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Advanced Dungeons & Dragons[®]

ADVENTURE

ON 1TM CHALLENGE OF DRUID'S GROVE

ADVENTURE
GAMEBOOKS



James M. Ward

A ONE-ON-ONE[™] Adventure for Two High-Level Magic-Users



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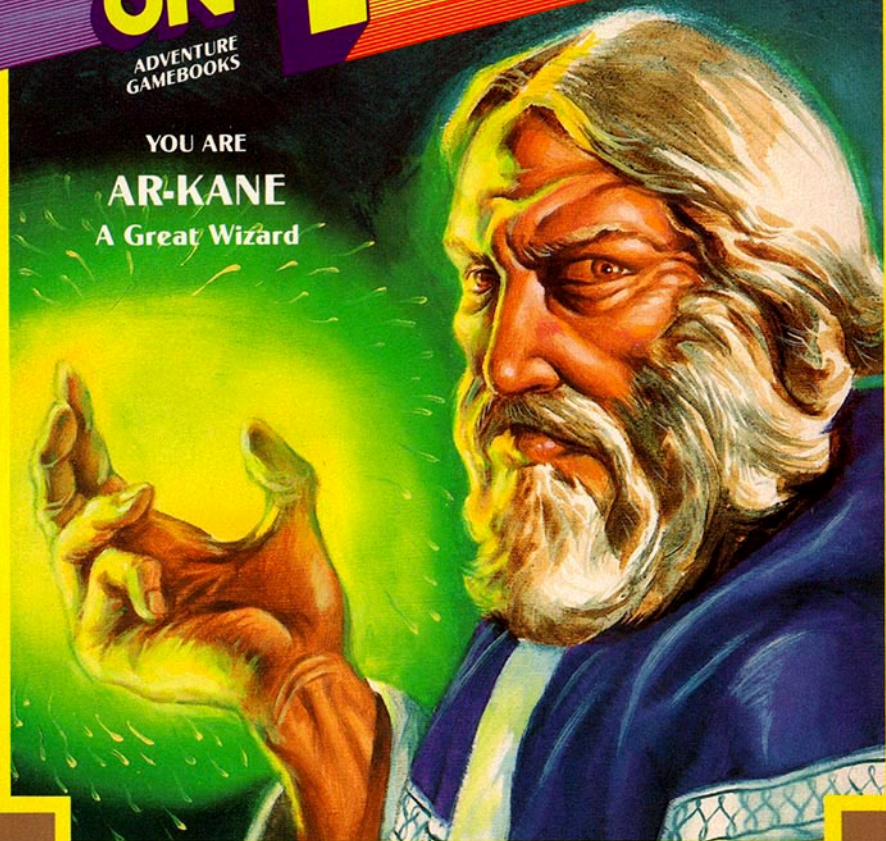
Advanced
Dungeons & Dragons[®] ADVENTURE

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CHALLENGE
OF
DRUID'S
GROVE

YOU ARE
AR-KANE
A Great Wizard



James M. Ward

A ONE-ON-ONE™ Adventure for Two High-Level Magic-Users

YOUR STORY SO FAR . . .

You are the wizard, Ar-Kane. The Wizard's Guild has assigned you a very special quest. The Guild discovered, through arcane means, that the Archdruid, Lath, died ten years ago. Though the druids have sought to keep this hushed up, the Guild believes Lath was attempting to summon a great Earth Spirit and his experiment went awry. The Forest of Lath is now a place of great evil.

The Guild plans to enter the Grove, rid it of the evil that lurks there, and claim it for its own. There are powerful magic devices hidden within the Forest of Lath. Acquiring the Forest would mean great power for the Guild and rich reward for the wizard who accomplishes the dangerous task!

As one of the most powerful Wizards in the Guild, you have been selected to attempt to enter the Forest and reach the Inner Sanctuary of Lath. This is a deadly task in itself, but the Guild has discovered that the Archdruid's Council is sending one of their own to claim the Sanctuary! You will have to fight him, that is unavoidable. But you have been instructed not to kill him. The Guild wants you to capture him and hold him for ransom, forcing the Druids to give up many valuable magical objects they have gained over the years.

Before you go, you are able to summon two allies to help you in this quest. Swiftwing the Griffon will be your mount on this journey. You trained him from an egg and he is a faithful creature. You have also asked your good friend, Brett the Bowman, to aid you on this trip. Both of your allies are strong and loyal. With their help, you hope to reach the Inner Sanctuary of Lath's Grove—alive!

Prepare to enter the deadly Forest of Lath!

For Those Who Have Played One-On-One™ Games before, it will not be necessary to read through the rules again. Please note the following **important changes**:

Map: The evil in the forest has prevented the making of an accurate map. You have no map in this adventure.

Combat: Since this adventure is for high-level players, we have made the combat more difficult. No longer will **you** be given the number of an enemy's Hit Points. This information will be available only to your opponent and can be found at the back of his book. Since this will make it more difficult for you to tell how you are doing against an enemy, we advise that you and your opponent give descriptive information about your status during a battle.

Truce: You can capture your opponent in this adventure and hold him for ransom. If you two meet before you reach the end, therefore, you should call a truce. Your final confrontation will take place if you both survive and meet in the Inner Sanctuary. The rivalry between the two of you is too great for you to work together.

Retreat Option: Read the new Retreat Option, page 8.

Objectives: Read these on page 5.



CHALLENGE OF DRUID'S GROVE

YOU ARE **AR-KANE**

A Wizard

by
James M. Ward

Illustrated by
Mark Nelson

ONE-ON-ONE™ Adventure Gamebook



TSR, Inc.
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"Grakka"

CHALLENGE OF DRUID'S GROVE

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RULES

Object of the Game: You have two objectives this Game. The primary objective is to reach the Inner Sanctuary of Lath's Grove and destroy the evil that has taken control of the Forest. To do this, you must win your way through several Circles of Protection that guard the Inner Sanctuary. Your second objective is to find your rival, capture him, and hold him for ransom. Before you face him in final contest, it will be to your advantage to gain as many magical objects as you can acquire. Therefore, you may want to call a truce should you both meet before the end of the quest.

Allies: You have allies that will help you fight your enemies. Character Sheets describe your allies and their skills. Since your allies help you in battle, Hit Point damage may be divided up between you and any allies with you. (See Combat Turn.)

Area Movement: Start with "The Adventure Begins" on page 19. The text indicates the first areas you can reach from your starting point. You move from one area to another by turning to the pages given in the text.

Movement Turn: You go first. Read the "Adventure Begins" and select the area to visit, making a note of the page number. That ends your turn. It is now your opponent's turn to start his adventure. He decides where he wants to go and makes a note of the page number. That ends his turn. On your next turn, go to the page number you selected and follow the instructions. Turns alternate until one of you wins.

When you encounter an enemy and decide to fight, resolve the combat during that Movement Turn. You can then decide where to go next, but do not read further until it is your turn again.

Communication: You must tell your opponent what area you are moving into. You do not have to reveal what is happening to you in that area unless you are fighting monsters or you are instructed to tell. It is wise to keep information about treasure or traps secret!

DESCRIPTION OF COMBAT

Combat: Occurs whenever you attack or are attacked by a monster or another character in the Forest of Lath. All combat encounters follow the same sequence of events, except where changes are indicated in the text.

Attacker and Defender: One of you is the Attacker and the other is the Defender. This changes from Combat Turn to Combat Turn in all battles in order to give each player a fair chance to score against the other.

The Attacker is the first character to strike. The Defender is the character reacting to the attack. You and your allies will be the attacker in most combat situations. The only exception is when an enemy catches you by surprise. This will be indicated in the text.

FIGHTING MONSTERS

When you fight monsters, the other reader plays the part of the monster. For example, the Druid must fight a Giant Spider. The Wizard reader plays the part of the Spider, giving the Spider's random numbers and recording damage. The Druid takes the monster's part when the Wizard fights. A "Monster Table" starting on page 146 lists all monsters your opponent is likely to encounter, their Hit Points and damage.

COMBAT TURN

The Attacker chooses a number at random from between 1 and 20 and calls it out (without looking at the COMBAT TABLE). The Defender also calls out a random number (without looking at the COMBAT TABLE). Now refer to the COMBAT TABLE on the back cover of the book. The Attacker reads the numbers down the left side of the table, while the Defender reads the numbers across the top. Find your number and scan across the table until you reach the row of the number your opponent called out. This gives you the result of your actions.

Example: You (Attacker) call out 5. Your opponent calls out 15. You find 5 on the left-hand side of the table. Staying in your row, scan across the table until you are below the number 15 at the top of the table. The Defender finds the number 15 and, staying in his column, scans down until he is across from the number 5. This is a "X" hit for the Attacker. Next Combat Turn, you become the Defender and read the numbers across the top. Your opponent becomes the Attacker.

DEFINITION OF TERMS ON THE COMBAT TABLE

X = Hit. A hit is recorded for the Attacker. The Attacker tells the Defender how many Hit Points of damage the Defender loses from the Attacker's weapon or spell. (Refer to Character Sheet and Monster Table for Damage and Hit Points.)

O = Miss. A miss means that the Attacker did not cause damage this Combat Turn.

2X = Double Hit. A double hit is recorded for the Attacker. The defender loses double the number of Hit Points this turn.

"*" = "Special." This allows the Attacker to turn to his "Specials" on page 157. The "Specials" simulate some of the unexpected things that can happen in a combat situation. The page number you are reading determines the number of the "Special." (See Table below.) If you encounter more than one "Special" during a single Combat Turn, use the next consecutive page number. The "Specials" Table is repeated on the bookmark at the end of the book.

"Specials" Table

21-99—Use the last digit with 0 being 10.

101-120—Use the last two digits.

121-160—Use the last digit with 0 being 20.

The Druid and the Wizard are the only two who may use "Specials" in combat situations. When running combat for allies or monsters, record a "*" as a miss unless the text tells you otherwise.

Spells in Combat. You and other magic-users have the ability to cast spells during combat. Tell your opponent you are casting a spell this Combat Turn and which spell you are using. Choose random numbers as usual. If an "X" or "2X" is scored, the spell is successful and must be crossed off your list unless the text indicates it may be used more than once. If the Combat Table records a miss, the spell can be used again until a hit is scored (unless the text states otherwise). If you get a "*" result, you must refer to the "Special" table and your spell will be considered used. Spells never do double damage. Treat all "2X" as "X".

RETREAT OPTION

Many years ago, you discovered a cache of three magical Crystals of Life. In times of danger these Crystals will send your physical body (and those of all of your allies) into a healing dimension. But in return for this service, it will transport your spirit into the body of a warrior in need of help. You must use your skills to get this being out of danger. Only then will the Crystal return you to your own healed body.

RETREAT # ONE: Turn to page 119.

RETREAT # TWO: Turn to page 121.

RETREAT # THREE: Turn to page 123.

HEALING

You may find healing devices, potions, and ointments that will restore lost Hit Points. Follow instructions for their use. You may carry them as part of your equipment.

Healing Devices and Potions: restore a specified number of Hit Points to one character per turn.

Healing Ointments: restore a variable number of Hit Points and may be used on more than one character at different times until their total healing power is used up.

OPTIONAL DICE ROLL

A twenty-sided die may be used to roll random numbers on the Combat Table. Some players find this easier and more fun than calling out numbers. Twenty-sided die can be purchased at most local hobby centers.

CHARACTER SHEETS

Character Sheets give Hit Points, describe powers and abilities, and provide you with all items you start with in this adventure. You have a Character Sheet for yourself and one for each ally. We suggest that you photocopy the Character Sheets for easy reference during the game.

DEFINITION OF TERMS ON CHARACTER SHEETS

Alignment: describes the character's nature and how he/she will react to outside influences. A character who is "lawful good" always puts others first. A character of "neutral" alignment thinks first of himself and how any actions affect him. "Chaotic" characters are cruel and destructive.

Class: describes a character's role—fighter, thief, etc.

Level: a measure of that person's skill in his class. Most individuals start with level 0 and advance as they become more skilled.

Weapons and Spells: All the character's weapons and magical spells are listed. Additional weapons and spells may be added only if discovered on the adventure.

Hit Points: keep track of the health of that character. When a character is struck by an enemy, his Hit Points are reduced by the attack according to the amount of damage listed for that weapon. Lightly pencil out the numbered spaces. When the numbers are all crossed out, the character has "died" or fallen unconscious. Use a pencil to record Hit Points, since it is possible to gain back lost Hit Points. Hit Point damage may be divided up between you and allies if you are fighting together.

Weapon and Damage: deal with the amount of Hit Point damage done to an opponent. Each weapon subtracts a specific number of Hit Points from an enemy in a successful attack.

Objects Gained: record treasure that you find during your adventure. You may also gain the help of new allies. We suggest that you either make a note of the page number that gives their Hit Points and damage totals or copy these onto the "Notes" pages provided.



PRIMARY PLAYER CHARACTER: Ar-Kane, Wizard

Alignment: Neutral

Class: Magic-User

Armor: Magic Bracers of Defense

Level: 16

Weapon: Two Magical Daggers of Light, *Bright Beam* and *Quick Ray*. When used against any creatures larger than man-size, the daggers glow brightly, often blinding an enemy and impairing his fighting ability. (No enemy can score a "2X" against you when you use these daggers. Count "2X" as "X".) When using daggers, you cannot use spells.

Hit Points: 47

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46)
(47)

Description: You are 38 years old and highly skilled in your profession. Early in your youth, you discovered the books of several powerful wizards and were able to translate them and gain their power. Basically an honest human, you have gained a great deal by trusting in your own abilities and not cheating others in dealings of any sort. You are a very private person and you believe that he travels fastest who travels alone, although you have accepted the help of two trustworthy allies for this adventure. Your hobby is collecting magical devices. You will go to great lengths to acquire any such object. You always attack first in your group in combat.

Other Equipment: *Magical Bracers of Defense* subtract the first 2 Hit Points of damage done to your group in each Combat Turn. *Scroll of Protection from Plants*: protects the group from a plant attack. May be used only once. *Ring of the Ram*: 5 charges left. This ring will create a force that will strike an enemy, doing 7 Hit Points of damage. The charge is used up if it hits or not. *Robe of Stars*: allows the magic user 5 enchanted star missiles that each do 8 Hit Points of damage per successful hit.

(over)

Spell Casting Abilities: Select the spells you will take with you into the Grove from your spellbook. You have already used several spells to get this far. These are what you have left. A spell is considered used up only if it hits successfully or if a "*" is scored.

First Level Spells:

- (1) _____
- (2) _____
- (3) _____
- (4) _____

Second Level Spell:

- (1) _____

Third Level Spells:

- (1) _____
- (2) _____
- (3) _____

Fourth Level Spell:

- (1) _____

Fifth Level Spells:

- (1) _____
- (2) _____

Sixth Level Spells:

- (1) _____
- (2) _____
- (3) _____

Objects Gained:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WIZARD'S SPELLBOOK

You may select more than one of the same spell for each level.

First Level Spells

Magic Missile: does 11 Hit Points of damage to enemy group as a whole. Hits automatically.

Grease: causes entire enemy group to slip and miss all attacks next Combat Turn. Hits automatically.

Taunt: sends the enemy into such rage that all "2X" results are misses. Hits automatically.

Shocking Grasp: does 10 Hit Points of damage per successful hit.

Second Level Spells:

Mirror Image: causes several illusions of yourself to appear. The confused enemy will have all "2X" scores reduced to misses. Hits automatically.

Strength: cast on an ally, it will increase his/her strikes by 5 Hit Points per successful Combat Turn, one battle only. Hits automatically.

Third Level Spells:

Melf's Minute Meteors: creates 4 small spheres of energy that are treated as separate attacks. Each sphere does 5 Hit Points of damage per successful hit.

Wind Wall: a wall of wind prevents all enemies from attacking first Combat Turn. On second and third Combat Turn, it reduces all "2X" scores to "X". Hits automatically.

Fireball: does 10 Hit Points of damage per successful hit, but may only be used in the first Combat Turn.

Protection from Normal Missiles: stops all nonmagical arrows and thrown weapons from striking the entire group for one battle. Hits automatically.

Fourth Level Spells

Ray of Cold: does 14 Hit Points of damage per successful hit.

Fear: causes one enemy to run away in terror if it hits.

Fifth Level Spells

Cone of Cold: does 17 Hit Points of damage to one enemy and 9 Hit Points to a second enemy per successful hit.

Hold Monster: may be used against up to four monsters. Will prevent monsters from attacking for entire battle if a "2X" or "*" is scored.

Monster Summon III: will summon a Giant Snapping Turtle to fight for you during one battle. Turtle has 15 Hit Points and does 8 Hit Points snapping damage.

(over)

Sixth Level Spells

Death Spell: strips away half the original Hit Points of one enemy if it hits. (Round fractions down.)

Flesh to Stone: turns one enemy to stone if a "2X" or "*" is scored.

Invisible Stalker: creates an Invisible Stalker that will fight one battle for you. It has 18 Hit Points and strikes twice per Combat Turn for 7 Hit Points damage per each successful strike.

Monster Summon IV: summons a Wind Spirit that will fight one battle for you. It has 19 Hit Points and does 12 Hit Points of damage per successful Combat Turn.



ALLY and Mount: Swiftwing the Griffon

Alignment: Neutral

Armor: Tough Hide

Weapon: Claws and Beak. Its tearing beak does 5 Hit Points of damage per successful Combat Turn and its claws do 4 Hit Points of damage per successful strike. (Two attacks per Combat Turn.)

Hit Points: 13

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)

Description: Ar-Kane raised Swiftwing from an egg. The Griffon will do anything for its master. A noble, intelligent beast, the Griffon is a deadly fighter and powerful ally. Swiftwing has proved his loyalty many times, standing over a helpless Ar-Kane and driving off his enemies until the magician could recover.



ALLY: Brett, the Bowman

Alignment: Neutral

Armor: Leather

Weapon: Longbow, named *Throatcatcher*, and short sword, named *Quickwork*. Brett uses the bow in the first Combat Turn. It hits automatically, doing 7 Hit Points of damage. He then switches to his sword. It does 5 Hit Points of damage per successful Combat Turn.

Hit Points: 17

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17)

Description: Ar-Kane needed someone with ranger skills and woodsmore to aid him on this quest. Nearly ten years younger than the wizard, Brett admires and respects Ar-Kane and is a loyal companion. As payment for joining this dangerous quest, Ar-Kane has promised to give Brett all magical swords and other weapons when the quest is ended. Ar-Kane has also given Brett magical wings so that he can keep up with the Griffon.

Special Ability: Brett is not frightened of the undead or spirits from another plane. When fighting these, he will hit automatically, though he will never score a "2X".

Objects Gained:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NOTES



THE ADVENTURE BEGINS . . .

Standing outside this forest, you think to yourself how fortunate you are to have been chosen by the Wizard's Guild for this task. You've long wanted to build a castle in the wilderness. This is your golden opportunity, and you aren't going to fail. You're also looking forward to picking up some additional magical spells and maybe a few magical items as well. Oh, of course you know it's going to be dangerous. But you're ready to risk your life for the rewards that are at stake. Besides, you've studied for years to attain your high degree of skill in magic. You're confident you can handle any situation that arises.

Glancing around, you think the forest looks fairly normal. Casting a routine *detect magic* spell, you discover, however, that several parts of it fairly radiate powerful magic. An evil influence fills these woods. You have the uncomfortable feeling that *things* are watching you. And they're not friendly!

You had hoped to be able to use your magical powers to fly over the forest, but some sort of spell has been cast upon it that made it impossible for you to see where you were going. So you'll have to travel the forest the hard way—walking. You have loyal and powerful allies, however. Running through your spells one more time, you enter the forest.

Turn to page 20.



ONE-EYED WANDERER

You're prepared for nothing less than armies of dragons and hordes of giants. But all you see is one old man, standing in the middle of the path.

"Wouldn't this be a good place to make camp for the night?" the One-Eyed Wanderer asks you.

"Are you mad?" you exclaim indignantly. "It's barely past dawn. We've a long way to go. Now, step aside, my good fellow."

The old man raises his hand. Suddenly, a thunder storm rages around you. Hail and rain nearly pound you into the ground, lightning strikes at your feet. The old man lowers his hand, and the storm ends. He stands before you, smiling, dry as a bone.

"I guess we'll make camp," you mutter. "How about some breakfast?"

"Thank you, Ar-Kane," he answers. "I knew you'd see things my way. Now, in return, I will give you either a magical device or a new spell."

→ "I'll take the magical device." Turn to page 88.

→ "I'll take the new magic spell." Turn to page 43.

ATTACK WITCH

You have chosen to attack the Witch. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter #21.

If you lose all of your Hit Points, turn to page 144.

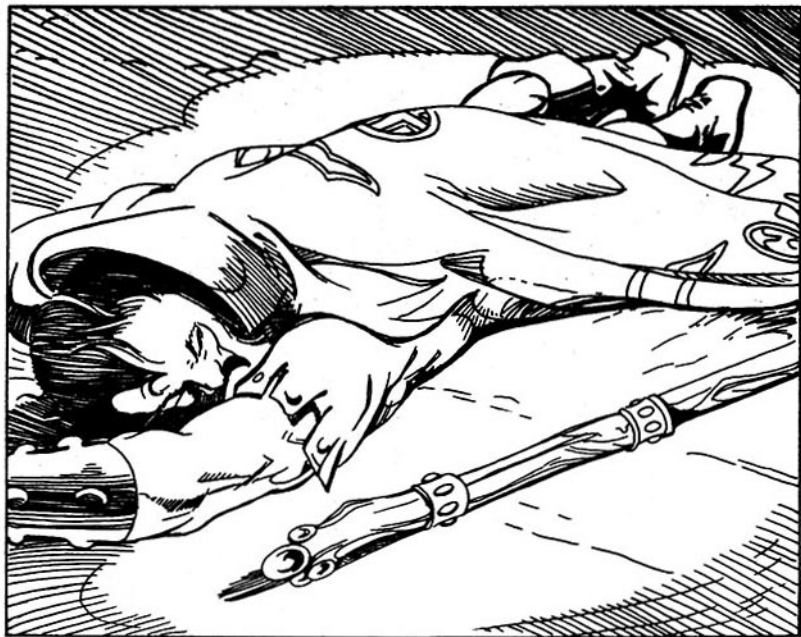
If you survive, you are thankful to see the evil maiden vanish in a magical burst of energy, laughing wickedly as she disappears. You search the area, but find little that is of use after the effects of the magical battle. A magical force radiates power to the north. You move that direction. Turn to page 40.



MAGIC WAGON

The Gypsies take you into the Wagon of Magic, and you are pleased to see it is filled with spell components and magical devices. There are potion bottles, magical gems, and magical staves of power. But you quickly discern that most of these items are fakes! The Gypsies obviously expected you to grab something that looks like a Staff of Continual Light and leave, only to discover later that it's nothing more than a fancy stick! You're not angry, however. You can appreciate the work that went into some of these fakes. Plus you have detected two magical devices of real value in this wagon. The Gypsies apparently don't know the true worth of these two devices.

- You pick up a Magical Coffer. Then you hear the sounds of fighting outside. You and your allies rush out to see what it is. Turn to page 35.
- You select a silken bag of Magical Dust. Suddenly, the wagon shivers as something large hits it. You and your allies rush out to see what it is. Turn to page 61.



THE WITCH'S STAFF

Sometimes you win. Sometimes you lose. This time it looks like you lose. When you activate the magic staff, it hurls you to the ground and strips away one of your magical spells. (Cross off one of your spells immediately).

You consider returning the thing to the witch and wrapping it around her neck! Then, suddenly, you realize how it might work to your benefit!

Staff of Dispelling: negates the first spell or magical blast cast at you and your allies in any battle.

Pleased with your cleverness, you continue on. A magical force radiates power to the north. You move that direction. Turn to page 40.



HIDDEN STATUE

You immediately sense magic in this area, but you can't discover the source. Looking around, you see a bronze statue nearly hidden by weeds. You also see two paths leading out of this grove. One is dark and gloomy and choked with thorny vines. The other is a clear, wide trail that appears to have been well-traveled at one time. Faint strains of music drift down the wide path.

Turning back to the statue, you sense that something magical is hidden in the base. But you can't tell if it is dangerous or not, and it will take quite a bit of work to clear the weeds out and reach it.

"I think I'll—

- start pulling up these weeds around the statue." Turn to page 86.
- travel down the thorn-choked path. Hopefully those thorns have kept out wandering monsters." Turn to page 40.
- find out where that music is coming from." Turn to page 28.



MAGICAL SWORD

You have found a truly marvelous sword stuck in the trunk of a tree. But, when you pull it out, you discover that the tree was actually a Tree Demon! The sword was keeping it prisoner!

You are being attacked by a Tree Demon. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 25.

If you lose all of your Hit Points, turn to page 144.

If you win the battle, the sword can be used by any of your allies.

Sword of Defending: does 9 Hit Points damage per successful Combat Turn and will stop the first 3 Hit Points done by an enemy from affecting your group every Combat Turn.

Chiding yourself for taking dangerous side trips, you return to the wide path. Turn to page 47.

MONSTER REMAINS

Sorting through the old bones of previous enemies, you discover several valuable items.

Monster Treasure: a *Jar of Healing Ointment* that restores 14 Hit Points of damage, a *Lightning Bolt Scroll* that contains 3 Lightning Bolt spells—each spell does 6 Hit Points of damage. Once used, each spell is gone, however. *Potion of Lion Control* causes any lions you face to flee in terror, and 5 *Magical Arrows* that each do 10 Hit Points of damage if they hit.

Now, you're ready to face the Dragon. Turn to page 30.

THE DROW AND THE WARRIOR

You follow the Drow group holding the Warrior captive until they stop and begin a strange ritual. These magic-users mean trouble for the Warrior. You rush in to fight them!

You must fight the Drow Wizards. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 27.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the Warrior joins you.

Warrior's Hit Points: 22 with 10 remaining

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

The Warrior fights with two magical daggers that do a total of 10 Hit Points per successful Combat Turn.

You also find:

Wand of Magic Missiles: does 5 Hit Points of damage per Combat Turn and hits automatically. It must be used instead of any other weapon.

Turn to page 142.



GYPSY CAMP

The sound of music grows louder, and suddenly you find yourself in a camp of Gypsies.

"Velcome to our camp, dahlink," the Gypsy leader purrs. "Ve know vy you are here, and ve can help, I tink—for a price, ov course."

"Of course," you reply warily. "What price?"

"You powerful wizard, no? Teach our spell casters von of your spells, and ve giv you a gift, no? Vrom ze Wagon of Magic or ze Wagon of Fighting—your choice."

Looking at the sword in her hand, you figure there are probably a hundred more Gypsies hiding in the wagons. You agree to the deal. Cross off one of your magic spells. It is used up when you teach it to the Gypsies. Then you follow the Gypsy woman to:

→ the Wagon of Magic. Turn to page 22.

→ the Wagon of Fighting. Turn to page 72.



CASTLE OF THORNS

Your magic destroys the razor-sharp, poisonous thorns that form the front gate. The gate swings open. You now find yourself facing Barbarian Warriors and a Wizardess! You could try talking to them. Or you could attack instantly, hoping to get in the first blow.

- "Excuse me. I'm searching for Lath's Grove and I wandered in here by mistake. Could you give me directions?" you ask politely. Turn to page 89.
- "Prepare to die, Barbarians," you shout in a rage. Turn to page 85.



THE DRAGON'S CAVE

You're eager to reach the Dragon and slay it so that you can finish this business. But you're not so eager that you lose all caution. Creeping up outside the Dragon's cave, you peer inside. Oh, no! How did that girl manage to get herself in that predicament?

Well, you'll have to rescue her—but before or after dealing with the Dragon?

- You creep to the woman's side to free her from her chains. Turn to page 91.
- You don't want to give the Dragon any warning of your coming. So, planning to free the girl after you meet the Dragon, you move quietly into the cave. Turn to page 87.



THE VAMPIRESS

No wonder nothing seems to go right! You aren't supposed to rescue the Princess—you're supposed to stop her from doing more harm! But now it might be too late. When you throw the key into the cage, the Princess, enraged at your behavior, turns into a Vampiress and attacks you. In a way, you're relieved: at least now that you know how things really stand, you can finish the job.

You are being attacked by the Vampiress. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 31.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you search the area for any other unfortunates who might have fallen into this creature's trap. Turn to page 59.

THE FALLEN KNIGHT

The Forest has been getting thicker and darker as you move along. Gone are the tall, stately trees. Now all you can see are twisted hulks whose roots claw the ground. The trail is choked with black briar patches and noxious weeds. Eyes peer at you from the shadows, snakes slither across your path, spiders drop from the trees into your hair. You grow more and more apprehensive.

Suddenly, just as you're starting to consider turning back, you walk from the dark forest into a lovely meadow. The sun streams through the tall trees, the clover smells sweet in the breeze, and the sense of impending doom is lifted. You take time just to sit and enjoy your peaceful surroundings. Unfortunately, the stillness is shattered by the sound of hoofbeats.

You leap to your feet, weapons ready, at the sight of two knights. They ride out of the foliage, charging straight for—each other! They don't even see you. A vicious battle ensues. One knight falls from his saddle, his opponent's lance through his breast. The other knight gallops over his fallen foe, then vanishes in a ball of fire!

You run over to the dead knight, knowing there is nothing you can do for such a terrible wound, when—suddenly—he stands up to face you!

"You have come to my meadow. Now you must play my game!"

Turn to page 106 to play the Fallen Knight Game.



GYPSY CAMP

The camp is being attacked by a hydra! You and all your allies (including the animated suit of armor) leap forward to do battle. The Gypsies flee into the woods.

Magical Suit of Armor's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15)

The Armor does 6 Hit Points of damage per successful Combat Turn. The Armor will fight for you until it loses all its Hit Points. It cannot be healed by any means.

You are entering combat with a Hydra. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 33.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the Gypsies return and declare you to be their hero. They offer you their hospitality for the night. You don't really want to wander this forest in the dark, so you accept.

Turn to page 65.

THE ELF GUARDIAN

You feel safe in giving up your weapons to the Elf because you have so many other ways of fighting. So you drop your weapons on the ground in front of the Elf and glare at him sternly.

"I *will* be back for them, Warrior. I expect them to be here when I return!"

The Elf in front of you sighs and says, "Wizard, if you do return, these weapons will be here and so will one of my brother elves. He will serve you in your final quest." With that the Elf disappears.

Moving on down the path, you fret a bit about leaving your weapons, but then you have an idea. You can make more weapons, even from this evil, twisted forest.

Makeshift Weapons: 4 *Javelins*, each does 4 Hit Points of damage in a successful Combat Turn but is not reusable. *Wizard's Staff* does 12 Hit Points of damage but can only be used every other Combat Turn because of its great weight. *Sling* does 5 Hit Points of damage each time it strikes.

You continue on to face the Dragon. Turn to page 54.



GYPSY CAMP

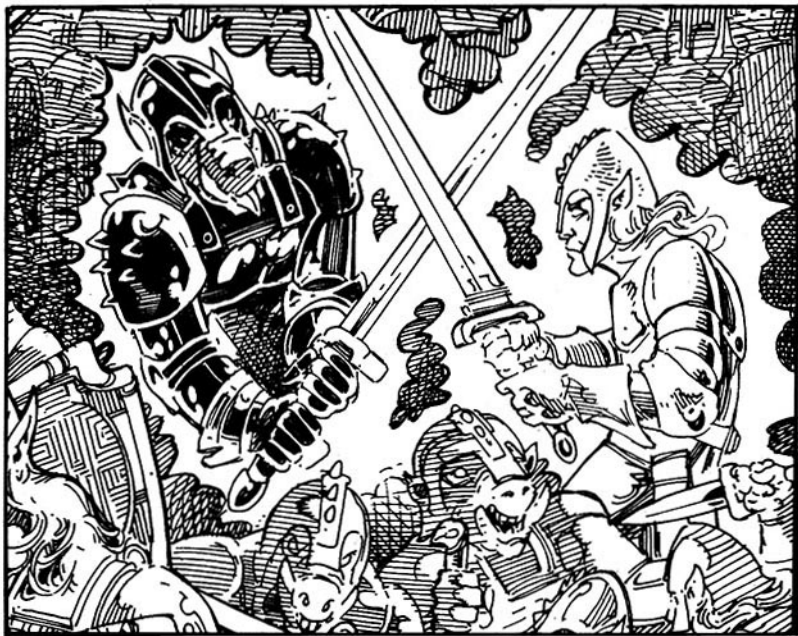
The camp is being attacked by Skeletal Warriors! You and your allies fight back. The Gypsies immediately flee. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 35.

You may choose not to attack the first Combat Turn and, instead, investigate the Magic Coffer. If so, the Skeletal Warriors do 9 Hit Points of damage automatically to your group while you are examining the Coffer. After this initial attack, continue normal Combat. You may use what you find in the Coffer to help you. If you do not examine the Coffer, enter Combat immediately, then examine the Coffer if you survive.

Magical Coffer: contains five magical bear charms. At your command, each charm will grow into a gigantic bear. Each bear has 7 Hit Points and attacks for 3 Hit Points per successful Combat Turn. Each can be used in only one battle, then will vanish, no matter how many Hit Points it has left.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the Gypsies invite you to spend the night with them. You agree. Turn to page 65.

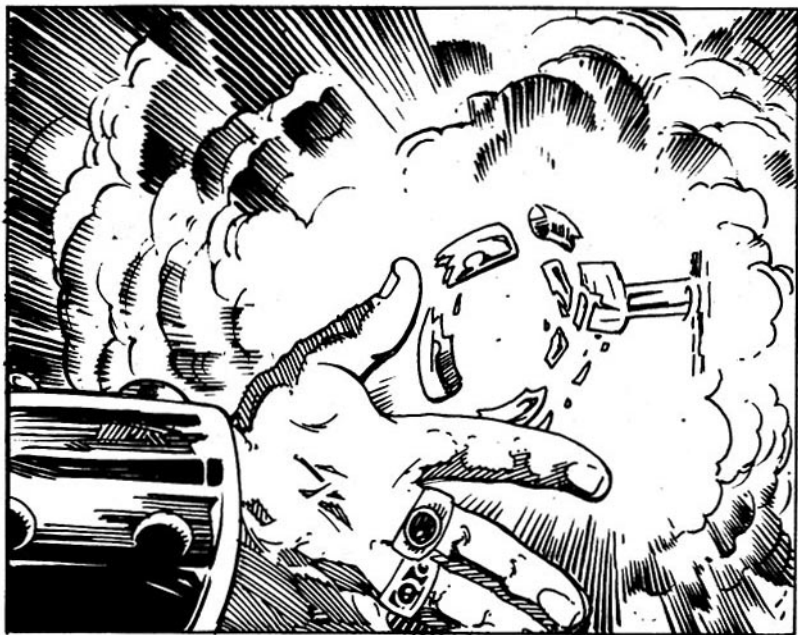


THE BATTLE

The dark, narrow forest path you've been walking along suddenly widens. The trees lift their branches, allowing sunlight to stream in on you. There seems to have been a lot of people traveling down this path, you think, starting to feel better about this quest. Then suddenly you hear the sounds of battle—the beating of Orc war drums and the trumpeting of Elven war horns. Then you hear the clash of metal and the screams of the dying.

Running down the forest trail, you soon reach the field of battle. Hundreds of Orcs are attacking a large band of Elves. The Elven warriors are fighting bravely, but they are badly outnumbered. The battle is turning against them.

- "I must do what I can to help them," you decide, preparing to enter the battle. Turn to page 114.
- "My mission is too important. I can't risk jeopardizing it. May the gods be good to your spirits, poor Elves." Turn to page 82.



THE PRINCESS

Somehow, you're not surprised when the key you insert in the lock blows up and flings you down to the ground. Your group takes 6 Hit Points of damage.

If you lose all your Hit Points, turn to page 144.

If you survive, you're really surprised to see the Princess unharmed and still standing in the cage. She looks tearfully at you and says, "I'm so sorry. I thought surely I was the one who would be hurt." Then she adds eagerly, "But now the other key has got to be the one that works!"

You're hurt, sick, and tired of this whole business. Taking the remaining key, you toss it to Princess Lynnra, telling her to get herself out. Turn to page 31.



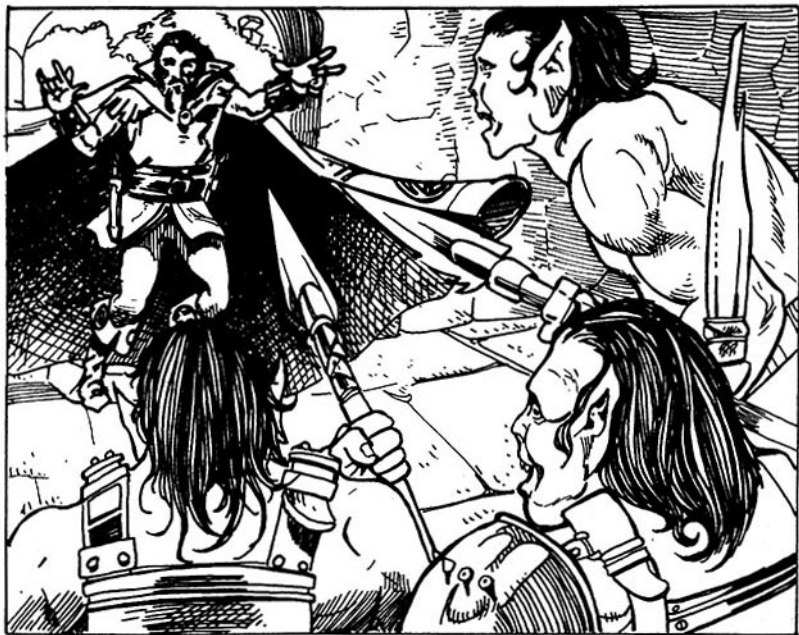
THE ELF GUARDIAN

If the Green Servant is a Dragon, you will need all your weapons, so you must fight the Elf to go past. But you decide to try not to kill him, even though you know he will do his best to prevent your passing.

You must fight the Elf Warrior. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 38.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you look down sadly at the unconscious Elf on the path, then hurry after the Dragon who was forcing the Elf to fight for him. Turn to page 30.



CASTLE OF THORNS

You enter the rear door easily, too easily in fact. Getting out again is going to be a problem! Getting out alive that is!

You are facing Combat with Ogres. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 39.

If you lose all of your Hit Points, turn to page 144.

If you survive, you discover that the Ogres were guarding a large treasure of gems and jewelry. As you collect the best pieces, you suddenly uncover a trap door. You can hear a horrible moaning sound coming from it, but—try as you might—you cannot get the trap door open. Finally, feeling frustrated, you decide to enter a door that leads into the heart of the Castle of Thorns.

Turn to page 77.

CASTLE IN THE THORNS

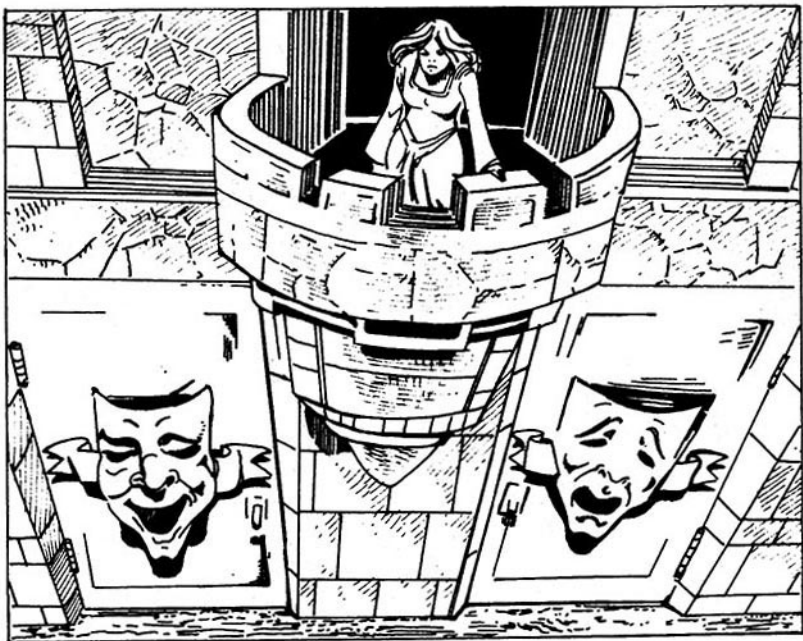
The thorns grow thicker and higher as you continue down the path. Because of your magical skills, you and your allies are able to keep going, but it costs you a great deal of energy. The bramble bushes get thicker and thicker until even your powerful magic will not work against them.

Puzzled, you examine the bramble bush and suddenly discover that it isn't a bush at all. It's a wall! Looking up, you see a fortress built of huge thorn trees and bramble bushes!

There is a front gate into the fortress. You push on it, but it will not open. Exploring further, you find a rear entrance into the castle that opens easily—too easily. Finally, you see an underground entrance, probably a cellar.

You decide to:

- use your magic to open the front gate. Cross off one spell and turn to page 29.
- take the easy way inside. Go to the rear entrance and turn to page 39.
- sneak into the fortress through the underground passage, hoping to surprise whoever built this monstrosity. Turn to page 55.



SILKEN GLOVE

You have been transported to an arena. As you draw nearer the two doors, the faces begin to speak to you!

"The beautiful woman on the balcony is the Princess Lynnra. She is being held prisoner here," one face says, weeping.

"All you have to do is open the correct door, and you will find the stairs leading to her balcony. Then you may free her," the other face says, laughing. "A true hero knows which door to open. A fake chooses the wrong door every time. Naturally, the wrong door has something very nasty behind it."

"You must pick one of these doors," the crying face whimpers. "I only hope you pick the right one."

You open:

→ the crying door. Turn to page 57.

→ the laughing door. Turn to page 83.



THE MEDUSA

You duck under the water. Then a brief gleam of light reflecting on the surface gives you an idea. If you can make a light below the water, the Medusa might see her reflection in the pool. Still holding your breath, you struggle with the necessary magic. Then a light shines from your hands, and within seconds you feel something heavy splash into the water. You leap out of the pool and see a stone Medusa in the water. You've won!

Suddenly a small glowing mirror floats to the surface from her clothing. You discover that it reverses the Turn to Stone spell and quickly hold it to each of the enchanted statues. All the freed creatures run away except for the three men, who want to help you in your quest.

Warriors' Total Hit Points: 24

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

The Warriors fight together, doing a total of 9 Hit Points of damage per successful Combat Turn.

Your good deed done, the portal transports you into dense forest near the entrance to Lath's Grove. Turn to page 64.

ONE-EYED WANDERER

"Excellent decision, Ar-Kane," the old man says. "I know your reason for entering these woods. Your quest is a worthy one. I will give you a new magic spell, plus some advice on the best way to reach the Inner Sanctuary of Lath."

You are only half listening to this stranger. When you think he does not notice, you cast a *detect magic* spell on him. You are amazed to discover that he doesn't exist! He isn't real! Yet you can see him clearly. Shuddering, you begin to pay closer attention to his words.

"I am giving you the Spell of Summoning. Two times during your adventure in these woods, you may use it to summon aid," the One-Eyed Wanderer tells you. "And I have this piece of advice.

"There are many paths in this forest. All of them lead to Lath's Grove. Some are safer than others, however. Remember this—'beware the glint of metal and stay on this path.' You may reach your goal alive." With that, the old man vanishes before your eyes!

Considerably shaken, you think about the One-Eyed Wanderer as you prepare to continue your journey. He wasn't a wizard, but his great magical powers were obvious. Glancing down the dark, tree-lined path, you shudder. It certainly looks dangerous! But you decide you're going to trust the One-Eyed Wanderer, whoever he was.

Spell of Summoning: The summoning spell will instantly bring a regiment of dwarves to fight for you. Mark this on your Character Sheet.

Dwarves' Total Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Dwarves do 10 Hit Points of damage per successful Combat Turn. They disappear after the fight is over. You may only summon them twice.

Turn to page 24.



UNICORN MEADOW

You wander and wander. The path you are on appears to lead you in circles. You try desperately to use your magic to determine where the Inner Sanctuary of Lath is located, but it's impossible. The evil of the forest surrounds you like a blanket. You do sense a powerful magical source to your right, however, so you head that direction.

You've found a Teleportation Portal! Maybe this will lead you directly to Lath's Grove! As you start to enter, the Spirit of a Druid appears before you.

"None may enter save those who are willing to perform one good deed, selected by us. If you agree to perform the deed, place your right hand in the center of the portal."

You put your hand in the portal. Instantly three small objects appear in your palm.

"These are the Tokens," says the Spirit. "Select one and give it back to the portal. It will determine the nature of the deed."

You toss the small:

- Unicorn Token into the portal. Turn to page 80.
- Golden Bear Token into the portal. Turn to page 51.
- White Glove Token into the portal. Turn to page 41.



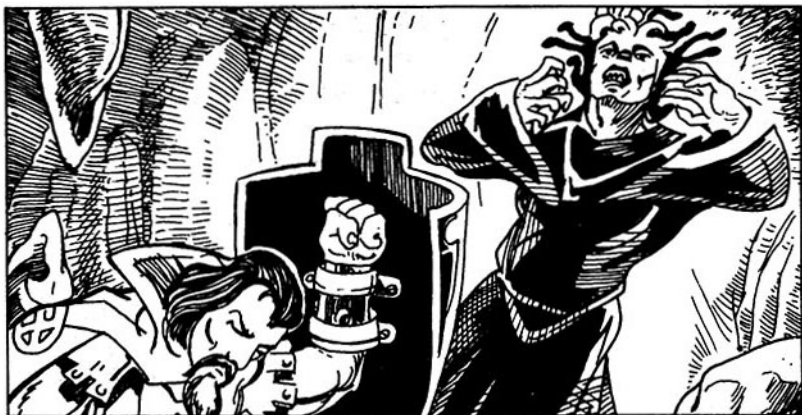
THE WITCH'S BRACELET

You activate the powers of the bracelet and discover, to your horror, that it's a Dimensional Teleporter! You find yourself in a strange dimension, staring at a weird creature, who doesn't like your looks at all!

You are being attacked by a Nonation. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 45.

If you lose all of your Hit Points, turn to page 144.

If you survive the battle, you try the bracelet again, hoping to get back to the Forest of Lath. If it works, it will be a long time before you make another bargain with a witch! Turn to page 24.



THE MEDUSA

Running to the piles of armor and arms in the corner of the cavern, you grab the first thing that comes to hand and turn and face the Medusa. The creature is momentarily stunned as the shield in your hands flashes in a ray of sun. You have a potent weapon indeed! Inspecting the shield, you discover its magical powers. Overjoyed, you advance on the Medusa with your eyes averted. But before you even reach her, you hear a thud.

The Medusa has been turned to stone and fallen to the floor! She must have seen her reflection in the shield! Relieved, you search through the pile further and you find a shield-shaped necklace that glows magically as you put it around your neck.

Medusa's Treasure: *Shield of Medusa* prevents the first 2 Hit Points of a physical attack from doing any harm to you or your allies. *Necklace of Medusa* prevents the first 3 Hit Points of spell damage from harming you or your allies.

When you exit the cave, the shield in your hand pulls you toward the men's statues. One touch of the magic shield and the men come to life! They want to accompany you in your quest.

Warriors' Total Hit Points: 24

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

The Warriors fight together, doing 9 Hit Points of damage per successful Combat Turn.

Your good deed accomplished, you are transported by the portal into the dense forest near the entrance to Lath's Grove. Turn to page 64.



THE BANDIT CAMP

Walking along the path, you see the forest in front of you open into a large meadow. At its center, on a small knoll, is a huge old oak. Around it is a bandit camp.

More armed men than you can count move around the camp, cooking, eating, laughing, polishing weapons. Just as you are considering fighting the group with your magic, an additional band of the evil men comes from the woods across from you. Now there are far too many for even your skill to handle.

As you watch, the bandit leader and several others start shooting arrows at a target with their longbows. Their skill is amazing! The leader is especially good. And you know that you need to get away from this place. You start to turn on the path as you hear a crunch behind you. A band of bowmen surround you, weapons drawn. You're trapped!

They march you into the meadow clearing where their evil-looking leader waits.

Turn to page 68.



THE GOOD ELF WARRIOR

Pondering, you fail to observe the Elf Warrior blocking the path. No evil Elf this, but a good one.

"Go no further," he demands. "Turn back."

"Elf," you reply, "your kind and mine have always worked together. Important work demands I go this way. Won't you let me pass?"

"I can't, noble Wizard," the Elf Warrior says sadly. "The Green Dragon living in the woods beyond demands a tribute from the Elves every year. You must pay a toll to pass—give up all of your weapons or fight me. Which will it be?"

Knowing that you *must* go on, you decide:

- regretfully, that you must fight the Elf Warrior. Turn to page 38.
- that you can defeat the Dragon without weapons. Turn to page 34.



THE FAERIE DRAGON

You attack the the group of Drow Elves, and in the first rush of battle are able to release the Faerie Dragon.

You must fight the Drow Elves. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 49.

If you lose all your Hit Points, turn to page 144.

If you win, the grateful Faerie Dragon offers to aid your quest.

Faerie Dragon's Hit Points: 14

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14)

The Faerie Dragon uses magical spells that do 3 Hit Points of damage a Combat Turn and never miss.

As you search the belongings of the Drow Elves, you also discover a small jar of ointment.

Healing Ointment: restores up to 11 Hit Points of damage.

Turn to page 142.

THE MEDUSA'S CAVE

Hoping that the insects will keep the raging Medusa busy, you quickly enter the cave and look around. There's a pool of water filling a large part of the cave, but your attention is caught by a pile of arms and armor in one corner. Inspecting the pile, you are surprised by the size. But you soon focus on a wonderful magical shield. The shield glows in your hands. You can't use it, but one of your allies can. You also find a magical, shield-shaped necklace that glows as you put it around your neck.

Medusa's Treasure: *Shield of Medusa* prevents the first 2 Hit Points of a physical attack from doing any harm to you or your allies. *Necklace of Medusa* prevents the first 3 Hit Points of spell damage from harming you or your allies.

Searching further, you find a small mirror lying by the pool, as if it had fallen from the Medusa's clothing. When you touch the mirror, it glows. It's magical! But what does it do? You don't think the Medusa uses it because you've heard that the evil creature can be turned to stone herself by looking in a mirror. Perhaps the magical mirror *undoes* the Medusa's enchantment!

You quickly peer outside the cave and discover that the Medusa has been driven away by the insects from your spell. Using the mirror on the stone creatures you can find, you free them all of the Medusa's Turn to Stone spell. The three grateful men offer to help you on your quest.

Warriors' Total Hit Points: 24

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

The Warriors fight together, doing 9 Hit Points of damage per successful Combat Turn.

Your good deed accomplished, you are transported by the portal into the dense forest near the entrance to Lath's Grove. Turn to page 64.



THE CAVE OF THE GOLDEN BEAR

Stepping from the portal, you immediately discover a life-sized statue of a golden bear. The creature is standing on its hind legs as if it's about to strike. You can't imagine what such a thing is doing in the middle of the forest . . . until you see other statues. There's a squirrel on the trunk of a tree, an eagle on a boulder to your left. There's even a group of three men standing in front of a cave. All of the statues appear to be looking at that cave. Perhaps whatever has turned these creatures to stone is still in there!

Your first thought is to rush into the cave and surprise whatever's in there before it can add you to its art collection. Then you notice a bee hive hanging from a nearby tree. The idea of letting the bees do your work appeals to you.

- You rush into the cave, ready to face whatever monster is there. Turn to page 62.
- Casting a spell on the hive, you send it into the cave, watching as the angry insects swarm out. Turn to page 58.

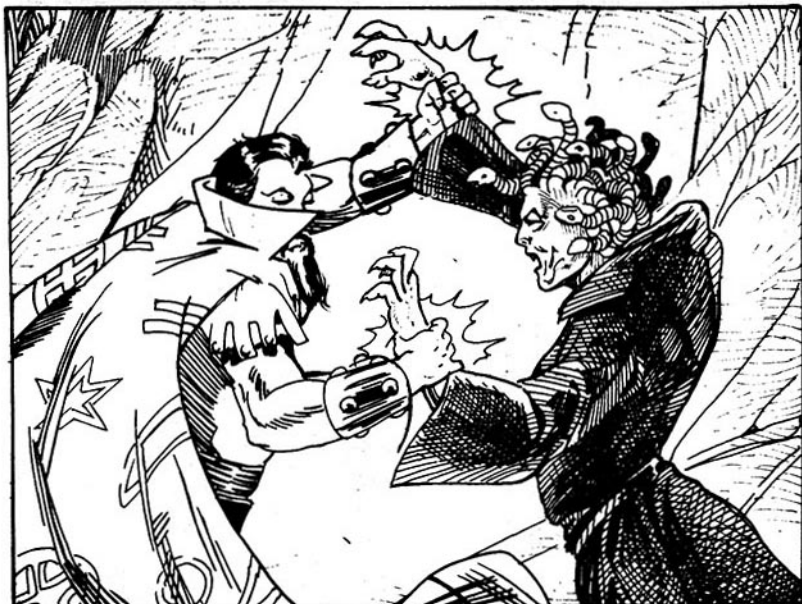


WITCH'S HUT

The sound of evil laughter and a strange, sweet smell draw you toward the hut. Looking in, you see a witch stirring up some magical brew. Normally, you would leave a witch alone, especially this one, who has captured a creature whose evil is strong enough to make your beard curl. But this witch is obviously powerful. Maybe she has some magical items or spells you can use.

On the other hand, it could be dangerous dealing with a witch. And you feel uneasy leaving someone that powerful behind. She might sneak after you and destroy you.

- You decide to rush in and attack the witch before she can attack you. Kick in the door and turn to page 21.
- You decide to try and make a deal with the witch. Knock politely on her door, then turn to page 90.



BATTLE WITH THE MEDUSA

You must fight the Medusa and from the first you fear for your life. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 53.

If you are turned to stone, this is the end of your quest. Start Over

If you win the battle, you discover a special mirror hidden in the folds of the creature's clothing. Using the mirror on the faces of all the petrified creatures, you free them from the enchantment. The three men want to help you on your quest.

Warriors' Total Hit Points: 24

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

The Warriors fight together and do 9 Hit Points of damage per successful Combat Turn.

You have done your good deed. The portal transports you nearer the entrance to Lath's Grove. Turn to page 64.



THE PHANTOM STALKER

You're prepared for almost anything as you walk on past the Elf, but not the tall, red-eyed creature that appears before you—a Phantom Stalker! Another guardian, this one spawned by evil. You can only hope for the best as you meet it in battle.

You must fight the Phantom Stalker. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 54.

If you lose all your Hit Points, turn to page 144.

If you survive, you drag your wounded body off the path to rest. As you lie in the grass, trying to recover, you see the remains of other monsters this creature has killed.

- You rise to investigate the remains of the monsters. Turn to page 26.
- Eager to finish the Dragon and get back to your quest, you return to the path. Turn to page 30.



CASTLE OF THORNS

Sneaking in through the underground entrance, you are pleased with yourself at first. You were right to come this way, you think. Nothing's guarding this entrance. As you walk into the area, you are fascinated by the lovely green tile floor. It's like nothing you've ever seen before. It looks almost like polished snake skin.

Just then, the green tile floor starts to move!

You are entering combat with a Giant Snake. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 55.

If you lose all of your Hit Points, turn to page 144.

If you survive, you crawl out of the underground passage and:

- head down the nearest path, eager to get as far from this evil Castle as possible. Turn to page 44.
- go down the path toward the sound of music. Turn to page 28.



THE GLINT OF METAL

As you move through the forest, you quickly become lost as the path twists and turns. You can only hope that the path leads toward your destination. You come to a fork in the path. Which way will you take?

One path is dark and narrow and overgrown with weeds. Looking down it, you catch a glimpse of metal and you detect a sword stuck in the trunk. The other path is wide and appears well-traveled.

- You are intrigued by the magical sword. You take the dark and narrow path. Turn to page 25.
- You decide to stick to the wide path, hoping to find your way out. Turn to page 47.



THE TWO DOORS

There are two possible ways to reach the Princess, and you bet one or both of them are trapped. You can either climb over that stack of logs or swim through that icky-looking pond. Neither way appeals to you. There could be a monster hiding behind that stack or it could blow up in your face. On the other hand, the pond could be acid, or the home of some horrible water monster. You're not getting anywhere standing here. You decide to:

- swim across the pool. Turn to page 67.
- climb the log wall. As you climb, you see the Princess's cage being pulled over the wall. Turn to page 75.



THE MEDUSA

Sending the insects into the cave worked beyond your wildest expectations. There's a commotion inside the cave, and suddenly a raging figure comes running out, batting wildly at the angry bees. A Medusa!

You know you can fight her while she's distracted by the insects, but then you realize that this is also a good opportunity to sneak into her cave and see if there's something you can use to help the stone captives.

- You'll have to fight the Medusa eventually, so you might as well get it over with. Turn to page 53.
- With the Medusa still slapping at insects, you go into the cave. Turn to page 50.



THE TREASURE

Well, you didn't find any captives. But you found treasure!

Vampiress's Treasure: *Beaker of Healing*: restores 15 Hit Points to one person; *Ring of Protection*: prevents the first 2 Hit Points of damage to the group in any battle; and 2 *Magical Darts*: do 8 Hit Points of damage and are reusable.

Unfortunately for you, while you're finding treasure, the Guardian Skeleton finds you!

You are being attacked by the Guardian Skeleton. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 59.

If you lose all your Hit Points, turn to page 144.

If you survive, you have finally done your good deed and the portal transports you much closer to the entrance to Lath's Grove. Turn to page 64.



TRAIL OF THE SPIDERS

Your movement through the forest is suddenly blocked by huge spider webs binding the trees together. You must enter the webs and try to destroy them.

The webs you touch disintegrate into dust that drifts around your head. Suddenly you realize what is happening! This is sleep dust! You recognize it from your studies as an apprentice wizard. Quickly you warn your allies of the effects of the dust and they escape. But there is no escape from the evil Giant Spiders, who have just discovered their trap failed!

You must fight Giant Spiders. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 60.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you release any webbed allies and begin burning the webs around you. This part of the forest is magically purified by the fire. Flowers and new shoots long trapped in the magical webs now reach for the sun. Exulting in the new life, your eye is caught by a small shrine. Turn to page 78.



GYPSY CAMP

The camp is being attacked by a band of Warlocks! The Gypsies immediately flee into the forest. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 61.

You may choose not to attack the first Combat Turn and, instead, investigate the Magic Dust. If so, the Warlocks will attack, doing 7 Hit Points of damage automatically to your group while you are examining the Dust. After this initial attack, continue normal Combat. You may use the Dust to help you. If you do not examine the Dust, enter Combat immediately, then examine the Dust if you survive.

Magical Dust of Protection: There are three bags of Magical Dust. Each time you toss one into the air, the dust will float out and absorb all magical spells cast by both you and your enemies for one Combat Turn. The only attacks that could score this Turn are physical attacks.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you are now a hero to the Gypsies. They insist that you spend the night with them. Turn to page 65.

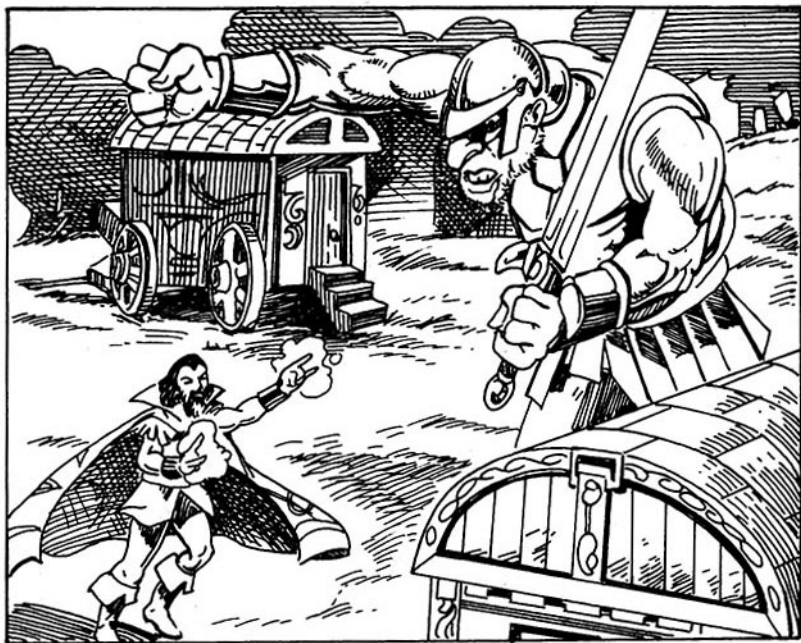


THE MEDUSA!

You enter the cave and face a Medusa! Quickly you avert your eyes so as not to be turned to stone, but you know that's only a temporary measure. You might avoid being turned to stone, but can you also avoid the poisonous snakes on her head?

You look hurriedly around the cave for ideas. One side chamber contains a large pool. Arms and armor are piled up in another corner.

- Fearing the worst, you enter the battle, hoping the Medusa won't turn you into a statue, too. Turn to page 53.
- You rush to the pile of arms and armor, hoping there is something useful there. Turn to page 46.
- You leap into the water, hoping to find some way to use it. Turn to page 42.



GYPSY CAMP

You are being attacked by Fire Giants! The Gypsies flee into the woods.

Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 63.

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you have time to read the Magical Scroll you found in the sword.

2 Spells of Cold Rays: Each Spell does 13 Hit Points of damage. Each hits automatically. Once cast, however, each spell is useless.

If you win the battle, the Gypsies proclaim you a hero. They invite you to spend the night with them. You accept. Turn to page 65.



THE DROW ELVES

Moving down the trail, you become increasingly uneasy as the forest around you changes into a horrific parody of a forest. The trees have turned black and droop gracelessly. The other plants are twisted, dark, petrified monstrosities that ooze black poison.

The horrors you are seeing almost prevent you from detecting a small open meadow where a group of Drow Elves is camped. Shaking off your debilitating shock, you quietly scout the camp, keeping the evil black creatures from detecting your presence. You discover that the Elves hold three captives. Just as you admit that there are far too many Elves to take on in a direct fight, the group begins to break camp. The numerous Drow split into three groups, each with a different prisoner and going a different direction. You can now save one prisoner, but which one?

Swearing that you will return to try to save the others after dealing with the evil in the Archdruid's Grove, you decide to try to help:

- the Faerie Dragon. Turn to page 49.
- the Wizardess. Turn to page 84.
- the Warrior. Turn to page 27.



GYPSY HERO

The Gypsies can't do enough for you. Their leader brings out two magical treasures, and offers them to you, along with a little free fortune-telling.

"I vill gif you zis advice. Two paths lie before you. Ze vide path leads you to a troubled spirit and its curse. Ze narrow path leads you to magical gateways. I vill gif you ze magical object you vill need to help you along vichever path you choose."

You reply:

- "I'll take the vide—er—wide path." The Gypsy hands you the Sphere of Dragonkind. Turn to page 71.
- "I'll take the narrow path." The Gypsy hands you the Wand of the Witchking. Turn to page 73.



UNICORN MEADOW

You have entered combat with the warrior. Tell the Druid reader to turn to the Monster Table and run Monster Encounter 66.

If you lose all of your Hit Points, turn to page 144.

If you win the battle, the unicorns are free and you have done your good deed.

Reward for the Good Deed. *Healing Ointment*: restores 21 Hit Points of damage. *A Book of Spell Restoration*: restores all spells you have used. *Sword of the Unicorn*. May be used by an ally. Restores all the ally's Hit Points one time only. When used in battle, it does 10 Hit Points of damage per successful Combat Turn and hits automatically every other Combat Turn.

The portal now transports you nearer to the entrance to Lath's Grove. Turn to page 64.



THE POOL

It wasn't a pool at all, but a mirage in a sandy desert! And it's inhabited by a horrible, evil, manlike creature that sets dreadful vibrations up in your body! You know that only magic can kill it!

You must fight the Dune Stalker. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 67.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you see that someone has pulled the Princess over the wall. Turn to page 75.

THE BANDIT CHIEF

"What are you doing here?" demands the bandit leader.

You tell him of your quest to try to find Archdruid Lath and put an end to the evil in the forest.

"Lath!" exclaims the bandit. "He was long a friend of mine."

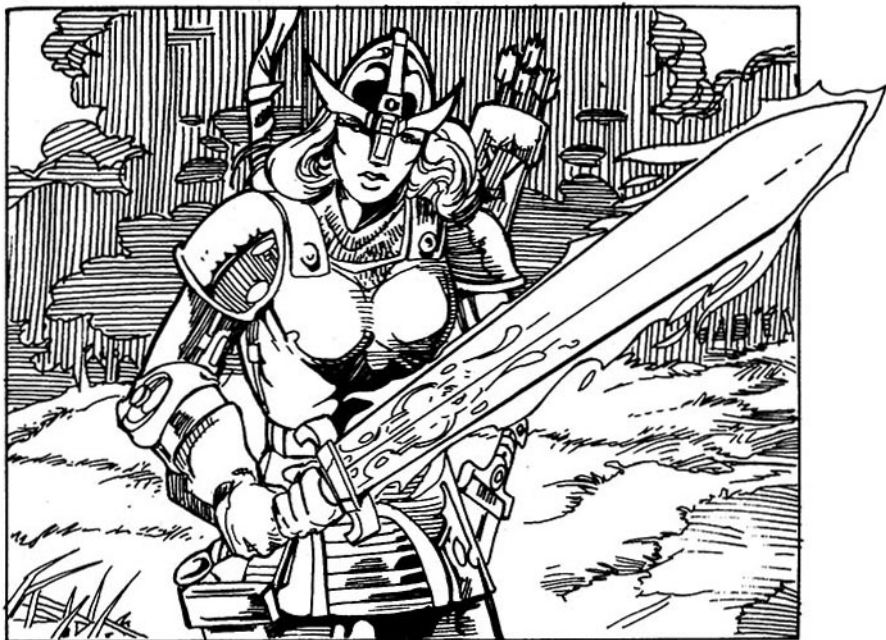
And so you find that the bandit leader, named Alain, is not evil after all. In fact he tells you what he knows of the forest that might be of help to you. You learn that down a large path is a huge thorn bramble that the bandits have not been able to get past. You know that your magic skills would take you through the brambles, but you wonder what the brambles might be hiding.

"I'll tell you what I'll do," offers Alain with a disarming smile. "I'll give you help in your quest if you can win it in an archery contest."

Your heart drops, knowing you wouldn't stand much chance of getting help this way. But then you know you have to at least try.

You and your allies join Alain at the archery range.

Turn to page 76.



THE ELF WARRIOR

"Wait, Friend!" the Elf Warrior shouts. Something in her voice causes you to hesitate before attacking her. Quickly she adds, "I have come to serve you, not fight you!"

You stare at her without speaking, weapons still at the ready in case this is some kind of a trick.

"You have killed the Green Servant, and my people are grateful. This great, evil beast has held power over us for a long time. We have lost many of our best young Elves in its service. I have come to thank you for putting an end to the Dragon and to offer to help you finish your quest."

Elf Warrior's Hit Points: 29

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29)

The Elf Warrior does 11 Hit Points of damage with her weapon.

You gladly accept her help, and you all go into the cave to see what treasure will be useful.

Turn to page 143.



MERICULES

The Druid has unknowingly accepted the help of a neutral evil wizardess. She intends to take him for everything she can, then leave him, just when he needs her powers most. Because of her magical nature, you can communicate with her. She fears you and will obey you. She will either leave the Druid, taking what she can, or attack him by your command. The Druid reader has been instructed that he is to tell you what she is doing at all times.

Mericules's Hit Points: 18

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18)

Note: Mericules has 5 more Hit Points than the Druid believes she has. When she appears to the Druid to be dead, she will actually be able to rise and either flee or attack him. She has a Lightning Bolt Wand from the Witch's things. The Wand has 19 charges and strikes for 9 Hit Points of damage. The charge is used up whether it hits or not.

She also has several magic spells:

Magic Missile: does 4 Hit Points of damage.

Fireball: does 11 Hit Points of damage.

Snake Kill: strips all but 1 Hit Point from a single snake or reptile of any type, *including Dragons!*

Return to your part of the adventure.



SPHERE OF DRAGONKIND

You can't believe your luck! A Sphere of Dragonkind. You've only read about them in the most ancient of magical writings. You move down the wide path, then try the magic of the Sphere.

You and your allies are engulfed by the Sphere and whisked into and out of countless realities. Frantically, you try to control it, then realize that the last user set it to locate unusual battles. It offers you two choices as you whiz through time and space.

- Horrible monsters on a metal flying carpet are firing lightning bolts at a single human warrior. Turn to page 92.
- Several warriors are fighting a lone female archer in a sandy arena. Turn to page 102.



FIGHTING WAGON

At first glance, it appears that the Wagon is filled with magical weapons. Then you realize that the Gypsies are trying to pull a fast one! They have placed simple light spells on the weapons and shields, making them *look* magical when in reality they are all just ordinary weapons! A lot of work went into this fakery, you realize with grim amusement. What should you do? Ordinarily you would have simply revealed this junk to be worthless, but you want to make the Gypsies pay for having tricked you.

→ Using the magic of the entire wagon, you animate a suit of armor and take it with you. Then you hear the sounds of fighting outside. You and your allies (including the magical armor) rush out to see what is going on. Turn to page 33.

→ Looking around, you find a Dorinthen Message Sword. Quickly, you open the hidden compartment you know from your studies is located in the hilt. Inside is a magical scroll. Before you can read it, however, the wagon shivers as something large hits it. You and your allies rush out to see what it is. Turn to page 63.



THE WAND OF THE WITCHKING

You are indeed fortunate! The Wand of the Witchking. You've heard tales of its protective powers! Suddenly, you get a chance to see it in action! Just a few hundred paces down the narrow pathway you must use it! A Wyvern attacks!

The Wand of the Witchking has 5 charges. When activated, it shoots out a defense shield that protects you and all allies from 10 Hit Points of damage per successful Combat Turn. It must be used instead of attacking, however, since it will prevent you from making any attack as well. When all 5 shield charges have been used up, it crumbles to ash.

You are being attacked by a Wyvern. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 73.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you continue to search for the Inner Sanctuary of Lath. Turn to page 32.

DRUID'S DWARF THIEF

The Druid has saved the life of a dwarf, but he doesn't know that the dwarf is a thief, who wants only to steal everything the Druid has and run away. You are able to communicate magically with the dwarf thief. He fears you, and he will obey your commands. You can have him steal one magical item at random from the Druid, or he can simply run off at a most inconvenient time!

The Druid has been instructed to tell you the dwarf's actions, though he doesn't know why.

Dwarf Thief's Hit Points: 23

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23)

The Druid believes that the dwarf has 18 Hit Points, but you control a reserve of 5 Hit Points. When the Druid thinks the dwarf is dead, you can use him for one more action. The dwarf can steal one magical item from the group and bring it to you. (If this happens, tell the Druid reader you have one of his magical items, his choice.) Or the dwarf can run away at any time you desire. Tell the Druid what is happening when you finally take control of the dwarf thief.

Return to your part of the adventure.



THE CAGE

You quickly run to the wall and leap over it. There you find the Princess trapped in a cage.

"Oh, dear," she says, weeping. "Only you can get me out of here."

"How can I do that?" you ask.

"There are two keys on that table," she says, pointing. "One will open the cage door. But the other will put me in grave danger. I don't care about the danger," she adds, bravely, "I just want to get out of here!"

You ponder the problem and find yourself wondering what it is about the Princess that keeps making it so difficult to accomplish what should be a simple, good deed. Maybe she has something to do with the problems facing you instead of being a victim.

- It's easy enough to just pick up a key and try it in the lock. Turn to page 37.
- You pick up both keys and throw them into the cage. Let her open her own door. It isn't very gallant, but it sure is logical. Turn to page 31.

THE ARCHERY CONTEST

You and the Druid reader use the Combat Table on the back cover to carry out this archery contest. A "2X" will indicate a bullseye.

First, you and all your allies will shoot, one shot apiece, with you giving the "attacker" number and the Druid reader giving the "defender" number. Then, Alain shoots (with the Druid reader as "attacker"). Any time he gets a "*" or "0" he gets another chance. The two of you take three turns each.

If Alain wins the contest, he says, "Well done, Wizard. You made such a good try that I'll still offer you the services of my right-hand man, Will Wade." You look at where he gestures and see a huge man handling a giant quarterstaff as if it were a twig.

Will Wade's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

Will gets two attacks each Combat Turn, doing 5 Hit Points of damage each successful strike.

If you win the contest, Alain roars with laughter and says, "Oh, well done, Master Archers! For that I offer you the services of my right-hand man, Will Wade." He also presents you with a small silver horn. "Blow that, Wizard, when you need the help of some of my men in a hurry. But its magical message will reach me only once."

Silver Horn of Summoning: magically brings Alain's men to your side; usable one time:

Horn Men's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14) (15)

The Men strike for a total of 12 Hit Points of damage per successful Combat Turn. They disappear into the woods after the battle.

Thanking Alain, you head for the wall of black thorns. Turn to page 40.



CASTLE OF THORNS

Entering the Tower, you are horrified to find yourself in the presence of a Wolfman!

"You've walked into my castle uninvited," the Wolfman shouts, "and now you must pay for trespassing! Give me all the magical skill and magical devices you possess, and I will allow you to leave peacefully. Otherwise, I will fight you. But beware—my bite can turn you into a creature like those you see here with me—a wolf slave!"

If you decide to give up all your magical skill and magical devices to the Wolfman, you may do so and he will allow you to go unharmed. Unfortunately, this means you have lost the game, for you will no longer have the power to continue searching for Lath's Grove. For you, this is The End.

If you decide to fight the Wolfman, turn to page 81.

LATH'S SHRINE

Cautiously, you approach the shrine. It's druidic, there's no doubt about that. But it is old and overgrown with weeds.

A good feeling lingers in this place, however. Perhaps the spirit of the Archdruid still protects it. You decide to make camp for the night and get some rest before traveling on.

Acting on impulse, you remove a small ring you have worn since you were a boy and set it in the shrine, in memory of the great Archdruid. To your amazement, a gift materializes at your feet.

Lath's Gift. <i>Potion of Healing</i>: restores 8 Hit Points of damage. <i>Ring of Spell Turning</i>: any magical attacks that score a "2X" or "*" are turned back on the spellcaster—doing damage to them, not you.
--

The next morning you move on, going to page 64.



THE DRAGON'S TREASURE

You gasp as you realize just how much treasure is here. If you survive your quest, your order of wizards will profit greatly from the Dragon's horde. As you look it over, you guess that much of it came originally from Archdruid Lath's coffers. You see his mark on many of the items tossed carelessly over the floor.

It must have been the lure of the treasure that enabled the evil forces of the Grove to bring the Green Dragon to these woods. You were definitely wise to fight the Dragon before you entered the Grove. If you hadn't, the Green Dragon would have been summoned and you would have had to battle several powerful enemies at once. Now, all you need to do is take what might be useful in completing your quest and leave for Archdruid Lath's Grove.

Before you can determine what might be useful, you hear the sound of someone in armor approaching. You should have known that taking this treasure would not be so easy!

You and your surviving allies ready your weapons and charge from the cave. Turn to page 69.



UNICORN MEADOW

You find yourself at the edge of a lovely meadow. You see unicorns playing here. Nothing seems to be wrong, yet you sense a great evil.

Then you see the source of the evil when a huge armor-clad warrior enters. "How is my beauty today?" the warrior says, stroking one of the unicorns. "Keeping our prisoners happy?"

Prisoners! As you listen to the conversation, you realize that this man has managed to tame a unicorn and is now using it to trap others!

"I demand that you release these creatures!" you shout, striding forward. "Unicorns are things of beauty that belong to all."

The warrior laughs. "No, they don't! They belong to me! And, before I'm finished, I'll own every unicorn in the world. Unless you think you are capable of stopping me, wizard. Look, I'll give you a choice. I'll fight you here and now, or we can play a game where there's no fighting but *I* make up the rules. Which will it be?"

→ "I'll fight you here and now," you shout. "Games are for children." Turn to page 66.

→ "I'll play your game." You sneer. "If you make up the rules, it should be child's play!" Turn to page 100.



CASTLE OF THORNS

You have chosen to fight the Wolfman. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 81.

If you lose all of your Hit Points, turn to page 144.

If you survive, you discover:

Wolfman's Treasure. Fifty bars of gold. *A Magical Dagger:* does 3 Hit Points of damage and hits automatically. *A Jar of Healing Ointment:* restores a total of 9 Hit Points. *A Medallion of Magical Protection:* negates the 3 first points of magical damage done in every battle. It may be used only once per battle.

Note: if the Barbarians and the Wizardess helped you fight this battle, you must give them half the treasure. They will allow you to keep all the magical devices and the healing ointment, if you give them the fifty bars of gold. Otherwise, you must give up half of everything. The trio bids you farewell.

- You move away from this place along the largest path. Turn to page 44.
- You travel down the path toward the sound of music. Turn to page 28.



ORC ATTACK!

You hate the thought of leaving the Elves to their fate, but because of the importance of your quest, you feel you have no choice. You continue down the bramble path.

To your horror, you discover that you haven't left the Orcs completely behind. A band of the horrible monsters leaps from the dark forest around you. You'll have to fight them after all!

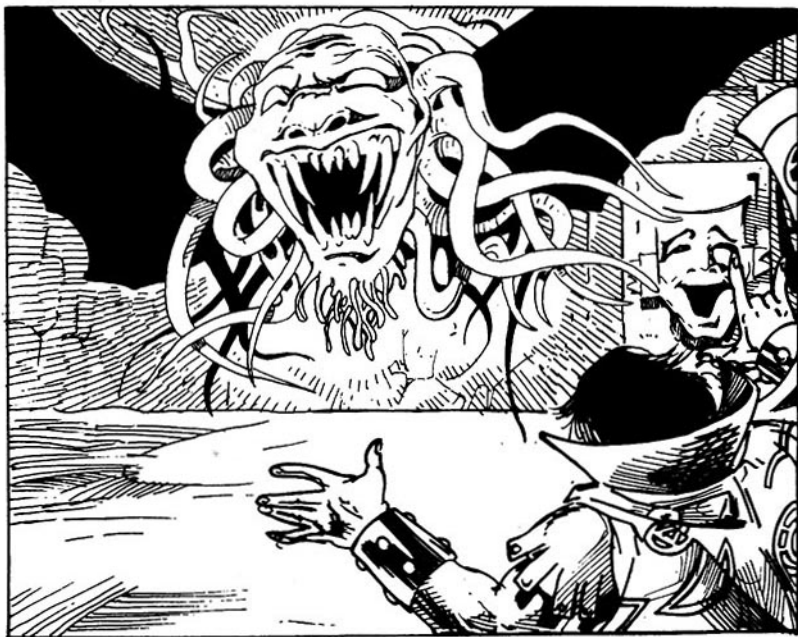
Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 82.

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you find yourself wondering about the Elves as you clean up around you. If there are more of these stray groups of Orcs around, the Elves won't have a chance.

You decide to:

- rush back to the battle to help the Elves. Turn to page 114.
- stick by your earlier decision to go on. The path becomes increasingly edged by brambles. Turn to page 40.



WRONG DOOR!

The lovely Princess Lynnra stands on the balcony above you, looking on in horror as you fight for your life.

You must fight the Vargouille. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 83.

If you lose all your Hit Points, turn to page 144.

If you win the fight, you rush to the other door, throw it open, and climb the stairs. Turn to page 57.

THE DROW AND THE WIZARDESS

You follow the Drow group holding the Wizardess captive. Or are they? The Wizardess frees herself! As she tries to flee, they attack her. You rush in to save her.

You must fight the evil Drow Elves. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 84.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the Wizardess is very grateful for your help and she offers to aid you in your quest.

Wizardess's Hit Points: 31 with 12 remaining.

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)

The Wizardess uses spells that do 8 Hit Points of damage per successful Combat Turn.

As you turn to leave, a dying Drow stirs briefly.

→ If you ignore the Drow and head directly to the first circle of Lath's Grove, turn to page 140.

→ If you bend down by the dying Drow, turn to page 142.



CASTLE OF THORNS

You have chosen to fight the Barbarians and the Wizardess. Tell the Druid reader to turn to the Monster Table at the end of his book and run Monster Encounter 85.

If you lose all of your Hit Points, turn to page 144.

When the Barbarians and the Wizardess are each reduced to 5 Hit Points, they will surrender. They give you several useful items in return for their freedom.

Spoils of Battle: A *Potion of Healing* that restores 6 Hit Points. A *Potion of Strength* which causes all "X" scores to count as "2X" scores for one group member in one battle only. Twenty-eight huge rubies that are worth a king's ransom.

Pleased with your luck and hoping to find more treasure, you enter a door leading to the heart of the Castle of Thorns.

Turn to page 77.



HIDDEN STATUE

Clearing away the last of the weeds, you detect a magical being that is held captive inside the statue! Quickly casting a spell, you are pleased to see a Pixie burst out of the statue!

"Free! Freeeee at last!" the Pixie squeaks. "O, noble wizard, since you have freed me, I will be your devoted servant."

Note: This magic act has been detected by the Druid. Tell the Druid reader to turn to page 88. From now on, whenever you use the Pixie or reduce its Hit Points, you must inform the Druid reader.

Pixie's Hit Points: 5

(1) (2) (3) (4) (5)

The Pixie has five Battle Arrows, each doing 4 Hit Points of damage. It has three Sleep Arrows that will put anything to sleep if it scores a "2X" or a "***". Finally, it has 4 Confusion Arrows that will prevent one enemy from attacking for 2 Combat Turns if a hit is scored. All of these arrows are used up if they hit or not. If the Pixie loses all its Hit Points, the arrows vanish.

→ You head down the thorn-choked trail. Turn to page 40.

→ You walk down the wide trail, listening to the music. Turn to page 28.



THE GREEN DRAGON

The raging Green Dragon in front of you promises you the toughest fight of your life. In the brief moment that you have to think beyond battle, you shudder at the thought of what the Grove itself will hold! And if the Dragon is just the servant . . .

You must now fight the Green Dragon. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 87.

If you lose all your Hit Points, turn to page 144.

If you survive, you congratulate yourself, then take time to search the Dragon's lair very carefully. Dragon treasure should certainly yield something useful to you in your struggle to clean up the Druid's Grove. Turn to page 79.

ONE-EYED WANDERER

"Wise choice, Ar-Kane," the old man says. "I know your reason for entering these woods. Your quest is a worthy one. I will give you a magical device, plus some advice on the best way to reach the Inner Sanctuary of Lath."

You are only half listening to this stranger. When you think he does not notice, you cast a *detect magic* spell on him. You are amazed to discover that he doesn't exist! He isn't real! Yet you can see him clearly. Shuddering, you begin to pay closer attention to his words.

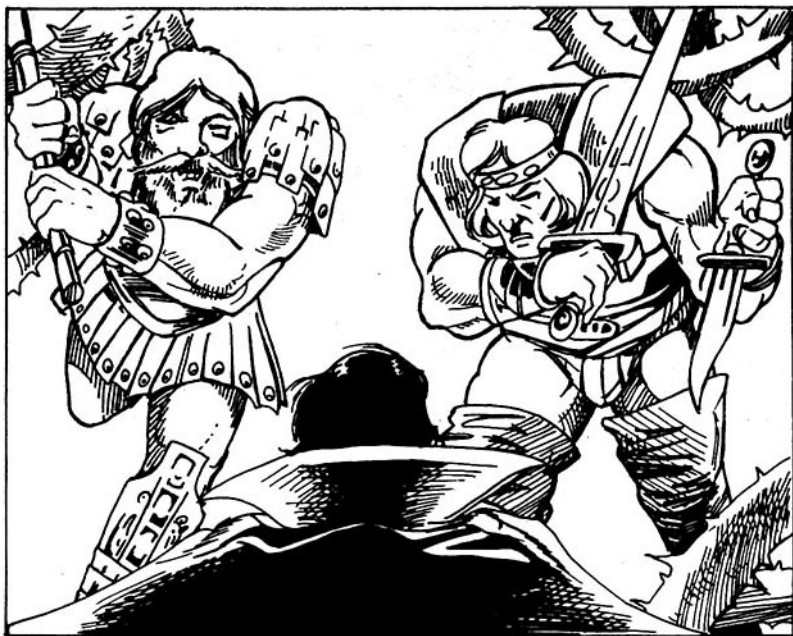
"I give you the Ring of Change. Two times during your adventure in the woods, you can use it to transfer the life force of your enemies to yourself," the One-Eyed Wanderer tells you. "And now, this piece of advice.

"There are many paths in this forest. All of them lead to Lath's Grove. Some are safer than others, however. Remember this—'beware the glint of metal and stay on this path.' You *may* reach your goal alive." With that, the old man vanishes before your eyes!

Considerably shaken, you think about the One-Eyed Wanderer as you prepare to continue your journey. He wasn't a wizard, but his great magical powers were obvious. Glancing down the dark, tree-lined path, you shudder. It certainly looks dangerous! But you decide you're going to trust the One-Eyed Wanderer, whoever he was.

Ring of Change: Each time you use it, it takes away half the Hit Points (round fractions up) of one enemy and gives them to you (even if this exceeds your original total number of Hit Points). You must use it during a Combat Turn instead of any other attack. It hits automatically. You may use the Ring only two times. It does not work against the Druid or his allies.

Turn to page 36.



CASTLE OF THORNS

For a moment, you're afraid trying to talk to these Barbarian louts was a mistake. They charge forward, ready to kill you. But, at the sound of your voice, the Wizardess raises her hand and the Barbarians are frozen in place.

"I am Tharmera," she tells you. "My bodyguards and I are lost in this Castle. I sense evil within the heart of the Castle, but also great reward. If you will help us, we will share any treasure we find."

You readily agree. Copy down the statistics for your new allies, then turn to page 77 to enter the heart of the Castle of Thorns.

Barbarian Fighters' Total Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

Barbarian Fighters do a total of 7 Hit Points of damage per successful Combat Turn.

Wizardess's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Wizardess's spells do 3 Hit Points of damage. She hits automatically every Combat Turn.



DEAL WITH WITCH

"Do come in, my dear. I'm sooo happy to seeee you," the witch cooes. "What can I do for you today? A love potion, perhaps? Run low on bat guano?"

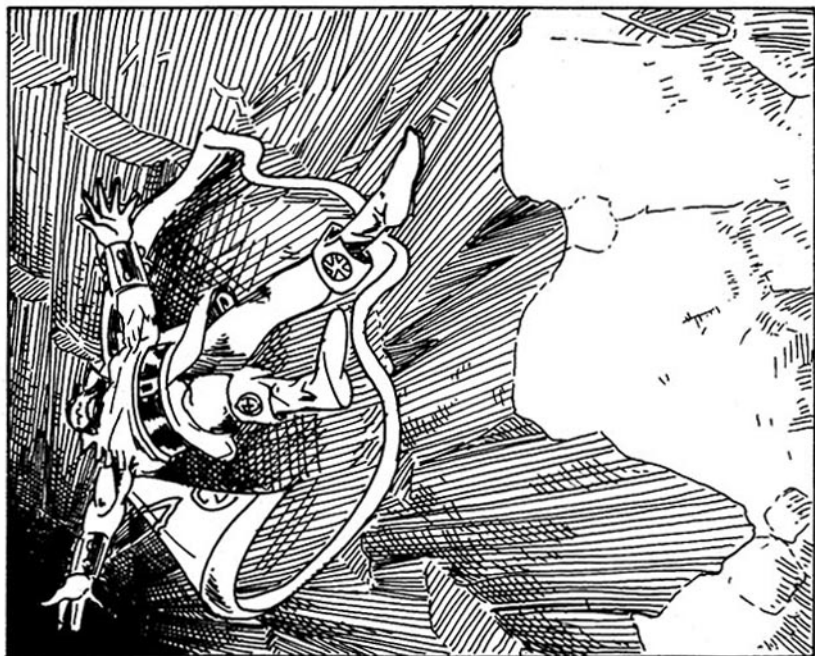
"I just stopped by to see if you would be interested in doing a little trading?" you reply stiffly. "I have some new spells you may possibly not be familiar with—"

"Oh, how exciting, dearie. Doooo come in."

You trade according to the the time-honored convention. You write down two spells in the language of magic that the witch will have to take time to translate after you leave. In return, she offers you your choice of two magic items without telling you what either does.

→ You take the staff in her right hand. Turn to page 23.

→ You take the bracelet in her left hand. Turn to page 45.



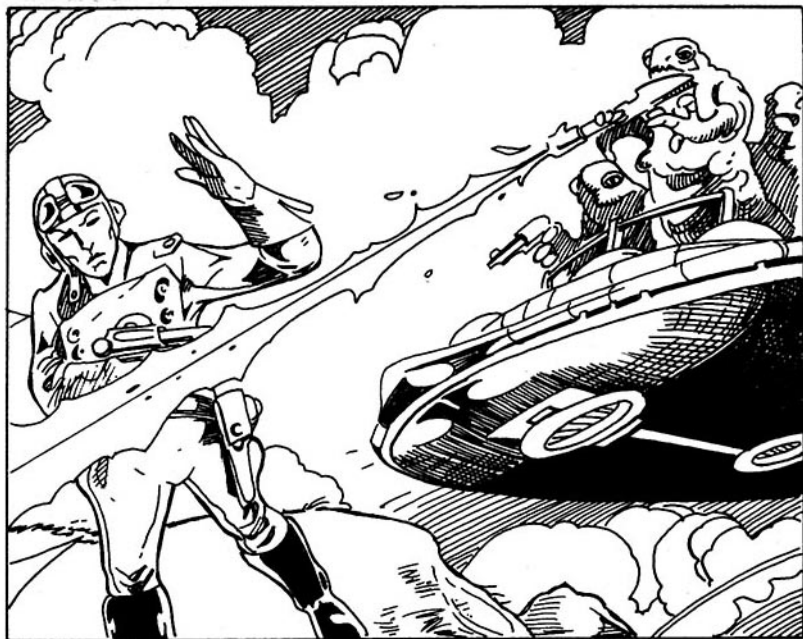
AN ILLUSION

It's an illusion! There was no helpless girl, just an illusion that tricked you into falling into a pit. You're not injured and you can quickly scramble out, but the damage is done—the Green Dragon is ready and facing you.

The Green Dragon does 9 Hit Points of damage to your group before you can get a strike in.

You drop back into the pit quickly, using whatever healing magic you have, so that you and your allies start what promises to be a vicious fight at full strength.

Then the fight continues. Turn to page 87.



SPACE WARRIOR

You don't know what strange dimension you're in, but you want to save the life of this brave human warrior, who has weird aliens after him.

Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 92.

If you lose all your Hit Points, turn to page 144.

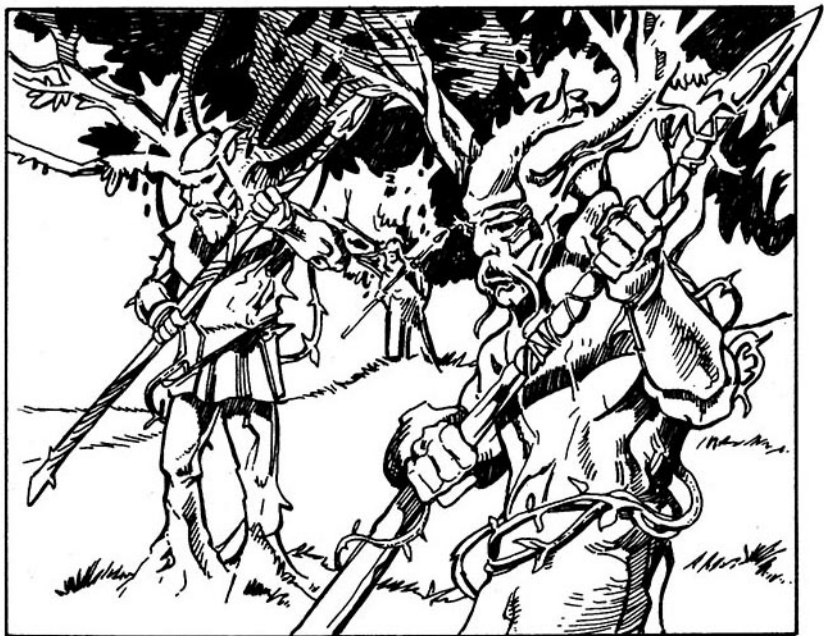
If you win the battle, the warrior agrees to go with you on your quest.

Space Warrior's Hit Points:

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

His laser gun does 10 Hit Points of damage per successful Combat Turn.

Pleased with your new ally, you're able to activate the energies of the Sphere to get back into the forest of Lath. Turn to page 60.



GUARDIAN OF THE FIRST CIRCLE

There's trouble instantly! One of the guardians of the First Circle waits to stop you. You realize that the guardians are the trapped souls of good warriors, probably ones who came to the Grove to rid it of evil. You mourn for this one and know you could free it by killing it, but should you take the chance this early in the Grove? You could just go around.

If you just move around the guardian, turn to page 132.

If you feel you must free it, prepare to fight. Have the Druid reader turn to the Monster table on page 146 and run Monster Encounter 93.

If you lose all your Hit Points, turn to page 144.

If you win, you feel the soul of the warrior leave with a sigh and you know you've done a good thing. Turn to page 138.



RETREAT ONE

Running into the dragon's lair, you grab the first magical object you see. The magic of the Crystal transports you immediately back to the Forest of Lath. Unfortunately, you land right in a pack of Hell Hounds!

You are entering combat with Hell Hounds. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 94.

If you lose all of your Hit Points, turn to page 144.

If you win the battle, you have time to examine the treasure.

Gloves of Missile Snaring: Putting on the gloves, you discover you have the power to grab any thrown or fired weapon out of the air before it harms you. This applies to arrows, bolts, darts, bullets, javelins, axes, hammers, and spears. They will not work against magic missiles of any sort.

- If you have encountered the Gypsies, turn to page 56.
- If you have encountered the Bandits, turn to page 28.



THE SECOND CIRCLE

There's a quietness in the Second Circle of Lath's Grove, but it's the quiet of waiting, not of peace. With no immediate dangers visible, you walk through the circle until you come across a small shrine in the center, where you pause for a moment to consider what to do. Darkness is coming, a time when evil things could happen with no warning. Should you rush on or take the time to clear away the malign growths choking this bower and perhaps rest here for the night?

- Hoping your work will be beneficial, you clear away the evil that threatens to swallow the shrine and rest in its goodness for the night. Turn to page 130.
- Wanting above all else to meet and defeat the evil that is consuming the entire Grove, you continue on in the gathering gloom. Turn to page 128.



RETREAT TWO

You travel with the Sundance Kid for a week, heading for an ancient site of great magical power. You are able to use the magic you find in the ancient temple to open a gateway back to your own world. But, just before you leave with your allies, you discover that there are several doors to other magical realms.

Butch's Weapon: You have a pistol and twenty bullets. Each shot will do 8 Hit Points of damage if they hit. The bullets are gone if they miss.

You decide to:

- return to the forest of Lath. Turn to page 64. (If you have already faced the Drow, make a different choice and continue on.)
- enter the Egyptian Pyramids. Turn to page 104.
- investigate the Lost Plateau. Turn to page 110.
- explore the city of Atlantis. Turn to page 118.



THE THIRD CIRCLE

As you enter the Third Circle, you shudder at the sight of the plants. You have always been fond of working in your garden, growing the plants that you use as spell components. But these plants are evil! You are sure that you will soon face the instigator of all this horror that has been inflicted on Lath's forest. You hope you're strong enough to meet it.

Suddenly you hear a shuffling sound and feel something brush your cloak. A thief has stolen something and gotten away undetected! (A magic item has been stolen from your group. Mark one off your list.) You immediately consider going after the culprit. But then you hesitate—could this be a trick to get you off the path?

- You move through the evil flowers after the invisible thief. Turn to page 103.
- You ignore the theft and keep to the path you have set yourself. But you move more cautiously as you go toward the Grove. Turn to page 105.

THE EVIL EARTH SPIRIT

You have beaten the Druid, but now you see the face behind the mysterious voice in the mist. It's an evil Earth Spirit!

The creature has not only taken over Lath's Grove but also Lath's dead body, thus giving it control of the Archdruid's great magic! You try to control your fear as the horrible creature speaks again.

"I did not think you had it in you, Wizard, to get so far. Several times I thought my forest would take you, but you proved better than I anticipated. You are a worthy opponent to battle for possession of this druidic grove and my right to stay on this plane of existence!"

The creature's gemlike eyes turn toward the undead Lath, and you know that you will have to fight not only the Earth Spirit but the awesome powers of the evil-possessed Great Druid, too! The monster chuckles as it sees your face turn pale.

"But there is another way for us to battle, Wizard. On my plane of existence, all important things are decided by a contest of wills. If you choose such an encounter, our minds will meet in ultimate combat. The stronger will win, but the weaker will be brain-burned!

"So your choices are simple: contest me directly in a battle of wills, or bring all your allies against me and mine in combat. Either way, it will be to the death!"

- You and your allies rush at the creature, determined to end this magical evil forever! Turn to page 117.
- You do not want to face the undead later. You summon your own strength to take on the Earth Spirit in a one-on-one challenge. Turn to page 111.



WARRIOR'S CONTEST

Tell the Druid reader to turn to page 100 to take the part of the warrior.

The big warrior talks while he marks out a pattern of squares in the dirt of the meadow.

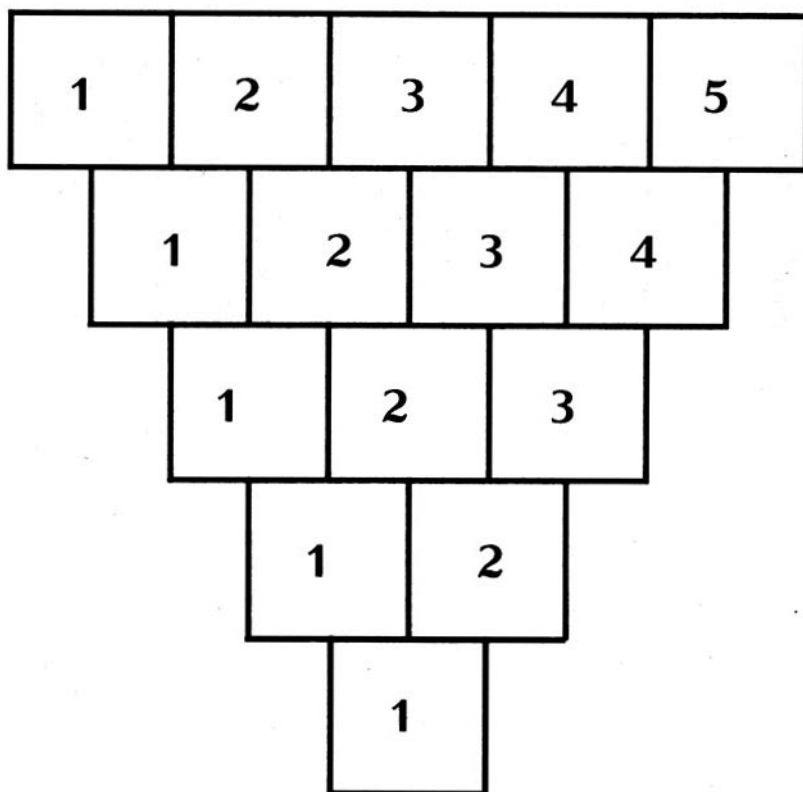
"We will use your darts, wizard. You go to the other edge of this meadow and pick a square to stand in. I will then toss a handful of your darts high in the air to try to make them fall on you. Every time I miss, you can advance toward me one row. If you win, I will leave this forest. But if you lose—or if you fail to survive the game—these unicorns are mine, and you will leave me alone."

The game is played between the two readers. The Wizard player marks a square in the first row to show where the Wizard is standing. The Druid reader then guesses where the Wizard is standing. If he is correct, the Wizard takes 9 Hit Points of damage. If he is wrong, the Wizard is safe for that round. The Wizard reader makes a mark in the next row and play continues.

The game can end in one of three ways:

- You lose all your Hit Points. Turn to page 144.
- You reach the finish line before losing all your Hit Points but you never win a round against the Warrior. The good deed has not been done. Sad at leaving the unicorns in slavery to the warrior, you toss another token into the portal. Turn to page 44 to make the choice.
- You win and have accomplished your good deed. The portal transports you nearer the entrance to Lath's Grove. You find yourself in a dense part of the evil forest. Turn to page 64.

WIZARD START





THE ARCHER

You aren't sure you're going to get out of this one! You've never seen warriors fight like this! The archer tells you they are Roman gladiators.

You are fighting Roman Gladiators. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 102.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the Romans are furious. The crowd falls deathly silent. Armed troops pour into the side entrances toward you. You can't fight this mob! Just in time, you're able to activate the energies of the sphere to get you back into the Forest of Lath. Turn to page 52.



FIGHT THE THIEF!

You move away from the path, determined to track down the thief. With your magic abilities, you quickly discover that he isn't really invisible, just amazingly adept! As you prepare to attack, you realize that he hid your magic items before you found him and there's no way that he'll tell you where they are. You have to forget them, but you're not going to let this thief steal from you again!

You must fight the Thief. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 103.

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you pause to heal what damage you can. Then you go quickly to the entrance to the Inner Sanctuary, more than ready to come to grips with the evil that waits there. Turn to page 134.



EGYPTIAN RUINS

This world is filled with wonders! You sense strong magical power coming from that strange cat statue and those pyramids you see in the distance. They are probably filled with treasure and magical items you can use in your quest. Unfortunately, you also sense magical guardians lying in wait for you!

The lure of the treasure is too strong to pass up. Now it's just a choice of which guardian to fight.

- The magic of the pyramid is weaker, but then—so is the guardian. You decide to play it safe and fight the Mummy. Turn to page 141.
- The magic of the sphinx must be strong if it is guarded by an Androsphinx! You decide to risk everything to obtain it—even your life. Turn to page 126.



UP THE HILL

Moving up the hill toward the Inner Sanctuary, you find things missing again . . . and again! (Cross two more magic items from your group's list.)

You sense that the invisible thief has gone into one of the caves on the side of the hill. You start to head toward them when your eye is caught by the movement of large, dark forms in the brush around the entrance to the Inner Sanctuary. You feel drawn toward it, but if you head up the hill, the thief will be at your back.

→ You decide to come to grips with the thief. Turn to page 103.

→ Determined not to be sidetracked, you head toward the creatures at the entrance to Lath's Inner Sanctuary. Turn to page 134.

THE FALLEN KNIGHT GAME

Tell the Druid reader to turn to page 106 to play the game.

The knight was betrayed and his equipment sabotaged before the joust. Now the equipment lies before you. You must pick up four undamaged things, then you'll be allowed to leave. Every time you touch a sabotaged item, however, you take the damage the knight took in his battle long ago.

To play, tell the Druid reader to secretly select five items from the pile illustrated. Each one he chooses will do 7 Hit Points of damage.

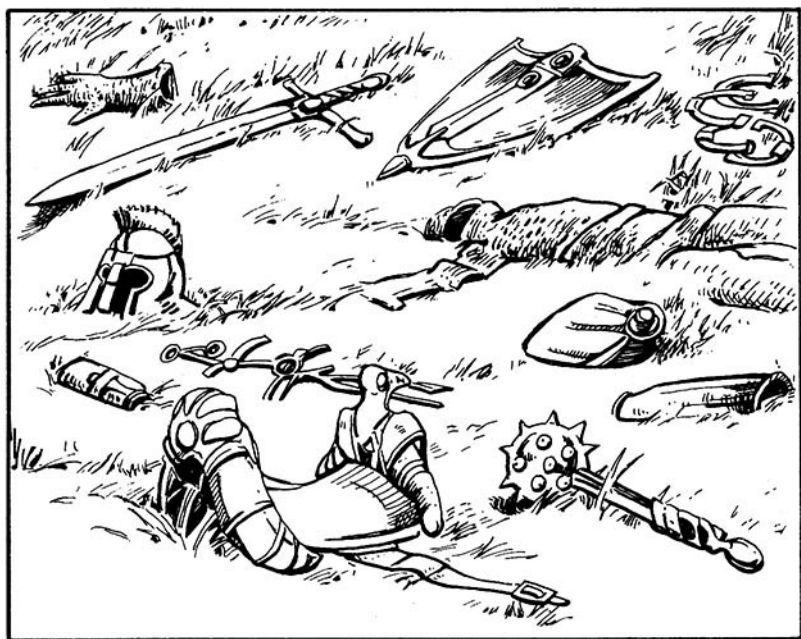
_____, _____, _____
_____, _____

Now, the Wizard reader must choose items. If you picks one that the Druid reader has selected, you takes 7 Hit Points of damage. When you select four pieces of undamaged equipment, the game is ended.

_____, _____, _____
_____, _____

If you lose all your Hit Points, turn to page 144.

If you win the game, the Ghost allows you to leave with the knowledge that in just a short while you must fight a huge Green Dragon. Turn to page 48.





RETREAT ONE

You are entering combat with a Giant Ape. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 108.

If you lose all of your Hit Points, turn to page 144.

If you win the battle, you gain two magic devices and are sent back to the Forest of Lath.

Gloves of Missile Snaring: Putting on the gloves, you discover you have the power to grab any thrown or fired weapon out of the air before it harms you. This applies to arrows, bolts, darts, bullets, javelins, axes, hammers, and spears. They will not work against magic missiles of any sort. **Ape's Magical Heart:** The next being in your group, including yourself, who falls to 0 Hit Points will have 10 Hit Points restored to him. This works only once and will go into effect automatically. You have no control over it.

→ If you have encountered the Gypsies, turn to page 56.

→ If you have encountered the Bandits, turn to page 28.



THIEF!

The Inner Sanctuary of Lath's Grove is in sight, but your mental preparation for the confrontation is interrupted as again a silent, invisible thief steals something from your belongings. (Cross another item from your group's list.) If this thievery continues, you will have nothing to fight with by the time you reach the center of the evil!

→ With your goal in sight, you eagerly move on, ignoring the invisible thief. Turn to page 105.

→ You must put a stop to this! You move rapidly through the forest after the thief. Turn to page 103.



LOST PLATEAU

No wonder it's lost! With creatures like this wandering around, who would want to find it! Running for your life, you manage to escape from the creature, then begin to search for the nearest exit! Suddenly, you have a great idea. What if you could take one of these monsters back to the Forest of Lath with you? It would be risky, but it might be worth it to gain such a powerful ally.

- It isn't worth the risk. You settle for collecting some of the magic of this place, then leave. Turn to page 125.
- One of those would make a great pet. You attempt to catch a dinosaur. Turn to page 122.



THE EARTH SPIRIT'S CHALLENGE

You have agreed to fight a mystical battle between you and the Earth Spirit. You are sure that a similar one must have occurred between Archdruid Lath and the Earth Spirit for possession of the Grove—and Lath lost!

Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 111. Your allies cannot help you battle, but at least you don't have to fight the animated form of Lath's body.

This is a mental battle. Your adversary has incredible mental strength of 61 Hit Points. For every "X" result you get on the Combat Table, you do 10 Hit Points of damage. All other results are a miss. You cannot use spells or weapons of any kind.

At any time during the battle, you may skip one Combat Turn in order to use any healing devices.

You cannot retreat from this battle!

If you lose all your Hit Points, turn to page 144.

If you win, turn to page 145.



ATLANTIS

You work to save the boy. After you both flee the place, the magical building sinks into the ground. You might have been trapped and killed if you had gone in there!

After you rescue the boy, you discover he is a wizard, almost equal to you in power. In return for saving his life, he offers you his service for a year and a day.

Wizard Boy's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15)

You teach the boy four of your own spells. He learns them instantly and can cast them any time from now on.

Spells: _____

You decide to return to the Forest of Lath. Turn to page 64. If you have already faced the Drow, make a different choice and continue on.



TREASURE OF THE PHARAOH'S TOMB

You've won your way to a great treasure. If you could carry even part of it with you, you would be wealthy for the rest of your life. But, as you're sorting through the gold and the gems, you find something truly valuable!

Amulet of Death: The Amulet reduces by half the Hit Points of any single foe if a "2X" or "*" is scored on the Combat Table. Round fractions down. The Amulet may be used twice. Its magic is considered used whether it hits or not.

You return to the Forest of Lath. Turn to page 64. If you have already faced the Drow, make a different choice and continue on.





Turn to page 116 to fight this battle.



BATTLE OF THE ORCS AND ELVES

You know you must do what you can to help the good Elves against the Orcs. Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 116.

If you lose all your Hit Points, turn to page 144.

If you win the battle and drive off the surviving Orcs, there's great rejoicing among the Elves. In gratitude, their leader lends you his best warrior to aid you in your quest while the remainder of the Elves go after the Orcs.

Elf Warrior's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15)

The Elf Warrior does 7 Hit Points per successful Combat Turn.

Now that the battle is over, you investigate the wall of brambles you see before you. With a new ally at your side, you move toward it. Turn to page 40.



THE FINAL BATTLE

You and your allies rush to the attack, knowing it will be a battle to the death . . . with no retreat!

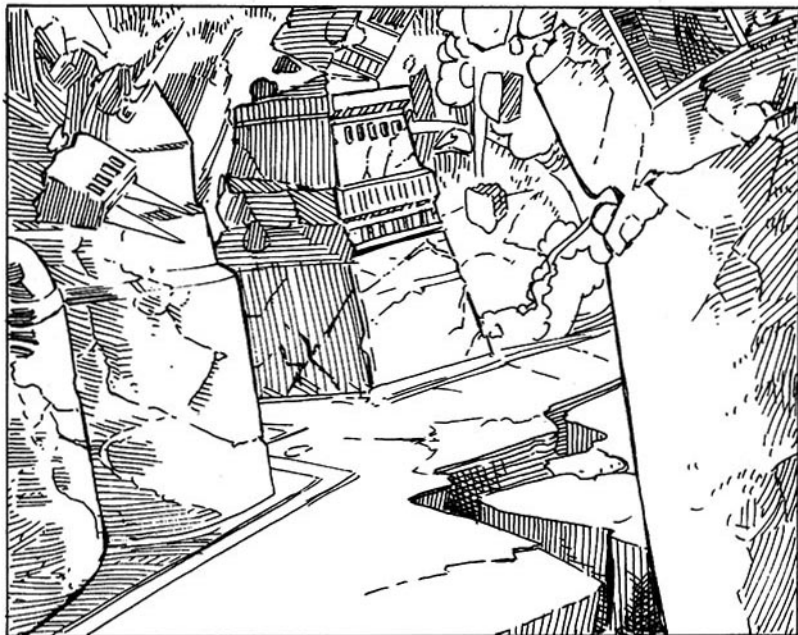
It's clear from the Earth Spirit's massive talons that its attacks will be brutal physical ones. But it's the animated form of Lath that is the real danger to you. It will fight with the spells of the late Archdruid. You decide to attack the undead Druid first.

Tell the Druid reader to turn to the Monster Table on page 146 and run Monster Encounter 117.

If you win the battle against Lath's undead form, you see it fall to the ground as a pile of dust. With just a slight second for mourning a bitter end to a great man, you attack the mighty Earth Spirit.

If you lose all your hit points, turn to page 144.

If you win the battle, turn to page 145.



ATLANTIS

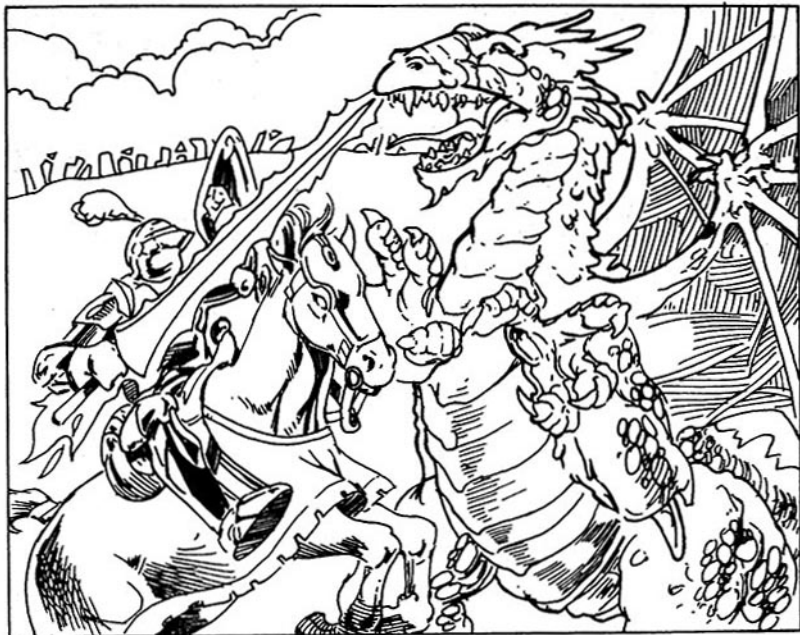
Most of the inhabitants of this doomed city have fled. You don't plan to stay long, but you sense a magical presence here. The ground is shaking. Buildings are falling all around you. You rush toward the building where you feel the magical force. It is partially collapsed.

You hear a cry, "Help! Please, help me! I'm trapped!"

There are probably thousands trapped here. You can't help everyone that cries out! You are here to try and find whatever magic you can.

You hear the cry again. The building starts to shake.

- You're probably going to regret it, but you go inside to save the trapped person. Turn to page 112.
- You rush in to get the magical object you are certain is inside. Then you'll try and save the trapped person. Turn to page 139.



RETREAT ONE

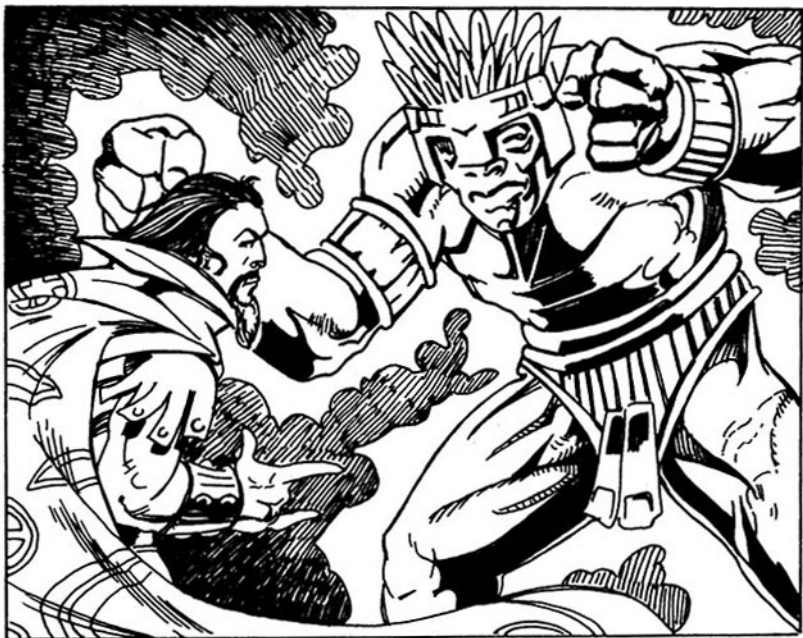
You're forced to activate the first of the Crystals of Change.

You find yourself in the body of a warrior named Beowulf, fighting a fierce dragon that's been threatening his kingdom. All of Beowulf's allies have left him, and he is near death. As your vitality fills him, you're able to cast spells that defeat the dragon. (Cross off all your fourth and fifth level spells.)

The energy of the Crystal heals you and all your surviving allies. (All Hit Points restored.) But there is nothing you can do for the brave warrior, Beowulf. You will be allowed to leave this world, but first you are given a choice.

You may take a treasure from the dragon's horde, but that will release a magical guardian. This guardian is every bit as bad as the dragon you just defeated and will terrorize the countryside.

- You take the treasure and are magically transported to the Forest of Lath. After all, it's not your world. Turn to page 94.
- You release the guardian and then fight it. Even though it isn't your world, you feel you owe this much to the brave hero, who died fighting evil. Turn to page 108.



MAGICAL GUARDIAN OF THE BOWL

You took a risk and now you're paying for it!

You are being attacked by the Magical Guardian. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 120.

If you lose all of your Hit Points, turn to page 144.

If you win, you have the number of Crystals of Soothing remaining after the battle.

You return to the forest of Lath. Turn to page 64. If you have already faced the Drow, make a different choice and continue on.



RETREAT TWO

You have to activate the Second Crystal. Unfortunately, this battle is worse than the one you left! You have floated into the body of an outlaw named Butch Cassidy. He and his friend, the Sundance Kid, are holding off an entire army!

"Sundance," you say, "I know things look bad but I'm going to get rid of these guys for you."

The Sundance Kid grins at you and says, "Sure, Butch. Just like magic, huh?"

"Of course!" you say, and begin casting spells! (Cross off all of your remaining second and third level spells.) The soldiers run away in panic at the sight of your magic. Unfortunately, Sundance nearly does the same!

"Don't ask questions, Sundance," you tell him. "Let's ride!"

The magical powers of the Crystal heal you and your surviving allies of all lost Hit Points. You also examine some strange things you find yourself wearing. Sundance tells you they are "weapons." He offers to show you how they work, then says you better take a long rest! You've obviously been in one fight too many!

Turn to page 96.



TO CATCH A DINOSAUR

After observing these huge monsters for several hours, you see that all they do is eat and search for food and you easily develop a plan for catching one. You know you will only have one chance, however. Catching a smaller one, you use it as bait. When a big one comes up to attack it, you cast one of your spells and place an Amulet of Charming around its neck. (Cross off one spell.)

Gorgosaurus: Your new pet has 15 Hit Points. It does 9 Hit Points of damage per successful Combat Turn. It will fight in one battle for you, then the Amulet loses its power. If the Gorgosaurus lives, it will be returned to this plane.

Pleased with your new pet, you return to the Forest of Lath. Turn to page 64. If you have already faced the Drow, make a different choice and continue on.



RETREAT THREE

You have used the last Crystal to retreat. This time, you're offered a choice. You must enter and fight in the body of a famous hero, but you have no idea who any of them are. As the crystal magically heals you and your surviving allies of all lost Hit Points, you consider your choice and decide to become a:

- Viking Chieftain. Turn to page 127.
- Knight. Turn to page 129.
- Warrior of the Future. Turn to page 131.
- Frontiersman. Turn to page 133.
- Wizard. Turn to page 135.



BATTLE IN THE CASTLE

The battle rages for hours. You and your forces surge through the castle, but you never find Morgan Le Fay. The battle against her will have to wait for another time.

But you have freed the poor wretches she was holding prisoner and you have helped Merlin by giving him several spells he didn't know. In return, you receive a Pseudo-dragon, who agrees to be your familiar! It will be some time before you can train the little creature properly but, for now, you can use it to restore the next 10 Hit Points you lose in battle. Mark this on your Character Sheet. You then send the Pseudo-dragon back to your home, and you return to the Forest of Lath.

If you have faced the Green Dragon, turn to page 140.

If you have yet to meet the Green Dragon, turn to page 48.



TREASURE OF THE LOST PLATEAU

You discover strange-looking crystals. You've read about these in the Guild's library of Ancient Writings.

Crystals of Soothing: absorb damage and pain. Each crystal will absorb a "2X" successful hit from an enemy, then it will turn to dust. The damage will not affect either you or your allies. But they are activated automatically and cannot be saved. The very next "2X" hit that scores against your group will cause the first crystal to activate.

There are fifteen crystals in the bowl, but a warning lable on the side states: "Take more than five, and you will suffer the wrath of the Magical Guardian of the Bowl!"

Should you risk it?

- "What the heck!" You grab the fifteen crystals and run. Turn to page 120.
- "Thank you most kindly." You take only the five crystals you are allowed, then leave for the forest of Lath. Turn to page 64. If you have already faced the Drow, make a different choice and continue on.



BATTLE ANDROSPHINX!

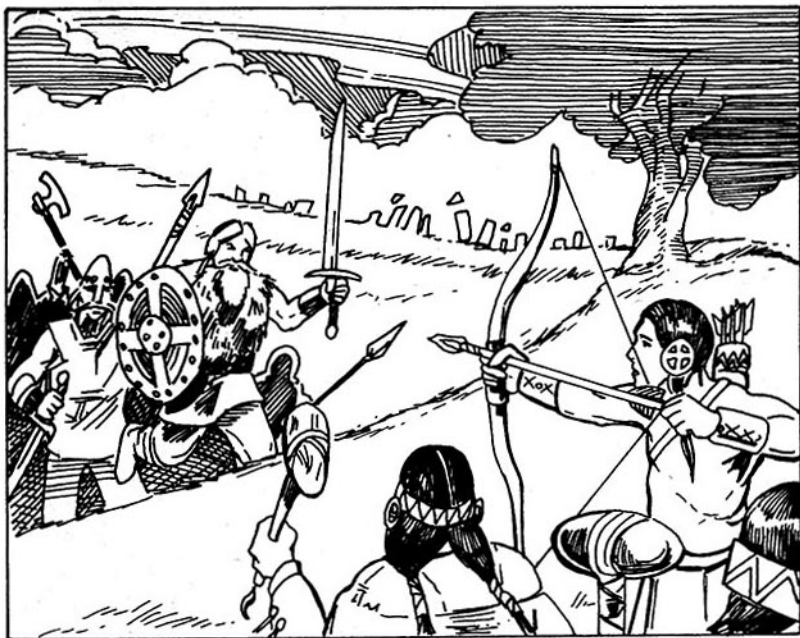
You have chosen to fight the Androsphinx. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 126.

If you lose all of your Hit Points, turn to page 144.

If you win the battle, you discover great treasure.

Treasure of the Sphinx: *Jar of Healing Ointment* restores 11 Hit Points. *Sphinx's Dagger* does 6 Hit Points of damage on a successful hit when thrown at any flying creature. A *Bow and 7 Magical Arrows*—each arrow hits automatically and does 5 Hit Points of damage. A *Ring of Protection Against Spirits* that reduces damage by 3 Hit Points on every attack made by a spirit from another plane.

Pleased with your treasure, you return to the Forest of Lath. Turn to page 64. If you have already faced the Drow, make a different choice and continue on.



LEIF ERICSON

Your spirit enters the body of a brave Viking Warrior, Leif Ericson. This chieftain has led his men to a new land across an ocean. Here he has encountered a band of strange fighters who object to his presence. Until your coming, things looked bad for the Vikings! They were badly outnumbered. But your spells are able to drive their attackers. (Cross off one second or third level spell.)

In return for your help, you are given a reward. You can now use a bow and a throwing axe in battle. If you come across such weapons, you can use them instead of spells. Your spirit leaves Leif's body, and you are sent back to the Forest of Lath.

If you have faced the Green Dragon, turn to page 140.

If you have yet to meet the Green Dragon, turn to page 48.



THE SECOND CIRCLE

Moving as quickly as you can through the gloom, you are ambushed by horrible, strange creatures that appear from nowhere. They slash at you with swords already dripping blood and gore!

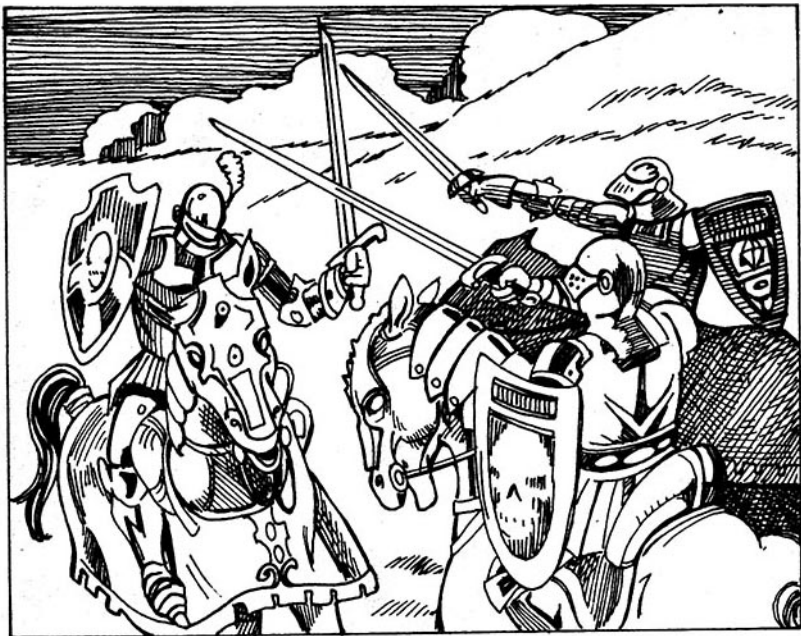
You must fight the Githzerai. Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 128.

If you lose all your Hit Points, turn to page 144.

If you survive the battle in the dusk, you realize that darkness is almost upon you. You know you can't move safely in the night, and, besides, you must rest. You take what precautions you can, then sleep.

When you wake at dawn, you discover that you and your allies have regained all the spells you started the quest with. But some time during the night, one of your allies vanished. (Cross off one ally. If you were alone to start with, then you notice nothing when you waken.)

All you can do is go on, determined that if you are given the chance to take Lath's protection again, you won't refuse it. Turn to page 136.



IVANHOE

You enter the body of a brave knight, Ivanhoe. He is fighting evil knights and losing. Your magic spells save his life. His enemies flee in fear. (Cross off two spells.)

In return for saving Ivanhoe, you are given the ability to use a crossbow and a shield and still retain your spellcasting powers. You are sent back to the Forest of Lath.

If you have faced the Green Dragon, turn to page 140.

If you have yet to meet the Green Dragon, turn to page 48.

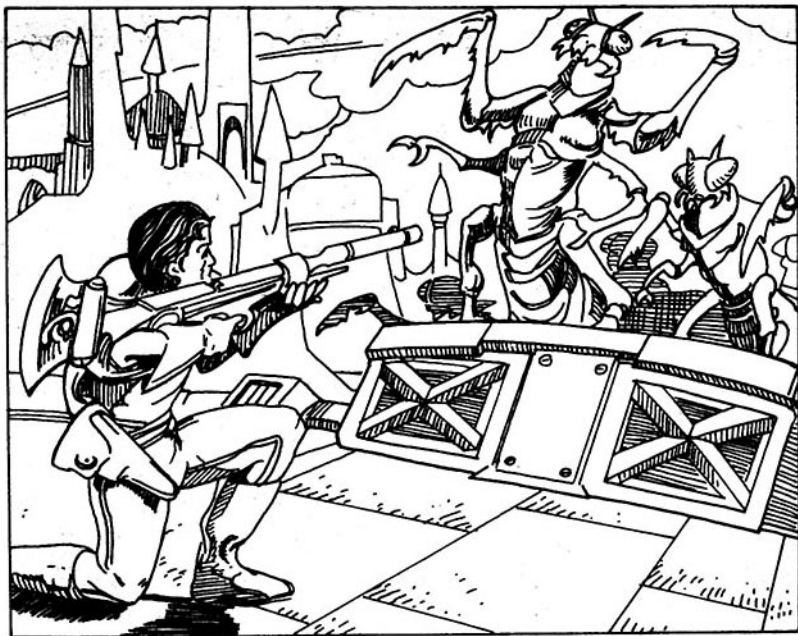


THE SECOND CIRCLE

The cleared shrine fills you with a great sense of protection and peace. You can almost feel Lath's spirit guarding you.

You sleep undisturbed and wake in the morning to find that you have all the spells you started the quest with. (You and your allies may use any spell you had at the beginning.) You take time to heal any one who can benefit from it.

Then, feeling refreshed and confident, you once again head toward the center of Lath's Grove and the Inner Sanctuary. Turn to page 136.



THE SPACE RANGER

You enter the body of a space warrior of the future! He is battling horrible aliens sent by an evil spacelord to defeat the Earth. The Ranger was losing until you used your magical powers to drive off the aliens. (Cross off two spells.)

As a reward for saving the Space Ranger, you are given a Psychic Energy Rifle. It uses the power of the mind for energy. It's a complicated weapon that will take you a long time to learn how to use fully. But, for now, it does 5 Hit Points of damage every Combat Turn and hits automatically. It must be used instead of any other attack, however.

You are sent back to the Forest of Lath.

If you have faced the Green Dragon, turn to page 140.

If you have yet to meet the Green Dragon, turn to page 48.



ANOTHER ATTACK!

Going around the Tree Warriors proves to be costly. Just as you are about to enter the Second Circle, you're attacked by another of the first-circle guardians. Bird Warriors swoop down and strike!

You must now fight Bird Warriors. Tell the Druid Reader to turn to the Monster Table on page 146 and run Encounter 132.

If you lose all your Hit Points, turn to page 144.

If you survive, you move toward the gate leading into the Second Circle of Lath's Grove. Turn to page 138.



DAVY CROCKETT

You enter the body of the great frontiersman—Davy Crockett. He is in a life and death struggle with two wounded bears. Your magic spells easily drive the bears away. (Cross off two spells.) You have saved Davy's life and, in reward, you are given the ability to use a bow or hand axe in battle instead of spells.

You are sent back to the Forest of Lath.

If you have faced the Green Dragon, turn to page 140.

If you have yet to meet the Green Dragon, turn to page 48.

BATTLE WITH YOUR RIVAL

Arriving at the entrance to the Inner Sanctuary of Lath, you discover that the area is shrouded in a strange, green mist. Suddenly you hear a deep voice.

"You have done well, Wizard, but one more foe stands between you and me."

The green mist parts, and you see the Druid and all his allies appear before you!

"You must battle each other for the right to face me—as you both knew when you started this quest."

You must now fight the Druid. Tell the Druid reader to turn to page 118. He has been magically transported to the Inner Sanctuary of Lath to face you in final combat. Remember, however, that this is not a fight to the death. Both of you want the rich ransom that has been promised by both your guilds. Therefore, your spells and weapons will be used to subdue each other. When either you or your opponent or any allies reach 0 Hit Points, they will be considered to have fallen victim to the enemy and will be bound and held under guard. Neither side may retreat from this battle.

If you lose all your Hit Points, you are now being held prisoner by the Druids. Your rival, Renwood, has won the dubious honor of facing the final evil within the Grove. This ends the game for your character. However, since you will take the part of the unknown evil forces Renwood must face, be prepared to run the final encounters.

If you survive the battle, you turn the Druid and his allies over to the Druid's Guild. In return, you receive the following treasure.

DRUID'S RANSOM: 2 Jars of Healing Ointment that restore 15 Hit Points each. **Scroll of Wizard Spells** contains the following: *Magic Missile* does 10 Hit Points of damage automatically. *Web* prevents all enemies from fighting for one Combat Turn. *Fireball* does 14 Hit Points of damage, may only be used once even if it misses. **Potion of Giant Strength** doubles damage caused by one ally during one battle for all successful attacks.

You must now face the evil that has taken over Lath's Grove. Turn to page 98.



MERLIN

You're in the body of the greatest wizard who ever lived—Merlin! You were able to free him from a crystal cave prison in time to go to the side of the dying Arthur. You are grieved at the sight and, after summoning a magical ship to take Arthur to a special land, you decide to avenge yourself on Morgan Le Fay—the evil wizardess who brought about Arthur's death.

Magically teleporting yourself to Morgan Le Fay's castle, you:

- use the memories of Merlin to descend into the dungeons and free the prisoners there to aid you in the battle, even though it means Morgan Le Fay may have time to escape. Turn to page 124.
- attack immediately. Turn to page 137.



THE SECOND CIRCLE

Moving on in the growing light, you are kept from entering the Third Circle by a wall of thorns. You gasp with relief as you realize that they're Fire Thorns. These thorns are a protection created by Lath, not a product of the evil that now inhabits the Grove.

You can get through the Thorns without harm if you cast a magic spell on them. Cross off one magic spell, then turn directly to page 97.

If you don't want to use up a spell, you must take three Fire Thorn attacks. (The Druid reader strikes at you three times, with a normal hit doing 4 Hit Points of flame damage.)

If you lose all your Hit Points, turn to page 144.

If you survive, you continue on into the Third Circle of the Grove. Turn to page 97.



BATTLE MORGAN LE FAY

The battle rages between you and Morgan Le Fay for a long time. You're able to help defeat her, however, with several spells that were not in Merlin's mind. (Cross off two spells.) Eventually, the wizardess, knowing that she is certain to lose, teleports herself out of the castle. You have saved Merlin and, in return, you are given several of his spells. (Copy these onto your Character Sheet.)

Fourth Level Spells:

Shout—the magic-user screams in such a terrifying manner that your enemies are deafened. It will stop all living enemies from fighting for two Combat Turns. It will not work against spirits, liches, etc.

Stoneskin—the magic-user and all allies will be immune from nonmagical weapons and claws for two Combat Turns.

Fifth Level Spell:

Sending:—you can use this to summon Wardenson the Warrior to help you at any time. He has 20 Hit Points and strikes for 8 Hit Points of damage per successful Combat Turn.

You are sent back to the Forest of Lath.

If you have faced the Green Dragon, turn to page 140.

If you have yet to meet the Green Dragon, turn to page 48.



GUARDIAN OF THE GATE

You see the huge, evil creature blocking your way and know you have no alternative—you must fight!

Have the Druid reader turn to the Monster Table on page 146 and run Monster Encounter 138.

If you lose all your Hit Points, turn to page 144.

If you survive the combat, you discover a small vial on the ground in the gateway.

Potion of Healing: restores 6 Hit Points.

You walk through the gate into the Second Circle of the Grove. Turn to page 95.



ATLANTIS

You rush into the building, only to find that the magical presence you sensed was yourself! Or an illusion of yourself at any rate. Suddenly you realize you made a mistake. You should have tried to save the trapped person. But you cannot escape without battling yourself first!

You must fight an illusion of yourself. Tell the Druid reader to turn to the Monster Table and run Monster Encounter 139.

If you lose all of your Hit Points, turn to page 144.

If you survive, the building tumbles down around you. You have to escape to the Forest of Lath or die. Turn to page 64. If you have already faced the Drow, make a different choice and continue on.



REACHING LATH'S GROVE

You are finally here. You've been struggling a long time, and much has happened—things both frightening and encouraging—but you're only now nearing the center of the evil that has spread through the forest. If it's been tough up to now, it can only be more difficult as you enter the Archdruid's Grove itself. You know that somewhere in here you'll meet the Druid who has come to collect Lath's magic. And he won't willingly give it up!

You look over all your weapons and magic items, as well as those of your remaining allies. You take time to heal whatever damage you can so that you'll all start in the best shape possible. But even so, you know that death awaits some of you . . . perhaps even you yourself.

With a grim smile on your lips, you use your magic to part the thorny wall that surrounds the First Circle of Archdruid Lath's Grove.

Cross off a magic spell and turn to page 93.



BATTLE MUMMIES!

You have chosen to fight the Mummies. Tell the Druid reader to turn to the Monster Table on page 146 and run Encounter 141.

If you lose all of your Hit Points, turn to page 144.

If you win the battle, you enter the Tomb of the Ancient Pharaoh. Turn to page 113.

THE DROW

You stand over the last dying Drow. He opens his eyes and stares to the west. "The Green Servant will avenge us," he murmurs. And then he dies. You have no idea who or what the "Green Servant" is, but you have an uneasy feeling that you may find out.

Pondering the ominous words of the Drow, you deliberately choose to go west, in the direction the dying Elf was looking when he spoke his curse. Turn to page 48.



THE DRAGON'S TREASURE

The Elf Warrior, knowing the kinds of things that would be useful to finishing your quest, helps you explore the Dragon's treasure. Pleased at what you find, you pick out a number of special items, knowing that you will be back later to get the remainder.

Dragon's Treasure: 2 *Chalices of Healing Potion*: restores 17 Hit Points per chalice. *Bracers of Defense*: prevents 4 Hit Points of damage from hitting your group with every successful enemy strike. 2 *Wizard Spell Scrolls*: two Death Ray spells, each does 20 Hit Points of damage and hits automatically.

With these great treasures and your new-found ally, you feel confident as you start back up the path, checking out your weapons and readying yourself for the battle to come. . . . But as you move closer to the First Circle of Lath's evil-inhabited Grove, your doubts reawaken.

Turn to page 140.



You've lost, and now you face a fate worse than death. These creatures are going to see you as a slave! There is nothing you can do now. Weak and wounded, you have lost your magical abilities. They have taken your spell components and burned your scrolls. Hopefully, you will regain some of your power and be able to try to escape. But you're afraid it will be a long time. Life is very hard.

THE END

Start Over



You've won!

Your name will be ranked among the list of famous wizards. You have banished the evil from the Forest of Lath, and now you will gain great wealth. But it is even more satisfying to see the light and healing warmth begin to spread throughout the forest. It will be a long time before evil tries again to come into these woods. It's worth all the danger and risk you faced.

The Wizard's Guild has released the Druid in return for the ransom. He has taken his defeat honorably, especially since the Guild promised him he could set up a new Druid's sanctuary in the forest in memory of the great Archdruid who lost his life there.

Start Over

MONSTER TABLE

This section lists the encounters that the Druid will face during the adventure. The Wizard reader uses these Monster Encounters to play the part of the monster the Druid faces. Each numbered encounter shows how many Hit Points the monster has, keeps track of those numbers during combat, and tells how much damage the monster does to the Druid and his party. A monster "dies" when it loses all its Hit Points. A monster cannot retreat. Feel free to be dramatic in playing the role of the monster!

***21 - Witch's Hit Points in Hut: 36**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36)

The Witch's energy bolts do 9 Hit Points of damage. The Witch attacks first and continues to attack first.

***25 - 4 Fire Giants: 14 Hit Points each**

***1 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14)
***2 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14)
***3 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14)
***4 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14)

Each of the four Giants does 9 Hit Points of damage. Roht the Hammer Warrior kills one Giant every Combat Turn and never misses.

***26 - Drow Elves' collective Hit Points: 48**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46)
(47) (48)

The three male Drow Elves attack separately with swords, doing 5 Hit Points of damage. The female attacks with a small crossbow that fires magical bolts, putting an ally of the Druid's asleep for the rest of the battle with a "2X" or "*" result. A "X" result does 2 Hit Points of damage.

#27 - Giants and Hell Hounds

7 Fire Giants: 14 Hit Points each

- #1 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)
- #2 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)
- #3 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)
- #4 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)
- #5 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)
- #6 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)
- #7 -** (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)

The Giants do 9 Hit Points of damage. Roht fights the Giants while the Druid's group fights the Hounds. Roht kills one Giant automatically every round, without missing. Only one Giant (plus the 5 Hell Hounds) strikes at the Druid's group during a Combat Turn.

5 Hell Hounds: 5 Hit Points each

- #1 -** (1) (2) (3) (4) (5)
- #2 -** (1) (2) (3) (4) (5)
- #3 -** (1) (2) (3) (4) (5)
- #4 -** (1) (2) (3) (4) (5)
- #5 -** (1) (2) (3) (4) (5)

The Hell Hounds collectively do 5 Hit Points of damage.

#30 - Orcs' collective Hit Points: 29

- (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24) (25) (26) (27) (28) (29)

Collectively, the Orcs do 8 Hit Points of damage.

#31 - Zombie Warrior's Hit Points: 22

- (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) (18) (19) (20) (21) (22)

The creature's magical weapon does 11 Hit Points of damage per successful Combat Turn.

#34 - Red Dragon's Hit Points: 40

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40)

The Dragon does 15 Hit Points of damage, but it hits only on a "2X" result. Roht's Hammer does 15 Hit Points of damage and never misses.

#35 - Drow Wizards' Hit Points: 38

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38)

The Drow Wizards and Wizardesses fight collectively with spells, each spell doing 5 Hit Points of damage.

#36 - Unicorn Warrior's Hit Points: 43

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43)

The Warrior does 10 Hit Points of damage.

#39 - Guardian Skeleton's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Skeleton does 8 Hit Points of damage.

#40 - Thorn Monsters' Hit Points: 38

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38)

The Thorn Monsters collectively do 9 Hit Points of damage.

#42 - Ogres' Hit Points: 33

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33)

The Ogres hit collectively for 11 Hit Points of damage. Treat the "2X" result as an "X".

#45 - Medusa's Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Medusa is trying to turn the Druid to stone. If the Druid gets a "2X" result, use the Combat Table again. If an "X" or a "2X" is obtained, the Druid or an ally is turned to stone. The battle continues until they are all stone or the Medusa loses all her Hit Points.

#46 - Giant Snake's Hit Points: 34

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34)

The Snake does 5 Hit Points of damage. Treat all "*" results for the Snake as "2X" for this battle only.

#51 - Vampiress's Hit Points: 32

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32)

The Vampiress does 9 Hit Points of damage.

#54 - Wolfman's Hit Points: 37

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37)

The Wolfman bites for 5 Hit Points of damage. If the Wolfman gets a "*" result, an ally of the Druid is turned into a Wolf. Only the Druid is resistant to this attack. These newly changed Wolves will not take part in the battle. Tell the Druid reader that he must tell you who is taking the damage so that you can announce who has been turned into a Wolf slave.

3 Wolves' collective Hit Points: 9

(1) (2) (3) (4) (5) (6) (7) (8) (9)

The Wolves bite collectively for 5 Hit Points of damage.

#56 - Giant Spiders' Hit Points: 32

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32)

The Spiders bite collectively for 9 Hit Points of damage. On a "***" result for the Spiders, run Combat again and if another "***" results, one of the Druid's allies is webbed for the rest of the battle. The Druid cannot be webbed in such a manner.

#60 - Vargouille's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Vargouille does 4 Hit Points of damage. After the Druid's party takes the first strike, tell them that the Vargouille's damage cannot be healed by any means.

#69 - Phantom Stalker's Hit Points: 20

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

The Stalker is especially magical. With every "2X" or "***" result, it strips one unused spell from the Druid's group's list of spells. When the spells are all gone, it will do 11 Hit Points of damage per successful strike.

#70 - Drow Warriors' Hit Points: 41

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41)

Each of the 5 Drow Warriors gets an attack for 6 Hit Points of damage.

#71 - Green Dragon's Hit Points: 34

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34)

The Dragon's claws and bite do 11 Hit Points of damage.

#72 - Zombie Warriors' Hit Points: 32

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32)

Zombies strike for 4 Hit Points of damage.

#74 - Dune Stalker's Hit Points: 20

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

The Dune Stalker does 8 Hit Points of sonic damage.

#77 - Elf Warrior's Hit Points: 29

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29)

The Elf's sword does 6 Hit Points of damage.

#79 - Fighters and Wizardess

2 Fighters' collective Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Fighters collectively do 7 Hit Points of damage.

Wizardess's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Wizardess does 4 Hit Points of damage but never misses.

#80 - Zombie Trees' Hit Points: 42

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42)

The Trees collectively do 9 Hit Points of damage.

#90 - Pyrohydra's Hit Points: 35

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)

The Pyrohydra has five heads, each doing 3 Hit Points of damage by fire. The creature gets one attack, and if it is successful, each head breathes fire. Every 7 Hit Points of damage done by the Druid and his allies put another head out of action so that it can no longer breathe fire.

***91 - Witch's Hit Points out of the Hut: 21**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21)

The Witch won't be able to attack on her first Combat Turn because she is so surprised. But after that her energy bolts strike for 6 Hit Points of damage.

***92 - Tree Warrior's Hit Points: 25**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25)

The Tree Warrior strikes for 5 Hit Points of damage.

***95 - Fog Giant's Hit Points: 22**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Fog Giant does 9 Hit Points of damage with his huge sword.

***97 - Lizardmen's collective Hit Points: 25**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25)

The Lizardmen collectively do 8 Hit Points of damage.

***102 - Orcs' and Ogre's collective Hit Points: 22**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Orc band's collective damage is 7 Hit Points.

***103 - Lizardmen's collective Hit Points: 29**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29)

The Lizardmen group collectively does 13 Hit Points of damage.

***104 - Cloud Giant and Spotted Lion**

Cloud Giant's Hit Points: 20

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

The Cloud Giant does 10 Hit Points of damage.

Spotted Lion's Hit Points: 8

(1) (2) (3) (4) (5) (6) (7) (8)

The Spotted Lion does 2 Hit Points of damage.

***108 - Wizard and Warriors**

Wizard's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Wizard does 5 Hit Points of damage.

Two Warriors' collective Hit Points: 20

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

Collectively they do 6 Hit Points of damage.

Special Combat Material: use only if the Druid tells you to.

The Druid is fighting a Wizard with a magical green power which he can choose to use twice during battle instead of attacking. At each time that you, acting for this Wizard, choose to use it, you run Combat to see if a "2X" or a "*" result occurs. If it does, tell the Druid to turn to page 131. If it doesn't, normal combat continues.

***110 - Dwarf's Hit Points: 24**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

The Dwarf's axe does 10 Hit Points of damage.

***112 - Githzerai's Hit Points: 22**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Githzerai strike for 6 Hit Points of damage. They are so resistant to magic that only a "2X" result from a spell attack will affect them.

***113 - Floating Sword's Hit Points: 15**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15)

The Sword does 10 Hit Points of damage.

***114 - Orc Troop's collective Hit Points: 22**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Orc's collectively do 6 Hit Points of damage.

#117 - Lightning Creature's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15)

The Creature does 11 Hit Points of damage.

#122 - Giant Two-headed Troll's Hit Points: 30

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30)

The Troll does 10 Hit Points of damage.

#125 - First Warrior's Hit Points: 9

(1) (2) (3) (4) (5) (6) (7) (8) (9)

The Warrior does 2 Hit Points of damage.

#128 - The Final Battle

Earth Spirit's Hit Points: 61

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46)
(47) (48) (49) (50) (51) (52) (53) (54) (55) (56) (57)
(58) (59) (60) (61)

The Earth Spirit's clublike talons do 14 Hit Points of damage.

Lath's Hit Points: 35

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)

Lath's undead body uses one of the following magical spells each Combat Turn. If it does not hit, it does no damage, but it is not reusable:

Sky Lightning: does 20 Hit Points of electrical damage.

Black Root: poisonous mist does 19 Hit Points of damage.

Death Bark: does 18 Hit Points of cutting damage.

Earth Command: does 17 Hit Points of shock damage.

Rock Shower: does 16 Hit Points of blast damage.

Tree Shatter: does 15 Hit Points of shattering damage.

Darts of Pain: does 14 Hit Points of energy damage.

Swirling Fog: does 13 Hit Points of poison damage.

Earth Fire: does 12 Hit Points of burn damage to each enemy in the group.

Stone Darts: does 11 Hit Points of impact damage to each enemy in the group.

#135 - Bandits' collective Hit Points: 39

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39)

The Bandits do 15 Hit Points of damage.

#138 - Thief's Hit Points: 31

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31)

The Thief does 4 Hit Points of damage, except on a "2X" result when he does 12 Hit Points for this battle only.

#139 - Ogre's Hit Points: 13

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)

The Ogre does 5 Hit Points of damage.

#141 - Bird Warriors' Hit Points: 35

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)

The Bird Warriors strike collectively for 9 Hit Points of damage.

#143 - Earth Spirit's Hit Points: 61

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46)
(47) (48) (49) (50) (51) (52) (53) (54) (55) (56) (57)
(58) (59) (60) (61)

For every "X" result the Druid gets on the Combat Table, he does 10 Hit Points of damage. All other results are a miss. For every "2X" or "*" result the Earth Spirit gets, it does 8 Hit Points of damage, ignoring all other results.



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by James M. Ward

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"SPECIALS" SECTION FOR AR-KANE

(1) You discover a hidden coffer of glowing gems during the course of the battle. The gems' brilliance blinds your enemies. All miss the next Combat Turn.

(2) A spell you cast backfires and does 6 Hit Points to your group this Combat Turn.

(3) A magic lance hurtles out of the trees, striking your enemies for 3 Hit Points of damage this Combat Turn.

(4) An ancient trap is sprung and catches all of your enemies, preventing them from striking your group on their next Combat Turn.

(5) You trip and fall into a bubbling brook and miss this Combat Turn. But the fresh water fills you with new strength, restoring 5 lost Hit Points.

(6) You find a part of the Forest that is still under the late Arch-druid's protection. It stops all the magical attacks of any enemy, except the Druid for the next Combat Turn.

(7) Evil insects swarm out of a nearby bush, biting you and your allies. The terrible itching that results causes all of you to miss your attacks this Combat Turn.

(8) Earthquake! The ground splits apart. Falling trees land between you and your enemy. Only missile weapons and magic spells will work the next Two Combat Turns.

(9) A wild boar crashes out of the forest and blunders into you, breaking your concentration and causing you to miss this turn. It also does 3 Hit Points of damage to you alone.

(10) Your enemy slips in a puddle of green slime and takes 6 Hit Points of damage this Combat Turn.

(11) You stumble across the tomb of another wizard who died here centuries ago. If you win this battle, you will find a scroll of two *Fireball* spells that do 8 Hit Points of damage each per successful hit. They are used up if they hit or not. If you retreat, you do not get them.

(12) The One-Eyed Wanderer takes a personal interest in this battle. The next spell you cast will do double the normal damage.

(13) The thorns of the forest reach out and grab you. You struggle to free yourself and cannot strike this Combat Turn.

(14) You and any allies with you are filled with battle rage. Everyone using physical attacks hits automatically this Combat Turn, doing double damage.

(over)

(15) You suddenly realize you're not as young as you thought you were. Exhausted, you must sit down and rest. You miss this Combat Turn and the next.

(16) A Potion of Healing appears magically in your hand, restoring 9 lost Hit Points.

(17) An evil Tree Spirit rises up before you, doing 7 Hit Points of damage to everyone in your group and causing everyone to miss this Combat Turn.

(18) The Forest erupts in a magical explosion of force that has been hidden for years. You're the first of both groups to recover this Combat Turn. You score an automatic hit.

(19) An undead warrior rises from the ground and joins the side of your enemies. It has 7 Hit Points and strikes for 5 Hit Points of damage per successful Combat Turn.

(20) You receive a telepathic message from the Head of the Wizards' Guild, causing you to miss this Combat Turn as you listen, but you do double damage with your next physical attack.



CHALLENGE OF DRUID'S GROVE

BOOKMARK

Use this bookmark to keep your place when you are engaged in combat or other encounters. Retreat pages and "Specials" pages are repeated here for easy reference.

"SPECIALS PAGES"

When a "*" comes up in combat, use the following guide to find out the number of your "Special".

If you are on pages:

21-99—Use the last digit with 0 being 10.

101-120—Use the last two digits.

121-160—Use the last digit with 0 being 20.

RETREAT PAGES—DRUID

Use the following table to determine your "Retreat Page."

(1) (2) (3)

First Retreat, turn to page 132.

Second Retreat, turn to page 136.

Third Retreat, turn to page 140.

RETREAT PAGES—WIZARD

(1) (2) (3)

First Retreat. Turn to page 119.

Second Retreat. Turn to page 121.

Third Retreat. Turn to page 123.

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COMBAT TABLE

Defender

Attacker

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1	X	X	X	0	0	X	0	X	0	0	0	X	0	X	0	0	X	0	0	0	1
2	0	2X	0	*	2X	0	X	0	0	0	X	X	0	X	X	X	0	X	0	0	2
3	0	X	X	0	X	*	X	0	X	2X	0	2X	*	X	0	0	X	0	X	X	3
4	X	0	0	X	0	0	*	X	0	0	X	0	X	*	2X	0	2X	X	0	0	4
5	X	0	0	X	X	X	0	*	2X	0	X	0	0	X	0	*	0	2X	X	0	5
6	0	X	*	X	0	0	X	2X	0	*	2X	0	0	0	0	X	X	X	X	X	6
7	X	0	2X	2X	X	0	X	X	0	0	*	0	X	X	X	0	X	0	*	X	7
8	X	*	X	0	*	2X	X	0	2X	X	X	*	X	0	0	0	0	0	0	X	8
9	0	X	X	0	0	X	X	0	0	X	X	2X	2X	*	*	X	X	0	0	0	9
10	X	X	0	X	0	X	*	X	0	2X	0	0	*	0	X	0	X	0	2X	0	10
11	0	X	0	X	2X	0	2X	0	X	0	0	X	0	X	X	*	X	*	X	0	11
12	X	X	X	X	X	X	X	X	X	*	*	2X	2X	0	0	0	0	0	0	0	12
13	X	2X	0	*	0	X	X	0	X	0	X	0	X	2X	X	0	X	*	X	X	13
14	0	X	0	0	X	0	0	X	0	X	0	X	0	X	*	2X	2X	0	*	X	14
15	0	X	*	0	X	2X	*	2X	*	0	0	X	0	X	0	X	X	X	X	0	15
16	X	0	0	0	*	0	0	X	X	2X	2X	0	0	0	X	0	X	*	0	X	16
17	0	*	2X	2X	0	0	X	X	0	0	X	0	X	0	*	X	0	X	0	0	17
18	X	X	0	X	0	X	0	0	0	0	X	0	X	X	2X	0	*	2X	*	0	18
19	X	X	X	X	2X	X	*	*	2X	X	X	0	0	0	0	0	0	0	X	X	19
20	0	X	0	X	X	X	0	0	0	X	X	0	X	X	X	0	0	X	0	X	20
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

Instructions for handling combat: See page 6.

Definition of Terms:

X = hit. A hit is scored. Attacker tells defender how many Hit Points were lost due to the attacker's weapon.

0 = miss. A miss means attacker does not cause damage this turn.

2X = double hit. Defender takes double the damage from attacker's weapon.

***** = "Special." Refer to SPECIALS TABLE for your character. See page 157.



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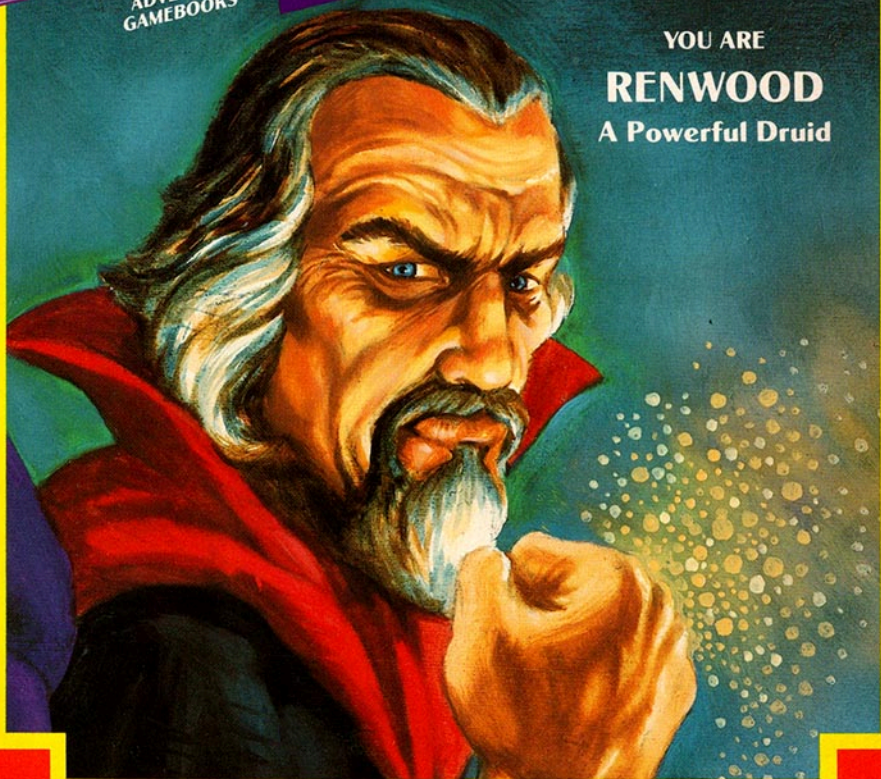
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CHALLENGE OF DRUID'S GROVE

YOU ARE
RENWOOD
A Powerful Druid



James M. Ward

A ONE-ON-ONE[™] Adventure for Two High-Level Magic-Users

YOUR STORY SO FAR . . .

You are the druid, Renwood. The Council of Druids has selected you to undertake a perilous quest. One of their greatest members, Lath, the Archdruid, went into his forest ten years ago and was never heard from again. Since then, a great evil has filled Lath's Forest. Secret information recently obtained leads the Druid's Guild to fear that Lath tried to summon a powerful Earth Spirit and his experiment went awry.

You have been asked to enter the evil Forest and restore the balance of good and evil that should exist there. It would be a difficult task in itself, but the Druids have received news that the Wizard's Guild is going to try and claim the Sanctuary in an attempt to gain the magical power there. They have sent one of their own to beat you to it. You will have to fight this wizard, that is unavoidable. But you have been instructed not to kill him. The Guild wants you to capture him and hold him for ransom, forcing the Wizards to give up many valuable druidic objects they have gained over the years.

Before you go, you are able to summon two allies to help you in this quest. Soral the Swanmay is a good and faithful friend. She loves the forest as much as you do and grieves to see the evil within it. The Buckawn is also a loyal ally, who serves you out of respect and admiration. With their help, you hope to reach the Inner Sanctuary of Lath's Grove—alive!

Prepare to enter the deadly Forest of Lath!

For Those Who Have Played One-On-One™ Games before, it will not be necessary to read through the rules again. Please note the following **important changes**:

Map: The evil in the forest has prevented the making of an accurate map. You have no map in this adventure.

Combat: Since this adventure is for high-level players, we have made the combat more difficult. No longer will **you** be given the number of an enemy's Hit Points. This information will be available only to your opponent and can be found at the back of his book. Since this will make it more difficult for you to tell how you are doing against an enemy, we advise that you and your opponent give descriptive information about your status during a battle.

Truce: You can capture your opponent in this adventure and hold him for ransom. If you two meet before you reach the end, therefore, you should call a truce. Your final confrontation will take place if you both survive and meet in the Inner Sanctuary. The rivalry between the two of you is too great for you to work together.

Retreat Option: Read the new Retreat Option, page 8.

Objectives: Read these on page 5.

1
ON 1

**CHALLENGE OF
DRUID'S GROVE**

**YOU ARE
RENWOOD**

A Druid

by
James M. Ward

Illustrated by
Mark Nelson

ONE-ON-ONE™ Adventure Gamebook



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"Grakka"

CHALLENGE OF DRUID'S GROVE

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RULES

Object of the Game: You have two objectives this Game. The primary objective is to reach the Inner Sanctuary of Lath's Grove and destroy the evil that has taken control of the Forest. To do this, you must win your way through several Circles of Protection that guard the Inner Sanctuary. Your second objective is to find your rival, capture him, and hold him for ransom. Before you face him in final contest, it will be to your advantage to gain as many magical objects as you can acquire. Therefore, you may want to call a truce should you both meet before the end of the quest.

Allies: You have allies that will help you fight your enemies. Character Sheets describe your allies and their skills. Since your allies help you in battle, Hit Point damage may be divided up between you and any allies with you. (See Combat Turn.)

Area Movement: Start with "The Adventure Begins" on page 19. The text indicates the first areas you can reach from your starting point. You move from one area to another by turning to the pages given in the text.

Movement Turn: You go first. Read the "Adventure Begins" and select the area to visit, making a note of the page number. That ends your turn. It is now your opponent's turn to start his adventure. He decides where he wants to go and makes a note of the page number. That ends his turn. On your next turn, go to the page number you selected and follow the instructions. Turns alternate until one of you wins.

When you encounter an enemy and decide to fight, resolve the combat during that Movement Turn. You can then decide where to go next, but do not read further until it is your turn again.

Communication: You must tell your opponent what area you are moving into. You do not have to reveal what is happening to you in that area unless you are fighting monsters or you are instructed to tell. It is wise to keep information about treasure or traps secret!

DESCRIPTION OF COMBAT

Combat: Occurs whenever you attack or are attacked by a monster or another character in the Forest of Lath. All combat encounters follow the same sequence of events, except where changes are indicated in the text.

Attacker and Defender: One of you is the Attacker and the other is the Defender. This changes from Combat Turn to Combat Turn in all battles in order to give each player a fair chance to score against the other.

The Attacker is the first character to strike. The Defender is the character reacting to the attack. You and your allies will be the attacker in most combat situations. The only exception is when an enemy catches you by surprise. This will be indicated in the text.

FIGHTING MONSTERS

When you fight monsters, the other reader plays the part of the monster. For example, the Druid must fight a Giant Spider. The Wizard reader plays the part of the Spider, giving the Spider's random numbers and recording damage. The Druid takes the monster's part when the Wizard fights. A "Monster Table" starting on page 147 lists all monsters your opponent is likely to encounter, their Hit Points and damage.

COMBAT TURN

The Attacker chooses a number at random from between 1 and 20 and calls it out (without looking at the COMBAT TABLE). The Defender also calls out a random number (without looking at the COMBAT TABLE). Now refer to the COMBAT TABLE on the back cover of the book. The Attacker reads the numbers down the left side of the table, while the Defender reads the numbers across the top. Find your number and scan across the table until you reach the row of the number your opponent called out. This gives you the result of your actions.

Example: You (Attacker) call out 5. Your opponent calls out 15. You find 5 on the left-hand side of the table. Staying in your row, scan across the table until you are below the number 15 at the top of the table. The Defender finds the number 15 and, staying in his column, scans down until he is across from the number 5. This is a "X" hit for the Attacker. Next Combat Turn, you become the Defender and read the numbers across the top. Your opponent becomes the Attacker.

DEFINITION OF TERMS ON THE COMBAT TABLE

X = Hit. A hit is recorded for the Attacker. The Attacker tells the Defender how many Hit Points of damage the Defender loses from the Attacker's weapon or spell. (Refer to Character Sheet and Monster Table for Damage and Hit Points.)

O = Miss. A miss means that the Attacker did not cause damage this Combat Turn.

2X = Double Hit. A double hit is recorded for the Attacker. The defender loses double the number of Hit Points this turn.

""** = "Special." This allows the Attacker to turn to his "Specials" on page 157. The "Specials" simulate some of the unexpected things that can happen in a combat situation. The page number you are reading determines the number of the "Special." (See Table below.) If you encounter more than one "Special" during a single Combat Turn, use the next consecutive page number. The "Specials" Table is repeated on the bookmark at the end of the book.

"Specials" Table

21-99—Use the last digit with 0 being 10.

101-120—Use the last two digits.

121-160—Use the last digit with 0 being 20.

The Druid and the Wizard are the only two who may use "Specials" in combat situations. When running combat for allies or monsters, record a "**" as a miss unless the text tells you otherwise.

Spells in Combat. You and other magic-users have the ability to cast spells during combat. Tell your opponent you are casting a spell this Combat Turn and which spell you are using. Choose random numbers as usual. If an "X" or "2X" is scored, the spell is successful and must be crossed off your list unless the text indicates it may be used more than once. If the Combat Table records a miss, the spell can be used again until a hit is scored (unless the text states otherwise). If you get a "**" result, you must refer to the "Special" table and your spell will be considered used. Spells never do double damage. Treat all "2X" as "X".

RETREAT OPTION

If you and any comrades with you have taken a great deal of damage from opponents, you can retreat from battle on your attack turn. To retreat, tell your opponent(s) that you're retreating instead of attacking this Combat Turn. You then determine the "retreat page" by refering to the table below.

RETREAT # ONE: Turn to page 132.

RETREAT # TWO: Turn to page 136.

RETREAT # THREE: Turn to page 140.

HEALING

You may find healing devices, potions, and ointments that will restore lost Hit Points. Follow instructions for their use. You may carry them as part of your equipment.

Healing Devices and Potions: restore a specified number of Hit Points to one character per turn.

Healing Ointments: restore a variable number of Hit Points and may be used on more than one character at different times until their total healing power is used up.

OPTIONAL DICE ROLL

A twenty-sided die may be used to roll random numbers on the Combat Table. Some players find this easier and more fun than calling out numbers. Twenty-sided die can be purchased at most local hobby centers.

CHARACTER SHEETS

Character Sheets give Hit Points, describe powers and abilities, and provide you with all items you start with in this adventure. You have a Character Sheet for yourself and one for each ally. We suggest that you photocopy the Character Sheets for easy reference during the game.

DEFINITION OF TERMS ON CHARACTER SHEETS

Alignment: describes the character's nature and how he/she will react to outside influences. A character who is "lawful good" always puts others first. A character of "neutral" alignment thinks first of himself and how any actions affect him. "Chaotic" characters are cruel and destructive.

Class: describes a character's role—fighter, thief, etc.

Level: a measure of that person's skill in his class. Most individuals start with level 0 and advance as they become more skilled.

Weapons and Spells: All the character's weapons and magical spells are listed. Additional weapons and spells may be added only if discovered on the adventure.

Hit Points: keep track of the health of that character. When a character is struck by an enemy, his Hit Points are reduced by the attack according to the amount of damage listed for that weapon. Lightly pencil out the numbered spaces. When the numbers are all crossed out, the character has "died" or fallen unconscious. Use a pencil to record Hit Points, since it is possible to gain back lost Hit Points. Hit Point damage may be divided up between you and allies if you are fighting together.

Weapon and Damage: deal with the amount of Hit Point damage done to an opponent. Each weapon subtracts a specific number of Hit Points from an enemy in a successful attack.

Objects Gained: record treasure that you find during your adventure. You may also gain the help of new allies. We suggest that you either make a note of the page number that gives their Hit Points and damage totals or copy these onto the "Notes" pages provided.



PRIMARY PLAYER CHARACTER: Renwood, Initiate of the 7th Circle

Alignment: Neutral

Class: Druid

Level: 9

Armor: Leather worn beneath robes

Weapon: 4 War Darts. Each dart does 6 Hit Points of damage per successful Combat Turn. The Druid can toss two darts a Combat Turn, but he must use these instead of spells. Darts are reusable.

Hit Points: 53

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46)
(47) (48) (49) (50) (51) (52) (53)

Special Abilities: you can do the following at any time:

- (1) Identify plants, animals, and detect if water is pure.
- (2) Speak the following languages: Centaur, Dryad, Elvish, Gnome, Hill Giant, Lizardman, Manticore, Nixie, Pixie, Sprite, and Treantish.
- (3) Partially resist attacks by fire and lightning. (Deduct 2 Hit Points damage from any fire or lightning attack.)
- (4) Protect against all woodland charm spells.
- (5) Change form. This will restore 10 Hit Points lost through non-magical damage. But you must face the very next encounter in the animal form. When the encounter is concluded, you change back. When in animal form, you cannot use your weapons or cast magical spells.

Black Bear Form: does 8 Hit Points of damage per successful Combat Turn. *Giant Eagle Form:* does 6 Hit Points of damage per successful Combat Turn. *Giant Snake Form:* does 4 Hit Points of damage per successful Combat Turn.

Description: You are 42 years old and come from a long line of powerful druids. This heritage has served you well in your training and dealing with woodland creatures. In fact, you were chosen for this quest because of your unusual empathy with the forces of nature. You are accustomed to living frugally, with one exception. You enjoy fine clothing. Let others of your order wear dull browns and greens. You prefer bright colors with gold embroidery. You believe it is a sign of your good humor and your cheerful outlook on life. You always attack first in combat.

Spell Casting Abilities: Select the spells you will take with you into the Grove. You have already used several spells to get this far. These are what you have left. A spell is considered used up only if it hits successfully or if a "*" is scored.

First Level Spells:

(1) _____

(2) _____

Second Level Spells:

(1) _____

(2) _____

Third Level Spell:

(1) _____

Fourth Level Spell:

(1) _____

Fifth Level Spell:

(1) _____

Objects Gained:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DRUID'S SPELLS

You may select more than one of the same spell for each level.

First Level Spells

Entangle: stops all enemies from attacking for two Combat Turns if it hits.

Faerie Fire: does 5 Hit Points damage and cannot miss. If you score a miss, you get another chance.

Animal Friendship: will turn nonmagical animal enemies into friends if the spell hits.

Second Level Spells:

Cure Light Wounds: restores 4 lost Hit Points to one person in your group.

Heat Metal: causes heat damage to an enemy wearing metal armor or carrying metal weapons. Does 3 Hit Points damage the first successful Combat Turn, then add 2 Hit Points damage per Turn for the duration of the battle. If it hits the first time, it will hit automatically during that same battle.

Warp Wood: causes all spears and arrows to do only 2 Hit Points of damage if it hits.

Third Level Spells:

Neutralize Poison: restores all lost Hit Points from a poison bite attack to one member of your group.

Protection from Fire: stops all but 2 Hit Points of damage from affecting your group for every fire attack in one battle.

Hold Animal: will paralyze any nonmagical creature if it hits. This will end the battle.

Fourth Level Spells

Call Woodland Beings: will summon two Warrior Centaurs to fight for you in one battle. They have a total of 18 Hit Points and each does 6 Hit Points damage per successful Combat Turn.

Cure Serious Wounds: restores 11 Hit Points of damage to one person in your group.

Hold Plant: prevents any plant from attacking if it hits. This will end the battle.

(over)

Fifth Level Spells

Insect Plague: summons a horde of insects that will do 20 Hit Points of damage to each enemy if the spell hits. This damage happens in the second and third rounds of Combat after the spell is used, doing 10 Hit Points damage per round. The Druid may make other attacks during those rounds as well.

Sticks to Snakes: creates 3 snakes that will fight for you. The snakes have a total of 9 Hit Points and strike as a group for 4 Hit Points of damage per successful Combat Turn. A "2X" result does 15 Hit Points poison damage.

Wall of Fire: creates a blazing wall of fire that does 9 Hit Points of damage to each enemy if it hits. It will work every Combat Turn of the battle, provided the druid concentrates on this spell and does nothing else. It must be cast continually to see if it hits each round. One battle only.



ALLY: Berk the Buckawn

Alignment: Neutral

Armor: Leather

Weapon: 5 Drugged Darts. Each does 3 Hit Points of damage per successful hit and a dart score of "2X" or "*" puts one enemy to sleep for the entire battle. Darts are reusable.

Hit Points: 8

(1) (2) (3) (4) (5) (6) (7) (8)

Description: Buckawns normally do not associate with humans, but the king of the Buckawns owed Renwood a favor and gave him the services of his most capable follower, Berk, for one year. The short statured creature is a loyal companion and has come to admire the Druid greatly.

Magical Spells: each may be used only once. If it misses, it is considered used.

Entangle: stops all the enemies from attacking for two Combat Turns.

Summon Insects: will bring a cloud of small insects that will do 2 Hit Points of damage every Combat Turn for the entire battle.

Trip: prevents one enemy from attacking during one Combat Turn.

Special Ability: Magic resistant. Any spell cast on the Buckawn that scores a "2X" counts as a miss.

Objects Gained:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



ALLY: Soral the Swanmay

Alignment: Neutral Good

Weapon: magical short bow, *Featherflight*, does 8 Hit Points of damage per successful Combat Turn.

Hit Points: 11

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11)

Description: Soral is one of Renwood's closest friends. She eagerly offers to help him restore the proper balance in the forests of the Archdruid.

Special Abilities: change into swan form. Soral heals 3 Hit Points lost damage each time she changes form. She must remain in swan form during the next encounter. When in swan form, all spells that are cast at her with a "2X" result count as misses. As a swan, she attacks for 4 Hit Points of damage and hits automatically. She can carry nothing in swan form and all armor, magic items, or weapons are useless to her.

Objects Gained:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

THE ADVENTURE BEGINS . . .

You transport yourself and your allies to the edge of Archdruid Lath's forest, using your druidic abilities. You quickly use those same abilities to communicate with the birds and other small woodland creatures around you. They are singing and chattering as usual, but there is a vivid underlying message in all that they say: DANGER!

You move into the forest surrounding Lath's Grove. But with each step, the evil that you perceive intensifies. You begin to fear what you will find in Lath's Grove, at the center of the forest.

You, Berk, and Soral fan out so that you can inspect more of the forest, each of you using your special woodland skills and abilities. Suddenly, you hear Soral cry out in pain!

Rushing to the Swanmay, you find her trapped in the grips of a huge tangle of black, dripping vines. The unnatural plant is slowly choking your ally to death! Using the powerful magic at your command, you manage to free her from the evil plant. As soon as you free her, the vines revert to normal appearing plants. There's nothing to tell that heartbeats ago they had become a horrid monster strangling your friend.

As you stare in dismay at the weird metamorphosis, you hear a gigantic crash in the direction that Berk went. You dash through the forest as Soral takes wing and flies to the Buckawn.

You find your little friend trapped under a tree. The tree is perfectly healthy and has not fallen. Instead, it has lifted its roots and tipped over to land on Berk. The only reason Berk is alive is that he found a very small depression to force his body into.

You try to communicate with the tree but are unable to make contact. You and Soral dig under the heavy root until you can pull your friend to safety.

"From now on we'll stay together," you tell the others. "There's a force in these woods trying to stop us, and it will take all of us together to get safely through these woods and into Archdruid Lath's Grove. Lath was very powerful. Whatever has taken possession of his forest appears to be even more powerful. But we *will* get there! We'll get there or die trying!"

You and your two friends, determined to rid the woods of the evil that has consumed them, stride boldly down the forest path.

Turn to page 20.



THE ENCHANTED LAKE

As you enter Archdruid Lath's forest, you sense the twisted evil that has invaded all life. Normal mortals would not notice, but you are aware of the pain of each tree you pass. A winding path brings you to a small lake of sweet, pure water. The lake is enchanted. A Water Sprite rises from its depths and speaks to you:

"Welcome, Druid Renwood. The pain of the forest touches my heart deeply." The Sprite's voice is like rushing water. "I can help by revealing the dangers in the two paths ahead of you."

"The path of willows will force you to battle horrible giants and the forest itself. On the path of oaks, you must fight fearsome magical elements. Either path will gain you great power for your final trial at Archdruid Lath's Grove."

"However, you must first fight the evil in this lake. I can weave water creatures to look like you and travel ahead of you, letting you slip by the monster; but you must give up some of your life force (4 Hit Points). Or, if you want to fight the evil, I will give you a magical teardrop that will protect you just once."

- You decide to give up some life force (cross off 4 Hit Points) and move past the creature. Turn to page 22.
- You want to rid the lake of the monster, so you accept the magical teardrop and prepare for battle. (The teardrop is usable only in this battle; it will keep the evil from attacking for two Combat Turns.) Turn to page 90.

WITCH'S HUT

You push open the door, prepared to surprise the Witch. But you find her standing in front of her cauldron facing you, powerful energy bolts sizzling toward you from her fingers.

"Your gods have failed you, Druid!" she cackles. "I knew the instant you entered this area. Prepare yourself!"

You must fight the Witch. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 21. The Witch has the first attack and continues to attack first.

If you lose all of your Hit Points, turn to page 144.

If you destroy the Witch, you rush to the side of the trapped maiden. As you release her, she introduces herself as Mericules. Grateful for your rescue, she offers to help you on your quest.

If you decide that she could be helpful, turn to page 81 and then come back to this page to make a choice of where to go next.

If you think you had better go on without her, say good-bye, and look around you:

- Through the trees down one path you hear noises that sound like fighting. The sounds draw you that way. Turn to page 48.
- You see a massive oak tree rising out of the forest like a beacon. You go to investigate whether this oldest of oaks has been affected by the evil in the forest. Turn to page 24.
- You sense that a path choked with black thorns has the greatest concentration of evil around the Witch's hut, so you head toward it, knowing that the heart of the forest and Lath's Grove lie that way. Turn to page 52.

SLIP BY THE MONSTER

Giving in to your curiosity, you allow the Sprite to take some of your life force. Golden threads of energy are drawn from your bodies and formed into perfect copies of the three of you. Magically, the copies move ahead of you down the forest path.

The Water Sprite smiles, "Follow them, Druid, and may the luck of water, wind, and rain be with you on your quest." She dives beneath the waves, leaving you wrapped in the warmth of her blessing.

Your doubles move rapidly through the forest away from you until they are out of sight. Suddenly you hear a monstrous roar cutting through the woods. Running forward, you round a curve in the path and see your three copies in a battle with a fire-breathing Hydra. Chuckling, you watch the creature's confusion when it breathes on your image and only a huge cloud of steam rises up. The reptile bends several of its heads down to bite and can find nothing but hot steam to sink its fangs into.

Moving around the scene of battle, you suddenly wonder if leaving this thing alive behind you is such a good idea. Then again, looking toward the willow and oak paths ahead of you, you think perhaps you had better conserve all your energy for the battles ahead of you, vital battles to reclaim the Archdruid's forest from the evil that has consumed it.

- You decide to fight the creature. You don't want others to encounter it. Turn to page 90.
- You sneak past the battle to the path of the willows. You feel that it's best to clean out the source of this evil before starting with the surrounding infection. Turn to page 55.
- You sneak past the battle to the path of the oaks. You have a feeling that evil magic may be the most important force you can fight. Turn to page 59.

THE OAK PATH

Moving back to the oak tree, you carefully search it and discover a magical opening. Inside is a wondrous cloak and a piece of parchment. You hold the cloak as you read the note:

I can feel myself falling.

Soon I will die. Then who will care for my lovely forest?

Perhaps others will find some good in the things

I leave hidden in the forest.

Displacer Cloak: when worn, magically fools those who would try to harm you into failing in the attack. Any enemy group facing you in a new battle will automatically miss in their first attack.

You don the cloak and discover that its protective magic warms your entire body, giving you a mystical edge that makes you certain that now you can win through to the Archdruid's sacred Grove and rid it of evil.

Once again you set out for the hut, willing to come to grips with whatever evil waits there. Turn to page 64.

THE MIGHTY OAK

As you move through the forest, you quickly lose sight of the mighty oak as the path twists and turns. You can only hope that the path leads toward the tree that is your destination. You realize that all around you the scent of death is in the air. The black molds and fungal excrescences that indicate rot at the heart of a tree abound wherever you look. You feel the pain of these dying trees as you pass, and you move even faster through the forest in order to reach Lath's Grove—where perhaps the solution lies—as soon as possible.

Then, abruptly, the forest changes. Within the space of just a few steps, you feel it become more normal. Some of the creatures are still twisted, you notice in anguish, but plant life seems healthy. Perhaps it's the influence of the ancient oak you're seeking. It must be near.

An uneasiness in the air tells you to approach the oak cautiously. You slow your step and soon find the forest in front of you opening into a large meadow. At its center, on a small knoll, is the huge old oak that has been your goal. But around it is a bandit camp.

More armed men than you can count move around the camp, cooking, eating, laughing, polishing weapons. Just as you are considering fighting the group with your magic, an additional band of the evil men comes from the woods across from you. Now there are far too many for even your skill to handle.

As you watch, the bandit leader and several others start shooting arrows at a target with their longbows—and amazing skill! The leader is especially good. And you know that you need to get away from this place. The mighty oak can wait. You start to turn on the path as you hear a crunch behind you. A band of bowmen surround you, weapons drawn. You're trapped!

They march you into the meadow clearing, to where their evil-looking leader waits. You regret that you were not able to get to Lath's Grove and save the forest.

Turn to page 89.

THE GIANTS' OUTPOST

The little-traveled path takes you to a clearing where the Fire Giants have constructed a fortlike outpost of trees ripped from the ground. Roht wants to dash in to the attack, but you persuade him to wait while you inspect the area further. The Giants have constructed their outpost on a hill that looks out over the forest for many miles. You know you must help Roht rid the land of these creatures who are free to attack wherever they wish from the safety of this fort. You can almost hear the trees weeping at being put to such a use.

When you say that to Roht, the hugh warrior replies, "You're right. So we'll let the skies weep and solve the problem for us." He raises his hammer into the skies.

Vast black clouds roil up and release their rains, right on to the outpost. A heavy fog rises on all sides of it, except where you are, so you are prepared as the torrential downpour washes the Giants out of the fort. Wet and angry, they come running toward you.

You must fight the four Giants. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 25.

If you lose all your Hit Points, turn to page 144.

If you win the battle, turn to page 78.



THE FAERIE DRAGON

You attack the group of Drow Elves, and in the first rush of battle are able to release the Faerie Dragon.

You must fight the Drow Elves. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 26.

If you lose all your Hit Points, turn to page 144.

If you win, the grateful Faerie Dragon offers to aid your quest.

Faerie Dragon's Hit Points: 14

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14)

The Faerie Dragon uses magical spells that do 3 Hit Points of damage a Combat Turn and never miss.

As you search the belongings of the Drow Elves, you also discover a small jar of ointment.

Healing Ointment: restores up to 11 Hit Points of damage.

Turn to page 98.



THE FIRE GIANTS' CASTLE

It was a fight Roht wanted and it's a fight he gets!

When you and Roht move in to fight two visible guards, you discover that five more giants were out of sight. In addition, as the melee starts, 5 Hell Hounds appear.

You are entering Combat with 7 Fire Giants and 5 Hell Hounds. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 27. Roht fights the Giants and you and your allies fight the Hell Hounds, although one Giant will strike at you each Combat Turn. Roht automatically kills one Giant every round without missing.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you see hordes of Fire Giants stream out of the main keep looking for someone to fight. Roht and you, laughing together, disappear into the depths of the forest, stopping only to inspect the pouch that hangs from one Giant's belt.

Giant's Treasures: 5 *Golden Sling Stones*: usable only if you have acquired a *Golden Sling*. *Emerald*: bears the mark of Lath and contains a druid's *Cure Light Wounds* spell that restores 5 Hit Points.

Turn to page 78.



THE DRUID'S PORTAL

Moving through the forest becomes more difficult as you feel the evil emanating from the Archdruid's Grove become stronger as you move closer.

Suddenly, the dark forest seems to part for a moment, and you find yourself at a magical portal, probably one of several the Archdruid used for transporting himself around the forest. You know that the more accomplished druids have portals that can send them long distances, and Lath was one of the best.

You read the runes around the portal to discover that it will send you anywhere, but only after you do a task that the portal will send you on.

Three small tokens fall into your hands. All you have to do is choose one, toss it into the portal, and follow it. You choose:

- the unicorn. Turn to page 43.
- the golden bear. Turn to page 58.
- the dainty, white silk glove. Turn to page 83.

THE ARCHERY CONTEST

You and the Wizard reader use the Combat Table on the back cover to carry out this archery contest. A "2X" will indicate a bullseye.

First, you and all your allies will shoot, one shot apiece, with you giving the "attacker" number and the Wizard reader giving the "defender" number. Then, Alain shoots (with the Wizard reader as "attacker"). Any time he gets a "*" or "0" he gets another chance because of his great skill. The two of you take three turns each.

If Alain wins the contest, he says, "Well done, Renwood. You made such a good try that I'll still offer you the services of my right-hand man, Will Wade." You look to where he gestures and see a huge man handling a giant quarterstaff as if it were a twig.

Will Wade's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

Will gets two attacks each Combat Turn, doing 5 Hit Points of damage each successful strike.

If you win the contest, Alain roars with laughter and says, "Oh, well done, Master Archers! For that I offer you the services of my right-hand man, Will Wade." He also presents you with a small silver horn. "Blow that, Druid Renwood, when you need the help of some of my men in a hurry. But its magical message will reach me only once."

Silver Horn of Summoning: magically brings some of Alain's men to your side; usable one time:

Horn Men's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14) (15)

The men strike for a total of 12 Hit Points of damage per successful Combat Turn. They disappear into the woods after the battle.

Thanking Alain, you move:

→ down the path that leads to the Giant Spiders. Turn to page 56.

→ toward the wall of black thorns that has stumped the bandits. Turn to page 52.

ORC ATTACK!

You hate the thought of leaving the Elves to their fate, but because of the importance of your quest, you feel you have no choice. Moving on, you sense the growing nearness of the huge, healthy oak you saw before.

To your horror you discover that you hadn't left the Orcs completely behind. A band of the horrible, forest-destroying monsters leaps from the dark forest around you and attacks. You'll have to fight them after all!

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 30.

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you find yourself wondering about the Elves as you clean up around you. If there are more of these stray groups of Orcs around, the Elves won't have a chance.

You decide to:

- rush back to the battle to help the Elves. Turn to page 114.
- stick by your earlier decision to go investigate the huge oak tree. It may help you to discover why one tree managed to withstand the evil in the forest. Turn to page 24.



THE LONE ZOMBIE

You follow the trail the Zombies had made to a dark meadow. At its center, on a raised mound, stands a huge Zombie which, surprisingly, speaks as you draw near:

"I guard this mound, creature of light," the thing says, its ghastly mouth barely moving. "You may not come closer."

Knowing you must see what it's protecting, you attack.

You must fight the Zombie Warrior. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 31.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you unearth the mound and find:

Lath's Treasure Cache: contains *Potion of Healing*: restores 4 Hit Points; *Ring of Protection*: negates the first 2 Hit Points of damage from every magical attack on your group; and a note.

*To pass safely through my wall of fire thorns,
say the word "Scorie," and move through unharmed.*

Looking around, you realize you have no choice—the only path is through a row of increasingly rotten, fungus-covered trees. Turn to page 80.



THE GOOD ELF WARRIOR

You're disturbed at having to take time from your quest to investigate the mysterious Green Servant, but you know you dare not leave such great evil at your back. Pondering, you fail to observe the Elf Warrior blocking the path. No Drow this, but a good Elf.

"Go no further," he demands. "Turn back."

"Elf," you reply, not willing to fight a good Elf, "your kind and mine have always worked together. Important work demands I go this way. Won't you let me pass?"

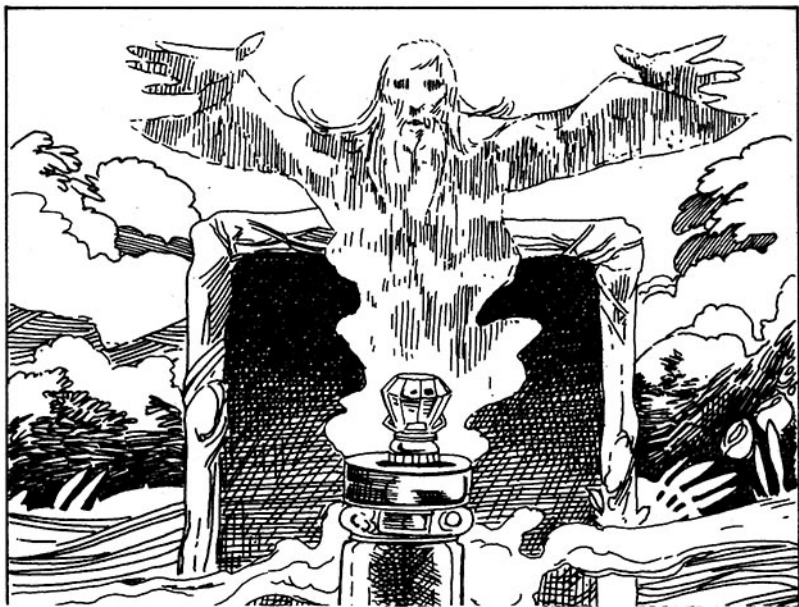
"I can't, noble Druid," the Elf Warrior says, looking both dismayed and ready to fight. "The Green Dragon living in the woods beyond demands a tribute from the Elves every year. I am its guardian and must stop you or insist that you pay a toll to pass."

"What's the toll?" you ask.

"You must give up all your weapons or fight me in order to pass. Which will it be?"

Knowing that you *must* go on, you review the ways you can fight without your weapons and decide:

- regretfully, that you must fight the Elf Warrior. Turn to page 77.
- that you can defeat the Dragon without weapons. Turn to page 63.



LATH'S SHRINE

As you reverently approach the shrine, the spirit of Archdruid Lath himself rises from the crystal on the central pedestal.

"Renwood." Lath's voice sounds in the breeze. "You have done well to get this far, but much danger lies ahead. If you go to the East, the trees themselves will rise up and try to destroy you. To the West, normally kind creatures, now tainted by evil, will not easily let you pass. The path in front of you is the most dangerous of all—evil Elves control it, but that way is the most direct route to my evil-imprisoned Grove."

As the image starts to fade, you hear it speak once more: "Take the crystal. When you face foes in my Inner Sanctuary, shatter it and the magical shards will protect you for a timmmmmme. . . ."

Lath's Crystal: can be used one time, only in Lath's Inner Sanctuary, to stop an enemy group from attacking for 2 Combat Turns. You may attack in complete safety.

Remembering the words of Lath's spirit, you decide to go:

→ east. Turn to page 80.

→ west. Turn to page 28.

→ straight ahead. Turn to page 84.



RED DRAGON GUARD

Most castles have secret entrances, and this one is no exception. You are pleased that you found it so readily . . . until you discover the Red Dragon on guard inside the door. You turn to Roht to suggest fleeing, but the Hammer Warrior is already charging the huge creature, his hammer swinging. And he's laughing!

You must fight the Red Dragon. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 34. Roht's hammer does 14 Hit Points of damage per Combat Turn and never misses.

If you lose all of your Hit Points, turn to page 144.

If you win the battle, you collect several treasures before hordes of Fire Giants arrive and force you to flee into the forest.

Giants' Treasure: 2 Potions of Healing, each restoring 5 Hit Points; Scroll of Protection versus Demons; and a small Spell Gem with the mark of Lath on it: lets you cast another Call Woodland Beings spell.

If you win the battle, turn to page 78.



THE DROW AND THE WARRIOR

You follow the Drow group holding the Warrior captive until they stop and begin a strange ritual. You don't know what the gestures and sparks mean, but you're certain these magic-using Elves mean trouble for the Warrior. You rush in to fight them!

You must fight the Drow Wizards and Wizardesses. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 35.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you release the Warrior. He gratefully agrees to join you on your quest.

Warrior's Hit Points: 22 with 10 remaining

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

The Warrior fights with two of the magical daggers taken from the defeated Drow. The daggers do a total of 10 Hit Points damage.

Exploring the Wizards' and Wizardesses' belongings further, you discover a magic wand.

Wand of Magic Missiles: does 5 Hit Points of damage per Combat Turn and never misses. (Do not use the Combat Table for this weapon.)

Turn to page 98.



BATTLE FOR THE UNICORNS

You must fight the Warrior! It's the only way you can be sure the unicorns will be safe!

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 36.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you see the unicorns freed from the Warrior's control. As you drive off the Warrior, you grab his pack. In it you find a small jar and a book of magic that you put away to study later.

Jar of Healing Ointment: restores 21 Hit Points of damage.

Your good deed done, the portal transports you into dense forest near the entrance to Lath's Grove. Turn to page 84.



THE THORN CASTLE

You are able to get through the razor-sharp thorns that make up the front door of the castle without a problem. But when you step through you find yourself facing three humans—two barbarian fighters and a wizardess—who present new problems. They hold their weapons ready with a confidence that tells of much experience and skill. This will not be an easy fight.

One barbarian raises his weapon to charge, and in a flash you know that you have two options:

- You can dash into a fight, certain that these beings are evil just by the fact that they are in this evil thorn castle. Turn to page 79.
- You can try to talk to these barbarian fighters and the wizardess. Perhaps they can be of help in your quest. Turn to page 85.



THE MEDUSA!

You enter the cave and face a Medusa! Quickly you avert your eyes so as not to be turned to stone, but you know that's only a temporary measure. You might avoid being turned to stone, but can you also avoid the poisonous snakes on her head?

Keeping your eyes to the ground, you look hurriedly around the cave for ideas. One side chamber contains a large pool. Arms and armor are piled up in one corner.

- Fearing the worst, you enter the battle, hoping the Medusa won't manage to turn you into a statue too. Turn to page 45.
- Grasping at straws, you rush to the pile of arms and armor, hoping there is something useful there. Turn to page 66.
- You leap toward the water, hoping to find some way to use it. Turn to page 53.



THE TREASURE

You've really hit the jackpot! There's so much treasure that you and your allies can't possibly carry it all away. So you pick the most useful things.

Vampiress's Treasure: *Beaker of Healing*: restores 15 Hit Points to one person; *Ring of Protection*: prevents the first 2 Hit Points of damage to the group in any battle; and *Magical Darts*: do 8 Hit Points of damage and are reusable.

Unfortunately for you, while you're finding treasure, the Guardian Skeleton finds you.

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 39.

If you lose all your Hit Points, turn to page 144.

If you survive, you have finally done your good deed and the portal transports you much closer to the entrance to Lath's Grove. Turn to page 84.



THE THORN PATCH

You're surrounded by evil things that you can barely recognize as having been trees. They are now twisted black monstrosities covered in thorns and oozing poison. The grotesqueness of it all sends shivers of horror up your spine.

As you start to move through the area using your druidical powers, the thorns suddenly transform into strange parodies of human warriors that attack you.

You must fight the Thorn Monsters. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 40.

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you discover that the Thorn Monsters have been drained of evil and suddenly the grotesque thorns that surround you turn into healthy mistletoe plants. You use this holy plant to create healing salves that restore 5 Hit Points each to yourself and all surviving allies. You use the salves immediately.

When you move past the mistletoe-crowned trees, you find yourself at the entrance to the First Circle of Lath's Grove. Turn to page 120.

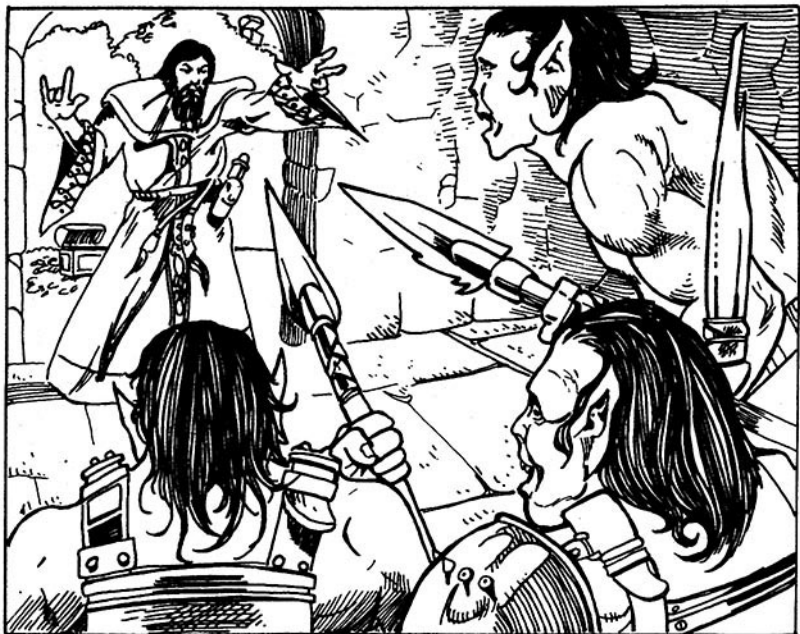


THE MAIN KEEP

"You chose to come to my castle," shouts the Wolfman the moment you enter the door. "I did not ask you here, and now you must pay for your invasion. Give me all the magic you have and I will let you leave peacefully. Otherwise, I will fight you. Be warned—my bite will turn you into my wolf slaves."

A miasma of evil surrounds this monstrous creature, and you have no doubt it can do what it says. But can you force yourself to give in to that immense evil?

- You wonder if perhaps here might be the center of all the evil in the forest and decide to fight. Turn to page 54.
- You eye the Wolfman and the Wolves and decide to give up all your magic items (cross them off). Then you leave the castle, to go and try to finish your quest. But taking a last glance at the evil Wolfman, you swear that you *will* come back. Turn to page 56.



THE CASTLE OF THORNS

The small door at the rear of the strange castle of thorns opens easily. You step quietly into a large, open room, rather like a store room. You look around and then turn back to close the door. And you find yourself surrounded by a large group of Ogres towering over you, ready to take your life!

You must fight the Ogres. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 42.

If you lose all your Hit Points, turn to page 144.

If you survive, you discover that the Ogres are guarding a large treasure of gems and jewelry. While sorting out the best pieces, your fingers accidentally uncover a trap door. You open the trap door the merest crack, and a low and mournful moan comes from the depths beneath. Your first thought is of a ghost or ghoul, and you quickly close the door. But there's something sad about the sound, too, you think as you explore the room. From a back window, you see a large tower, the main keep, in the courtyard.

→ You go to the main castle keep. Turn to page 41.

→ You start to move to the castle keep, but something in that sad moan draws you back. Turn to page 50.



THE UNICORN MEADOW

You find yourself at the edge of a lovely, green meadow where a group of unicorns is frolicking. It's a beautiful scene, but something feels wrong with it.

Then you see him. From the woods comes a huge Warrior striding toward the group by the side of a large unicorn. It seems the Warrior has tamed one of the unicorns and the others stay in the area because the tamed one is the leader. This is against all the laws of the forest!

"Hold, varlet!" you shout. "Leave these unicorns alone and go away now, or you will account to me—in battle!"

The big man laughs. "There's no contest in battling a druid! But I haven't had a good skirmish in a long while. So I'll tell you what—we can fight here and now or you can play me in a contest in which there's no fighting but I name the rules. What do you say, Druid?"

→ Your blood races with the desire to instantly right this wrong, and you decide to fight the Warrior. Turn to page 36.

→ You would rather play this large Warrior's game than meet him in open combat. Turn to page 100.



THE WILLOW PATH

The sounds of battle are clear long before you actually see the fighting. Then you see a huge fighter taking care of the last survivor in a group of Fire Giants. The warrior's hammer gives off thunderbolts as it fells the Giant in a single blow. There's nothing left for you to do.

"Well, mighty Druid," the big fighter says, wiping sweat from his brow, "you didn't arrive in time for this free-for-all. But I expect that you can help me in another matter. I have to find where these Fire Giants came from. I know it was somewhere in this forsaken woods. If you will help remove any others from this plane of existence, I will help you in your quest. Is it a bargain?"

You readily agree, and the huge fighter introduces himself as Roht, the Hammer Warrior. Then he adds, "I know of two paths from here, Druid. One will take us to a huge fortress inhabited by these Fire Giants. The other will take us to a small but important outpost of theirs. But I do not know which path leads where. Perhaps you can choose, using your woodlore."

You study the forest paths and realize that one has been traveled more than the other, but you can't tell which is which. All you can do is choose a path.

→ If you choose the path least traveled, turn to page 25.

→ If you pick the path most traveled, turn to page 76.



BATTLE WITH THE MEDUSA

You must fight the Medusa and, from the first, you fear for your life. Tell the Wizard reader to turn to the Monster Table on page 151 and run Monster Encounter 45.

If you are turned to stone, turn to page 144.

If you win the battle, you discover a special mirror hidden in the folds of the creature's clothing. Using the mirror on the faces of all the petrified creatures, you free them from the enchantment.

The grateful Bear wishes to help you on the rest of your quest.

Bear's Hit Points: 24

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

The Bear does 9 Hit Points of damage with its claws per successful Combat Turn.

You have done your good deed. The portal transports you into dense forest near the entrance to Lath's Grove. Turn to page 84.



THE DUNGEON

You step through the door in the underground dungeon, admiring the sparkling green of the tile floor that shows in the faint light.

But then the tile floor comes to life. You are walking on the scales of a green Giant Snake! It's a Snake so huge that it could eat your entire party in one gulp . . . if it can get at you.

You must fight the Giant Snake. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 46. For this battle only, treat any "*" result for the Snake as "2X".

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you decide you must get away from this castle. You climb back up, open the door, and head for the clearest path you can see. Turn to page 56.



THE RIGHT DOOR?

Nothing leaps out at you as you go through the right door . . . except the fact that you still have to save the Princess, who you see in the distance. But first you have to reach her. And for that, you need to either climb the pile of logs or swim across a pool.

Before picking which way to go, you think about the worst that could happen. The pool might be horrible, like acid, or there can be a huge water monster in it, waiting to eat you the moment you set foot in the pool. On the other hand, there could be a monster behind the wall of logs. Or the wall itself could be a monster. Or the logs could explode in a huge fireball. Or . . .

That line of thinking is accomplishing nothing. Besides, the face on the door said that a hero would know the right path. You don't feel much like a hero at the moment, but there's no one else around.

- You walk through the pool. Turn to page 74.
- You start to climb over the logs. As you do so, you look up and see the Princess being pulled, shrieking, up and over the wall. Turn to page 68.

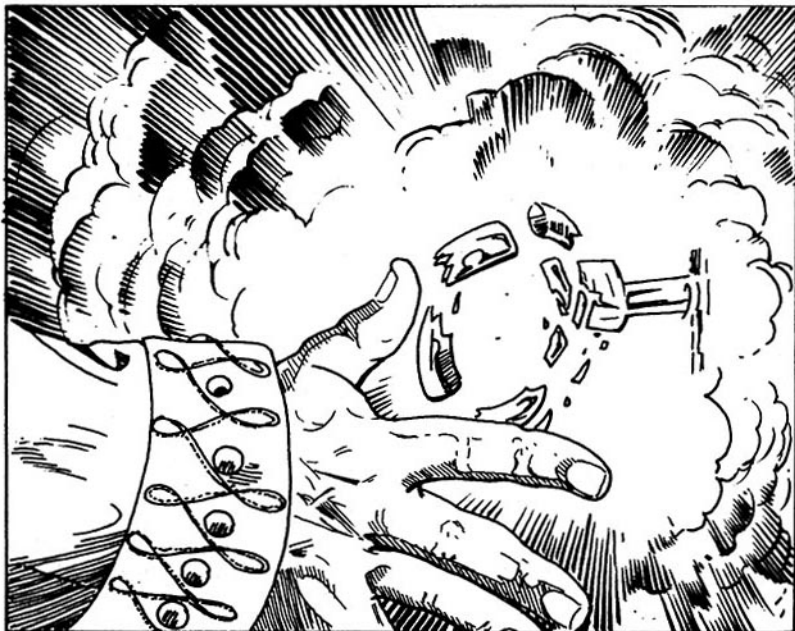
ORCS VS. ELVES

In anguish at hearing the dreadful sounds of battle, you travel the forest path from the Witch's hut. Clearly the path has recently been used by many beings, and on closer examination, you realize that the beings are armed Orcs! You wonder what new evil is loose in these sad woods.

Your reluctant feet carry you closer and closer to the source of the sounds until, finally rounding one bend, you see before you the sad sight of hundreds of evil Orcs fighting a smaller but valiant band of good Elves. The Elven warriors are giving as good as they can, but there are many more Orcs than Elves, and the Orcs are beginning to vanquish the forces of good.

You want to rush in and help the Elves, but you have your own urgent quest to finish.

- You decide that the goodness of the Elves must be acknowledged, and you enter the battle. Turn to page 114.
- Certain that the brave Elves would agree that you shouldn't risk your own mission, you go around the battle, giving the Elves your silent blessing. Turn to page 30.



THE PRINCESS

Somehow, you're not surprised when the key you insert in the lock blows up and flings you down to the ground. Your group takes 6 Hit Points of damage.

If you lose all your Hit Points, turn to page 144.

If you survive, you're really surprised to see the Princess unharmed and still standing in the cage. She looks tearfully at you and says, "I'm so sorry. I thought surely I was the one who would be hurt." Then she adds eagerly, "But now the other key has got to be the one that works!"

- You take the remaining key and toss it to Princess Lynnra, telling her to get herself out. Turn to page 51.
- Still determined to be a gentleman and a hero, you use the key on the lock. Turn to page 57.



THE DUNGEON

A forlorn, wounded Dwarf lies unconscious on the floor. You realize that to revive him will take one Potion of Healing or all of one Jar of Healing Ointment.

If you have one of these items and want to use it on the Dwarf, cross it off your list. If you don't have one or don't want to use it, you still think it would be humane to release the Dwarf from his chains.

The act of breaking the chains creates a burst of magical sparks. You think they are some sort of magical warning, but don't know just what it is.

If you have healed the Dwarf, tell the Wizard reader that he has perceived some sort of magical signals from the Dwarf and to turn to page 74. You turn to page 82.

If you did not heal the Dwarf, at least you've freed him from his chains.

- You climb the stairs back to the main floor and head toward the main keep of the castle. Turn to page 41.
- Your ears catch a slight sound farther in the dungeon, so you decide to investigate. Turn to page 46.



THE VAMPIRESS

No wonder nothing seems to go right! You aren't supposed to rescue the Princess—you're supposed to stop her from doing more harm! But now it might be too late. When you throw the key into the cage, the Princess, enraged at your behavior, turns into a Vampiress, oozes out between the bars, and attacks you. In a way, you're relieved: at least now that you know how things really stand, you can finish the job.

You must fight the Vampiress. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 51.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you search the area for any other unfortunates who might have fallen into this creature's trap. Turn to page 39.

WALL OF THORNS

As you move into the thorny area, you realize that there are fewer and fewer trees, as if they had been consumed, one by one, by the brambles. The going becomes tougher, but your druidic skills let you open a path through the brambles that your allies can follow. But soon, even you are brought to a halt.

You are confronted by a solid, black wall. As you inspect it, you realize that it is woven from millions of huge black thorns. This is no innocent bramble hedge that you can easily pick your way through. As you walk all the way around the wall and find no weak spot, you gather your magical powers to get you through the vicious wall.

Breaking through the terrible thorns, you discover that the wall surrounds a strange sight—a huge, black castle, a castle made entirely of thorns.

But as you sit there, stunned by the sight, you realize that you are also tired from expending so much magical power to get through the wall of thorns. Lose one turn before going on.

When you've regained your strength, you explore the outside of the castle and discover that there appear to be three ways by which you might enter the strange, forbidding building:

- The front entrance, which is locked, but you can use your magic to go through the doors. Turn to page 37.
- A small rear door, which appears not to be guarded. Turn to page 42.
- An underground entrance, which looks as if it has not been used for a long time, so maybe you can surprise whoever is inside the castle. Turn to page 46.



THE MEDUSA

You dive into the pool, but you're not sure what good it will do. The allies with you rush out of the cave, trying to cause a diversion, but the Medusa ignores them and comes to the water's edge.

You duck under the water. Then a brief gleam of light reflecting on the surface gives you an idea. If you can make a light below the water, the Medusa might see her reflection in the pool. Still holding your breath, you struggle with the necessary magic. Then a light shines from your hands, and within seconds you feel something heavy splash into the water. You leap out of the pool and see a stone Medusa in the water. You've won!

Suddenly a small glowing mirror floats to the surface from her clothing. You discover that it reverses the Turn to Stone spell and quickly hold it to each of the creatures, who scamper away. The Golden Bear wishes to help you in your quest.

Golden Bear's Hit Points: 24

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

The Golden Bear does 9 Hit Points of damage with its claws per successful Combat Turn.

Your good deed done, the portal transports you into dense forest near the entrance to Lath's Grove. Turn to page 84.



FIGHT WITH THE WOLFMAN

You can't afford to lose your magic items if you are to go on with your quest, so you must fight the Wolfman and his three Wolves (the Wolves will fight collectively). Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 54.

If you lose all your Hit Points, turn to page 144.

If you survive, you explore the keep of the Thorn Castle and discover a great treasure trove.

Wolfman's Treasure. *Magical dagger:* does 3 Hit points of damage and never misses in combat; can be used by an ally, who can use it in conjunction with other weapons. *Healing Ointment:* restores 9 Hit Points. *Medallion of Magical Protection:* negates the first 3 Hit Points of magical damage done in every battle, but just once in a battle.

Pleased at having put a stop to such evil, you leave the castle by the widest path. Turn to page 56.

THE WILLOW PATH

The path through the willows is horrible. All the small green leaves have turned to thorns, and the graceful branches are twisted and gnarled. Even with no wind, the branches whip at you as you pass. You shudder as you realize that you still have far to go and that the evil done to the forest can only get worse.

You take a moment to commune with the plants and creatures along the path, but the evil around you is overwhelming. Your eye is caught by a small beech tree growing just off the path. It still looks fresh and free. But as you head toward it, you see that it is now being attacked. Poisonous vines are draining its life force, as willows lean over it, blocking out the life-giving light. When you try to remove the clinging vines, you notice the mark of Lath in the fork of the beech. He must have marked this tree for a purpose.

You bend to inspect the mark when you hear the sounds of battle farther along the path. It's a battle like none you've ever heard before. Lightning flashes from the sky, and beneath the thunder you hear light laughter between the thud of blows. You leap up to go, but the tree seems to call to you for attention. You are torn between instantly going to the battle and taking time to discover why Lath marked the beech tree.

- You head toward the battle, which sounds as if it is coming toward you anyway. Turn to page 44.
- You must check out the beech tree. Anything to do with Lath could be important. Turn to page 86.



TRAIL OF THE SPIDERS

Your movement through the forest is suddenly blocked by huge spider webs binding the trees together. You must enter the webs and try to destroy them. You find the work surprisingly easy yet tiring, so tiring you may have to lie down and sleep. . . . You're being magically attacked!

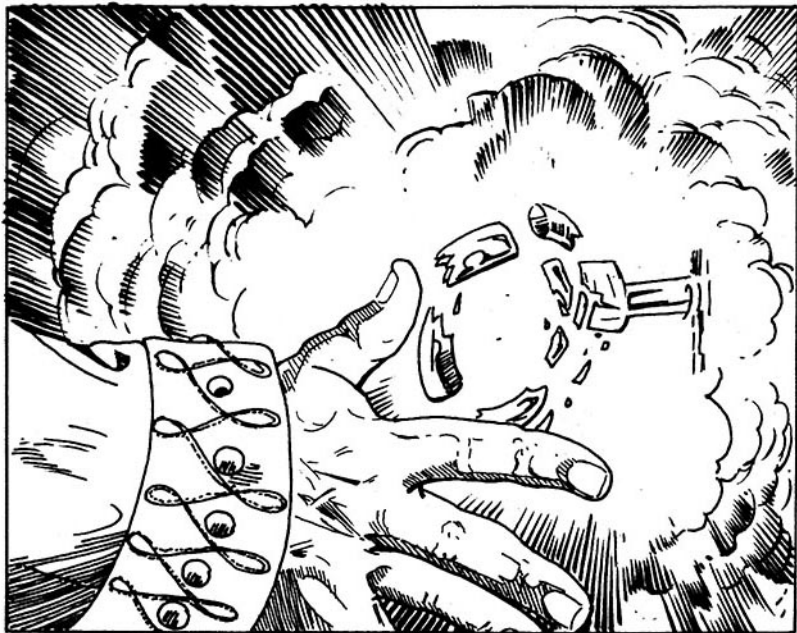
The webs you touch disintegrate into dust that drifts around your head, putting you to sleep! Turning your mind to thoughts of Nature, you withstand the effect of the dust. To see if each of your allies can, you and the Wizard reader use the Combat Table. A result of "*" or "2X" puts an ally to sleep.

Just as you are trying to waken the allies who could not resist the magical sleep, evil Giant Spiders attack. You can quickly use your Neutralize Poison spell to waken one ally. But then you must fight!

You must fight Giant Spiders. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 56.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you release any allies who are still asleep and begin burning the webs around you. This part of the forest is magically purified by the fire. Flowers and new shoots long trapped in the magical webs now reach for the sun. Exulting in the new life, your eye is caught by a small shrine. Turn to page 33.



THE VAMPIRESS

The second key blows up long before you even get it into the lock. Your group takes 8 Hit Points of damage.

If you lose all your Hit Points, turn to page 144.

If you survive, you watch, horrified, as the Princess turns into a Vampiress which drifts through the bars and attacks. You now realize that getting rid of her is supposed to be your good deed, not any of the other things you've had to do up to now.

You must fight the Vampiress. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 51.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you search the area carefully for any other unfortunates who have fallen victim to this creature's trap. Turn to page 39.



THE CAVE OF THE GOLDEN BEAR

Stepping from the portal, you immediately discover a life-sized statue of a golden bear. The creature is standing on its hind legs as if it's about to strike. You can't imagine what such a thing is doing in the middle of the forest . . . until you see other statues. There's a squirrel on the trunk of a tree, an eagle on a boulder to your left. There's even a group of three men standing in front of a cave. All of the statues appear to be looking at that cave. Perhaps whatever has turned these creatures to stone is still in there!

You must fulfill the portal's requirement! You can think of only two things to do: pursue whatever-it-is into the cave or use an Insect spell to try to drive the thing out.

- You rush into the cave, ready to face whatever monster is there. Turn to page 38.
- You call up a magical swarm of insects and send them into the cave. Turn to page 61.

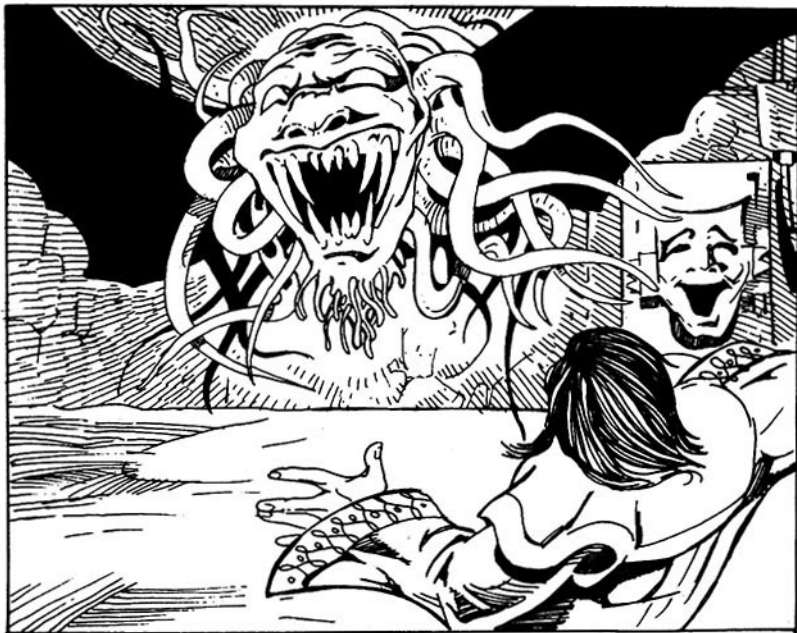
THE OAK PATH

Oaks have always been your joy and your solace, but as you move among these oaks, you feel only the evil that has corrupted them. Instead of reaching out to you in magical healing comfort, the oak trees want to crush and devour you. If trees on the edge of Lath's forest have been so twisted, what must those near Lath's sacred Grove be like?

As you pause to protect yourself and your allies with minor magic, you notice a single giant oak that seems to have escaped the evil. Inspecting it more closely, you see the protective mark of Lath on its huge trunk, but you also see that it's being attacked from the outside. The other, evil trees have bent to block it from the sun. Evil dark spores are working their way through the bark. And a colony of termites is trying to penetrate its heart. You work quickly to rid the noble tree of these destructive things.

Then you hear the sound of evil laughter and scent the odor of something impossibly sweet. Quickly finishing your work, you move along the path toward the sound and soon see a hut some distance away. You know it to be the source of the strange smell. You start to head toward the hut when the great oak you saved seems to call you back.

- You move cautiously to the hut to investigate the evil that hides there. Turn to page 64.
- You move back to the giant oak which, you realize, Lath must have marked for some reason. Turn to page 23.



WRONG DOOR!

The lovely Princess Lynnra stands on the balcony above you, looking on in horror as you fight for your life.

You must fight the Vargouille. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 60.

If you lose all your Hit Points, turn to page 144.

If you win the fight, you rush to the other door, throw it open, and climb the stairs. Turn to page 47.



THE MEDUSA

Throwing the magical insects into the cave worked beyond your wildest expectations. There's a commotion inside the cave, and suddenly a raging figure comes running out. A Medusa!

You know you can fight her while she's distracted by the insects, but then you realize that this is also a good opportunity to sneak into her cave and see if there's something you can use to help the bear.

- You'll have to fight the Medusa eventually, so you might as well get it over with. Turn to page 45.
- With the Medusa still slapping at insects, you go into the cave. Turn to page 62.

THE MEDUSA'S CAVE

Hoping that the insects will keep the raging Medusa busy, you quickly enter the cave and look around. There's a pool of water filling a large part of the cave, but your attention is caught by a pile of arms and armor in one corner. Inspecting the pile, you are surprised by the size. But you soon focus on a wonderful magical spear. The weapon glows in your hands as if it had been made for you. Looking closely, you discover druidic runes inscribed on it. On the handle is the mark of the Archdruid Lath. Perhaps he left this spear here just for you!

Lath's Spear: does 11 Hit Points of damage per successful Combat Turn.

Searching further, you find a small mirror lying by the pool, as if it had fallen from the Medusa's clothing. When you touch the mirror, it glows. It's magical! But what does it do? You don't think the Medusa uses it because you've heard that the evil creature can be turned to stone herself by looking in a mirror. Perhaps the magical mirror *undoes* the Medusa's enchantment!

You quickly peer outside the cave and discover that the Medusa has been driven away by the insects from your spell. Using the mirror on all the stone creatures you can find, you free them of the Medusa's Turn to Stone spell. They quickly scamper away, except for the Bear, who offers to help you on your quest.

Golden Bear's Hit Points: 24

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)

It does 9 Hit Points of damage with its claws.

Your good deed done, you are transported by the portal to the dense forest near the entrance to Lath's Grove. Turn to page 84.

PREPARING FOR THE DRAGON

You feel safe in giving up your weapons to the Elf because you have so many other ways of fighting. So you drop your weapons on the ground in front of the Elf and glare at him sternly.

"I *will* be back for them, Warrior. I expect them to be here when I return!"

The Elf in front of you sighs and says, "Druid, if you do return, these weapons will be here and you may find your quest being aided by a warrior Elf." With that the Elf disappears into the forest almost as easily as a druid could.

Moving on down the path, you fret a bit about leaving your weapons, but then you have an idea. The Elf guard is there to relieve you of your weapons, but now that you're past, you can make more weapons, even from this evil, twisted forest.

Working quickly, you are able to make a number of weapons from the twisted limbs of black trees as well as a huge wooden club for yourself. One ally manages to create a sling out of tough vines and finds several of the proper-sized stones to use with it. Re-armed, you're ready to face even the Green Dragon.

Makeshift Weapons: 4 *Javelins*: each does 4 Hit Points of damage in a successful Combat Turn but is not reusable. *Druid's Club*: does 12 Hit Points of damage but can only be used every other Combat Turn because of its great weight. *Sling*: does 5 Hit Points of damage each time it strikes.

You move on down the path with considerably more assurance. Turn to page 69.



THE WITCH'S HUT

The sound of evil laughter and the strange, sweet smell draw you toward the hut. You feel no surprise at discovering a Witch within. Normally, you would leave her to her cauldron and go on, but there is a maiden trapped in the hut, a maiden who needs your help.

Considering that your druidic magic works best in the open, your first thought is to try to get the Witch out of her lair. But you know from experience that there is a great advantage in surprise. Perhaps you should just burst in the door. Whatever you decide could well mean the difference between life and death.

- You decide to try to draw the Witch out of her hut. Prepare your magic and turn to page 91.
- Deciding that surprise is the best, you rush in the door shrieking. Turn to page 21.



THE DRUID'S GIFT

Checking out Lath's mark has truly paid off. The Great Druid, in his infinite wisdom, has left you some gifts that will give you a great deal of help in reclaiming his lost Grove from the evil that holds it.

Druid's Cache: *Wand of Magic Missiles:* allows anyone to shoot a bolt of energy that never misses, doing 4 Hit Points of damage. *Ring of Protection:* stops the first 2 Hit Points of damage in a successful hit by an enemy from affecting your group. *3 Potions of Healing:* each restores 5 Hit Points of damage. *Druid Scimitar of Destruction:* does 12 Hit Points of damage per successful Combat Turn.

Now you're really ready to face the Dragon. Turn to page 75.



THE MEDUSA

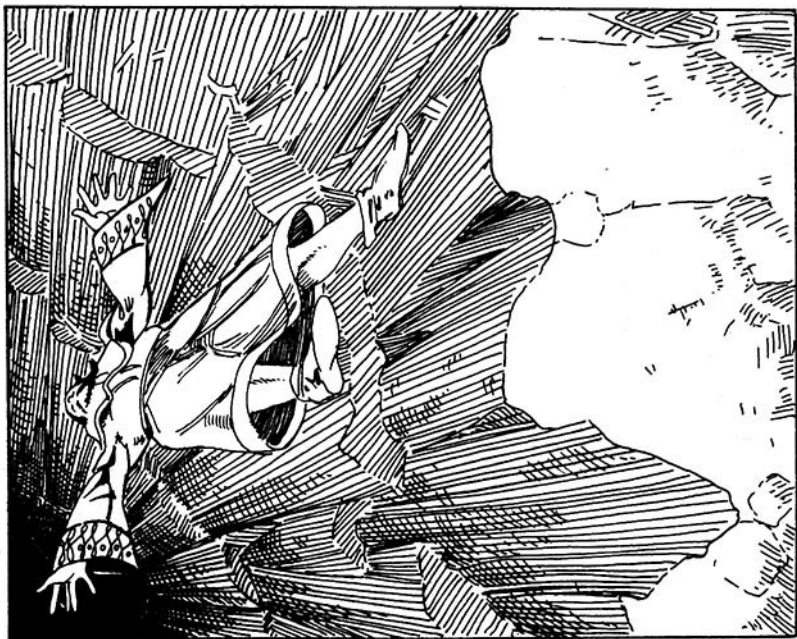
Running to the piles of armor and arms in the corner of the cavern, you grab the first thing that comes to hand and turn to face the Medusa. The creature is momentarily stunned as the spear in your hands flashes in a ray of sun. You have a potent weapon indeed! Inspecting the spear, you discover the runes of Archdruid Lath on the shaft—it was his spear. Overjoyed, you advance on the Medusa with your eyes averted. But before you even reach her, you hear a thud.

The Medusa has been turned to stone and fallen to the floor! She must have seen her reflection in the broad blade of your weapon.

When you exit the cave, the spear in your hand pulls you toward the bear statue. One touch of the magic weapon and the Bear comes to life! You restore all the other creatures, too, and they all go running gratefully off.

Archdruid's Spear: does 11 Hit Points of damage.

You've done your good deed. The portal transports you into the dense forest near the entrance to Lath's Grove. Turn to page 84.



AN ILLUSION

It's an illusion! There was no helpless girl, just an illusion that tricked you into falling into a pit. You're not damaged and you can quickly scramble out, but different damage has been done—the Green Dragon is ready and facing you!

You drop back into the pit to quickly use whatever healing magic you have, so that you and your allies start what promises to be a vicious fight at full strength.

The Dragon gets the first strike, then the fight continues. Turn to page 71 to conduct combat. The Dragon gets the first strike because you can't surprise it.



THE CAGE

Finding yourself safe, you quickly run to the wall and leap over it. There you find the Princess trapped in a cage.

"Oh, dear," she says, weeping. "Only you can get me out of here."

"How can I do that?" you ask.

"There are two keys on that table," she says, pointing. "One will open the cage door. But the other will put me in grave danger. I don't care about the danger," she adds, bravely, "I just want to get out of here!"

You ponder the problem and find yourself wondering what it is about the Princess that keeps making it so difficult to accomplish what should be a simple good deed. Maybe she has something to do with the problems facing you instead of being a victim.

- It's easy enough to just pick up a key and try it in the lock. Turn to page 49.
- You pick up both keys and throw them into the cage. Let her open her own door. It isn't very gallant, but it sure is logical. Turn to page 51.



THE PHANTOM STALKER

You're prepared for almost anything as you walk on past the Elf, but not the tall, red-eyed creature that appears before you—a Phantom Stalker! Another guardian, this one spawned by evil. You can only hope for the best as you meet it in battle.

You must fight the Phantom Stalker. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 69.

If you lose all your Hit Points, turn to page 144.

If you survive, you drag your wounded body off the path to rest. As you lie in the grass, trying to recover, you see a mark on one of the trees, the mark of Lath, the Archdruid.

- You rise to investigate the mark before pursuing the Dragon further. Turn to page 65.
- Eager to finish the Dragon and get back to your quest, you return to the path. Turn to page 75.



THE DROW AND THE WIZARDESS

You follow the Drow group holding the Wizardess captive. Or are they? As you get deeper into the woods, you see the Wizardess free herself! When she tries to flee, the Drow Elves attack her, and you rush in to help her.

You must fight the evil Drow Elves. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 70.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the Wizardess is very grateful for your help and she offers to aid you in your quest.

Wizardess's Hit Points: 31 with 12 remaining after battle
(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)

The Wizardess uses spells that do 8 Hit Points of damage.

As you turn to leave, sensing that the Archdruid's Grove is near, a dying Drow stirs briefly.

- If you ignore the Drow and head directly to the First Circle of Lath's Grove, turn to page 120.
- If you bend down by the dying Drow, turn to page 98.



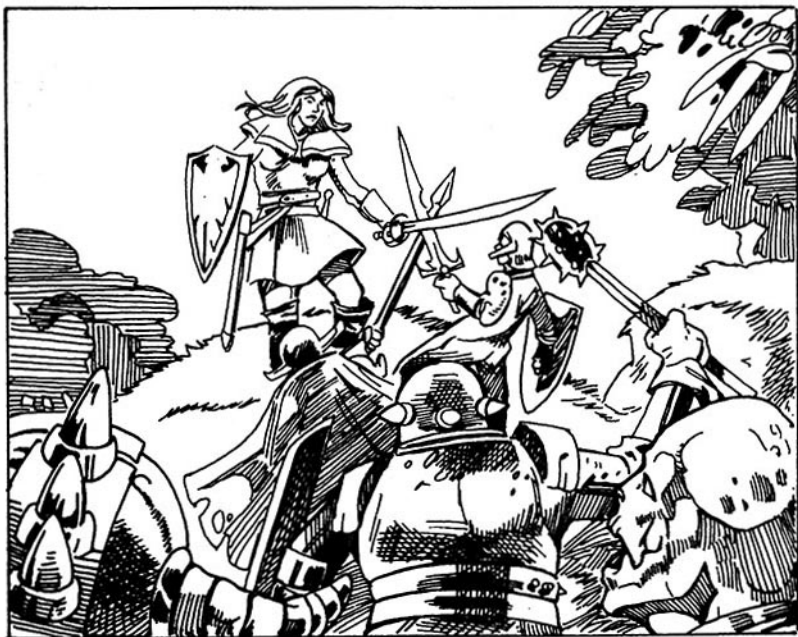
THE GREEN DRAGON

The raging Green Dragon in front of you promises you the toughest fight of your life. In the brief moment that you have to think beyond battle, you shudder at the thought of what the Grove itself will hold! And if the Dragon is just the servant . . .

You must fight the Green Dragon. Tell the Wizard reader to turn to the Monster Table on page 147 and Monster Encounter 71.

If you lose all your Hit Points, turn to page 144.

If you survive, you congratulate yourself, then take time to search the Dragon's lair very carefully. Dragon treasure should certainly yield something useful to you in your struggle to clean up the Druid's Grove. Turn to page 87.



THE ZOMBIE WARRIORS

The forest gets so dark you can't even see the woodland creatures. As you round a huge rotting tree, you discover a lone female warrior battling an army of horrible undead creatures. The only sounds are the labored breathing of the woman and the gentle sighs that the undead warriors make as they fall to her blade. Breaking the silence, you rush shouting into the fray!

You must fight the Zombie Warriors. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 72.

If you lose all your Hit Points, turn to page 144.

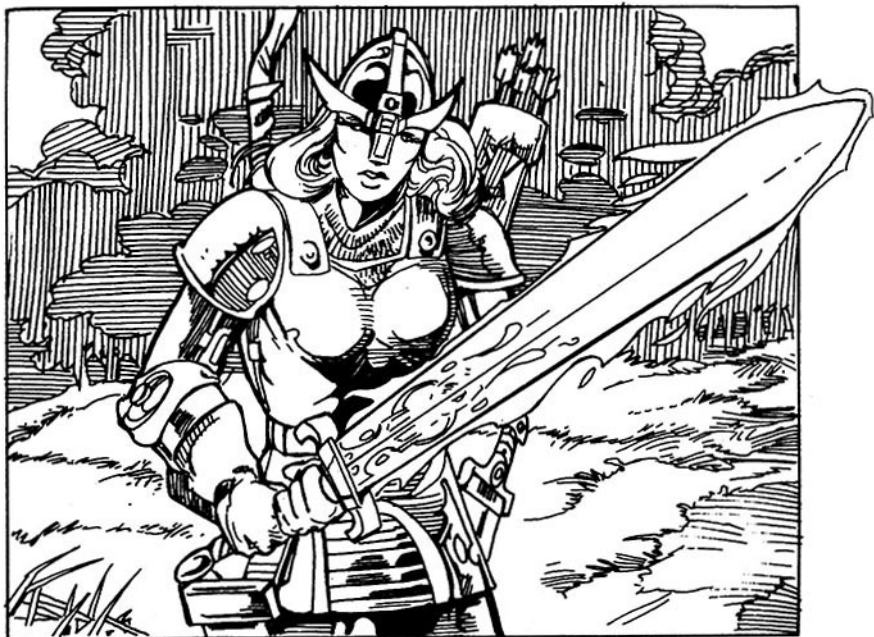
If you win the battle, the female warrior introduces herself as Verdure Lath, a ranger and niece of Archdruid Lath. When she hears your story, she insists on going with you.

Verdure Lath's Hit Points: 20 with 10 remaining

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

Her weapon does 6 Hit Points of damage per successful Combat Turn. Note this page number for when you use her help in combat.

Curious about why the undead warriors attacked, you follow the path they made. Turn to page 31.



THE ELF WARRIOR

"Wait, Friend!" the Elf Warrior shouts. Something in her voice causes you to hesitate before attacking her. Quickly she adds, "I have come to serve you, not fight you!"

You stare at her without speaking, weapons still at the ready in case this is some kind of a trick.

"You have killed the Green Servant, and my people are grateful. This great, evil beast has held power over us for a long time. We have lost many of our best young Elves in its service. I have come in to thank you for putting an end to the Dragon and to offer to help you finish your quest."

Elf Warrior's Hit Points: 29

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29)

The Elf Warrior does 11 Hit Points of damage with her weapon. Note this page number for when you use her help in combat.

You gladly accept her help, and you all go into the cave to see what treasure will be useful.

Turn to page 99.



THE POOL

It wasn't a pool at all, but a mirage in a sandy desert! And it's inhabited by a horrible, evil, manlike creature that sets dreadful vibrations up in your body! You know that only magic can kill it!

You must fight the Dune Stalker. Have the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 74.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you see that the bound Princess is being hauled, shrieking, up and over the wall. Turn to page 68.



THE DRAGON'S CAVE

You're eager to reach the Dragon and slay it so that you can finish this business. But you're not so eager that you don't step out of sight of the Dragon's cave to find out what's happening. And what's happening is something that can slow you up in getting to the Druid's Grove.

Well, you certainly have to rescue the girl—but before or after dealing with the Dragon?

- You creep to the girl's side to free her from her chains. Turn to page 67.
- You don't want to give the Dragon any warning of your coming. So, planning to free the girl after you meet the Dragon, you move quietly into the cave. Turn to page 71.



THE FIRE GIANTS' CASTLE

The well-traveled path soon leads you to a huge castle that rises from the top of an active volcano.

"Let's go get 'em!" exclaims Roht. "Those giants have done too much damage in this forest!"

You manage to persuade the huge warrior to be patient while you try to gather what information you can.

"All right," he says grudgingly, "but what shall we do?"

You describe two plans to him and let him pick one:

- Roht will challenge the guards at the front gate and then run and hide to see what happens. Turn to page 27.
- The two of you will look for a secret entrance, hoping to get in to scout the inner castle. Turn to page 34.



THE ELF GUARDIAN

If the Green Servant is a Dragon, you will need all your weapons, so you must fight the Elf to go past. But you decide not to try to kill him, even though you know he will do his best to prevent your passing.

You must fight the Elf Warrior. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 77.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you look down sadly at the unconscious Elf on the path, then hurry toward the Dragon who was forcing the Elf to fight for him. Turn to page 69.

THE HAMMER WARRIOR

You decide to move on in pursuit of your own quest for the source of the evil in the forest. In thanks for your help, Roht gives you a magical figurine of a hammer.

Magical Hammer of Summoning: usable one time to call Roht to come to your aid.

Roht's Hit Points: 30

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23)
(24) (25) (26) (27) (28) (29) (30)

Roht's Hammer does 14 Hit Points of damage each Combat Turn and doesn't miss. Make a note of this page number so that you can return here when calling on Roht's assistance.

Saying good-bye to the Hammer Warrior, you move deeper into the evil forest. Turn to page 72.



THE FIGHT IN THE THORN CASTLE

Fighting seems like the only answer, but you quickly discover they are as tough as you thought.

You are about to enter Combat with two Fighters and a Wizardess. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 79.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you refrain from carrying out the final, fatal blows. You're still torn about whether attacking was the best thing to do. But you just keep them safely bound as you search the three to see what they are carrying. Then you send them—amazed—on their way.

Fighters' and Wizardess's Treasure: 28 huge rubies; *Potion of Healing*: restores 6 Hit Points; and *Potion of Strength*: causes "X" results in Combat to be "2X" for one group member in one battle.

With the enemies gone, you look around the courtyard and then move toward a large keep. Turn to page 41.



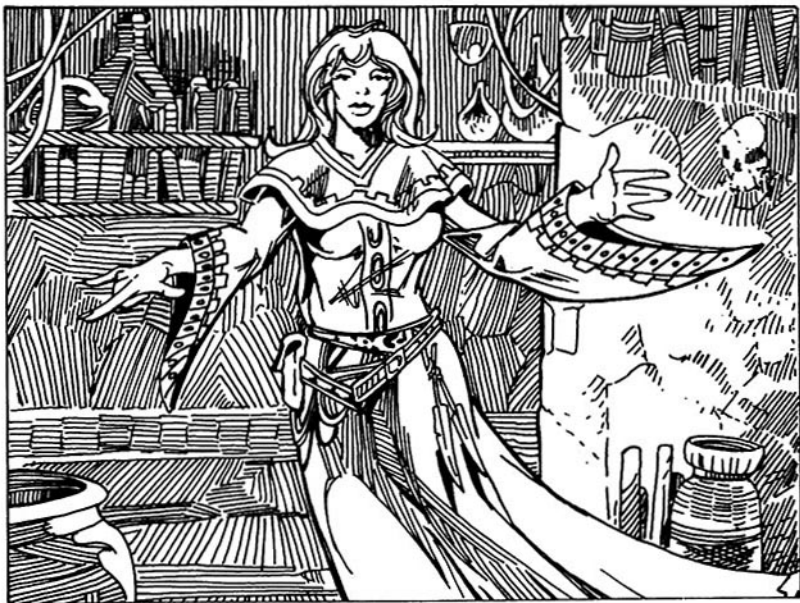
"YOU WILL BATTLE THE FOREST ITSELF"

You know you're getting closer to Lath's Grove. You can feel the evil concentrating around you. Tree roots become personal enemies and try to trip you more and more frequently. The lower branches of dead trees seem to come to life long enough to slash at you as you pass. The path twists and turns many times until even your forest-wise senses become confused. Your growing unease peaks as you realize that the dead trees themselves are trying to destroy you!

You must fight the Zombie Trees. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 80.

If you lose all your Hit Points, turn to page 144.

If you survive the immediate battle, you see even more trees slowly moving to attack you. You rush away along the path, only to realize that the forest area you've now entered is a solid wall of thorns. Normally, such thorns would be no problem for one of your experience, but nothing is normal on this quest! Turn to page 40.



MERICULES

After describing to Mericules the reason you are trying to reach the Archdruid's Grove, she admits that she has some magical powers, which she will be happy to put to your use.

Mericules's Hit Points: 13

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)

She takes a Lightning Bolt Wand from the Witch's things. (Wand has 19 charges and strikes for 9 Hit Points of damage. The charge is used up whether it hits or not.)

She also has several magic spells:

Magic Missile: does 4 Hit Points of damage.

Fireball: does 11 Hit Points of damage.

Snake Kill: strips all but 1 Hit Point from a single snake or reptile of any type, *including Dragons!*

Items given to Mericules during the adventure:

Mericules's magical nature puts her in tune with the Wizard, who is aware of everything she does. Tell the Wizard reader to turn to page 70. You must inform the Wizard reader every time you use her Wand or a magic spell.

Return to the page with the Witch's hut. Page 21 or Page 91

THE DWARF

You are able to revive the dwarf. Weeping tears of gratitude, he promises undying loyalty to you. Embarrassed, you ask him about himself.

As you find arms and armor for the Dwarf, he tells you that he is a fighter from the Dwarven Mountains of Gold. He was captured on his way through this forest. And once again, he emotionally promises to guard your back forever.

Dwarf's Hit Points: 18

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18)

The Dwarf strikes for 5 Hit Points of damage with the war hammer you find for him.

Items given to the Dwarf during the adventure:

_____, _____, _____, _____

Be sure to make a note of this page number so you can return here when you use him in combat.

With the Dwarf at your back, seemingly ready to protect you from anything, you go:

- back up the stairs and to the main keep of the castle. Turn to page 41.
- through the room where you found the Dwarf, farther into the dungeon. Turn to page 46.



THE PRINCESS

You follow the little silk glove into a small, walled courtyard. The faces on the doors are magical, and they speak to you:

"The Princess Lynnra, standing above you, is a prisoner here," the crying face says between sobs.

"All you have to do is open the proper door, and you will find stairs that will take you to her balcony," the smiling face says brightly. "A real hero will know which door to pick. A lout will choose the wrong door every time. Naturally, the wrong door has something very dangerous behind it."

"I'm sorry to say that you must pick one of these doors," whimpers the crying face. "I can only hope that you pick the right door."

→ You take the crying door on the right. Turn to page 47.

→ You take the laughing door on the left. Turn to page 60.



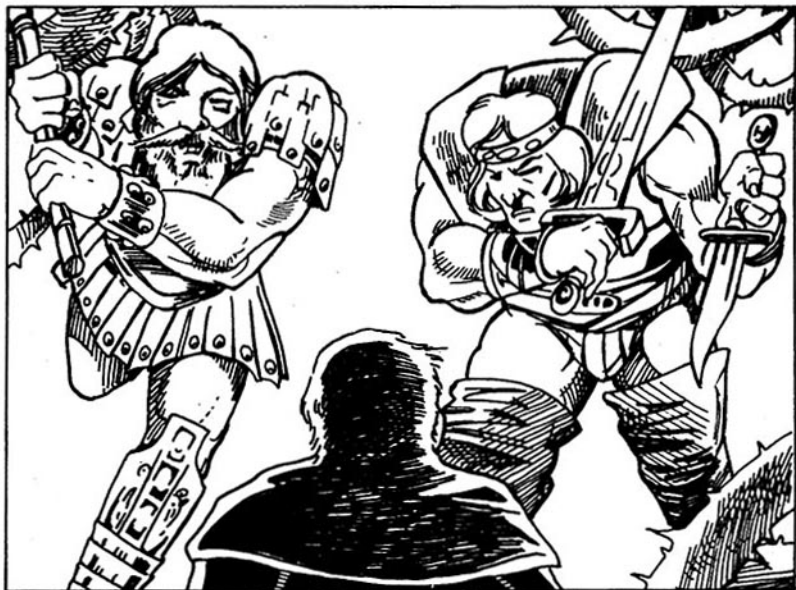
THE DROW ELVES

Moving down the trail, you become increasingly uneasy as the forest around you changes into a horrific parody of a forest. The trees have turned black and droop gracelessly. The other plants are twisted, dark, petrified monstrosities that ooze black poison.

The horrors you are seeing almost prevent you from detecting a small open meadow where a group of Drow Elves is camped. Shaking off your debilitating shock, you quietly scout the camp, keeping the evil black creatures from detecting your presence. You discover that the Elves hold three captives. Just as you admit that there are far too many Elves to take on in a direct fight, the group begins to break camp. The numerous Drow split into three groups, each with a different prisoner and going a different direction. You can now save one prisoner, but which one?

Swearing that you will return to try to save the others after dealing with the evil in the Archdruid's Grove, you decide to try to help:

- the Faerie Dragon. Turn to page 26.
- the Wizardess. Turn to page 70.
- the Warrior. Turn to page 35.



TALK WITH THE STRANGERS

"Hold, brave fighters!" you say, courageously holding up your weaponless hand in the face of their charge. You fear they will not listen, but then the Wizardess steps in front of them.

"They listen to Tharmera but a minute. Speak fast and tell us why you are here!" You quickly tell them of your quest and that you think something important may be in the keep of the castle.

Tharmera returns your trust by telling you that the three of them, lost in the woods, sought safety in this strange castle for the night. Safety was almost denied them in a fight with a host of Ogres, but they survived and were just about to go explore the main keep for themselves when you and your allies burst in.

"Then let us go in together," you suggest.

And they agree . . . as long as you share the spoils.

Two Fighters' Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

Wizardess's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

Fighters collectively do 7 Hit Points of damage per successful Combat Turn. The Wizardess does 4 Hit Points, but she never misses in a Combat Turn.

Preparing to enter the main keep, turn to page 41.

THE WILLOW PATH

Knowing better than to ignore anything related to Lath, you set about freeing the beech of the entangling vines. You then gain the small tree more light by using your special powers to force the encroaching willows to move back. The tree relays its satisfaction to you, then moves so that for the first time you see a small hole in its trunk. The hole is filled with an unusual fur.

The sounds of battle in your ears, you quickly remove the fur and spread it on the ground in front of you. A glowing Golden Sling and 11 small glowing Sling Stones fall out. Each of the Stones and the Sling itself are marked with a small golden lightning bolt. You haven't used a sling since you were a boy and certainly never one this fine. You place a Stone in the strap of the Sling and swing it around your head. Immediately, the sky above you fills with clouds and thunder crackles through them. At first you think that the distant battle has caused this magical thunder, but then you realize that it's the Golden Sling. Unable to resist the temptation to see the weapon work, you aim a Stone at the blackest of the evil willows. Berk and Soral gasp as a huge lightning bolt shoots down from the sky and strikes the willow exactly where your Stone marked it. You've a potent weapon indeed!

Golden Sling and 10 Stones: Each Stone will call lightning down from the sky and do 10 Hit Points of damage if it hits. A Stone is used up whether or not it hits because its magic calls down the lightning. Any member of your original group can use the Sling, but it will work only with the special Stones.

With this new weapon in hand, you race toward the sound of battle. Turn to page 44.



THE DRAGON'S TREASURE

You gasp as you realize just how much treasure is here. If you survive your quest, your order of druids will profit greatly from the Dragon's horde. As you look it over, you can tell that much of it came originally from Archdruid Lath's coffers. You see his mark on many of the items tossed carelessly over the floor.

It must have been the lure of the treasure that enabled the evil forces of the Grove to bring the Green Dragon to these woods. You were definitely wise to fight the Dragon before you entered the Grove. If you hadn't, the Green Dragon would have been summoned and you would have had to battle several powerful enemies at once. Now, all you need to do is take what might be useful in completing your quest and leave for Archdruid Lath's Grove.

Before you can determine what might be useful, you hear the sound of someone in armor approaching. You should have known that taking this treasure would not be so easy!

You and your surviving allies ready your weapons and charge from the cave. Turn to page 73.



THE WIZARD'S PIXIE

The Wizard has magically freed a Pixie from a mystical prison. This Pixie doesn't really want to serve the Wizard but feels bound to help out at least once. It magically contacts you and tells you that it will take your advice on the matter.

You can call the Pixie to your side after the Wizard has one encounter or you may allow it to stay there. If items are given to the Pixie, they become yours when you call it to your side.

Pixie's Hit Points: 5

(1) (2) (3) (4) (5)

Plus an additional 3 Hit Points the Wizard doesn't know about.

(1) (2) (3)

The Pixie's weapons:

5 War arrows that do 4 Hit Points of damage each; used up whether they hit or not.

3 Sleep arrows that will put anything to sleep on a "2X" or "*" and are used up whether they hit or not.

4 Confusion arrows that cause a being to refrain from attacking for 3 Combat Turns; used up whether they hit or not when shot.

Items acquired by the Pixie during the adventure:

_____ , _____ , _____ , _____



THE BANDIT CHIEF

"What are you doing here?" demands the bandit leader.

You tell him of your quest to try to find Archdruid Lath and put an end to the evil in the forest.

"Lath!" exclaims the bandit. "He was long a friend of mine."

And so you find that the bandit leader, named Alain, is not evil after all. In fact he tells you what he knows of the forest that might be of help to you. You learn that down a large path on the other side of the clearing are Giant Spiders, which the band has been fighting for months in order to keep them from spreading. Down another path is a huge thorn bramble that the bandits have not been able to get past. You know that your druidic skills would take you through the brambles, but you wonder what the brambles might be hiding.

"I'll tell you what I'll do," offers Alain with a disarming smile. "I'll give you help in your quest if you can win it in an archery contest."

Your heart drops, knowing you wouldn't stand much chance of getting help this way. But then you know you have to at least try.

You and your allies join Alain at the archery range.

Turn to page 29.



THE ENCHANTED LAKE

Your commitment to Nature decrees that you must fight the creature, but you know from the first strike that it will be difficult. It's hard enough to fight a multi-headed hydra, but this one breathes fire!

You are entering combat with a Pyrohydra. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 90.

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you hear the voice of the Water Sprite again. "Thank you for freeing this lake from that evil creature. On your journey, be sure to take time to stop at Lath's marks when you see them. Now choose which path you will you take, Druid."

- Willing to confront giants and the forest-turned-evil itself, you take the path of willows. Turn to page 55.
- Willing to fight evil magic, you take the oak path. Turn to page 59.

THE WITCH'S HUT

When you have hidden, one of your allies stands in the middle of the path and starts yelling.

In the blink of an eye, the Witch is standing in the open doorway, smiling as sweetly as an ugly old crone can. "Why, dearie, whatever's the matter?" she croons. "Do come in. I've got a friend here who would love some company."

"Arrrrgh!" Your ally falls to the ground, faking great pain, and the Witch hurries out of the hut.

"Gooooood," she coos. "My pot will help you forget all about your pain."

You leap to the attack!

You fight the Witch. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 91.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you rush into the hut and free the trapped maiden, who introduces herself as Mericulus. Grateful for the rescue, she offers to help you on your quest.

If you decide that she could be helpful, turn to page 81 and then come back to this page to make a choice of where to go next.

If you think you had better go on without her, say good-bye, and look around you:

- Through the trees down one path you hear noises that sound like fighting. The sounds draw you that way. Turn to page 48.
- You see a massive oak tree rising out of the forest like a beacon. You go to investigate whether this oldest of oaks has been affected by the evil in the forest. Turn to page 24.
- You sense that a path choked with black thorns has the greatest concentration of evil around the Witch's hut, so you head toward it, knowing that the heart of the forest and Lath's Grove lie that way. Turn to page 52.



GUARDIAN OF THE FIRST CIRCLE

There's trouble instantly! One of the guardians of the First Circle waits to stop you. You realize that the guardians are the trapped souls of good warriors, probably ones who came to the Grove to rid it of evil. You mourn for this one and know you could free it by killing it, but should you take the chance this early in your dreadful journey to the Inner Sanctuary? You could just go around it.

If you just move around the guardian, turn to page 141.

If you feel you must free it, prepare to fight. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 92.

If you lose all your Hit Points, turn to page 144.

If you win, you feel the soul of the warrior leave with a sigh and you know you've done a good thing. Turn to page 137.



THE BANDITS' CHALLENGE

You locate the bandits and have a chance to study them before they spot you. There are more of them than you had hoped. The Dwarf leader is holding a huge glowing battle-axe in his hands. You briefly consider challenging the Dwarf to personal combat so that you can use all of your strengths and not have to worry about the other bandits. But you still have the advantage of surprise.

- You charge the bandits, hoping that surprise will outweigh superior numbers. Turn to page 135.
- You and your allies come out of hiding to challenge the Dwarf to single combat. Turn to page 110.



THE SECOND CIRCLE

There's a quietness in the Second Circle of Lath's Grove, but it's the quiet of waiting, not of peace. With no immediate dangers visible, you walk through the circle until you come across a small shrine, where you pause for a moment to consider what to do. Darkness is coming, a time when evil things could happen with no warning. Should you rush on or take the time to clear away the malign growths choking this bower and perhaps rest here for the night?

- Hoping your work will be beneficial, you clear away the evil that threatens to swallow the shrine, and then you rest in its goodness for the night. Turn to page 133.
- Wanting above all else to meet and defeat the evil that is consuming the entire Grove, you continue on in the gathering gloom. Turn to page 112.



THE FOG

It's not a fog cloud, it's a Fog Giant! As you realize from the stench what it is, the creature also becomes aware of you!

You must fight the Fog Giant. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 95.

If you lose all your Hit Points, something has really gone awry. Turn to page 144.

If you survive the battle, you discover that the Giant has some treasure stolen from the forest elves.

Elven Treasure: *Magic Bow:* allows one archery attack in any new battle, automatically hitting for 6 Hit Points of damage; *Jar of Healing Ointment:* restores up to 10 Hit Points of damage; and *Scroll with 2 Magic-user Fireball Spells:* each does 10 Hit Points of damage but may be used only by a magic-user.

The fog cloud didn't disappear with the death of the Fog Giant! If you want to see if you can find out why, turn to page 103.

If you decide you want to go on, the Sprites, in gratitude, tell you:

→ If you have already fought the Zombie Trees, turn to page 84.

→ If you have already seen the Drow, turn to page 40.



THE THIRD CIRCLE

As you enter the Third Circle, you shudder at the sight of the plants. They are so malign that they seem to bear no kinship with the plants that you have communed with all your years as a druid. You are sure that you will soon face the instigator of all this horror that has been inflicted on Lath's forest. You hope you're strong enough to meet it.

Suddenly you hear a shuffling sound and feel something brush your cloak. A Thief has stolen something and gotten away undetected! (A magic item has been stolen from your group. Mark one off your list.) You immediately consider going after the culprit. But then you hesitate—could this be a trick to get you off the path?

- You move through the evil flowers after the invisible Thief. Turn to page 138.
- You ignore the theft and keep to the path you have set yourself. But you move more cautiously as you go toward the Grove. Turn to page 134.



SURPRISE!

It's a good thing for the Sprites that you stayed around—the monster you fought was just an advance guard! There's a band of Lizardmen Warriors coming, too!

You decide to fight the newcomers. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 97.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you find that the warriors had some helpful items.

Lizardmen's Treasure: *Magical Shield:* subtracts 2 Hit Points from successful strikes against your group in a Combat Turn. *Potion of Healing:* restores 4 Hit Points of damage. *Darts:* These are better than yours and you now do 7 Hit Points per successful Combat Turn.

Because you protected them, the Sprites give you guidance on getting back to your quest:

- If you have already fought the Zombie Trees, turn to page 84.
- If you have already seen the Drow, turn to page 40.

THE DROW

A single dying Drow Elf lies at your feet. He opens his eyes widely and stares to the west. "The Green Servant will avenge us," he murmurs. And then he dies. You have no idea who or what the "Green Servant" is, but you have an uneasy feeling that you may find out.

Pondering the ominous words of the Drow, you deliberately choose to go west, in the direction the dying Elf was looking when he spoke his curse. Turn to page 32.

THE DRAGON'S TREASURE

The Elf Warrior, knowing the kinds of things that would be useful to finishing your quest, helps you explore the Dragon's treasure. Pleased at what you find, you pick out a number of special items, knowing that you will be back later to get the remainder.

Dragon's Treasure: 2 *Chalices of Healing Potion*: restores 17 Hit Points per chalice. *Bracers of Defense*: prevents 4 Hit Points of damage from hitting your group with every successful enemy strike. 2 *Druid Spell Scrolls*: both *Creeping Doom* spells do 20 Hit Points of damage and work automatically. 5 *Fire Seeds*: do 8 Hit Points of damage when thrown and do not miss.

With these great treasures and your new-found ally, you feel confident as you start back up the path, checking out your weapons and readying yourself for the battle to come. . . . But as you move closer to the First Circle of Lath's evil-inhabited Grove, your doubts reawaken.

Turn to page 120.

THE GAME IN THE UNICORN MEADOW

The big Warrior talks while he marks out a pattern of squares in the dirt of the meadow.

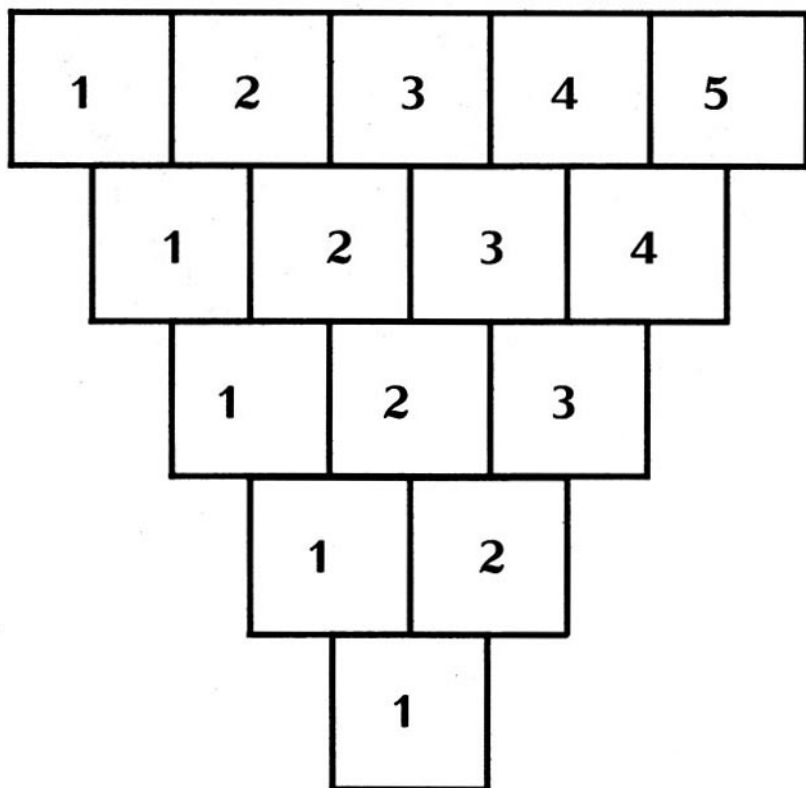
"We will use your darts, Druid. You go to the other edge of this meadow and pick a square to stand in. I will then toss a handful of your darts high in the air to try to make them fall on you. Every time I miss you can advance toward me one row. If you win, I will leave this forest. But if you lose—or if you fail to survive the game—these unicorns are mine, and you will leave me alone."

The game is played between the two readers. The Druid player marks a square in the first row to show where the Druid is standing. The Wizard reader then guesses where the Druid is standing. If he is correct, the Druid takes 9 Hit Points of damage. If he is wrong, the Druid is safe for that round. The Druid reader makes a mark in the next row and play continues.

The game can end in one of three ways:

- You lose all your Hit Points. Turn to page 144.
- You reach the finish line before losing all your Hit Points but you never win a round against the Warrior. The good deed has not been done. Sad at leaving the unicorns in slavery to the Warrior, you toss another token into the portal. Turn to page 28 to make the choice.
- You win and have accomplished your good deed. The portal transports you into the dense forest near the entrance to Lath's Grove. Turn to page 84.

DRUID START





THE ORCS

You quickly find yourself facing the band of Orcs and their huge, ferocious leader. You could fight the entire group, but you think the leader looks egotistical enough to accept a one-against-one challenge.

If you challenge the Ogre to single combat, turn to page 139.

If you choose to fight them all at once, tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 102.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the Dryad thanks you and hands you and each of your allies a gift and sends you down the trail.

Potions of Healing: one each for you and your allies, each restoring 8 Hit Points of damage.

The Dryad also gives you some advice:

- If you have already met the Female Ranger, turn to page 56.
- If you have already met the Giant Spiders, turn to page 28.



THE LIZARDMEN

When the fog doesn't go away, you're sure something is wrong. Then you realize that the Fog Giant was only the scout for a band of Lizardmen. They are led by a huge Lizardman warrior with a magical glow that shines through the fog.

If you are going to truly help the Sprites, you must fight these creatures, too!

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 103.

If you lose all your Hit Points, turn to page 144.

If you win the battle, you discover several useful items among the Lizardmen's things:

Lizardmen's Treasure: *Magical Spear:* does 8 Hit Points of damage. *Healing Ointment:* restores 11 Hit Points. *Magical Flint Dagger:* does 5 Hit Points and can be used with another weapon on the attack.

In gratitude, the Sprites give you some guidance:

- If you have already fought the Zombie Trees, turn to page 84.
- If you have already seen the Drow, turn to page 40.



THE GIANT AND LION

You know the Cloud Giant and his Spotted Lion will be difficult opponents, but you have the advantage of surprise.

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 104. You get two strikes per Combat Turn, one directed at each of your adversaries.

If you lose all your Hit Points, something really went wrong! Turn to page 144.

If you win the battle, you discover a magical bracelet.

Lion Bracelet: allows you to repel Spotted Lions without having to fight them.

If you want to investigate this area where the Sprites brought you a little further, turn to page 97.

If you want to head back toward the Druid's Grove, the grateful Sprites help you:

→ If you have already fought the Zombie Trees, turn to page 84.

→ If you have already seen the Drow, turn to page 40.



THE EFREET

As you grab for the bottle, you make a hasty move and accidentally knock the brass stopper off. To your horror, an Efreet comes steaming out the bottle, shrieking in delight.

"For 3,000 years I have been in that bottle. Now it's time to fly!"

The creature grabs you and your allies as well as the Wizard and his henchmen that you've been fighting and takes to the air. Appalled, you watch as he swoops down on a large group of Lizardmen and blasts them with fire just for fun.

You remind the creature that the Wizard and his Warriors are your enemies. The Efreet laughs and goes to the ground, where he sets them down gently. "You don't need them," he says, chuckling. "You have enough other enemies!"

You know what the creature means when he sets you down in the dense forest by the entrance to the First Circle of Lath's Grove. "You think I have done you a favor, little man. Just you wait," he says, laughing. "Just you wait!"

Turn to page 120.

THE FALLEN KNIGHT GAME

The knight was betrayed and his equipment sabotaged before the joust. Now the equipment lies before the Wizard. He must pick up four undamaged things, then he'll be allowed to leave. Every time he touches a sabotaged item, however, he takes the damage the knight took in his battle long ago.

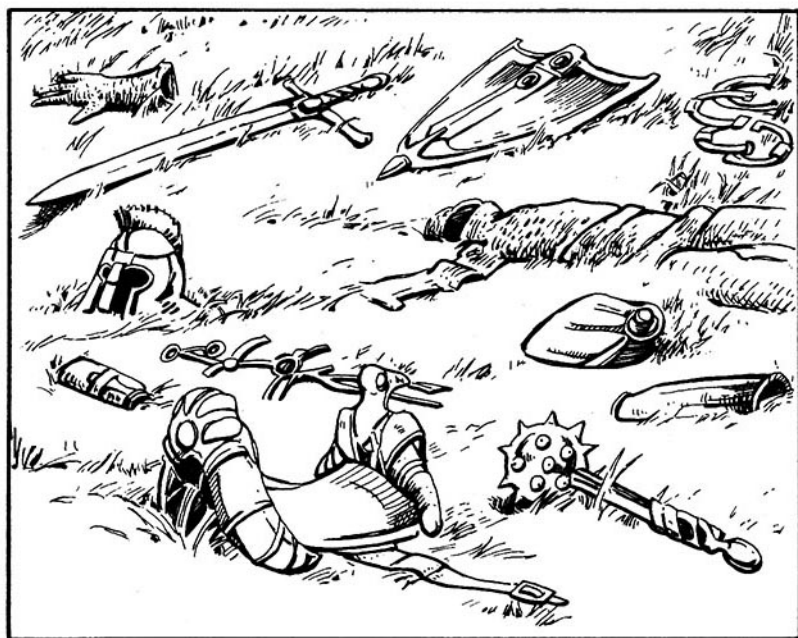
To play, you secretly select five items from the pile illustrated. Each one you choose will do 7 Hit Points of damage to the Wizard.

_____, _____, _____
_____, _____, _____

Now, the Wizard reader must choose items. If he picks one that the Druid reader has selected, he takes 7 Hit Points of damage. When he selects four pieces of undamaged equipment, the game is ended.

_____, _____, _____
_____, _____, _____

Return to your adventure.





THE WIZARD AND HIS HENCHMEN

You see the Wizard and his Warriors coming and know that the Wizard is aware of your presence. There'll be no surprise attack here!

You must fight. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 108.

After the first round of combat, the Wizard unknowingly drops a glowing bottle.

If you pick it up so he can't use its magic against you, turn to page 105.

If you don't pick it up, the Wizard finally notices it. Continue the battle and tell the Wizard to use the Special Combat material under Monster Encounter 108.

If you lose all your Hit Points in regular combat, turn to page 144.

If you win the battle, turn to page 123.



BATTLE WITH THE DWARF

Your challenge of the dwarf works. He rushes into battle and the rest of the bandits stay back.

You must fight the Dwarf. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 110.

If you lose all your Hit Points, you did something very wrong. Turn to page 144.

If you win the battle, one of your allies can use the axe in battle.

Dwarf's Axe: does 10 Hit Points of damage per successful Combat Turn.

The Dryad, in gratitude, gives you some guidance on where to go next:

- If you have already met the Female Ranger, turn to page 56.
- If you have already met the Giant Spiders, turn to page 28.



A GIFT OF NATURE

"Druid," a disembodied voice says, "you have served Nature faithfully all your life and will be given a reward.

"During your perilous travels on this quest, you will face a Dragon. Use one of my thorns for a dart. It cannot miss and will thus be of great benefit to your cause."

Nature's Dart: hits a Dragon automatically, doing 25 Hit Points of damage.

"Now go back to your quest with the blessings and guidance of nature:

→ "If you have already fought the Zombie Trees, turn to page 84."

→ "If you have already seen the Drow, turn to page 40."



THE SECOND CIRCLE

Moving as quickly as you can through the gloom, your impatience keeps you from being ready when some horrible, strange creatures appear from nowhere. They slash at you with swords already dripping blood and gore!

You must fight the Githzerai. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 112.

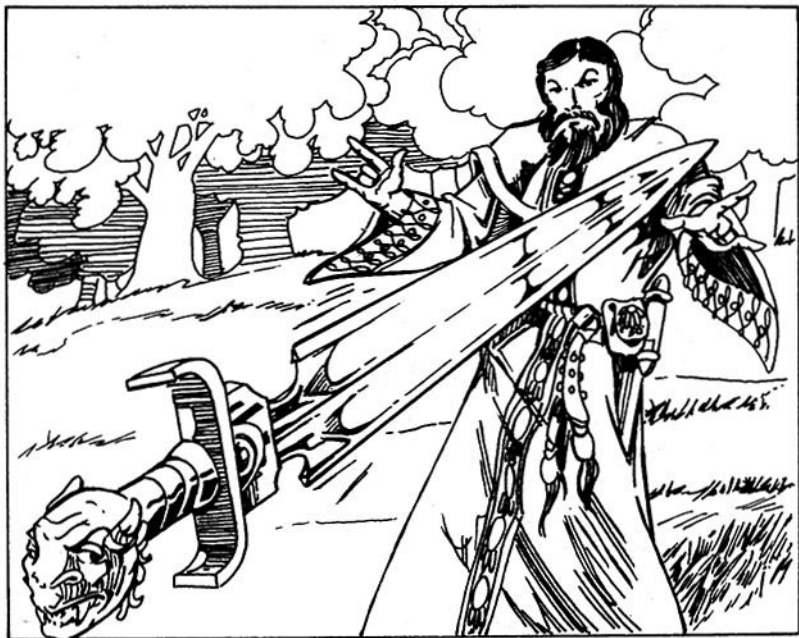
If you lose all your Hit Points, turn to page 144.

If you survive the battle in the dusk, you realize that darkness is almost upon you. You know you can't move safely in the night, and, besides, you must rest. You take what precautions you can and set your mind to wake up on and off during the night.

When you wake at dawn, you discover that you and your allies have regained all the spells you started the quest with. But some time during the night, one of your allies was taken. There is no sign of what or who. (Cross off one ally. If you were alone to start with, then you notice nothing when you waken.)

All you can do is go on, determined that if you are given the chance to take Lath's protection again, you won't refuse it.

Turn to page 124.



THE FLOATING SWORD

You float in this strange new environment for many hours, gradually being rocked to sleep. Only the abrupt howling of the Sword Creature wakes you just as you are about to die. The thing fights as if it's being held by an invisible being. You struggle for your life.

You must fight the strange Floating Sword. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 113.

If you lose all your Hit Points, turn to page 144.

If you survive, the death of the Sword Creature sends you back to the Prime Material Plane.

- If you have already fought the Zombie Trees, turn to page 84.
- If you have already seen the Drow, turn to page 40.





Turn to page 116 to fight this battle.



BATTLE OF THE ORCS AND ELVES

You know you must do what you can to help the good Elves against the Orcs. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 114.

If you lose all your Hit Points, turn to page 144.

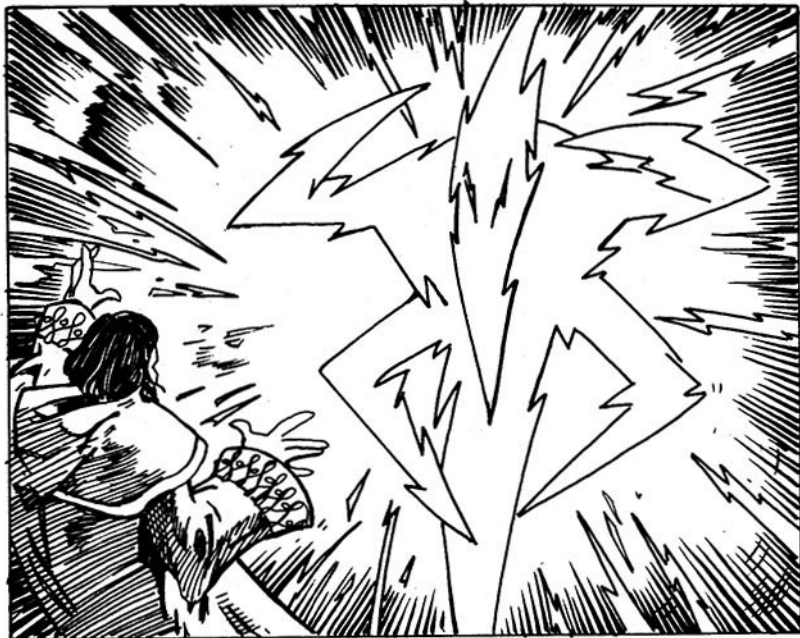
If you win the battle and drive off the surviving Orcs, there's great rejoicing among the Elves. In gratitude, their leader lends you his best warrior to aid you in your quest while the remainder of the Elves go after the Orcs.

Elf Warrior's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
(13) (14) (15)

The Elf Warrior does 7 Hit Points of damage per successful Combat Turn.

Now that the battle is over, you feel the lure of the huge, healthy oak tree again. With a new ally at your side, you move toward it. Turn to page 24.



A BOLT OF LIGHTNING

Before you can even get used to your strange new environment, a creature made of pure lightning flies your way and attacks!

You must fight the Lightning Creature. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 117.

If you lose all your Hit Points, turn to page 144.

If you win the battle, the magical death of the creature opens a rift in the dimensions that lets you return to the Prime Material Plane.

- If you have already fought the Zombie Trees, turn to page 84.
- If you have already seen the Drow, turn to page 40.



THE EVIL EARTH SPIRIT

You have beaten the Wizard, but now you see the face behind the mysterious voice in the mist. It's an evil Earth Spirit!

The creature has not only taken over Lath's Grove but also Lath's dead body, thus giving it control of the Archdruid's great magic! You try to control your fear as the horrible creature speaks again.

"I did not think you had it in you, Druid, to get so far. Several times I thought my forest would take you, but you proved better than I anticipated. You are a worthy opponent to battle for possession of this druidic grove and my right to stay on this plane of existence!"

The creature's gemlike eyes turn toward the undead Lath, and you know that you will have to fight not only the Earth Spirit but the awesome powers of the evil-possessed Great Druid, too! The monster chuckles as it sees your face turn pale.

"But there is another way for us to battle, Druid. On my plane of existence, all important things are decided by a contest of wills. If you choose such an encounter, our minds will meet in ultimate combat. The stronger will win, but the weaker will be brain-burned!

"So your choices are simple: contest me directly in a battle of wills, or bring all your allies against me and mine in combat. Either way, it will be to the death!"

- You and your allies rush at the creature, determined to end this magical evil forever! Turn to page 128.
- Knowing that your allies have been weakened by the struggle to get this far, you summon your own strength to take on the Earth Spirit in a one-on-one challenge. Turn to page 142.



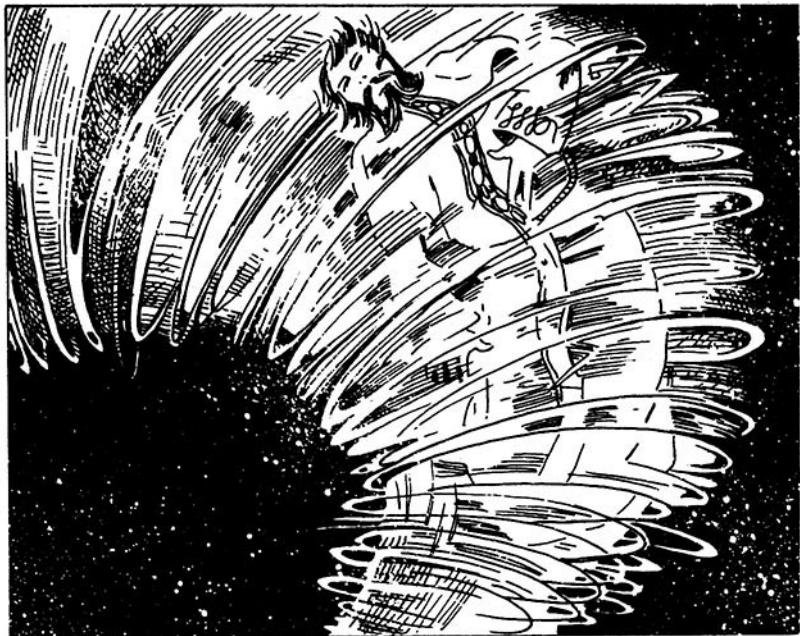
REACHING LATH'S GROVE

You are finally here. You've been struggling a long time, and much has happened—things both frightening and encouraging—but you're only now nearing the center of the evil that has spread through the forest. If it's been tough up to now, it can only be more difficult as you enter the Archdruid's Grove itself. You suspect that somewhere in here you'll meet the wizard who has come to collect Lath's magic. And he won't willingly give it up!

You look over all your weapons and magic items, as well as those of your remaining allies. You take time to heal whatever damage you can so that you'll all start in the best shape possible. But even so, you know that death awaits some of you . . . perhaps even you yourself.

With a grim smile on your lips, you use your druid magic to part the thorny wall that surrounds the First Circle of Archdruid Lath's Grove.

Turn to page 92.



THE JUDGMENT OF CHAOS

"Creature of all things neutral, you are being judged!" a voice screams in your mind. "We are the forces of Chaos and we are tired of your opposition. But you haven't done *enough* good things for us to put an end to you. Therefore, our punishment must be light . . . this time!

"You must sacrifice some of your magical items. Consider it well, Druid!"

Cross two magic items from your group's lists. If you don't have two magic items, cross off 10 Hit Points.

The forces of Chaos open a portal back to the Prime Material Plane and throw you into it.

- If you have already fought the Zombie Trees, turn to page 84.
- If you have already seen the Drow, turn to page 40.



GUARDIAN OF THE GATE

You see the huge, evil creature blocking your way and know you have no alternative—you must fight!

Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 122.

If you lose all your Hit Points, turn to page 144.

If you survive the combat, you discover a small vial on the ground in the gateway.

Potion of Healing: restores 6 Hit Points.

You walk through the gate into the Second Circle of the Grove. Turn to page 94.



SUCCESS!

You defeat the Wizard and his two Warrior henchmen. You know that they would willingly have killed you, but you decide to be humane. You think that the Sprites can put them to good use somewhere. Before you leave your subdued enemies, you investigate their equipment.

Wizard's and Warriors' Treasure: 2 Potions of Healing: each restores 6 Hit Points of damage. *Self-loading Crossbow:* can be used by either of your allies and does 4 Hit Points of damage per successful Combat Turn. *Magical Throwing Dagger:* automatically hits on the first Combat Turn of any new battle for 3 Hit Points of damage.

If you want to investigate this area further, turn to page 97.

If you want to get back to your quest, the Sprites give you some guidance:

- If you have already fought the Zombie Trees, turn to page 84.
- If you have already seen the Drow, turn to page 40.



THE SECOND CIRCLE

Moving on in the growing light, you are abruptly stopped from entering the Third Circle by a wall of thorns. You gasp with relief as you realize that they're Fire Thorns. These thorns are a protection created by Lath, not a product of the evil that now inhabits the Grove.

If you remember the secret password, you go through safely. Turn directly to page 96.

If you cannot remember the password, you must take three Fire Thorn attacks. (The Wizard reader strikes at you three times, with a normal hit doing 4 Hit Points of flame damage.)

If you lose all your Hit Points, turn to page 144.

If you survive the gauntlet, you continue on into the Third Circle of the Grove. Turn to page 96.



PATH OF THE SWORD

"You must fight me!" demands the Warrior at the head of the line.

At first you see no reason why you should yield to his demand, but the sight of his sword reaching for your throat changes your mind.

You and your allies must fight this strange Warrior. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 125.

When you win the battle, the line of warriors disappears. Suddenly you hope that the line of warriors wasn't indicative of your life. With that sad thought, you find yourself in dense forest and know you are at the entrance to the First Circle of Lath's Grove. Turn to page 120.

BATTLE WITH YOUR RIVAL

Arriving at the entrance to the Inner Sanctuary of Lath, you discover that the area is shrouded in a strange, green mist. Suddenly you hear a deep voice.

"You have done well, Druid, but one more foe stands between you and me."

The green mist parts, and you see the Wizard and all his allies appear before you!

"You must battle each other for the right to face me—as you both knew when you started this quest."

You must now fight the Wizard. Tell the Wizard reader to turn to page 118. He has been magically transported to the Inner Sanctuary of Lath to face you in final combat. Remember, however, that this is not a fight to the death. Both of you want the rich ransom that has been promised by both your guilds. Therefore, your spells and weapons will be used to subdue each other. When either you or your opponent or any allies reach 0 Hit Points, they will be considered to have fallen victim to the enemy and will be bound and held under guard. Neither side may retreat from this battle.

If you lose all your Hit Points, you are now being held prisoner by the Wizards. Your rival, Ar-Kane, has won the dubious honor of facing the final evil within the Grove. This ends the game for your character. However, since you will take the part of the unknown evil forces Ar-Kane must face, be prepared to run the final encounters.

If you survive the battle, you turn the Wizard and his allies over to the Wizard's Guild. In return, you receive the following treasure.

WIZARD'S RANSOM: 2 Potions of Healing Ointment that restore 10 Hit Points each. **Scroll of Druid Spells** contains the following: *Trip*, if it hits it causes the enemy to miss on their next Combat Turn. *Call Lightning*, if it hits it does 20 Hit Points of damage to the enemy. *Wall of Fire*, it hits all your enemies, doing 9 Hit Points of damage to each. *A Necklace of Missiles*, 4 missiles, each does 10 Hit Points of damage if it hits.

You must now face the evil that has taken over Lath's Grove. Turn to page 119.



PATH OF THE TREASURE

As you smilingly count and inspect the gems in the small coffer, you find yourself teleported to the edge of a river bubbling with brimstone. The creature that stands before you demands all of your gems for passage back to where you came from. The monster is too powerful to fight, so you hand them over and quietly get into the boat. Something within you foretells that such easy loss will always be the result of such easy gain.

In the blink of an eye you find yourself in the dense woods, near the entrance to Lath's Grove. Turn to page 120.



THE FINAL BATTLE

You and your allies rush to the attack, knowing it will be a battle to the death . . . with no retreat!

It's clear from the Earth Spirit's massive talons that his attacks will be brutal physical ones. But it's the animated form of Lath that is the real danger to you—you have no idea what magical spells it has at its command, but you know you may not escape them. Perhaps you should consider directing *all* your attacks at the undead Druid!

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 128.

If you win the battle against Lath's undead form, you see it fall to the ground as a pile of dust. With just a slight second for mourning a bitter end to a great man, you continue fighting in order to finish the mighty Earth Spirit.

If you lose all your Hit Points, turn to page 144.

If you win the complete battle, turn to page 145.



PATH OF THE KEY

Open doors mean knowledge, so you take the key. Suddenly you find yourself in an evil part of the forest which you haven't seen before. You use the key to open the door and find two pathways—but now you have knowledge of where they lead.

One path leads to an evil Green Dragon but also to many items that will help you fight the main evil possessing Lath's Grove. The other path leads directly to that Grove itself, where the evil awaits.

- You decide to meet the Dragon. Turn to page 75.
- You feel ready to meet the major evil head on. Turn to page 120.



UP THE HILL

Moving up the hill toward the Inner Sanctuary, you find things missing again . . . and again! (Cross two more magic items from your group's list.)

You sense that the invisible Thief has gone into one of the caves on the side of the hill. You start to head toward them when your eye is caught by the movement of large, dark forms in the brush around the entrance to the Inner Sanctuary. You feel drawn toward it, but if you head up the hill, the Thief will be at your back.

- You decide to come to grips with the Thief. Turn to page 138.
- Determined not to be sidetracked, you head toward the creatures at the entrance to Lath's Inner Sanctuary. Turn to page 126.



MOVING ON

Using the magical green powder took all the Wizard's magic, and it did him and his Warrior henchmen no good. They will be useless in a fight against the Sprites, with whom you have kept your agreement.

However, the magical powder has taken you to the Ethereal Plane. You are drifting freely, in the hands of blind fate.

Use the Combat Table one more time to determine where you go from here.

- If you get an "X", turn to page 113.
- If you get a "2X", turn to page 117.
- If you get a "*", turn to page 111.
- If you get a "0", turn to page 121.



RETREAT #1

Accepting that you are apt to lose, you decide to retreat. You let yourself be taken by the good forces of Nature that always surround you.

You wake up in the arms of a lovely Dryad.

"Gentle Druid, I've healed your wounds and those of your surviving allies," she says in a voice like the rustle of leaves in the wind. "The forces of Nature have brought you here to benefit both of us."

"My tree and the powerful magic it holds have attracted two powerful groups of enemies—a band of Orcs led by a vicious Ogre and a group of bandits led by an evil Dwarf. If you can defeat either band, you will aid me and you will be free to choose from among the weapons and magic they have. Which group will you pursue for me?"

Since she rescued you from sure defeat, you cannot refuse to help her. You tell her that you will take on:

→ the Orcs. Turn to page 102.

→ the bandits. Turn to page 93.



THE SECOND CIRCLE

The cleared shrine fills you with a great sense of protection and peace. You can almost feel Lath's spirit guarding you.

You sleep undisturbed and wake in the morning to find that you have all the spells you started the quest with. (You and your allies may use any spell you had at the beginning.) You take time to heal anyone who can benefit from it.

Then, feeling refreshed and confident, you once again head toward the center of Lath's Grove and the Inner Sanctuary. Turn to page 124.



THIEF!

The Inner Sanctuary of Lath's Grove is in sight, but your mental preparation for the confrontation is interrupted as again a silent, invisible Thief steals something from your belongings. (Cross another item from your group's list.) If this thievery continues, you will have nothing to fight with by the time you reach the center of the evil!

- With your goal in sight, you eagerly move on, ignoring the invisible Thief. Turn to page 130.
- You must put a stop to this! You move rapidly through the forest after the Thief. Turn to page 138.



THE BANDIT BATTLE

You fight the bandits, hoping surprise is enough of an advantage. (You will get two Combat Turns before they can attack you.)

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 135.

If you lose all your Hit Points, you did something very wrong. Turn to page 144.

If you win the battle, one of your allies can use the axe in battle.

Dwarf's Axe: does 10 Hit Points of damage per successful Combat Turn.

The Dryad, in gratitude, gives you some guidance on where to go next:

- If you have already met the Female Ranger, turn to page 56.
- If you have already met the Giant Spiders, turn to page 28.



RETREAT #2

Temporarily relinquishing the struggle, you sink back into Nature. You wake to find yourself lying in a clearing with Sprites dancing around your head.

"Druid," the Sprites say, "we've healed all the damage done to you and your friends (adjust the Hit Point totals accordingly). You had to retreat from danger and we helped you. Now we need you to help us. We're being attacked by the evil of Lath's Grove from three different directions. We have the numbers to handle two of them, but we need help with the third."

"Just what are you facing?" you ask.

"There's a Giant and his Lions coming from the North. A Wizard and his two Warrior henchmen are coming from the South. And there's a strange fog cloud moving in from the West. You can keep the possessions of whichever one you defeat for us, just, please, defeat one!"

→ You head north. Turn to page 104.

→ You head south. Turn to page 108.

→ You head west. Turn to page 95.



THE ARCHDRUID'S GIFT

Moving quickly toward the gate into the next circle, you stop abruptly as you see Lath's mark on an old oak. As you inspect the tree, a face appears and speaks to you with Lath's voice.

"Brother druid, I know you've suffered much to get this far and I am sorry. I cannot help you finish your quest, but I can give you a piece of advice and something that will be helpful."

Suddenly, a small oak wand appears in your hand. The tree speaks again:

"The spells in this small wand are made to fight the evil that possesses the center of my Grove. Use the spells if you must to get there, but try and save as many as you can because they will be doubly effective at my heart. May Nature be your armor."

Oaken Wand: contains 5 spells:

Call Lightning: does 10 Hit Points of damage.

Fire Storm: does 11 Hit Points of damage.

Call Hall: does 12 Hit Points of damage.

Summon Nature: does 13 Hit Points of damage.

Sun Blast: does 15 Hit Points of damage.

Spells are used up whether or not they hit and have double effect on creatures that guard or live in the Inner Sanctuary.

You move to the gate into the Second Circle. Turn to page 122.



FIGHT THE THIEF!

You move away from the path, determined to track down the Thief. With your druidic abilities, you quickly discover that he isn't really invisible, just amazingly adept! As you prepare to attack, you realize that he hid your magic items before you found him and there's no way that he'll tell you where they are. You have to forget them, but you're not going to let this Thief steal from you again!

You must fight the Thief. Have the Wizard reader turn to the Monster Table on page 147 and run Monster Encounter 138.

If you lose all your Hit Points, turn to page 144.

If you survive the battle, you pause to heal what damage you can. Then you go quickly to the entrance to the Inner Sanctuary, more than ready to come to grips with the evil that waits there. Turn to page 126.



BATTLE WITH THE OGRE

The Ogre quickly agrees to fight you alone and battle is joined. You know the creature to be powerful, but you hope that if you beat him, you won't have to fight the Orcs he commands.

You must fight the Ogre. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 139.

If you lose all your Hit Points, you did something very wrong. Turn to page 144.

If you win the battle, the defeat of their leader sends the Orcs running, just as you hoped. Searching the creature, you discover a powerful magical dagger that you give to one of your allies.

Ogre's Dagger: does 8 Hit Points of damage against creatures taller than a man and 4 Hit Points of damage against all other creatures.

The Dryad gives you help in returning to your quest:

→ If you have already met the Female Ranger, turn to page 56.

→ If you have already met the Giant Spiders, turn to page 28.



RETREAT #3

Relinquishing yourself to the familiar forces of nature, you find yourself brought to a magical glen, where a peaceful old man heals your wounds and those of your surviving allies (correct your Hit Point chart). Then he speaks of your future:

"You are being given a rare chance, young Druid, to select your own fate. The path of the sword will lead to glory in battle for you and your order. The path of the treasure will be one of riches for you and your faith. The final path is the simplest. It holds the key that may or may not open many unusual doors for you.

"Take one path, Druid, and may Nature's force be with you."

The choice is easy to make:

- You take the path of the sword. Turn to page 125.
- You take the path of the treasure chest. Turn to page 127.
- You take the path of the key. Turn to page 129.



ANOTHER ATTACK!

Going around the Tree Warriors proves to be costly. Just as you are about to enter the Second Circle, you're attacked by another of the First Circle guardians. Bird Warriors swoop down and strike!

You must fight the Bird Warriors. Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 141.

If you lose all your Hit Points, turn to page 144.

If you survive, you move toward the gate leading into the Second Circle of Lath's Grove. Turn to page 122.



THE EARTH SPIRIT'S CHALLENGE

You have agreed to fight a mystical battle between you and the Earth Spirit. You are sure that a similar one must have occurred between Archdruid Lath and the Earth Spirit for possession of the Grove—and Lath lost!

Tell the Wizard reader to turn to the Monster Table on page 147 and run Monster Encounter 143. Your allies cannot help you battle, but at least you don't have to fight the animated form of Lath's body.

This is a mental battle. Your adversary has an incredible mental strength of 61 Hit Points.

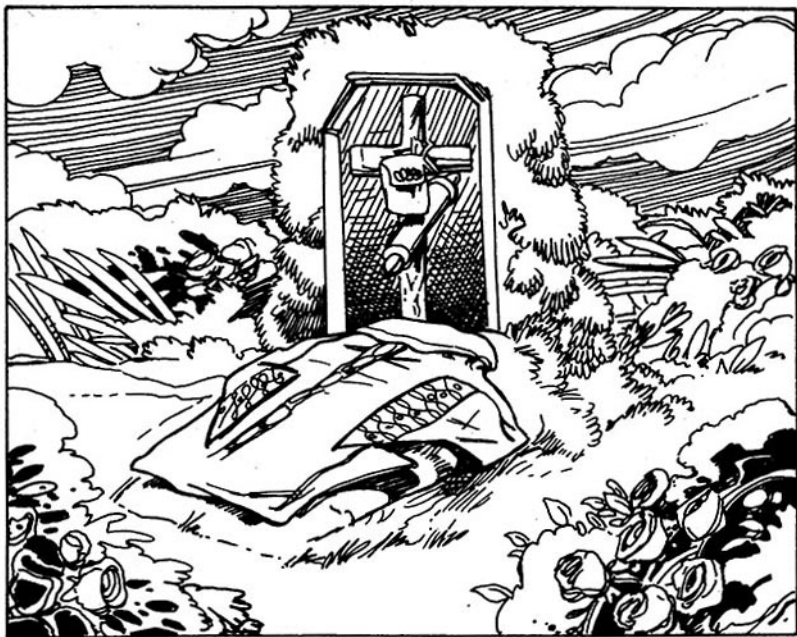
For every "X" result you get on the Combat Table, you do 10 Hit Points of damage; all other results are a miss. You cannot use spells or weapons of any kind.

At any time during the battle you may skip one Combat Turn in order to use any healing devices from your or your allies' supplies.

You cannot retreat from this battle!

If you lose all your Hit Points, turn to page 144.

If you win, turn to page 145.



You have lost. Not even your best was enough to destroy the evil that took possession of Lath's Grove.

The council of great druids quickly learns of your defeat, but they also learn of the heroic measures you took before your defeat. They erect a small memorial for you, and your name becomes legend in the order as one who protected Nature with all he had.

THE END

Start Over



You've won!

The name of Renwood, Druid, will stand with Lath's as one of the greatest druids of all time. As you stride through the forest, on your way to report to the council, you feel new life—good life—moving through the things in the forest once again. The plants reach for the healing light of the sun, and the small creatures scurry hither and yon, feeling a joy in living that has long been missing. It will be a long time before evil again tries to take over these woods. It was well worth all the danger and risk you faced.

Start Over



NOTES

MONSTER TABLE FOR THE WIZARD

This lists the encounters the Wizard will face. Refer to this when you take the part of the monster. The sheet tells you how much damage the monster does against the Wizard per successful Combat Turn. It also keeps track of the monster's Hit Points. A monster "dies" when it loses all its Hit Points. Monsters cannot retreat.

#21 Witch's Hit Points: 36

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36)

The Witch's energy bolts do 9 Hit Points of damage.

#25 Tree Demon's Hit Points: 30

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30)

The Tree Demon does 8 Hit Points of damage per successful Combat Turn. On every turn it isn't hit, the creature has 3 Hit Points magically restored, but this can't exceed the 30 point total.

#27 Drow Wizardesses' Total Hit Points: 38

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38)

Each Drow Wizardess uses spells to attack, doing a total of 5 Hit Points of damage.

#31 Vampiress's Hit Points: 32

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32)

The Vampiress does 9 Hit Points of damage per.

#33 Hydra's Hit Points: 36

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36)

The Hydra has an attack for each head. It does 3 Hit Points per successful attack. For every 6 points of damage done to the Hydra, it loses a head and thus an attack.

#35 Skeletal Warriors Total Hit Points: 36

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36)

The Skeletal Warriors do a total of 9 Hit Points of damage.

#38 Elf Warrior's Hit Points: 29

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29)

The Elf's sword does 6 Hit Points of damage.

#39 Ogres' Hit Points: 33

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33)

The Ogres do a total of 11 Hit Points of damage, but treat the "2 X" result as an "X".

#45 Nonation's Hit Points: 20

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

The Nonation attacks 3 times for 4 Hit Points of damage. Its magic resistance causes all "2 X" magical attacks against it to miss, this battle only.

#49 Drows' Total Hit Points: 48

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46)
(47) (48)

The three males attack with swords for three attacks doing 5 Hit Points of damage. The female attacks with a small crossbow that fires magical bolts. A successful "2 X" or "*" will put an ally of the Wizard's asleep for the rest of the battle. An "X" result does 2 Hit Points of damage.

#53 Medusa's Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Medusa turns enemies to stone. Tell the Wizard that if she scores a "2 X", she gets another chance to hit. A score of "X" or "2X" means an enemy has been turned to stone—Wizard's choice.

***54 Phantom Stalker's Hit Points: 20**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

The Stalker's claws do 9 Hit Points of damage. It also does magical damage. Every time a "2 X" or "***" is scored, it strips one unused magical spell from the enemy. If the enemy runs out of spells, the Stalker will do 11 Hit Points of damage per strike.

***55 Giant Snake's Hit Points: 34**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34)

The Snake does 5 Hit Points of damage. Treat all Snake's "***" results as "2 X".

***59 Guardian Skeleton's Hit Points: 19**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Skeleton does 8 Hit Points of damage.

***60 Giant Spiders' Hit Points: 32**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32)

The Spiders fight together. Their bites do a total of 9 Hit Points of damage. If the Spiders score a "***", they get another chance to hit. Another "***" means an ally is webbed for the rest of the battle. The Wizard cannot be webbed.

***61 Warlocks' Hit Points: 30**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30)

The Warlocks fight together. Their magical spells strike for a total of 7 Hit Points damage.

***63 Fire Giants' Total Hit Points: 31**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31)

The Fire Giants fight together, doing a total of 10 Hit Points damage.

#66 Warrior's Hit Points: 43

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43)

The Warrior does 10 Hit Points of damage.

#67 Dune Stalker's Hit Points: 20

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

The Dune Stalker does 8 Hit Points of sonic damage.

#73 Wyvern's Hit Points: 27

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27)

The Wyvern gets two attacks per Combat Turn, once with its bite and once with its poisonous tail. The bite does 5 Hit Points damage. The tail does 8 Hit Points of damage if an "X" is scored; a "2X" score takes away half the present Hit Points of one character; a "***" kills one enemy—Wizard's choice.

#81 Wolfman and Wolves

Wolfman's Hit Points: 37

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37)

The Wolfman's bite does 5 Hit Points of damage per successful Combat Turn. If a "***" is scored, one of the Wizard's allies is turned into a wolf (will not fight). This will not affect the Wizard.

Wolves' Total Hit Points: 9

(1) (2) (3) (4) (5) (6) (7) (8) (9)

The Wolves' bite does a total of 5 Hit Points of damage.

#83 Vargouille's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Vargouille does 4 Hit Points of damage per strike. Tell the Wizard that this damage cannot be healed by any means.

#84 Five Drow Warriors' Hit Points: 41

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41)

Each of the five Drow Warriors gets an attack for 6 Hit Points of damage. (A total of 5 attacks per turn.)

#85 Barbarian Fighters and Wizardess**Two Barbarian Fighters' Total Hit Points: 22**

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Barbarian's fight together, doing a total of 7 Hit Points of damage.

Wizardess's Hit Points: 19

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19)

The Wizardess does 3 Hit Points automatically each Combat Turn. When the Barbarians and Wizardess each reach 5 Hit Points, they will surrender.

#87 Green Dragon's Hit Points: 34

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34)

The Dragon's claws and bite do 11 Hit Points of damage.

#92 Aliens' Hit Points: 25

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25)

The Aliens fight together, doing 8 Hit Points of damage.

#93 Tree Warrior's Hit Points: 25

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25)

The Tree Warrior strikes for 5 Hit Points of damage.

#94 Hell Hounds' Total Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Hell Hounds have two attacks per Combat Turn. Their bite does a total of 5 Hit Points of damage and their fiery breath does a total of 7 Hit Points.

#98 Earth Spirit's Hit Points: 61

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)
(36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46)
(47) (48) (49) (50) (51) (52) (53) (54) (55) (56) (57)
(58) (59) (60) (61)

The Earth Spirit does 8 Hit Points of damage if it scores a "2 X" or a "***". All other scores are misses. The Wizard does 10 Hit Points of damage to the Earth Spirit if he scores an "X" only. All other scores are misses.

#102 Roman Gladiators Hit Points: 25

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25)

The Gladiators fight together, doing 9 Hit Points of damage.

#103 Thief's Hit Points: 31

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31)

The Thief does 4 Hit Points of damage except on a score of "2 X", then he does 12 Hit Points of damage.

#108 Ape's Hit Points: 15

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15)

The Ape does 6 Hit Points of damage.

#116 Orc Troops' Total Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Orcs do a total of 6 Hit Points of damage.

#117 Lath's Undead Body and the Earth Spirit

Lath's Hit Points: 35

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)

Lath attacks with a spell every Combat Turn. If a spell misses, it is used up.

Sky Lightning: does 20 Hit Points damage.

Black Root: poisonous mist does 19 Hit Points damage.

Death Bark: does 18 Hit Points cutting damage.

Earth Command: does 17 Hit Points shock damage.

Rock Shower: does 16 Hit Points blast damage.

Tree Shatter: does 15 Hit Points shatter damage.

Darts of Pain: does 14 Hit Points energy damage.

Swirling Fog: does 13 Hit Points poison damage.

Earth Fire: does 12 Hit Points burn damage to each enemy in group.

Stone Darts: does 11 Hit Points of impact damage to each enemy in group.

After these 10 spells are used up or Lath's Hit Points are gone, the animated form of Lath falls to the ground, turning to black dust.

Earth Spirit: see Encounter 98.

#120 Guardian's Hit Points: 35

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)

The Guardian does 8 Hit Points damage, an "X" scores as "2 X" this battle only.

#126 Androsphinx's Hit Points: 33

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33)

The Androsphinx does 10 Hit Points of damage.

#128 Githzerai's Hit Points: 22

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22)

The Githzerai do a total of 6 Hit Points damage. They are magic resistant. The Wizard must score a "2 X" to hit. All other scores are misses.

#132 Bird Warriors' Total Hit Points: 35

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)

The Bird Warriors do a total of 9 Hit Points damage.

#138 Giant Two-headed Troll's Hit Points: 30

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30)

The Troll does 10 Hit Points of damage.

#139 Wizard Illusion's Hit Points: 20

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20)

The Wizard's Illusion shoots magical bolts of energy that do 5 Hit Points of damage.

#141 Egyptian Mummy's Hit Points: 35

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)
(14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24)
(25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35)

The Mummy strikes for 10 Hit Points damage.

NOTES





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"SPECIALS" SECTION FOR RENWOOD

- (1) This part of the Forest is still under the protection of the late Archdruid. Vines shoot out and wrap around the feet of your enemies, causing them to miss on their next Combat Turn.
- (2) Huge, spiked thorns suddenly shoot out, grabbing everyone in your group, doing 4 Hit Points of damage this Combat Turn.
- (3) Horrible green goo drips down from the rotting trees, burning your flesh for 3 Hit Points of damage this Combat Turn.
- (4) The sun's rays burst magically through the dark trees, blinding your opponents. They all miss on their next Combat Turn. In addition, the warmth of the sun restores 2 lost Hit Points to you and each of your allies.
- (5) A beautiful, ivory colored unicorn rushes out of the foliage beside you and strikes at your enemies, doing 9 Hit Points of damage. Then it turns and races toward the forest.
- (6) Lightning streaks down from the sky, striking your enemies for 7 Hit Points of damage. Unfortunately, it also does 1 Hit Point damage to each of your allies.
- (7) The evil in the Forest depresses and saddens you to such an extent that you and all of your allies miss this Combat Turn.
- (8) An ancient druid, who bears an uncanny resemblance to your grandfather, wanders out of the woods and casts a spell that causes all of your enemies to miss for the next two Combat Turns. He disappears without saying a word.
- (9) Evil insects with ruby red pincers and leprous green shells rise up in a cloud and blind you and your group, causing all of you to miss this Combat Turn.
- (10) The battle uncovers some of Lath's hidden treasure. If you win this battle, you will receive a *Potion of Healing* that restores 10 lost Hit Points and a scroll of two Druid spells: *Neutralize Poison* and *Call Woodland Beings*. If you retreat, you must leave this behind.
- (11) You accidentally strike a huge fungus pod. It erupts with a gas that does 5 Hit Points of damage to you alone.
- (12) A magical dart shoots out of the darkness of the forest and strikes one of your allies, who falls asleep instantly and snores through this entire battle.
- (13) An illusion of Lath rises up from the forest and attacks your enemies, doing 9 Hit Points of damage to them before it disappears.

(over)

(14) To your amazement, your darts attack by themselves, doing double damage this Combat Turn.

(15) An ancient spell of Lath's still lingers, doing 3 Hit Points of damage to each of your enemies and restoring 2 Hit Points to you and each of your allies.

(16) Suddenly, you hear the sound of approaching footsteps and you know some horrible being is coming to help your enemy. Fear fills your heart. If you have a Retreat Option left, you must take it. If not, your group misses everyone in the next two Combat Turns out of sheer terror.

(17) Lath's blessing descends upon you. The next spell you cast will hit automatically.

(18) Fearing for your life, you call on the forces of nature to aid you. The enemy in front of you disappears in a green mist, leaving you victorious. This will not work if you are in the Inner Sanctuary or fighting the Wizard. Count as a miss.

(19) A small butterfly attacks your enemies, causing them to miss the next two Combat Turns while they search frantically for their attacker.

(20) A gentle rain begins to fall, causing all of your enemies to miss on their next Combat Turn and healing you alone of all damage.



CHALLENGE OF DRUID'S GROVE

BOOKMARK

Use this bookmark to keep your place when you are engaged in combat or other encounters. Retreat pages and "Specials" pages are repeated here for easy reference.

"SPECIALS PAGES"

When a "*" comes up in combat, use the following guide to find out the number of your "Special".

If you are on pages:

21-99—Use the last digit with 0 being 10.

101-120—Use the last two digits.

121-160—Use the last digit with 0 being 20.

RETREAT PAGES—DRUID

Use the following table to determine your "Retreat Page."

(1) (2) (3)

First Retreat, turn to page 132.

Second Retreat, turn to page 136.

Third Retreat, turn to page 140.

RETREAT PAGES—WIZARD

(1) (2) (3)

First Retreat. Turn to page 119.

Second Retreat. Turn to page 121.

Third Retreat. Turn to page 123.

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COMBAT TABLE

Defender

Attacker

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1	X	X	X	0	0	X	0	X	0	0	0	X	0	X	0	0	X	0	0	0	1
2	0	2X	0	*	2X	0	X	0	0	0	X	X	0	X	X	X	0	X	0	0	2
3	0	X	X	0	X	*	X	0	X	2X	0	2X	*	X	0	0	X	0	X	X	3
4	X	0	0	X	0	0	*	X	0	0	X	0	X	*	2X	0	2X	X	0	0	4
5	X	0	0	X	X	X	0	*	2X	0	X	0	0	X	0	*	0	2X	X	0	5
6	0	X	*	X	0	0	X	2X	0	*	2X	0	0	0	0	0	X	X	X	X	6
7	X	0	2X	2X	X	0	X	X	0	0	*	0	X	X	X	0	X	0	*	X	7
8	X	*	X	0	*	2X	X	0	2X	X	X	*	X	0	0	0	0	0	0	X	8
9	0	X	X	0	0	X	X	0	0	X	X	2X	2X	*	*	X	X	0	0	0	9
10	X	X	0	X	0	X	*	X	0	2X	0	0	*	0	X	0	X	0	2X	0	10
11	0	X	0	X	2X	0	2X	0	X	0	0	X	0	X	X	*	X	*	X	0	11
12	X	X	X	X	X	X	X	X	X	*	*	2X	2X	0	0	0	0	0	0	0	12
13	X	2X	0	*	0	X	X	0	X	0	X	0	X	2X	X	0	X	*	X	X	13
14	0	X	0	0	X	0	0	X	0	X	0	X	0	X	*	2X	2X	0	*	X	14
15	0	X	*	0	X	2X	*	2X	*	0	0	X	0	X	0	X	X	X	X	0	15
16	X	0	0	0	*	0	0	X	X	2X	2X	0	0	0	X	0	X	*	0	X	16
17	0	*	2X	2X	0	0	X	X	0	0	X	0	X	0	*	X	0	X	0	0	17
18	X	X	0	X	0	X	0	0	0	0	X	0	X	X	2X	0	*	2X	*	0	18
19	X	X	X	X	2X	X	*	*	2X	X	X	0	0	0	0	0	0	0	X	X	19
20	0	X	0	X	X	X	0	0	0	X	X	0	X	X	X	0	0	X	0	X	20

Instructions for handling combat: See page 6.

Definition of Terms:

X = hit. A hit is scored. Attacker tells defender how many Hit Points were lost due to the attacker's weapon.

0 = miss. A miss means attacker does not cause damage this turn.

2X = double hit. Defender takes double the damage from attacker's weapon.

***** = "Special." Refer to SPECIALS TABLE for your character. See page 157.

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