. If you decide to attack the second Orc anyway, turn to 177.



284

Trying to flee is hopeless; the yells of the Orc leader soon summon a horde of Orcs from nearby rooms and

they swiftly despatch you. You end up as a tasty roast, a change from the Orc's usual diet of rats. Your adventure ends here.

285

As you open the casket, a sudden gust of foul-smelling wind blows through the room. The chaotic and evil magic of Zagor has been drawn to the body of the priest, and in a matter of seconds the body decomposes and begins to crawl with maggots. Horribly, the corrupted corpse then sits bolt upright and its lividly glowing eyeballs glare at you as it reaches out with skeletal hands to strangle you! If you want to flee, you can *Test your Skill*; if you are successful, you run before you can come to harm, so turn to 399 to explore elsewhere. If you fail, or if you choose to fight, turn to 50.

286

The dreaded Corridor of Fear awaits you – can you sustain your will and not be slowed down by the terrible phantoms of fear and despair that await you here? *Test your Luck*. If you are Lucky, you get through the corridor in 50 seconds; if you are Unlucky, it takes 100 seconds (a Potion of Flying will not alter these times). With mounting desperation you race ever onwards; turn to 8!





287

The green-lacquered door opens readily, and the chamber beyond appears very strange for it is filled with dead vegetation! You can see a wooden chest, half-buried under trailing vines in the distance, so you enter in order to take a closer look. As you do so, a huge shape arises from the half-rotten plant remains; roughly human-shaped, the thing is composed of vines, and it reaches out for you, its knobbled 'limbs' trailing twitching vines along the ground. If you want to flee, turn to 5. If you decide to fight the Plant Golem, do your best to despatch it swiftly. Each time the Plant Golem wins an Attack Round, you must *Test your Skill*. If you fail, it has wrapped some of its trailing vines round your legs and arms, making it harder for you to move freely and fight it, and you must subtract 1 from your Attack Strength. It can do this up to three times as the thing binds you tighter and tighter in its suffocating grasp!

PLANT GOLEM

SKILL 8

STAMINA 13

If you win, to your dismay you find as you open it that the chest here is not a Tower Chest but has a heraldic device painted inside its lid; this shows seven red lions on a green background. Inside the chest you find 4 Gold Pieces and a Potion of Stamina; drinking this restores STAMINA equal to half its *Initial* total (round fractions up) and you can drink it at any time except during combat. Now, leaving this room and entering the Passage of Hawks, will you head west (turn to 5) or east to the crossroads (turn to 92)?

288

Deduct any points from the Mummy's STAMINA if you have already struck it with a fiery attack.

GREAT MUMMY SKILL 10 STAMINA 22

If you win, you press on along this accursed corridor towards a cavernous chamber beyond. As you approach, swirling patterns of light flash from the chamber, and you have to screw up your eyes in a squint to see what is inside. Turn to 180.

289

You must *Test your Luck* while you are pleading that you do not want to attack the Dark Elf. If you are Lucky, he won't attack: turn to 231. If you are Unlucky, he attacks immediately with a brilliant bolt of fire as he completes his spell; deduct 4 points from your STAMINA because of the action of the searing flames, and you must now either fight (turn to 258) or flee (turn to 198).

290

You have to fight the hag and her cat, Wacket, together. The hag will cast a Fireball spell at you in the first two Attack Rounds (if she has the highest Attack Strength, you will have to lose 5 STAMINA points from the fiery assault). Afterwards, she will attack you with her poisoned dagger (lose 1 point from your STAMINA because of the weapon, plus 1 extra point from the poison). The cat will try to bite you; if it succeeds, you must lose 1 STAMINA point, but, if you roll 11 or 12 on the dice for the cat's

Attack Strength, you must turn immediately to 336. If at any time you cast a spell against the hag, turn to 209.

	SKILL	STAMINA
HAG	8	9
WACKET THE CAT	8	4

If you win, turn to 375.

291

This is a Tower Chest! If you open this without triggering any trap, you may gain 1 LUCK point. Turn to 262.

292

A whirl of green stars will fly from the onyx staff upon command, circling the Dragon's head and burying themselves in it, causing great pain. One star will be impaled in the Dragon's head each Attack Round, up to the eighth (if the combat lasts that long). Each star will cause the Dragon to lose 2 STAMINA points: after the first star has struck it, you may subtract 2 from its Attack Strength due to its pain and confusion. If you have spent a Magic Point to activate the staff, you can unleash this effect as soon as you get on to the Dragon's platform – but how will you get there? Will you:

- Use a Potion of Flying (if you have one)? Turn to 364
- Climb one of the rope-ladders? Turn to 272
- Enter the swirling vortex, hoping to be carried upwards? Turn to 334

293

The Colossus collapses at last! Weary with the effort, you drag yourself over to the wooden chest and examine it carefully. The small shield design on its lid shows a pair of yellow goblets on a blue background. Inside the chest you find 3 Gold Pieces, a Magic Ring and a scroll with the Skill Spell written on it. Gain 1 LUCK point! Now it's time to search elsewhere. If you haven't explored everything in the barracks area, you can open the yellow door (turn to 205) or search the dormitories and paradé rooms thoroughly (turn to 12); alternatively, you can leave the barracks and explore elsewhere (turn to 64).



294

This secret chamber was used by the mightiest defenders of Castle Argent to draw upon their inner strengths and to fortify themselves for great combats. The magic of this chamber allows you to sacrifice 1 point each of Current and Initial LUCK and gain in return either 1 point of Current and Initial SKILL or 2 points of Current and Initial STAMINA. You do not have to transmute your LUCK in this way if you do not wish to do so, however, and the transmutation will be temporary (affecting only your combat with Zagor). Choose what you want to do here, then be sure to

take every precaution you can before you meet your final enemy. You can open the entrance to Zagor's chamber normally (turn to 304) or by using an Open spell (turn to 321).

295

Searching through the cavern, you must eat a meal; eventually you find a passageway hidden behind a large boulder that you push aside with much grunting and sweating at the exertion. The passage is dark and, if you do not have a lantern or a Light spell to see by, you will stumble and fall, losing 2 STAMINA points; you must also subtract 2 from your Attack Strength in any combats here (until you return across the rope bridge). Peering along the winding and twisting tunnel, you see a single side-passage to your right and, some metres further along, the passage terminates in another, smaller cavern where you think you can see a faint gleam of gold. If you want to take the side-passage, turn to 208. If you want to make for the cavern ahead, turn to 10.

296

It is desperately hard going, dragging yourself even half-way down this corridor. Your feet feel as if your boots are lined with lead, and your calves ache abominably. *Test your Luck.* If you are Lucky, you keep trudging on as normal, but if you are Unlucky you must lose 1 from your Current SKILL score for as long as you are in this corridor. You must now *Test your Luck* again! If you are Lucky, turn to 261. If you are Unlucky, turn to 317.

297

You have a certain amount of time to get to the Heartfires; you do not know how much time but from now on you must keep track of the number of seconds it takes you to get there. If you have picked up any Gold Zagors, you have already taken 100 seconds. You have taken 80 seconds for each portion of provisions you have forced down. Either drinking a Potion or casting a spell will have taken you 20 seconds. If you have drunk a Potion of Flying, however, you will be able to move more swiftly and unless you are told otherwise, you can halve the number of seconds you take for all movement to the Heartfires (you will be told how many seconds you need for various movements in later paragraphs). You may stop and perform any of these actions during your journey, but you must add the appropriate number of seconds to the time elapsed: if you want to perform any action, you must make a note of the paragraph number where you stop and perform that action, then turn to 255. Now you pick up Zagor's body; turn to 85.

298

A great stone stairway rises in front of you, giving access to the main level of the castle above – and bringing you closer to the Great Tower where Zagor lies! As you cross a stone bridge, you feel strong magical energies playing round you; you regain 4 points of STAMINA, 1 point of LUCK and 1 Magic Point! Feeling invigorated and refreshed, you open the door at the top of the stairway and stride across an empty chamber to another door in the far wall; you open it. Turn to 399.

299

The Zagor-Demon screams its fury from its fell throne. 'You dare stand before me? I have not been banished from my own world to be confronted by a wretch like you!' He spits contempt and rage! Now battle is truly joined. Zagor stands at the head of the steps, preparing to cast a deadly spell. His SKILL score is 16 (less a reduction for any Golden Talismans you may have), so use this to work out Attack Strengths and keep track of the damage you do to him (you may subtract this from his STAMINA score when you finally get into hand-to-hand combat with him). You can either try to get closer to him or attack him from a distance. If you want to get near to him, you can use a Potion of Flying, if you have one (turn to 383), run up the steps (turn to 207) – or you have a third option: if you suspect the steps may be trapped and if you have a magical weapon, you can use some of the magic from that weapon to cleave through the steps and create a passage upwards; if you do this, however, you will lose at least some of the magic your weapon has (if you choose this option, turn to 133). If you want to stand your ground and attack Zagor from a distance – at least to begin with – choose one of the following options:

Use a catapult?

Turn to 349

Use a spell?

Turn to 278

Use a bow?

Turn to 249

Use a Magic Arrow?

Turn to 93

Throw acid?

Turn to 169



300

'Pandemonium' would be a modest description of the Throne Room which lies behind the iron-clad doors. The room is filled with drooling, mindless creatures slobbering and grimacing at one another. In one corner, something that may once have been an Elf plucks randomly at a seven-stringed instrument, picking out a hideous refrain. A lethargic Ogre thumps periodically at a tympani to add to the din, while mindless Goblins blow into conches and flutes. However, not everyone here is a mindless creature; many of the monsters are capable and dangerous. Nearest you are two armoured Orcs, then four Great Orcs are standing together; then come two Orc mutants, and behind them is a pair of Zombies wearing ebony-black circlets round their heads. Behind them, in the far distance, the figure of Thulu, Great Chieftain of the Orcs, sits, semi-comatose, on his throne, a grotesquely misshapen crown covering his swollen head and ghastly bony protuberances thrusting out through the holes in the crown. If your preparation included disguising yourself as a Zombie or drinking a Potion of Invisibility, turn to 19. Otherwise, turn to 39.

301

The monster inside the foul-smelling room leaps out to attack you! The giant spider here is covered in foul-smelling slime and ordure, so you must deduct 1 point from your Attack Strength when fighting it since the stench nauseates and weakens you (unless you are Stubble, who suffers no penalty). Your monstrous enemy raises its slime-dripping mandibles and massive clacking claws to strike you down!

GIANT SPIDER

SKILL 7

STAMINA 8

If you win but the Giant Spider struck you even once, you now have a foul disease from the filth and muck on its body – Blood Plague! If this is left untreated, you develop septic boils and painful sores over your body, and you will lose 1 point from your Current and *Initial* STAMINA each time you enter a room with any monster in it. If your *Initial* STAMINA score reaches zero, you die. You must take care where you explore, and seek help swiftly: you need a Healer, or Plague Antidote, to restore your *Initial* STAMINA and cure the plague. There is none to be found in the chamber the Giant Spider occupied, for this area is simply the castle latrines, befouled by Orcs and utterly disgusting. Turn to 218 to explore elsewhere.



302

As you race away, a deep rumbling sound rises from the belly of the Mutant behind you and a wave of corrosive acid splashes across your back; lose 4 STAMINA points. If you are still alive you run for dear life back to the passage beyond the laboratories, then down to its end, vowing never to return here! Turn to 43-

303

You find 2 vials containing powerful, lime-green corrosive acid among the equipment in this laboratory. You can use the vials in combat by flinging them at an enemy instead of using a weapon; if you have the higher Attack Strength, the acid hits and causes 4 points of damage. It may also be useful in other ways too. Now turn to 51 to search elsewhere.



304

Before you confront your nemesis, do two things. First, make sure you have a record of all the bonuses you have to your Attack Strength in the combat to come, and what magic you may be able to use (don't forget that a Potion of Invisibility is useless against Zagor). Second, count up how many Golden Talismans and Silver Daggers you have collected from the Tower Chests you have opened. Each Golden Talisman you possess reduces Zagor's SKILL (as shown in a later paragraph) by 1 point; each Silver Dagger you possess reduces his STAMINA score (as shown in a later paragraph) by 2 points, so be sure to make the appropriate reductions when the time comes. . . Now you stand in the Throne Room of the Zagor-Demon. Your adversary awaits you; turn to 391.

305

At the very last moment you find a sliding panel on the west wall of the pit! You struggle to force it open, then hide in the pitch darkness beyond. Above you, Orcish voices growl. 'Wretched thing's set itself orf again,' one of the Orcs yells. 'Better tell Skunkhead to reset the lever.' You have to wait a long time before you can be sure that the Orcs have really gone, so you must eat a meal. Rather than re-enter the pit, you decide to climb up the stone steps on the other side of the secret door, and you follow a winding passage to another secret door. Stepping out of it, you find yourself emerging from a hidden wall-panel at the far eastern end of the Passage of Hawks. Setting off westwards, you reach a crossroads; to the north, the pit trap has clearly been reset. If you decide to explore that way again, turn to **389**. If you would rather head on westwards to the mid-way point of the Passageway of Hawks in order to search somewhere you haven't explored yet, turn to **5**.



306

The magical circles are protective; the occupant of this room is clearly terrified of some form of magical attack by a wizard, and you guess he isn't going to parley

with you. If you trade spells in combat with the Dark Elf who lives here, you must subtract 2 from your Attack Strength when you cast a spell because of these defences. If you want to attack the Dark Elf, turn to **258**. If you decide to run, turn to **198**.



307

Test your Luck. If you are Lucky, you find a hand catapult with a glowing black stone in its leather pouch which certainly proves interesting. You can use this to attack from a distance, much like using a bow; but if you hit your opponent with it, he will lose 6 STAMINA points because of the powerful enchantment on the stone. You can get only one shot from the catapult, however, and you cannot use it in hand-to-hand combat (if you are Stubble or Sallazar, you must subtract 1 from your SKILL when using this unfamiliar weapon). If you are Unlucky, you do not find this weapon. Turn to **52** to explore elsewhere in the east wing of the castle, or turn to **7** to return to the Bronze Stride.

308

Tall and silent, Dorrick's ghost stands solemnly before you. Dorrick fell on his own sword in order to avoid the dreadful tortures of the Demon; his spirit, though troubled, is not insane, unlike so many of the castle's ghosts. You tell Dorrick about your quest and what

you have achieved. He is impressed, but he shakes his head sadly. 'Unspeakable evil lies in the Great Tower. Beyond the Crystal Doors lies not only the monster who is taking demonic form even as we speak, but also a mighty War Dragon. To overcome one would be the stuff of legend. To slay both – it is hard to believe that even one such as yourself could accomplish such a thing.' He ponders for a moment. 'But, perhaps, the Orb of the Templar might that might help. Listen: next door to this place the Grand Templar of the Court prowls the shadows still. He is a mindless thing, his heart and will destroyed by fell magic, and he is very powerful. If you search behind the fireplace in his chambers, you will find a secret compartment. Some power may still reside in the Orb. He always used it in battle to strengthen himself. That is all I can tell you.' The ghost fades slowly from view. If you have already been in the Templar's chambers, you set off there again now; turn to **348**. If you have not visited them yet, turn to **228**.

309

As you open the casket, the body of the priest rises to its feet and, its face suffused with fury, points the staff at you and hurls you out of this chamber with a great bolt of magical force. If you are Sallazar, deduct 2 points from your **STAMINA** and turn to **399**. Otherwise, you lose 4 **STAMINA** points and are teleported to another part of the castle. Roll one dice. If you roll 1 or 2, turn to **399**; if you roll 3 or 4, turn to **268**; if you roll 5 or 6, turn to **78**.

310

You fall to your knees to tip the body of the Zagor-Demon into the chasm of the Heartfires; as you do so however, you lose your balance and pitch forward yourself! You have saved Amarillia, and the bards of the land will sing their songs, guaranteeing your everlasting fame throughout all the lands . . . but they will be a posthumous honour!



311

'But there's another sword as well; only you could make best use of that. It's currently owned by a knight. I don't know whether it's alive, or what it is; all I've seen with my limited magic is a real brute of a thing, clad head to toe in spiked, black plate mail. I know it's behind the northern doors along the Bronze Stride, the great passageway north of the Throne Room.' Return to **22**.

312

Bethel's chambers have been ransacked but, to your surprise, a shortsword is lying on the table – and three dead Orcs are lying on the floor! The bloodstains round their bodies look relatively fresh, too. As you are pondering this scene, the sword speaks to you!

'I'm an Orc-slaying sword,' it murmurs nonchalantly (and a bit needlessly, given the presence of the corpses here). 'If you have magical strength, I can help you. I just *love* killing Orcs. But I need magic to help me to fight to the best of my ability!'

If you want to take and use this sword, you need Magic Points to use it effectively. If you are fighting any kind of Orc, you can spend 1 Magic Point to activate the sword. This can be done in addition to making a normal attack, but not in addition to casting a spell. When you have done so, roll one dice, and add 2 to the number rolled. For this number of Attack Rounds, the sword will fly through the air and attack any single Orc (including Great Orcs, Mutant Orcs, etc., but not Thulu, the Orc chieftain) you can see in the room where combat is taking place. You may choose which Orc to strike. Each time it strikes, its target must lose 3 STAMINA points! The sword attacks only Orcs in this way, however, not any other kind of monster. Once its attacks are expended, you can always use another Magic Point to activate it again. Now you can make a general search of the rooms here, if you haven't done so (turn to 159), or return to the main passageway outside and search elsewhere (turn to 43).



313

The huge War Dragon fights with the fury and might that decimated Castle Argent's defenders. Can you possibly survive its fury? If you do not have a magic weapon, you cannot affect the War Dragon, and you will perish here!

WAR DRAGON SKILL 15 STAMINA 20

When the War Dragon wins an Attack Round, roll one dice to determine the type of attack it has used and the damage it inflicts.

<i>Dice Roll</i>	<i>Attack and Damage</i>
1-2	Claw strike: lose 2 STAMINA points
3	Bite: lose 3 STAMINA points
4	Tail sweep (glancing blow): lose 1 STAMINA point
5-6	Fire breath: lose 4 STAMINA points

If you win, turn to 262.



314

In a small, bare chamber behind the door a figure clad head to toe in lacquered black plate mail confronts you. 'Prepare to die,' he says emotionlessly as he hefts a great, two-handed sword to strike at you. Terror grips you: you must do battle with the Dark Knight of Castle Argent! If you have an onyx staff with you, turn to **241**. If you do not, fight on!

DARK KNIGHT

SKILL 11

STAMINA 17

If you win, and if you are Braxus, turn immediately to **46**. Otherwise, turn to **396**.

315

Perhaps the capricious Elf will talk to you, but maybe he prefers not to. Roll two dice. Add 2 to the total rolled if you are Stubble (since the Elf doesn't like Dwarfs much), and subtract 1 if you have a thief hireling with you. If you bribe the Elf with some gold, he is more likely to talk; you must offer him 4 Gold Pieces (in which case you can subtract 3 from the number rolled). If the final total is 8 or higher, turn to **239**. If the total is 7 or less, turn to **9**.

316

'Thank you, you have served me well,' you say to the little scamp of a thief. He offers to sell you one final object: he has a lockpick he uses, and he offers this to you for 2 Gold Pieces. If you buy this, you can use it for opening Tower Chests; using a lockpick, you are allowed to *Test your Skill* when opening Tower Chests and trying to avoid the traps (this saves LUCK points,

and thus is very useful!). Decide whether or not to buy this, then return to the paragraph you came from.

317

You didn't spot the concealed pit trap in time. You fall several metres on to hard stone; deduct 3 points from your STAMINA. You claw your way back up and out, but you cannot restore your STAMINA straight away by eating food, drinking a Potion, or by any other means; you are just too desperate to get through this corridor. Turn to 261.

318

You have entered a huge drill hall, a marching square with banners and replica weapons lining the walls – or such as remain after the rampagings of the servants of the Demon. A half-burned pile of smashed-up weaponry and torn pennants and banners lies at the foot of the far wall. Far above you, great oak-beams criss-cross the ceiling. If you want to walk over and search through it, turn to 394, but beware, your footfalls echo loudly in this high-ceilinged chamber! Alternatively, you can leave and open the door opposite you (turn to 20) or make for the double doors at the far end of the entrance hall (turn to 376).



319

Your spell has no effect on Zagor, because he had cast a Magic Screen spell before you entered. However, his spell will cause you to lose 1 point from your Current SKILL and 2 points from your Current STAMINA (unless you too have a Magic Screen spell of your own, in which case this is now dispelled). However, his Magic Screen is now also dispelled and you can attack him with spells in later Attack Rounds. Turn to 31.

320

The lock on this door is smashed, so you gently push it open and find yourself in what must once have been a great library. Alas, the beautiful leather-bound books and illuminated manuscripts have been destroyed in an orgy of senseless rampaging; the Orcs have even built a bonfire of books and bookcases, though a few of the latter still stand, empty and forlorn, against the walls. There may be some clues left in the debris, if you are willing to spend some time in searching. If you decide to do this, you must eat a meal, then turn to 373. If you decide that this shambles isn't worth investigating, turn to 3 and explore elsewhere.

321

As you cast your spell the door opens soundlessly, and a mirthless voice says gloatingly, 'How good of you to waste a little of your pitiful magic on such a simple little spell. Speaking for myself, I would never bother with anything as trivial as a trap on the door. Do come in!' Turn to 304.

322

The design, though crude, is clearly that of a Barbarian Axe. Some intuition tells you that the axe is magical, perhaps a very powerful weapon in your hands. You make a note to try to find this creature, Grool, who possesses it and destroy him! Now you can try exploring the next cell-block (turn to 210) or go elsewhere in the jails (turn to 51); if you wish to leave the jails and return to the main castle, turn to 357.



323

The wretched ghost of the court jester stands before you. His hair is white, prematurely aged by the terror of unspeakable tortures, and he is quite insane. He stretches forward to attack you at once, and you know that the combination of his madness and ghostly power would be too great for you to withstand: one touch from him could destroy your mind! You flee back to the Bronze Stride, leaving the moaning ghost prowling the west wing, to which you cannot now return. Turn to 7.

324

You know you must fling the body of the Zagor-Demon into the Heartfires. What you do not know is how swiftly you must do this. You must decide now – not knowing how much time you have, as the Great Tower shudders around you – if you wish to do anything before you begin your descent with the body. You can perform as many actions as you wish; eating some Provisions, drinking a Potion or casting a spell are the most obvious options. Decide which actions you wish to take before you set off for the Heartfires, then turn to 297.

325

Everything here is as it appears to be: lifeless and decayed. You have merely wasted time, and you must eat a meal during your search. Turn to 52 to search elsewhere.

326

You need 150 seconds to climb down safely, burdened with a body. Turn to 286 to press onwards!





327

Pushing open the blue door, you find yourself in the Royal Statuary: great, life-sized statues of the kings of Amarillia once lined the grand, blue-flecked marbled walls here. They are shattered now – possibly by magic, you suspect: fiery blast-marks pepper the walls behind the remains of the statues. However, there is one statue here that remains intact: it is several metres high, and it comes to life with a very threatening gesture as you enter. An expressionless warrior in shape, the enormous statue has a massive, spiked, stone club in one stone fist and a long, slender whip in the other. It is clearly a formidable enemy. Behind it you can see a wooden chest, decorated with a small heraldic symbol of some kind, so it's guarding something which may be valuable. If you decide to fight it, you must do so immediately; turn to **126**. Alternatively, you can flee by closing the door here; in that case, will you:

- | | |
|---------------------------------------------------------|--------------------|
| Open the yellow door, if you haven't done so already? | Turn to 205 |
| Search the barracks thoroughly, if you haven't done so? | Turn to 12 |
| Leave the barracks and explore elsewhere? | Turn to 64 |

328

You have acquired a magical Potion of your choice: you may have a Potion of Luck, of Stamina or of Flying. You may drink a Potion at any time except during combat, and the effects are as follows: a Potion of

Luck restores 1-3 LUCK points (roll one dice and halve the number rolled, rounding fractions up); a Potion of Stamina restores lost STAMINA points equal to half your *Initial* score (round fractions up); a Potion of Flying simply allows you to fly. Turn to 262.

329

You have been fortunate enough to come upon two Orc guards sleeping in dereliction of their duty, so you despatch them swiftly. Gain 1 LUCK point. Their armour and weapons are of little use to you, but you gather some food from this guardroom (add 2 to your Provisions) and there is a lantern here should you need it. Leaving this room, you can head back east to explore (turn to 399) or go to the west to the north turning of the passage (turn to 134).

330

You take out of the hole an opaque green vial with a wax seal which the rat hadn't managed to bite through completely. The liquid inside is syrupy, thick and sweet. This is a Potion of Flying; it may be extremely useful to you (you will be asked later on whether you wish to use it). Gain 1 LUCK point. Now, if there is a knight whose name you know and whose sword you seek, turn to 117; otherwise, turn to 43 to explore elsewhere.

331

There is neither treasure nor anything else of use to you among the razed and looted buildings on the east side of town. You must eat a meal during the time you

spend here. However, on your way back to the main road you stumble across a small stone well, which has no buckets beside it and no mechanism for drawing up water. Then you remember dimly that there was said to be a Well of Visions outside Castle Argent; is this small, inconspicuous well that very one? If you want to pitch a Gold Piece into it to find out, turn to 240. Alternatively, you can explore the western side of the ruins if you haven't done so (turn to 369) or make for the castle itself (turn to 192).

332

You push open the door and find yourself in a bare antechamber. There is a door to your right, and before you lies a pair of crystalline doors; they have images of War Dragons engraved on them and bizarre locks with keyholes crafted in yellowed bone set into the crystal. If you are Braxus, turn to 113 now. If you want to open the east door here, not having done so before, turn to 314. If you want to try to open the crystalline doors, turn to 135.

333

The parchment states that the two dead Dwarfs were warriors come to seek the Stonehammer, a mighty magical weapon crafted by the Granitesmiths of Grundia centuries past. The Dwarfs clearly believed that a monstrous Hellhorn Champion – whatever that may be, you have never heard of such a monster – had possession of this great weapon and that it is hidden somewhere in the west wing of the castle above. Sadly, they perished at the hands of Orcs before they

could retrieve their sought-after prize. If you are Stubble, gain 1 LUCK point for learning about this weapon! Now you must search elsewhere, with the hope of obtaining this wondrous hammer, with the urge you on in your arduous quest; turn to 218.

334

You are lifted up by the vortex at some speed until you reach the underside of the Dragon's platform, which you hit hard; lose 6 STAMINA points! Now you have to claw your way to the edge of the platform and clamber over its side. *Test your Skill.* If you are successful, the Dragon wakes only as you scramble on to the platform; gain 1 LUCK point and turn to 313. If you fail, the Dragon is sitting awaiting your arrival; as you try to make your way over the side of the platform, it smacks you hard with its paws, knocking you to the ground where you become a spreading stain on the floor; your adventure ends here.

335

Racing back towards the cavern in order to get to the rope bridge and safety, horrified you see a corridor of fire spring up as the ghostly wizard lays down a wall of flames in front of you. Deduct 5 points from your STAMINA. If you are still alive, you run for your life and drag yourself across the rope bridge, braving the fires below, and you manage somehow to scramble across safely. Gain 1 LUCK point for this fortunate escape, but behind you the rope bridge collapses and now you cannot return across the fiery cavern. Turn to 357 to find somewhere else to search.

336

The cat's bite goes deep, and you are paralysed by its saliva! Your adventure ends here, defeated by a cat!

337

This door has a small, green, crystalline lock, and the only way to open it is to use a green crystal key. If you have such a key, you know the name of the man you took it from. Convert his name to a number, using the formula A = 1, B = 2, C = 3 and so on, then add the numbers corresponding to the letters in the name and finally double that total. Turn to the paragraph with that number. If you don't have this key, you must search elsewhere; turn to 399.



338

The dim image of the Crown of Kings can be seen inside the dome. Long removed to Sanctuary, this magical treasure of Amarillia once cured and healed all who came to view it, and something of its curative power still remains. By resting here, you may regain 5 points of lost STAMINA and have any single form of plague cured (if you are suffering from any form of this malady). However, since only one person can benefit only once from the healing magic of the crown each week, you won't be able to return here as often as you please for repeated healing! Turn to 36 to explore elsewhere in the west wing, or turn to 7 if you want to return to the Bronze Stride.



339

In this subterranean room there is a vast jumble of furnishings and bric-à-brac, and all the walls are inscribed with magical symbols and signs. You see the single occupant of the room: a cowering, emaciated Dark Elf with a thin dagger in one hand and a small trail of fine ash drifting from the other as he prepares to cast a spell at you. If you are Sallazar, you can make out what the magical wall-designs mean, so turn to **306**. Otherwise, you have several options here. If you want to attack the Dark Elf, turn to **258**. If you would rather parley, do you think you know what his name is? If you do, convert that name to a number, using the code A = 1, B = 2, C = 3 and so on. Add together the numbers corresponding to the letters in his name, then turn to the paragraph with that number (unless the name you guess is the first word in that paragraph, you are wrong, and you will be forced to fight; make a note to turn to **258** if this happens). If you don't know his name, but you still want to parley with him, turn to **289**. If you decide to make a run for it, turn to **198**.

340

You find a huge pile of gold coins, all with the Z symbol on one side and a likeness of Zagor's face on the other side. You grab as many as you can — 50 Gold Zagors — and shove them into your backpack. Shrieking howls of a magical gale are beginning to race around at the top of the Great Tower! Turn to **235**.

341

The guards here are formidable – and horrible – enemies. The Hellhorns, which Zagor drew with him from some plane of nightmare and chaos stand well over two metres tall and hold great whips in their monstrous clawed hands. Powerful and muscular, these creatures are nevertheless tainted with chaos and disease; rotting flesh hangs from their skeletal faces and they are well named – their horns are powerful and they will use them to butt you with, as well as wielding their whips. Fortunately, one of the two Hellhorns here was dozing when you entered and is not immediately ready to fight. For the first three Attack Rounds, you fight, one against one, with a single Hellhorn; thereafter, you must fight both. Turn to **174** to fight!



342

Your search is long indeed, you must eat two meals here. However, among the graffiti scrawled on cell-block walls you pick up some scraps of information. 'Healing ... view crown ... west wing' is painstakingly etched on one wall, while another shows the symbol of a great axe with the word 'Groof' scrawled below. If you are Anvar, turn to **322**. Otherwise, you can now try exploring the

next cell-block (turn to **210**) or move on elsewhere in the jails (turn to **51**); if you wish to leave the jails altogether and return to the main castle, turn to **357**.

343

The legendary Hall of Heroes lies behind this door. All the greatest warriors and knights in Amarillia had their portraits placed here and, surprisingly, they have not been defaced. Entering, you gaze sadly at the paintings, realizing that so many of Amarillia's finest warriors must have perished in the terrible war against the Bone Demon and its armies. One painting in particular catches your eye: it depicts a plate mail-clad knight with flowing auburn hair and green eyes; this youth is hewing down a group of Orcs single-handedly while an airborne sword flies about him striking at Orcs as well! Unfortunately the plaque under this painting has been torn away – possibly by irate Orcs. *Test your Spot Skill*; if you are successful, turn to **381**. If you fail, you spot nothing unusual, so now you must leave and explore elsewhere; you can go south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).



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344

Test your Luck. If you are Lucky, turn to 107. If you are Unlucky, turn to 301.

345

A huge chamber, created by knocking down walls between various castle rooms, this once housed the Dragon hatcheries of the demonic servants of the castle, but the eggs in their regular rows have long since shrivelled and dried up here. The atmosphere is eerie; you are standing in a gigantic Dragon mausoleum. If you want to search it thoroughly, turn to 370. Otherwise you leave and search elsewhere; turn to 52.



346

The amount of noise you make yelling out your challenge wakes the Dragon. With a mixed expression of hatred and contempt, it waves a paw to seal the entrance to its chamber so you cannot escape. It simply stays where it is and breathes a rapid succession of goutts of flame over you. You cannot hope to defeat it from where you stand, and you are burnt to a cinder.



347

The door here is wedged tight but you managed to force it open, and you find yourself in a smithy. There is a great forge-fire in the south wall, but its flames have long been dimmed. Any weapons or armour once here have evidently been looted, but you may take a strong iron rod you find here. If in future you are asked to *Test your Skill* to force open a locked or tightly shut door, you may subtract 1 from the total rolled for using this strong bar to help you open the door. Leaving this room and looking east along the corridor opposite the door, you can see two doors to your left. The first of these is particularly strong, and contains a heavy lock. You should now explore an area you haven't entered before, so will you:

- | | |
|------------------------------------------|-------------|
| Open the first door along to your left? | Turn to 105 |
| Open the second door along to your left? | Turn to 269 |
| Head back south and search elsewhere? | Turn to 376 |

348

To search behind the fireplace, you have to plunge your hands into the magical fire, and you must also *Test your Skill*. You lose 3 STAMINA points for the damage the fire causes you, and if you fail, you do not find the secret panel Dorrick told you of. You can try again, by *Testing your Skill*, as many times as you wish, but each time you will suffer damage from the magical fire. If you finally succeed, turn to 142. If you want to abandon your attempt to find the secret panel, turn to 36 to explore elsewhere.



349

Compute Attack Strengths as normal. If you use the one-shot magical stone here, and you have the higher Attack Strength, you damage Zagor. If he has the higher Attack Strength, his spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA, and your stone misses him. If you have already cast a spell against Zagor and have not suffered any ill-effects from one of Zagor's spells, turn to 31. Otherwise, turn to 299 to decide a course of action for the next Attack Round; you cannot use this magical attack again.



350

There is a very carefully concealed portal which opens into a small chamber here. You can sense Magical energies playing around inside this chamber, though you have no idea what they might do to you, should you enter. If you decide to enter anyway, turn to 294. Otherwise, you must open the other door here, either normally (turn to 304) or by using an Open spell (turn to 321).

351

The Elf flinches at the mention of Zagor's name. 'I really wouldn't use the Z-word round here. Walls have ears, you know. More importantly, there are things that can creep out of walls if they hear that word. Well, to find you-know-who atop the Great Tower, you've got to get past the Dragon Doors, north of the Throne Room, along the Bronze Stride. And to do that, you have to have the Dragonbone Keys. There's one set in both the east and west wings. Grool has one set, for sure.' Return to 22.

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352

You march towards the leader's hall, ducking into side-passages occasionally in order to avoid Orcish patrols. Eventually you throw open the door to the hall where the leader and his cronies are washing down a pre-lunch rat snack with great gulps of black Orcish beer. The Orc guards stand between you and their leader, however, and you're going to have to get past them before you can attack the leader. Fight the two bodyguards together.

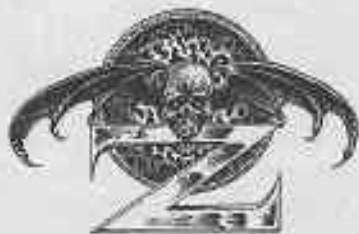
	SKILL	STAMINA
First ORC BODYGUARD	8	7
Second ORC BODYGUARD	7	7

While you are fighting, the Orc leader himself joins in the fray, but from a distance. He has a magical hammer: he throws it at your head and it then flies back to his hand, to be thrown again! In odd-numbered Attack Rounds (first, third, fifth, etc.), you must *Test his Skill*, which is 9. If he is successful, it strikes you and you must deduct 2 points from your STAMINA. If you are Stubble, you may add 1 to the number rolled (you are small and harder to hit from a distance). If you roll 11 or 12, the hammer accidentally hits one of the Orc bodyguards! If you want to flee this combat at any time, turn to 284. If you defeat the bodyguards, turn to 226.

353

The Hellhorn Champion has 3 Gold Pieces, some minor looted items of gold and silver pendants and jewellery worth 10 Gold Pieces in all, and a Tower

Chest! There is a bunch of Dragonbone keys here numbering 161 in total, though there is just one large master key. There is also a heavy stone hammer beside the chest which may be of use to you, unless you are Sallazar. If you are Anvar or Braxus, this weapon will not give you any bonuses to your Attack Strength, but it does count as a magic weapon if you do not have one. If you are Stubble, this Stonehammer gives a bonus of 1 to your Attack Strength in all future combats, and against Zagor or any Dragon it adds 2 to your Attack Strength, so gain 1 LUCK point for recovering this! Now turn to 36 to explore elsewhere.



354

You avoid the obvious tripwires, but they are merely decoys for the very fine and almost transparent bleached Orc-gut tripwires! You must *Test your Luck* (if you have a thief hireling with you, you may subtract 2 from the dice roll). If you are Lucky, you get just over half-way along the trapped passage in safety. If you fail, a volley of crossbolts is shot at you. Since these are aimed at head height, you must lose 6 STAMINA points unless you are Stubble, in which case all but one shot flies overhead (you lose 2 STAMINA points). Turn to 268.

355

You are crawling along towards a small chamber to the north – when suddenly you feel a burning sensation on your back and flames are licking at your clothes! Deduct 1 point from your STAMINA. Above you, a pair of vicious, Imp-like creatures have opened little murder holes in the ceiling and are pouring burning oil over you! If you want to crawl back to where you entered, you can do so: you must lose 6 STAMINA points from the oil that is still being poured on to you and, if you are still alive, you can try making for the east door provided you haven't opened it before (turn to 13); or you can return to the main castle (turn to 3). If you prefer to fight, turn to 242.

356

Your fiery attack spell will cause extra damage to the Mummy (deduct 8 points from its STAMINA) and it will set the monster alight, so that it loses 2 STAMINA points in each Attack Round until it expires, burnt to ashes! Turn to 288 to fight the monster.



357

At the end of the long stretch of passage leading westwards, your route turns to the north. There is a door in the west wall at the junction of these passages, and you can feel a distinct sensation of warmth coming from behind it. Along the northern passageway there are two doors, to your left, some distance along and, at the far end of the passage, facing you, a stout, locked door with a grille and cover set into it at eye level. This last door looks very much like the entrance to a jail block. You are sure that this northern passageway will lead you closer to the goal of your quest, so you follow it. Choose a door to open which you haven't opened before; will this be:

- | | |
|-----------------------------------|-------------|
| The door at the passage junction? | Turn to 77 |
| The first door on your left? | Turn to 225 |
| The second door on your left? | Turn to 28 |
| The door with the grille? | Turn to 51 |



358

If you are wearing metal (chain mail or plate mail) armour, turn to 104. If you are not, turn to 145.

359

You push open the double doors and find yourself at the entrance to a very dimly lit but huge chamber. You raise your lantern to take a closer look: clearly this is a Feast Hall, and around the huge dining table are skeletons seated in the rags and remains of what was once finery. While you are taking all this in, a squeaking and turbulent mass of huge black rats rushes down upon you! If you decide to fight, turn to 215. If you want to flee and slam the doors shut behind you, you must *Test your Skill*. If you are successful, you escape and return to the doorway at the end of the entrance hall; turn to 376. If you fail, you must fight; turn to 215.



360

The spindle absorbs some of your strength into itself. It reduces your Current and *Initial Magic Points* score by 1 point, to a minimum of 1; if you are Anvar, it will reduce both your Current and *Initial Luck* score by 1 point instead. Kicking over the malign thing, you leave and head for the wrought-iron door to the north of the passageway outside. Turn to 197.

361

Behind the doors to the east wing is a very lengthy, wide passage which leads eastwards. You march fifty metres or so along it until you arrive at the middle and take your bearings there. Turn to 52.

362

You force open a door and find two armoured Orcs with swords readied. One of them is almost invisible, appearing as a faint shimmer in the air. That Orc is the one facing you; the other is standing over the cowering body of a terrified, middle-aged man, dressed in white robes and lying on the floor. You will have to fight here. If you want to attack the Orc facing you, turn to 35. If you want to attack the second Orc, you can do so – but the first Orc will get in a free blow against you as you force your way past him, so you must deduct 2 points from your STAMINA. If you decide to attack the second Orc anyway, turn to 177.



363

Predictably, the king's art gallery has been desecrated by the Orcs of the castle: broken sculptures and shattered crystal lie everywhere, and the Orcs have daubed moustaches and beards on the paintings of

the queens and princesses. Paintings of Elven Masters of the King's Hunt have been contemptuously sliced up with swords, and the hall has been thoroughly vandalized. However, a large portrait of an old, grey-haired wizard is still intact in its frame at one end of the gallery; if you wish to examine it closely, turn to 151. Otherwise, you leave by the west door and go north to the crossroads; turn to 92.



364

You fly up to the Dragon's platform and surprise the Dragon with a free attack (by weapon or spell). Make a note of the amount of damage this does to the Dragon's STAMINA, then turn to 313 to fight, subtracting the appropriate amount from the Dragon's STAMINA.





365

You stand, open mouthed, gaping at the monstrosity that rears up before you. You're not sure what it is — or what it *was*, more likely. Perhaps, judging by its size, it was an Ogre once. But its feet and hands have been greatly enlarged, and its fingers and toes have long, raking, hardened nails the size of daggers. Its belly is hugely distended, and it appears to be blind, or maybe its eyes are just sunk back into the flesh of its puffy, reddened face, above a band of livid purple stitching round its throat. Various tentacles link its body to pulsating bellows, flasks and jars; and the rise and fall of a great rubbery valve, dripping with thick slime, is what is making the ghastly noise in here. You think you can see a wooden chest half hidden in the pile of debris round the room, though you cannot be certain. If you want to flee this lumbering horror as it squelches towards you, turn to **302**. If you decide to fight it, whatever it is, turn to **167**.

366

'Ere, Gutrot, come and take a look at this idiot we caught!' sniggers a hateful Orc, standing looking down into the pit. The Orcs summon their friends, and they use you first for crossbow practice then for supper.

367

The office of the one-time castellan of Castle Argent has been looted, of course, but there are still some aged, brittle papers and ledgers scattered among the shambles. You find a small scrap of paper headed 'Inventory of Magical Items held by the' then the

paper is torn. There is just one item listed, an 'Orc-slaying dancing sword', with a brief note that the sword is temperamental and makes awkward demands. 'Currently owned by Sir Be' is the final note. Clearly, such a sword would be very valuable to you – if only you knew the knight's full name and where the sword might be found! Search elsewhere by turning to 399.

368

Just beyond the point at which the passage turns north there is a door in the west wall. Some metres further along, at the end of the passageway, is a forbidding black door with wrought-iron decoration all over it; a racket of noise is coming from behind that door: creatures are shouting wildly and discordant music brays forth. If you want to open the door to your left, turn to 341. If you want to move on northwards, turn to 11.



369

You spend some hours sifting through the least-destroyed homes, so you must eat a meal. You find a

10-metre length of rope and an empty glass bottle. You also find some gold; roll one dice to discover the number of Gold Pieces you find hidden in a leather purse that has been stuffed into a hole in a wall. However, you also run into a prowling group of Orcs as you make your way back to the main road. Three of them jump out from behind a crumbling stone wall and, while their armour is ragged, their axes look sharp enough. To your dismay, you observe that these are Great Orcs – and, worse still, one of them is a mutant with exceptionally powerful limbs and shoulders. You must fight them all together as they encircle you!

	SKILL	STAMINA
First GREAT ORC	7	6
Second GREAT ORC	7	6
MUTANT ORC	8	9

If you win, the Orcs have no treasure and you cannot eat the rats they have in their food pouches! If you want to search the ruins on the other side of town, not having already done so, turn to 331. If you want to make straight for Castle Argent, turn to 192.



370

You must eat a meal during your search here, but you notice that one egg is still seeping thick liquid from a crack in its leathery shell. If you have an empty glass bottle, you may collect some of this liquid. If you are Sallazar, turn to 119. Otherwise, turn to 183.



371

You must bribe the ghost with a Magic Ring, a Golden Talisman, a Silver Dagger, or a Potion to let you leave in peace. If you are prepared to do this, remove the item from your *Adventure Sheet*; you can now explore the cavern where you saw the gleam of gold, if you haven't been there before (turn to 10), or you can head back to the main cavern you entered by (turn to 186). If you can't, or won't, give up such an item, you must fight (turn to 114) or flee (turn to 335).

372

Eerily, the Grand Templar's chambers are still as they were in the great days of Castle Argent, though all is now covered in dust. A magical fire burns hotly in a grate but gives forth no smoke. Trophies of the hunt

crowd the walls, and ceremonial robes and capes hang on pegs beside them. You really don't want to take anything from this place: it may be tainted with the chaotic magic which destroyed the Templar's mind. So, you can now explore somewhere else in the west wing (turn to 36) or make for the Bronze Stride (turn to 7).



373

Test your Spot Skill. If you are unsuccessful, turn to 212. If you fail, you find nothing, so leave and turn to 3 to search elsewhere.

374

With extraordinary agility, the little brute leaps on to your back, rummages in your backpack with its hard little claws, sniffs out the iron spikes, grabs two of them in its paws and gobbles them up! When it jumps down, you can see that the iron plates on its back and legs are visibly sturdier, and the animal gives a soft growl of pleasure. The little beast will follow you and help you in future. If you meet creatures that are made of metal or which wear metal armour (Great Orcs wear metal armour, as do their leaders and chieftains; ordinary Orcs, Mutant Orcs and Zombies do not), then this little beast will help you to fight them,

destroying their armour. When fighting these creatures, you can subtract 1 from their Attack Strength. The Ironhog helps in all such combats from now on; you cannot choose which combats it will or will not help you with (it automatically attacks any armour-wearing or metal creature). Roll one dice and add 1 to the number rolled; this is the maximum number of combats in which the Ironhog will take part before it runs off (it runs away immediately if it sees a Dragon!). Now, with this strange creature in tow, will you open the door opposite with the ceramic plaque, if you haven't done so before (turn to 112), or make for the end of the passage (turn to 43)?

375

The hag has some items of treasure concealed in a false compartment in the chair she was sitting on — you find a vial of Plague Antidote, a scroll of a Magic Screen spell and a Magic Ring. You are intrigued by her spinning wheel; it is clearly magical, and the thought crosses your mind whether or not you could somehow use it for your own benefit. If you want to take a chance by spinning it yourself, turn to 247. If you don't want to take the chance, you leave here and head for the wrought-iron door at the end of the north passage outside; turn to 197.

376

You stand with your back to the doors at the end of the entrance hall, looking west. Immediately in front of you is another pair of double doors, while to the north a passageway stretches out for many metres;

there are two doorways further along on the west side of this north-bound passage and a door at the end of it, and it turns back eastwards far in the distance. To your left, the passage soon turns west. Explore an area you have not entered before. Will you:

- | | |
|-------------------------------------------------|-------------|
| Head for the west passage? | Turn to 3 |
| Open the double doors in front of you? | Turn to 359 |
| Open the first door along the north passage? | Turn to 38 |
| Open the second door along the north passage? | Turn to 347 |
| Go all the way to the end of the north passage? | Turn to 155 |

377

Grool catches you in the back with a well-aimed rock as you run; deduct 3 points from your STAMINA. If you are still alive, you slam the door shut and flee straight back to the Bronze Stride, so turn to 7. Make a note that you can return to fight Grool later; if you do so and you manage to wound him, his STAMINA score will have returned to its full value (22) because of magical healing the monster can use!





378

You peer round the door you have just pushed open – and you can hardly believe your eyes! This was once the king's indoor garden, with rare and exotic plants from all over Amarilia cultivated by magical means.

Many are surviving, so the magic must still be here and, while Orcs have chopped down trees and shrubs so that the going is difficult underfoot, plant life still grows abundantly here. Garden chairs and tables are dotted around, together with riots of flowers and lemon-scented grass borders. In the centre of the room is a long, hedged path, with willow-like trees drooping their silvery leaves along it. In the distance, to the south, you can see a small fountain which still has a trickle of water dripping from its intricately carved head. You are making for the fountain when there is a rustle of sound from the branches of the trees and you are surprised as a flock of bats flies to attack you (lose 2 STAMINA points). These are no ordinary bats, however: their blood-red glowing eyes, razor-sharp canine teeth and metre-wide wingspans reveal them to be Horned Vampire Bats!

HORNED VAMPIRE BATS SKILL 8 STAMINA 8

If you win, and the bats have inflicted any damage to you at all, turn to 18. Otherwise, you can set off towards the fountain (turn to 47) or back away from this room, fearing further hidden attackers (turn to 3).

379

You must *Test your Skill* as the Mummy approaches, adding 2 to the total rolled. If you are successful, the

lantern strikes the Mummy and sets it alight! The monster loses 2 STAMINA points, and it will continue to lose 2 STAMINA points automatically in every subsequent Attack Round. If you fail, your lantern misses the Mummy and smashes on the floor behind it. You no longer have a lantern! Turn to 288 to fight the monster.



380

You must eat a meal while exploring a dozen or so of the cells, but all you find are some manacled skeletons, scrawled graffiti on cell-block walls, and a great deal of mould growing on floors and walls. Now you can try exploring the next cell block (turn to 210) or go elsewhere in the jails (turn to 51); if you wish to leave the jails altogether and return to the main castle, turn to 357.

381

There is a well-concealed sliding panel behind one of the paintings on the west wall. If you want to open it, turn to 236. If you do not wish to do this, you must leave and explore elsewhere; you can head south and then eastwards (turn to 399) or northwards to the Passage of Hawks (turn to 111).

382

You pay the merchant and he hands the casket to the old man. Dumping it carelessly in a bronze dish, the sage turns his attention to you. 'Hmmm. Heading for Castle Argent, eh?' You look startled at his prescience, knowing where you are headed; perhaps he has the Sight indeed! 'No, actually the king told me. But, in fact, I did have one of my visions about the place only the other day. Now, did I write it down?' He scrambles up a rickety stepladder with an agility unusual in one so old, and drags a thick, leather-bound tome covered in dust from one of the topmost shelves. He fumbles with the pages then, with a shriek of triumph, he recites a verse of riddles to you:

The Knight can be destroyed by the lions within the green;

The Hellhorn Champion falls to the chevrons in the white;

The War Dragon falls to the yellow-cloistered stars,

The Ogre Mutant falls to the goblets in the blue.

The Onyx Staff empowers you to use these symbols true.

'Well, that's it,' he says. 'I've no idea what it means, of course. But it is important.' Rather disappointedly, you leave. Will you now:

Buy some equipment? Turn to 56

Try to acquire some extra money, if you haven't already tried? Turn to 206

Wait for the ship to take you to Tower Island? Turn to 220

383

Unfortunately, using a Potion of Flying is exactly what Zagor expected you to do. You fly swiftly up – and bounce off a rigid wall of magical force that is barring your way! You fall several metres to the ground; deduct 3 points from your STAMINA, and you now find yourself lying on the stone steps. Turn to 207.

384

There is an irritable shout from behind the door: 'Yes, yes, come in!' so you open the door. You're astonished to find a scowling man wearing a blue tunic and a brown skull-cap. A strap from which an eyeglass droops circles his forehead, ready to be pulled down quickly to inspect new treasures. This surely marks him out as coming from the Plains of Cabaal, legendary for its haggling merchants and shady denizens. The man stands silent before a veritable treasure-trove inside the room – you can see armour, food, weapons and more! If you decide to attack him and afterwards take what you can, turn to 267. If you want to ask what he has for sale, turn to 168.

385

Looking north along this passage, you can see two doors opposite each other, half-way along the corridor, and one facing you at the far end. A swift check shows that the western door here opens into some bedchambers of the ladies of the court; these rooms have been utterly looted and vandalized. The door opposite them has an onyx, patterned inlay bearing

some odd magical runes. The door at the end of the passage has a great shield inlay on it: the design of the old king, Kraal, himself! If you are Sallazar, turn to 37. If you want to open the onyx door, turn to 78. If you want to open the door bearing the shield, turn to 259.

386

The runes are a magical warning to keep out, and you judge that there is a Dark Elf element in their design. You are also slightly puzzled because they don't look like standard wizard's runes; this makes you uncertain about the kind of spell-using creature that might have put them here. *Test your Spot Skill.* If you are successful, turn to 23. If you fail, you can cast an Open spell on the door (turn to 110), open it normally (turn to 339) or think better of it and search elsewhere (turn to 376).

387

Greed has been your downfall; ensnared by writhing tentacles, you cannot escape before another massive gout of acidic filth pours over you from the remains of the Mutant and the suckers on the tips of the tentacles. Your adventure ends here.



388

From the westernmost end of the passage, Orcs come running to the attack, having heard your loud attempts to force this door. They let fly with a pair of crude crossbows; *Test your Skill*. If you are successful, you dodge the missiles; if you fail, you must deduct 2 points from your STAMINA because you are hit once. If you roll 3 or more above your Current SKILL score, both shots hit you and you must lose 4 STAMINA points! Dropping their bows, the Orcs draw short-swords and close to hand-to-hand fighting. Backed up against the wall, you can fight them separately.

	SKILL	STAMINA
First GREAT ORC	7	6
Second GREAT ORC	7	6

If you win, the Orcs have no treasure, so you go back to smashing down the door. Turn to 203.

389

Looking northwards, it is obvious that the passageway here is littered with traps. There are visible tripwires on the floor and wall-mounted crossbows are perched, ready to deliver a nasty volley of shots at you. Clearly, getting past this stretch of corridor to the doors and passages in the distance will not be simple. If you do not want to enter this trapped area just yet, but prefer to explore an area you haven't visited yet, go west to the mid-way point of the Passage of Hawks; turn to 5. Because the trapped area of corridor is some 10 metres in length, a Jump spell will take you only part of the way along; if you can, and wish,

to use this spell, turn to 268. If your only option is to stride forward and hope for the best, turn to 354.

390

This door is locked, but a swift search locates the keys on Thulu's body and you throw open the cell which lies behind the door. On a bed of filthy straw, a red-eyed old man clad in once-white robes looks up at you with an expression that is at first hopeless but then turns to one of delight and joy as he sees that you are not one of Thulu's creatures. 'My friend, how can I ever repay you for freeing me?' he says. 'I am a healer, and surely you must have suffered much to reach this far into this terrible den of evil.' If you have the Plague, the healer will cure you of any and all forms you may have. He can also lay his healing hands upon you and restore up to 8 points of STAMINA. He then rushes up to Thulu's throne and opens a secret compartment in its base, reaching for a ring, which he slips on to his finger. 'My friend, I am no fighter or wizard. I can help you no longer with your quest; I have been locked up for so long that I know nothing of the terrible changes here, though I have sensed them. I must be gone, back to my liege lord, the king.' If you think you know the name of this healer, convert his name to a number using the code A = 1, B = 2, C = 3 and so on; add the numbers corresponding to the letters of his name and turn to the paragraph with that number. If his name is not the first word you see there, or if you do not know his name, turn to 211.



391

Such ineffable evil now sits on the great throne, atop wide, marbled steps, where once the kings of Amarillia held court to the wise and great. Rotting rags of purple, black and white robes hang from his body, but the large Z emblazoned across his chest is clear enough. He looks like both the most evil man you have ever seen and a Demon, at one and the same time! Stitches down both sides of his face stand out proud from his gloating, demonic skin as if they covered veins ready to burst. His body is strong, his skin scaly as that of a Demon, but bones show beneath the skin and on his left a skeletal arm, lacking a hand, is sunk into the metal and wood of the throne, and a pulsing purple radiance glows round it. Zagor rises to his feet, and you see that the monster is huge; he must stand four metres tall! He grips a powerful, rune-etched staff and casts his arms out wide, grinning a ghastly, crooked leer of triumph – but as he does this, lacquered black and red cards drop from the folds of his robes! For a split second, the Zagor-Demon's face seems to register concern. The cards are falling down all round him and, if you want to grab one as it falls and look at its face, you may do so; turn to **187**. If you prefer not to, but would rather set about the business of attacking Zagor immediately, turn to **299**.

392

'Well, if you leave here and turn north, going eastwards takes you to the Orc barracks, so watch out. Mind you, if you go westwards, you'll get to the Hellhorn guards and the Throne Room itself. More monsters in

there than you can shake a stick at. Get through there and you're into the Bronze Stride; from there, there are doors to the east and west wings and the doors to the Great Tower. Grool rules the east wing from the old war tower; the west wing is very dangerous, with the Hellhorn Champion and all those severed heads – gives me the creeps. Beware the Spectre there! Return to 22.



393

A great Barbarian Axe lies propped up against the chest! If you are Braxus, you can use this two-handed weapon; you will not gain any bonuses to Attack Strength for it, but it does count as a magic weapon (some creatures can be struck only by such weapons, so this may prove useful). If you are Anvar, however, this weapon adds 1 to your Attack Strength for all combats; against Zagor and any Dragon it adds 2 to your Attack Strength, so gain 1 LUCK point for this find! You clamber down the stone steps and back to the main passageway beyond the tower; turn to 52.

394

You are surprised by a weighted net that sails down from the beams above. Unless you are Anvar, you must *Test your Skill* to avoid being ensnared by the thin metal mesh as a pair of squealing, dirty little

Goblins slither down ropes from the beams where they have been hiding. If you fail, you must subtract 2 from your Attack Strength as you fight the Goblins together.

	SKILL	STAMINA
First GOBLIN	6	6
Second GOBLIN	6	6

If you win, you search through the pile of weapons; you do not care for the prospect of clambering up the ropes to see what miserable scrap of treasure the Goblins may have hoarded up above! *Test your Luck*. If you are Lucky, you find a longbow intact and a quiver of arrows here; if you are Unlucky, you find nothing usable. Now will you leave this room and open the door opposite (turn to 20) or head for the double doors at the far end of the entrance hall (turn to 376)?

395

You find a concealed magical portal in one of the smallest chambers of the knights' quarters. If you want to cast a Teleport spell here, it will convey you past some of the greatest dangers of this castle level – and past some treasures, too. If you want to use this portal, you must cast a Teleport spell and walk into it; turn to 41. If you don't wish to use this portal now, you may be able to do so later. Make a note of this paragraph number; you can return here to teleport from any chamber on this level of the castle (not during combat, of course, and not once you have crossed any staircase on this castle level). Now, if there is a specific knight whose name you know and

whose room you want to find, turn to **117**. Making a search of even a few rooms will be time-consuming; if you want to do this, turn to **159**. Otherwise you leave the rooms of the Argent Knights; you can open the doors to the Orc barracks if you haven't done so before (turn to **204**) or make your way west to the point where the passageway bends north (turn to **368**).

396

The only treasure here is the Dark Knight's two-handed sword which only Anvar can use. If you are Anvar, this sword counts as a magic weapon (some creatures may be struck only by magic weapons, so it may prove useful). Now you leave and head north for the crystalline doors; turn to **135**.

397

The triangle has disappeared and the web seems to be spreading across the door, as if in a defensive reflex. You guess that the web is the magical locking element here. Either you must use an Open spell to bypass it (turn to **229** if you can, and wish, to do this); otherwise you cannot open the door. If you can't open this door because you don't have enough Magic Points to cast the Open spell required, or if you don't have a scroll of this spell and need one, you should make a note of this paragraph number so that you can return here later (you will not be able to return here after you have crossed any stairway). For now, however, you leave, frustrated at your inability to get into the wizard's inner sanctum; turn to **3**.

398

There is a disgusting stench coming from behind this slightly open door and it is pitch black inside. If you do not have a source of light, you don't want to risk entering here, so you decide to explore the next door to the north; turn to **344**. If you have some light, you can either explore the room on the other side of this door by turning to **301**, or you can give the stinking room a miss and continue north to the next door by turning to **344**.

399

You are standing at a junction of passages: one runs east and west (to your right and left respectively); another, leading northwards, is straight in front of you. You are looking towards the north with the door to the entrance chamber at your back. The corridor in front of you runs for some fifteen metres, then it meets a very extensive east-west passageway, the walls of which bear plaques showing the etched figures of hunting birds: this is the Passage of Hawks. To your right, there are two doors on the south side of the passage, which then turns to the north; at this point there is a door facing westwards. To your left, there is a single door, again on the south side of the corridor, which then turns northwards. All the passages here are lit by dim torches; they give out a faint magical light which grows weaker with the passing years but which is sufficient for you to see by. You should explore an area you haven't entered before. Will you:

- | | |
|---------------------------------------------------------|-------------|
| Open the first door to your right? | Turn to 367 |
| Open the second door to your right? | Turn to 337 |
| Open the door at the far right? | Turn to 73 |
| Open the door to your left? | Turn to 238 |
| Head north to the Passage of Hawks? | Turn to 5 |
| Head west along the passage to
where it turns north? | Turn to 134 |
| Head east along the passage to where
it turns north? | Turn to 139 |

400

You drop the body of the Zagor-Demon into the chasm of the Heartfires, and a terrible scream rises from the bottomless depths below. The fires burn with an unbearable heat and you stagger backwards, going eastwards along the passageway beyond the chasm, and reel out through the doors of Castle Argent. You really don't remember too much after that.

When you regain awareness, you feel a cool sea-breeze playing across your face. You cough and splutter as a draught of best Crab Island rum is poured down your throat. The smiling face of a Centaur, with just a hint of tears shining in his eyes, swims into focus above you. 'We had to deal with a few Orcs who seemed interested in running you through with their swords,' he says softly, 'but, well, that was the least we could do. Welcome back!' The sailors on the deck of the *Glory of Amarillia* give you a rousing cheer, and surely greater glory awaits you when you return to Sanctuary. Amarillia is still a troubled land with many evils — but now it has the chance of survival, thanks to you!

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