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Books

THE ULTIMATE MAZE SOLO QUEST



# Faerie Mound of Dragonkind



By Jean Blashfield and James M. Ward





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# Faerie Mound of Dragonkind

By Jean Blashfield  
and James M. Ward

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**This adventure is for Winnie,  
who enjoyed the process—J.B.B.**

**To Roger Zelazny—J.M.W.**

**FAERIE MOUND OF DRAGONKIND**

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# "Abandon all hope ye who enter here."



## INTRODUCTION TO FIGHTER

You are Brennies, a horse-warrior renowned for your prowess both on horseback and driving a chariot. Your arrival at a battlefield in a thundering chariot strikes terror in the hearts of the enemy, and your power and agility on a horse leave little doubt as to who rules the day.

But on this day, your equine and driving skills do you little good. Your quest takes you into territory where those skills avail you nothing.

As the Fighter, you enter the Faerie Mound of Dragonkind wearing bronze platemail and wielding your magical +2 sword, Heartseeker. The weapon does a total of 7 life points of damage, and in your skilled hands, it strikes on a combat score of 10 or less.

Besides your empty backpack, you carry the following:

1. A potion of healing (all potions can be used once; this one heals 3 life points of damage)
2. A Ring of Protection (this negates the first life point of damage you receive in every new battle)
3. A Sphere of Time (the sphere allows you to completely redo one unsuccessful encounter from the encounter's beginning)

Your liege lord lies near death. A strange debilitation has overtaken him, and he is wasting away, almost before your very eyes. The wizards have all examined him, checked the portents, and finally agreed among themselves—a rare occurrence indeed! They say that the only thing that can save your lord is an elixir made from the dust of an ancient faerie king. Only such an elixir will bring the color back to his face, the sparkle to his eyes, the power to his sword.

Without it, he dies.

As the mightiest warrior in the kingdom, you have been selected to obtain the dust of the faerie king. And tonight is the night that the wizards have predicted that a faerie mound will appear for the first time in a thousand years, enabling you to gain entrance.

Your heart quakes within you—a strange feeling indeed for a great warrior. But the tales you have heard of the faerie kingdom warn you that you may be about to face things that no show of horsemanship or awe-inspiring chariot driving can protect you from. At least you can take Heartseeker, your magical sword, with you into the mound. Perhaps she can see you safely through and protect you from danger.

Your liege lord's life depends on it.

## INTRODUCTION TO BARD

Your heart trembles with excitement as you contemplate the coming night. Perhaps this night will bring you the harp that speaks to your soul. Oh, Cwythia, your pan-pipe, does well enough for the average bard, but you know within you that you have a greater destiny, to sing the songs and tell the tales that move hearts and nations.

You are Riderch, the Bard of your people. It is your joy and your life's task to relate to them their history of triumph and adversity. It is to you they turn when they need the encouragement that remembrance of a glorious past can bring. It is to you they turn when fears for the future must be soothed away. The ability to do these things for your people brings solace to your heart.

Nevertheless, you feel growing within you a need for something more, a need to be able to sing new songs, to compose the heartfelt ballads that will commemorate your people forever, the songs that other bards in later days will glory in adding to their repertoire.

Deep in this mystical faerie mound is the harp of the bards, a magical instrument so powerful that legends of it have been sung since its disappearance two thousand years ago. You have been chosen to seek it out and try and make it yours.

Your mainstay in each battle are your magical pan-pipes. Their lilting, melodious tones succeed in charming a creature into harmlessness, without harming the creature itself, on a 6 or less. If the pipes fail, you must draw your sword. Your sword succeeds in striking on a 7 or less in combat and inflicts 5 life points of damage. You also have weapons skills in using an axe, dagger, spear, and bow and arrows. Other weapons you scorn.

You carry the following additional items besides your empty backpack:

1. A potion of healing (all potions can be used once; this one heals 6 life points of damage)
2. A Ring of the Faeries (this prevents you from being blinded by any type of magic)
3. A Sphere of Defense (the sphere allows you to always defeat one type of creature in the faerie mound. In game terms, this means you may automatically turn to the "win" section of the text every time you face that type of creature. You must pick a creature during the course of the adventure to use the sphere against. Smashing the sphere works before combat and from then on you aren't hurt by that type of creature throughout the mound.)

## INTRODUCTION FOR BOTH CHARACTERS

You stare, awestruck, at the mound before you. You are certain that it has never been here before when you've come through these woods. The legends must be correct, then. You wonder if they are just as correct about the unexpected tricks the creatures of Faerie can play on humans. For a moment, you doubt the wisdom of entering this strange place, a place that seems unfit for humans of the ordinary world.

But you have a quest, and it's one that you can't ignore, especially now that the fabled faerie mound has appeared, just as you hoped it would . . . and wouldn't, on this one night in a thousand years.

You walk around the small mound, but you see no sign of an entrance. You lean forward and cautiously place your ear to the cool grass. Straining to shut out the night sounds of the forest, you think you hear a faint melodic hum from inside the mound. You put your ear closer, but the melody is abruptly cut off.

Then, remembering an old wives' tale from your childhood, you walk around the mound nine times. By the time you reach the ninth circuit, you have begun to feel a bit foolish . . . until you notice a faint glow in the grass ahead of you. Kneeling at the spot, you push your hands into the grass, which parts before you, revealing an opening into the base of the hill. A bright light flashes out, momentarily blinding you, but you look again into the brightness until your eyes adjust. Gradually, through the brightness, you become aware that you are looking into a huge room, far larger than could ever fit inside the small mound you've been circling. . . .

## HOW TO PLAY THE GAME

Welcome, brave one, to a world few men have seen—a world ruled by magic and illusions, a labyrinthine world filled with dangers for mortals who dare to enter.

After reading the introduction, you must make a choice between playing the part of Brennies, the Fighter, or Riderch, the Bard. Then you turn to the picture on pages 6 and 7 and read the text on page 8.

As you enter each new chamber, study the picture and read the boxed introductory material, usually at the top of the page opposite the picture. From the picture, you must decide whether to talk to any beings or creatures you see or to fight them, or, if any object catches your eye, whether you want to examine it. If the object or creature you wish to examine isn't listed in the choices given in the text, it is of no use to you on your quest. The choice you make directs you to another section of the book. Be sure to mark the page with the picture on the back of your character bookmark; you'll almost certainly need to come back to it. The section you were sent to explains what happens next, as a result of your choice. There will be dangerous creatures and objects that you might wish you hadn't investigated, but there will also be vital clues along the way that could help you complete your quest successfully. You will need a considerable amount of luck and more than your share of common sense to survive.

Before starting, tear off the folded portion of the back cover at the perforation and cut apart the three bookmarks. One of the bookmarks is for an Elf character. Without looking, flip through the pages and, at random, place the Elf anywhere in the book. Try to avoid placing it in the first few pages or the last few pages. You needn't think about it again until, by chance, you need to turn to a section on one of the two pages the Elf bookmark is placed between. What happens then is explained under "THE ELF" section, found later in these instructions.

After studying the character descriptions on page 3, you'll need to choose whether to play the Fighter or the Bard. Then use that character's bookmark as you play the game. Save the other to enter the faerie mound again, another time. As you are directed through the mound during the course of the game, move your character's bookmark to each new picture page. The bookmark is also used to keep track of life points and the items you carry with you.

## WHAT YOU CAN CARRY

On your bookmark, you will find a list headed "ITEMS ACQUIRED IN THE FAERIE MOUND." Use the blank spaces that follow to record objects you come upon in the mound that you think will be of help to you in your quest. The spaces represent the room you have available in your backpack. Note that you can carry a total of three potions, two weapons, three rings, and three other objects as long as they are not weapons, rings, or potions. All of these items are *in addition* to whatever you carry with you when you begin the adventure.

If you acquire more items than you have spaces for in your backpack, you must choose something to leave behind. Cross it off your list. To state it another way, *in addition* to your original equipment, you may never carry more items than you have specific spaces for in your pack.

## ROOMS IN THE FAERIE MOUND

You will find it helpful to keep a record of the chambers you have visited on your quest through the magical faerie mound, together with any notes about the chamber's contents that you think will be helpful if you should return there later. Use the back of your character card or a separate sheet of paper to record your notes.

## WEAPONS

The game employed in this book utilizes one twelve-sided die to determine the outcome of battle. If you do not have one, a simple substitute system is incorporated in the book.

The Fighter may use any magical weapon he finds in the faerie mound. The Bard may use only swords (or daggers), axes, spears, and bow and arrows, but he may carry other weapons to use in bartering.



Following is a summary of rules about weapons and their use:

**Brennies, the Fighter, strikes successfully on a die roll of 8 or less with all normal (nonmagical) weapons.**

**Riderch, the Bard, strikes successfully on a 7 or less with all normal (nonmagical) weapons.**

**All normal, nonmagical weapons (except daggers and darts) used by either the Fighter or the Bard do 5 points of damage.**

**Nonmagical daggers and darts used by either the Fighter or the Bard do 3 points of damage.**

Since the Bard's magical pan-pipes are not a true weapon, merely enchanting an opponent and thus rendering him helpless, they require 6 or less to strike successfully and inflict no damage, but allow the Bard to win a battle without a fight.

Magical weapons receive a bonus, which is added to both the number needed to strike successfully and to the damage inflicted. Thus when Brennies uses his +2 magical sword, Heartseeker, he needs 10 or less (8+2) to strike successfully, and each successful blow inflicts 7 points of damage (5+2). In other words, it is easier for him to hit because he is more likely to get the die roll required, and he does more damage with each hit. If Riderch, the Bard, uses a magical +3 dagger, he needs only 10 or less to hit (7+3) and inflicts 6 points of damage (3+3) with each successful hit.

## THE ELF

The Elf character is represented on the bookmark on the folded segment of the back cover. The Elf has mystical powers that can directly affect your success or failure in this adventure. When you turn to one of the pages between which you inserted the Elf bookmark, note the die number at the lower left corner of the left-hand page. Locate the same number on the Elf's bookmark. Turn to the section number indicated in order to find out how the Elf's presence affects you. There are twelve different elves to be found in the book. After you meet the first Elf, place the bookmark randomly elsewhere in the book until you meet him again, then proceed as you did before. If by chance you should get the same number as before, you may generate a new number by riffling the pages and stopping at random.

Note that all other action stops while you deal with the Elf. When you have finished with him, return to the section that the text originally directed you to.

## COMBAT

The simple combat system uses the numbers 1-12. When your character engages in combat, decide what weapon he will use and refer to the Combat Table on page 160 for the combat numbers of your opponent. The table lists the picture page of the chamber the creature is found in, the name of your opponent, the number your opponent needs to hit you successfully along with the damage each successful strike inflicts, and the total life points of the creature.

Begin combat by rolling one twelve-sided die (two six-sided dice will not work). If you don't have a twelve-sided die, randomly flip the pages of the book and stop anywhere. At the bottom left corner of every left-hand page (except for two double-page illustrations) is a symbol of a twelve-sided die with a number on it. Use that number for combat in place of a die roll. For example, suppose you are fighting the annis. Your player character always strikes first, so you flip through the pages and come to a stop. Suppose you need an 8 or less to strike. If the die at the lower left is 8 or less, your strike is successful. Subtract the appropriate number of life points from the annis's total of 10 (see Combat Table on page 160).

Now it's the annis's turn to strike. Flip the pages again and stop randomly. If the number appearing at the lower left is 11 or less, the annis (a really beastly creature!) strikes successfully, doing 8 life points of damage to you. Subtract this from your total and start a new round of combat until either you or the annis runs out of life points.

When your opponent's life point total falls below zero, you have won the battle. If the creature reduces *your* life points to zero or less, follow the instructions in the text for losing. If there are no instructions, you are dead and your quest is over.







**8** (See art on pages 6 and 7.)

"Please to enter, sir," a voice sounds suddenly. You hesitate as you realize that an armor-clad elf is standing before you, but his gesture is welcoming, not threatening.

Beyond the elf, at the far end of the room, rises a huge dragon throne. Seated on it is a small, wizened figure that you immediately recognize as the faerie king. This is his realm you have entered. How will you fare here?

As you stare at the king, a glass is thrust almost into your face. A leather-clad dwarf peers up at you, offering you a glass of liquid that smells like ale—a welcome smell, indeed!

Other intriguing things scattered around the room catch your eye—a lute, a bottle that appears to be floating in midair, roast meats—but you know that you have to deal with these people first. Will you stop and talk to the elf (9D), take the goblet from the dwarf (32C), or go directly to the faerie king (71A)?

When you are free to explore this chamber,

you can investigate the:

by turning to:

|                              |      |
|------------------------------|------|
| bottle floating on the left  | 117B |
| glowing lantern on the right | 144A |
| lute on the right            | 30E  |
| winged faerie at back right  | 101A |
| window on wall               | 30D  |
| iron-bound door              | 40D  |
| faeries at the tables        | 128A |
| candles on either table      | 27H  |
| small coffer on table        | 18J  |
| floating skull at far left   | 38C  |
| sword on left-hand table     | 12D  |
| huge tree at far left        | 39C  |

If you have been here before in this adventure:

|                             |      |
|-----------------------------|------|
| one time, turn to           | 108A |
| two times, turn to          | 11F  |
| three times, turn to        | 133A |
| four times or more, turn to | 16F  |

**8A** The third section of mushroom—this one is brown in color—doesn't taste good either. In fact, you can't even swallow it. It burns your mouth so badly that you lose 1 life point.

You're just coming to your senses when yet another faerie lands on your shoulder, pats you gently, and says, "I've been commanded to give you some information about this place. Listen well: The path will lead you to a solution."

There's still one piece of mushroom left, a red piece, but things have been going from bad to worse with each bite. On the other hand, you are getting information. If you want to eat the last piece, turn to 101D. If not, you feel the urge to flee this place; turn to 44.

**8B** You climb the tree and reach out for the fiddle you see perched there. If you are the fighter, turn to 76C. If you are the bard, turn to 100G.

**8C** As you pull the dagger out from among the thorns, the blade knicks your finger slightly, and you feel a strange sensation pass through your body.

You have now been rendered immune to any magic spell or other means that makes you go to sleep. If you are told at any time during the remainder of this adventure that you fall asleep, you may ignore those instructions and continue exploring. Return to 24.

**8D** The siren has had no time for her magical song to charm you. The accuracy of your own thrusts puts an end to the maiden's life, but not to the life of the gi-

ant otter! The siren's pet swims toward you, clearly determined to avenge the death of his beloved mistress. Conduct combat. If you win, turn to 48E. If you lose, turn to 35J.

When the spriggen doesn't answer your question, immediately you add, "Oh, well I doubt if you **8E** really know how it does it. It must be quite arcane magic."

The spriggen's little gnomish figure begins to swell with indignation. "Arcane, schmarcane! Of course it's magic! What else would turn whoever touched it to stone?"

So now you know. Hurriedly you calm the spriggen down and gradually wheedle permission from him to explore the chamber on your own. He retires to a little cushion in the corner and quickly begins to snooze.

You begin looking around. Turn to 76.

Surely two wolves shouldn't be any trouble, you think. Conduct combat. If you win and are ready **8F** to leave, turn to 51A. Otherwise, turn to 52 and decide what to do next. If the wolves win, you lose 10 life points and have to retreat. Because the wolves immediately lie down in front of the door again, you can only drop as quickly as you can through the hole in the floor (56A).

You don't see how you're going to get a word in edgewise. Besides, the faerie's obviously all right. **8G** You decide to let her find her own way home. Turn away and go to 138.



**9A** Hanging from the ceiling off in one corner of the dragon's treasure room is a tiny cage containing an even tinier winged faerie. When she sees you looking at her, she clutches the bars on her cage and puts her pleading face between them.

"Oh, please, sir, release me!" she cries. "The dragon has held me prisoner here for ever so long, and I yearn to return to my own folk." When you fail to answer immediately, she adds, "I promise to help you with your quest if you release me."

If you want to free the faerie, turn to **30A**. If you'd rather talk to her more before you decide if you'll free her, turn to **137B**.

**9B** Carefully staying out of range of the giant's feet, you look around. If you decide you can edge around the giant and go toward the archway, turn to **129A**. If you pick up the drum, turn to **96A**. If you pick up one of the weapons by the drum, turn to **145A**. If you want a sword or shield from the other side of the giant, turn to **100C**.

**9C** The two goblins are just too much for you. You quickly search for an exit to escape through. You can go through the door (**55J**) or drop into the hole in the floor (**56A**).

**9D** Perhaps it will be easier to deal with this strange place if you start out by talking with someone most like a human. You walk toward the elf, who stands about the same height as you. If you are the fighter, turn to **15E**. If you are the bard, turn to **23A**.

**9E** The beautiful crystal bell hanging from the ceiling sparkles even in the limited light of the room. You feel it pulling at you, almost begging to be rung, to let its sound flow out over this sordid scene, perhaps cleansing it as it does.

If you want to ring the bell once, turn to **34B**; twice, **47B**; thrice, **48A**.

**9F** The dwarf continues to work at his anvil. You're not even sure if he's aware of your presence. You wander around the area, trying to decide what to investigate first, but before long you notice that the hedgehog is following you every step of the way. He stops when you stop, moves when you move. You have time to look at only one item before you get so uneasy that you feel forced to move on. Go to **106** and pick one item to investigate, then choose an exit and leave.

The winged faerie who's serving at the right-hand table looks at you and says, "We've discussed the matter and decided that you should know that the faerie queen will almost certainly ask for some gifts in return for letting you explore her domain. Be sure to have as many items as possible with you when you get ready to go down through the magical pool."

You thank the faeries and turn away, back to **8**.

The longer you stare, the less the gnarls appear to be a face. Finally you turn away to examine other things. Turn to **48**.

If you have already been here and fought the badger, you discover that it has magically regenerated. The first thing you must do whenever you enter this area is fight the badger. Roll for combat. If you win, turn to **14H**. If you lose, turn to **36D**.

If you have been here before and left peacefully, you have exactly the same choices as you had when you were here before.

Stooping lower, you walk down the dark mine tunnel. Because you're concentrating on keeping your feet touching the track, it's several minutes before you realize that you're hearing whispering. All around you, bouncing from the rock, comes a faint hissing whisper: "*There he goezzzzz. He'zzzzz the one with the questststst.*" The sound echoes in your head and with each step you take, it seems to get closer.

You may turn around and go back to the mine (**28**) or try to ignore the frightening whispers and continue forward (**98**).

The lute proves to be a Lute of Dragon Control, which automatically controls a dragon with the first note of its melody. Only a bard may use it. If a fighter tries to use it, its strings will break and the wood will turn to dust.

The chariot is a magnificently constructed vehicle of fine, strong wood, with hand-wrought decorations covering its surface. The shafts bear tooled leather traces, and mounted on the peak of the front is a huge gem that shimmers with magic as you reach out to touch it.

If you decide to take the gem, turn to **134E**. If you choose to try to hitch the chariot to the nightmare, turn to **124D**. Even if the nightmare is dead, you have heard that sometimes the magic of special chariots can restore their assigned mounts back to life. Well, it might just be worth a try; turn to **124D**.

You still see nothing but treasure on the other side of the gate, so you step on through it. But immediately you find yourself in **40**.

**10A** You place the leather pouch on the ground before you and pull it open. Immediately you hear a voice from within it. "Well, now, what would you be doing opening the pouch of Chu Chahulain on such a fine day as this? Might I be telling you of a wonderful offer I can be making? All you need to do is put a magical weapon in me, and I'll be returning it to you spick and span and all sharpened like the keenest blade the gods could ever devise. It will even have increased powers. Now, will you be taking me up on my offer?"

You find yourself a little overwhelmed by the sheer number of words that have poured forth from the pouch, but you give serious consideration to the offer. If you want to put a bladed weapon into the pouch to get it sharpened, turn to **44E**. If not, hang the pouch back on the tree and go back to **44**.

**10B** Before you can use your weapon, the faerie dragon, with a look of glee, blasts you with a breath of some kind of gas. You're so taken by surprise that you have no chance to avoid it.

And then you can't imagine why you would have wanted to. After all, you're feeling the most wondrous feeling of bliss and joy. There's no place quite so beautiful as where you are at this very moment. There's no day so great as today. There's no scent so entrancing as the aroma you are inhaling now . . . and there's no one quite so puzzled as you are when you come back to your senses hours later. You've wandered into **130**, and you have no idea how you got there.

**10C** You stand and stare at a truly amazing sight—instead of nuts, the tree bears gems! Hanging from the branches like walnuts, and lying scattered about on the ground, are countless gems of many colors and sizes.

If you want to pick some gems—perhaps fresh ones from the tree itself—turn to **92D**. If not, admire them a moment longer and return to **48**.

**10D** The flowers in the glass dome look so completely alien in this setting that you're sure they must have some significance. You pick up the jar, and study it.

The flowers are elaborately arranged—perhaps it was the product of a special maidenly skill, a relic of long ago. But then you wonder if anything in this place is really as it seems.

If you want to open the dome, turn to **19H**. If you don't, turn to **60** and choose what to do next.

"You'd have trouble reaching that hole up there," you say, "so I'll look there." **10E**

With the badger's dark eyes watching you all the while, you climb into the hole high up on the wall. Enough light reaches the inside of the hole for you to see that the gnome must have given up before getting very far. Quickly you sift through all the loose rock and scrape at the wall where he had been digging.

"Nothing," you call to the gnome as you start back down. His face falls in disappointment.

"Well, all right. Thanks for trying anyway. It sure was a nice ring. . . ." He finally says, "Go ahead and have a look around. Maybe you'll find something that will help you."

Turn back to **28**.

You look in amazement at the dwarf lying dead at your feet. He was incredibly strong, **10F** able to resist almost all your power—but not quite all.

Suddenly you see motion out of the corner of your eye. It's the hedgehog, making a strange gesture with its forepaw! Before you can even blink, it turns into a small, brown, gnarled faerie. The faerie walks over to the wall of the fireplace and taps the large sword, which instantly disappears. As the faerie starts to walk off, he gives one final tap on the gargoyle figure holding the anvil, and then the faerie, too, disappears.

But not the gargoyle. Rising from beneath the anvil, it uncurls its scaly body and tail, and attacks you! Conduct combat. If you win, turn to **38L**. If you lose, turn to **16E**.

You turn the bellows over, admiring them. When you squeeze them, nothing special **10G** happens. They are just ordinary bellows. Turn back to **106**.

"Well, lad, that's close, but not close enough. Ye'll have to get a ring, too, if the queen is ever going to let you enter her quarters. Just keep looking. Ye might want to take a brief look around here first, while I take care of some business, and then I'll help you." **10H**

You may choose one item to investigate or person to talk to (**8**), then you are magically transported to **130**.

You quickly approach the nearest faerie, who is eating at a table nearby, and say, "Excuse me, **10J** sir, but could you tell me what is down below that window?"

The faerie, looking annoyed at being interrupted, sneers at you and says, "Why, our garbage disposer, of course," and he returns to his plate.

If you want to go through the window, turn to **28D**. Otherwise, return to **8**.

**RUN!**

**10K**





**11A** If you have acquired a magical item that is especially intended for use against dragons, such as a dragon sword, a ring of dragon control, or a magic dragon spear, turn to 14A. If you have no such item, conduct regular combat. If you win, turn to 14A. If you lose, turn to 128B.

**11B** A lovely chalice sits among the gold pieces. When you pick it up, it magically starts to fill with a liquid the color of oranges and with a scent like almond wine. As you turn the chalice in your hands, looking at it from all sides, you see written on its base: "Drink me and you will not suffer the dangers of Faerie."

If you believe the words on the chalice and want to sip some of the liquid, turn to 125J. If you don't believe them, you may choose to dump out the liquid and take the chalice with you or simply replace it on the floor among the other treasure. Turn to 146.

**11C** "What an enchanting melody you sing, my dear," you say to the siren.

Her smile broadens and she replies, "That is the point, my beautiful young man, to invite you here and offer you your heart's desire."

You quickly explain your quest to her, hoping she won't be affronted to learn that perhaps she herself is not your heart's desire, beautiful though she is.

"A worthy quest, Liebchen," she says when you finish. "I will be most happy to help you gain your heart's desire."

"Wonderful! How can I repay you?"

"Hmmm: magical keys, I think," she muses. "Yes. If you have any magical keys, you must give them all to me. Then I will help you."

If you have some magical keys and are willing to give them to the siren, turn to 16B. If you don't have any or aren't willing to give them up, turn to 26B.

**11D** "Now get out!" rumbles the giant gnome as he looms over you. He grabs the weapon you've been fighting with, and you know that all you can do is retreat. You must get out of here before he gets any angrier! Turn to 76 and find a way out. As you leave, you see the gnome's final insult—he has shrunk once more and you're being driven out by someone half your size!

**11E** As you study the two flaming firepits, you suddenly realize that some of the flame in the right-hand pit is breaking away! It's a fire elemental!

You leap back, preparing to fight, but then you hear the crackling sounds of flame changing into recognizable sounds—into words, in fact.

"*IIII cannnnn beeee yourrrr guiddddddde outttt of*

*thissss chammmberrrr*," are the words you think you hear through the crackling noises.

If you think what you're hearing is your imagination and you want to fight the creature immediately, turn to 149B. If you are retreating from the nightmare and have to take any chance you can, or if you feel you'd better try to hear more, turn to 90D.

You almost feel relieved when you recognize the hall of the faerie king. For the moment, at least, **11F** all you need concern yourself with is the king's wrath at your returning again without his lamp. You're beginning to wonder if you'll ever get his help on your quest.

The faeries in the hall jeer at you as you walk toward the throne once more. The king is asleep, with his head nodding forward. You approach quietly, reluctant to disturb him, but soon you notice that one eye is half opening, watching you as you come toward him.

"So ye're back again!" He gives a snort of disgust. "Ye're not much more use than a third wing, are ye?" Without waiting for an answer—which you weren't going to give, anyway—he adds, "Well, let's see what ye've got this time."

If you have both a magic potion and a magic ring, turn to 12C. If you have only a ring, turn to 27D. If you have only a potion, turn to 10H. If you don't have either, turn to 31C.

"Those are mighty fine wolves you have there," you say tentatively, hoping the goblins **11G** take some pride in their animals.

If you are the fighter, turn to 100A. If you're the bard, 30B.

You look through the archway at the idyllic outdoor scene beyond. But when you try to step **11H** through the arch, you run into some kind of invisible magical barrier that stops you short. Generate a number from 1-12. If you get an odd number, turn to the Malefic Random Effects table on page 158. On an even result, turn to the Beneficent Random Effects table on page 159. After you determine the result, you realize that the shields and medallions around the archway must have something to do with the magic. Turn to 142B.

The fluttering around your head continues as you walk on through the blackness. If this is the first **11J** time you have gone through this door, turn to 36H. If you've been here before, turn to 23C.

Weak with pain and loss of blood (as well as the loss of all but 1 life point), you want only to get **11K** out of this place as quickly as possible. You run to the slide and hop on, not even caring where it goes. Turn to 110K.

**12** At first, the gleam of gold and silver and emeralds and polished ivory almost blinds you, but then, your heart moves in your throat as you realize that there is only one thing of importance here—a huge red dragon!

You can try to fight the dragon (11A), pretend that she isn't there (18A), or negotiate with her (19A).

| When you are free to explore this chamber, you can investigate the: | by turning to: |
|---------------------------------------------------------------------|----------------|
| ring of keys                                                        | 23B            |
| magic wand                                                          | 75A            |
| staff in the corner                                                 | 27A            |
| caged faerie                                                        | 9A             |
| statue of the unicorn                                               | 34A            |
| harp                                                                | 35C            |
| jeweled axe                                                         | 42A            |
| shield above the door                                               | 67A            |
| four trunks                                                         | 47A            |
| jeweled crown                                                       | 70A            |
| small, descending stairway                                          | 88B            |
| tunnel behind the large archway                                     | 89A            |
| window at the far right                                             | 87A            |

If you have been here before in this adventure, a new dragon has magically appeared in the place of the one you saw before. All the choices you had before with the first dragon, and the items in the treasure chamber are the same.

**12A** Inside the chest is your lute! You've yearned for it and sought for it far and wide. You can hardly believe your eyes! Now the songs that you sing will pour from your lips with a truth that will pierce the hearts of your listeners!

Almost afraid to touch it, you reach into the chest and lift out the lute. Even the feel of its precious wood is different from any instrument you've ever felt before. You gently strum a string or two and marvel at the purity of the tone that vibrates in the air around you.

"I can cease my quest now," you think, and a weight seems to fall from you, until you feel as if you might fly into the air and join the faerie dragon. You look at the creature who has been responsible for your good fortune and smile your thanks.

"Would you like me to help you leave the faerie mound magically?" it asks sympathetically. If you say yes, turn to 42B. If you think you should find your own way out, turn to 98C.

**12B** You select a magical weapon that you're willing to give up and hand it to the goblin with the gem in its forehead. "Here, perhaps you'd accept this for helping me find my way."

The goblin, saying nothing, inspects the weapon, and a look of pleasure crosses its grotesque face. "Yah. T'anks." It moves back to the wall, pulling its friend along, then just nods toward the door. "Go on. The wolves won't hurt you." Turn to 55J.

"Good lad!" exclaims the old faerie king as you show him what you have. "Ye needn't have come back here at all. Well, I'll just take care of that . . ." and before you know it, you find that you've been transported to 98. **12C**

Near the far end of the left-hand table is a great, gleaming sword, a weapon of great beauty. It has an unmistakable aura of mystery about it. Approaching it, you reach for the handle to pull it out of its sheath. **12D**

If you are the fighter, turn to 60C; If you are the bard, turn to 23G.

You bend down in front of the hedgehog. Hedgehogs don't normally respond to affection, so you just rub his nose a bit. **12E**

"Thank you," says the creature. "Now you can do something else for me."

"What's that?" you reply, surprised and rather put off by the animal's abrupt manner.

"Give me one of your magical gems. I'm sure you've got some."

"Why should I do that?"

"Because I can help you if you do."

"How?"

"Give me the gem and I'll show you," the funny creature says.

If you have a gem and you are willing to give it to the hedgehog, turn to 54F. If you don't give the hedgehog a gem, turn to 47F.

**RUN!**

**12F**







**14A** The battle is over before you even really have time to absorb the fact that you are battling a dragon, and a big one at that! The creature lies dead before you. If you used a magical item other than a weapon to fight the dragon, the artifact immediately disappears from your hand. Cross it off your list.

The dragon's body fills nearly the entire room, but there is just enough room to climb around her to inspect the chamber. Turn back to 12 to decide what you will investigate next.

**14B** The scroll says, "Humans beware: The rule while traveling in the realm of Faerie is to avoid all food and drink."

You know this rule doesn't apply to magical potions, but you are pleased with the warning nevertheless. Turn back to 102.

**14C** You duck down and crawl into the small tunnel entrance. As you move, you hear laughter up ahead, a child's laughter. Puzzled, you move closer until you can see a light up ahead of you. In that light is a frighteningly familiar silhouette. It's a dragon!

If you want to go on ahead, knowing you'll probably have to fight the dragon, turn to 15C. If you'd rather go back and try to find another exit from the giant's chamber, return to 32.

**14D** You look at the two ugly goblins, who seem to be waiting eagerly and suspiciously to hear what you have to say.

Finally you say, "The wolves told me that you are . . . good masters."

The goblin with the jewel in its forehead looks surprised, then angry, but the second one says, "Awww, that's nice!"

"Come off it, Skurd!" says the first. "He's lyin'! We treat those wolves like crud and you know it!" With incredible speed, the goblin bends down for a weapon, and suddenly you are in a battle for your life. Turn to 152C.

**14E** You are very pleased to discover that the wizard is gone from his chambers, though you are not surprised to find that all of the things you disturbed the last time you were here have been magically restored to exactly the way they were on your first visit (except for the spellbook, if you took it with you before). This means you have all the same choices you had before except for dealing with the wizard. Turn to 68.

Partway down the path leading away from the leprechaun's tree, a wonderful sword sticks out **14F** of the ground. You start down the path to get it, but before you even reach it, you hear the sword humming in a low, mournful tone. Soon you can distinguish words through the humming: "Oh, my, what am I doing here? There's no fun in the world anymore! Everyone expects wondrous things of me, without ever asking what I want to do. They never bring me in out of the rain, but still they expect me to be shiny and alert at all times . . ." And so on and so on and so on.

You have just acquired the Singing Sword of Sadness. It is indeed a wondrous sword! When you choose to use it, it automatically puts to sleep any monster you are confronted with, without your having to fight it! But—every time you use it, you must generate a number from 1-12. If you get 1-5, you automatically win because the monster falls asleep instantly. However, if you get a 6-12, you fall asleep—and your adventure is over!

You walk up the steps of cut stone into the trunk of the huge tree. You expect to find **14G** darkness, but instead, you are in a rising tunnel that is lit with a shimmering bluish color. And the color seems to speak to you!

Inseparable in your mind are the bluish glow and an increasing sibilant sound that you think says, "He's coming! He's coming! He hasn't done it or he wouldn't be back!" You start to feel guilty, but of what, you don't know. Just as you start to think that you should turn around and go back down the stairs, you find yourself in 8.

It's a tough fight, but the determined badger **14H** finally falls back, beaten. As you stand away, the gnome rushes over to the bloody creature, first dashing to the table and grabbing a small bottle from it.

"Get out of here!" he orders shrilly. "You've caused enough damage!"

"Very well," you say, accepting that you're not going to get much help here. You see only two ways you can leave: up the stairs (44B) or through the metal gate on the far side of the chamber (22F).

Wondering at your willingness to follow mysterious instructions, you climb in the trunk, which **14J** amazingly seems to adjust to your proportions, and close the lid. No sooner does the darkness close around you than you find yourself in light again—in the hall of the faerie king (8)!

You step from one print to the next, and in that instant, you are magically transported to **14K** 60.



**15A** Spear or not, the little figure before you is barely half your size. Leaving your weapon untouched, you reply to the spriggan, "Frankly, I'm not really sure what I'm doing here; I've been traveling through the faerie mound in ways that I've never traveled before, and I seem to have very little control over where I go."

"Hummmph! Bunch of nonsense, if you ask me!" the spriggan snorts. "Bet you're out to steal my gem, too!"

"It certainly is a magnificent jewel," you say as if you've just noticed it.

"Magnificent is as magnificent does," the dark gnome grumbles. "As long as it does its job of keeping people away from it, I'll be content."

"Keeping people away? How does it do that?" Even as you ask, you're beginning to get a glimmering of just how the gem keeps the spriggan content.

If you want to inspect the gem up close, turn to **152K**. If you want to keep talking to the spriggan, turn to **8E**.

**15B** Mounting the chariot, you brace your feet against the front and give the reins a sharp flick, all the while uttering a fervent prayer to your gods.

But nothing happens. The nightmare prances and rears nervously, but the chariot stands perfectly still. How are you going to get out of here? Or are you? If you have any magical ways of traveling, now's the time to use one.

You could deal with the fire elemental you see in the blazing pool. It's a cinch that this chariot is going nowhere. You've tried to get it to go through the lit tunnel down the road, but nothing happens.

**15C** As you near the source of the light and laughter, you see that the dragon is a small one. It leans over a gate, looking into a brightly lit room where small creatures are playing.

Suddenly your foot scuffs along the tunnel floor, making a small sound. When you look up after recovering your balance, the dragon is gone. Turn to **72**.

**15D** The elaborately carved archway with its caryatid supports appears to lead out of the nymph's chamber, though you know that things aren't always what they seem in this strange faerie mound. From a distance, the two caryatids appear to be identical, but perhaps you should inspect them. You can check the one on the left (**38N**) or the one on the right (**154D**), or you can walk between them (**39F**).

**15E** "Welcome to our revels," says the elf. "It's a pleasure to see another man of arms here." He seems friendly, so you tell him of your search for the dust of the ancient faerie king. His face turns grave and he says, "A worthy mission indeed, and one that this king"—he gestures toward the dragon throne—"probably will not hinder. I say 'probably' because even as long as I have

been here, I have not learned to predict the actions of our king."

"I must speak with your king," you say.

"Yes, of course. I am certain the king will assist you somehow, though at what price, I cannot say." He ignores your quickly interjected "Price?" and adds, "However, since we are brothers of the sword, let me give you a piece of advice: When you see no other solution to the problem, head for water." He pauses a moment, but before you can question him, he adds, "Now let me take you to the king."

Puzzling over the elf's words, you step toward the throne. Turn to **71A**.

A large key hangs from a branch over the door. It intrigues you because it's such an unlikely place for a key. If the purpose of a lock and key is to keep the wrong people from opening a door, it seems to you that the key shouldn't be hanging right in plain sight. **15F**

You step toward it, only to find yourself suddenly being hit on the head by a pebble. Perhaps that's why there are so many pebbles scattered on the ground near the door.

"That's just a warning," says the leprechaun. "Ye need that key if ye want to open the door, but it's mine, see, MINE! I warn ye, the next one's really going to hurt!"

Are you sure you want to get the key? If you are, turn to **26E**. If you're not so sure, back off and figure out something else to do by turning to **40**.

You stop whatever you are doing as an Elf suddenly appears before you. **15G**

"Oh, a human," the Elf says distractedly. "I can't imagine why my magic would take me to a human, but here we are. In the usual tale of this sort, the magical Elf gives the poor, downtrodden human three choices. One of them is going to be great. One of them is going to be terrible. And one of the choices will help some but hurt some, too. You might as well pick one so I can leave."

If you select the terrible choice, turn to **24J**. If you select the great choice, turn to **32F**. If you select the so-so choice, turn to **23H**.

You step through the gate, expecting to walk on down the path that you saw beyond it. Instead, you find yourself instantly in **76**. **15H**

The woman draws a small whistle from her pocket. "Play upon this whistle," she says, "when you feel yourself being drawn magically away from some place where you'd rather stay awhile longer." You may ignore one instruction to turn to a new chamber when you aren't ready. For now, continue looking here, turn to **76**. **15J**

**16** "How did I get here?" you wonder. You look down at your feet and marvel at the fact that you are standing on a cloud. And you have no real idea of how you got here!

And then you realize something else—there's a lovely woman sitting on a nearby cloud, smiling at you! You recognize her as a sylph.

If you want to pretend you haven't noticed her and investigate the intriguing things scattered about other clouds, turn to **59D**. If you want to talk to the woman, turn to **54D**.

| When you are free to explore this chamber, you can investigate the: | by turning to: |
|---------------------------------------------------------------------|----------------|
| key                                                                 | 94B            |
| bow and arrows                                                      | 34F            |
| horn                                                                | 36E            |
| object under the woman's hand                                       | 42D            |
| cloud creature                                                      | 23F            |
| view looking down                                                   | 31G            |
| cloud steps                                                         | 51C            |

If you have been here before in this adventure, there is a definite magical effect going on here. Everything is as you saw it before. In short, you have all the same choices you had when you first came to this place in the clouds.

**16A** You continue down and down, charmed now because the carvings on the wall have turned into amusing drawings. They appear to be telling the story of a family of faerie folk whose youngest child is always getting into mischief.

As the torchlight comes to an end, you realize that you should have come to a turn or a door or something by now. If you want to keep on, turn to **20B**. If you don't, turn around and go back up the stairs into the daylight **24**.

**16B** You hand the siren whatever keys you have. She reaches out and takes them, caressing your hand lovingly as she does so. "Now you must take a drink from this pool—no, don't worry. It is not faerie water; it will not keep you here forever. Please take a drink from the pool."

If you trust the siren enough to drink from the pool, turn to **46J**. If you're leery of the whole idea, turn to **90C**.

**16C** You draw near the giant, trying to get a better look . . . but you don't manage to avoid his feet! The swing isn't very strong, but any kick from feet that size doesn't need to be swift to be dangerous.

Your own feet go flying out from under you, and you land heavily on your side. If you want to leap up and fight the fire giant, turn to **22C**. If not, turn back to **32** and choose something else in the room to investigate. He certainly won't let you get close enough to take the belt.

The ring is a magical Ring of Dragon Control. It automatically defeats any dragon or dragonlike creature you might meet. Turn to **72**. **16D**

As you writhe in pain, you marvel at the power of the creature. Who would have thought you could lose? Your victorious foe stands back, looking angrily at you, and you know that all you can do now is get out of here, just as quickly as possible. Deduct all but 10 life points because of the magic of the mound, then go back to **106** and pick an exit. **16E**

If you have arrived at the dwarf's forge in a magical state of confusion, you still don't know why you are here, so you just meander up the stairs of **14G**. When you arrive at the top, your confusion clears.

There's silence in the faerie king's hall as you appear yet again. There's silence from the king himself as you approach his dragon throne, and still more silence as you show him what you have acquired since you were here last. **16F**

If you have both a magic potion and a magic ring, turn to **12C**. If you have only a potion, turn to **10H**. If you have only a ring, turn to **27D**. If you don't have either, turn to **31C**.

The gem in the goblin's forehead can be removed only if you have killed the goblin. If you have, turn to **31A** to learn about the gem. **16G**

If you haven't killed the creature, the gem must remain a mystery.

The path through the trees is pocked with fresh-looking hoofprints. You follow them until you are out of sight of the dwarf's forge. Then the trail of prints leaves the worn path, and you realize you must make a decision. If you want to stay on the path, turn to **20**. If you are intrigued by the hoofprints and want to follow them, turn to **14K**. **16H**





**18A** You're dead. No dragon likes to be ignored!

**18B** Even though it looks huge, you pick up the gem effortlessly.

This is a Gem of Stone-Turning. At your next encounter, you can throw it and the creature you are fighting will automatically turn to stone.

With this powerful gem in your hand you can continue searching the area or find an exit. Turn to 76.

**18C** As you touch the bottom shield on the left side of the archway, you feel yourself magically teleported to 52.

**18D** The wolves rest their heads on their paws and stare at you through half-closed eyes. You are free to do whatever you want in the chamber (turn to 52), but you may not leave through the doorway.

**18E** As soon as you touch the floating lantern, you realize that you should have heeded the faerie's warning. Turn to the Malefic Random Effects table on page 158 to see what happens to you.

After you have determined what happens you may continue searching the area or take one of the exits.

**18F** You stand out on the path beneath the large limb and swing yourself up. Immediately the leprechaun appears from the tree, right by your feet. He grabs one of your feet and says, "Now, where do ye think yer going?"

"To check on that skull," you reply, as if it were the most logical thing in the world.

"Now yer treading on *my* territory! If ye want to go up there, yer goin' to have to do something for me!"

"And what might that be?" you ask, curious.

"Well, first of all, give me half of all the gems ye've got—I'm running low on ammunition. Second, pay absolutely no attention to anything the skull says. He always was a confounded liar!"

If you are willing to give the leprechaun half your gems, turn to 28E. If you decide to forget the whole idea of checking out the skull, turn to 34H.

**18G** You slip into the water to reach the things on the pedestal, but as soon as you do, you find yourself magically transported to 56.

You select the weapon you want to use the potion on, then open the bottle and pour its contents over your weapon. Instantly it rusts away to nothing but a few grains of reddish powder. **18H**

To choose the exact weapon you used and ruined, place a number on all of your weapons and then generate a number from 1-12. The first weapon number that comes up is the one that is destroyed.

The little coffer, or chest, on the right-hand table draws you toward it with its hint of possible treasure. You're pleased to see that there's no padlock on it. You raise the hasp and lift the lid. **18J**

A small, thin dart shoots out from a trap inside the lid, injuring you enough to take away 2 life points. There is no treasure inside the coffer. Return to 8

You step between the rocks into the mouth of a dark tunnel. What little you can see of it as you walk along the tunnel shows that it is a natural creation, not a structure of man or other beings. . . . But between one step and the next, you find yourself transported from the damp darkness to the sunlight of 24. **18K**

Oddly enough, in this setting dominated by water, the squat, round corked bottle does not contain liquid. Instead, it is filled with a greenish-gray powder that seems to cling to the inside of the bottle as you tilt it back and forth. **18L**

You see no use for the bottle until you turn it upside down and discover a label that says, "mushroom disintegration powder."

You aren't exactly sure what you are going to use this powder for. But if you are ever attacked by a ten-foot mushroom, you are ready. You continue searching the area for something useful. Turn to 36.

Suddenly the air around you becomes deathly quiet and you find yourself transported to a large chamber filled with weapons of all types. An Elf stands at one end of the chamber with a sword in his hand. **18M**

"You have made the mistake of interfering with things I hold dear, human!" the Elf spits through clenched teeth. "I've never liked your kind, so we must fight now. If you win, the magic of this chamber will transport you back to what you were doing, and I will be dead. If you lose, I'm sure you know what will happen." His weapon points to a shadowed area, and you see a large pile of human bones.

Use the Elf's bookmark for his statistics and conduct combat.

You are free to look around this strange tomb now. Turn to 126. **18N**



**19A** "I've not come to hurt you, dragon. I'm on a quest to help my own people," you say quickly, hoping to catch the beast's attention before she becomes angry at seeing you in her domain. If you are the fighter, turn to 22A. If you are the bard, 26A.

**19B** Looking at the tapestry, you realize that something is different about one of the keys. It's a real key, not an embroidered one! You reach out to grab it, and it comes loose in your hand.

Immediately the key begins to sing, and its magical words tell you that it can carry you—a connoisseur of art—to a wonderful sculpture gallery.

By merely saying yes to the key at any time you are in this room, it will transport you to 76. The key itself will disappear on the journey.

If you want to save the key for a later use, you put it away and continue searching in the area. Turn to 102.

**19C** The drum sounds the resonant, hollow sound that you expect . . . but suddenly your eyelids begin to droop, and there's nothing you can do to keep from falling asleep. When you awake, you find that you have been transported back to the faerie king's hall; turn to 8.

**19D** You grab the iron ring and pull a heavy door toward you. Beyond is darkness—rather evil-smelling darkness. You step through the door, and it immediately closes behind you. As soon as it does, you notice that the darkness is not complete. Instead, there is a faint glow everywhere. You can see a yellow fog billowing through the wide tunnel you find yourself in. The fog consists of noxious, biting fumes that make you sneeze and choke. By the time you reach 68, you have lost 1 life point to the sulfurous cloud.

**19E** You step toward the door, only to find yourself suddenly hit on the head by a pebble. So that's why there are so many pebbles scattered on the ground near the door!

"That's just a warning," says the leprechaun. "I'll not have anyone invading my territory, see? The next one's really going to hurt!"

If you still want to try the door, turn to 26E. If not, back off and figure out something else to do.

**19F** The pixie watches you from high up in the tree as you climb toward him. "I don't want you up here," he says. You'll have to fight him if you want to explore this tree. Conduct combat. If you win, turn to 68B. If you lose, turn to 70B.

The winged faerie who's serving at the right-hand table looks at you and says, "We've discussed the matter and decided that you should know that the faerie queen will almost certainly ask for some gifts in return for letting you explore her domain. Be sure to have as many items as possible with you when you get ready to go down through the magical pool."

You thank the faeries and turn away.

You turn your head away as you lift the glass dome, just in case it contains a poison gas. But the only scent that reaches your nose is the wonderful, fresh fragrance of spring flowers. But the flowers aren't fresh . . . in fact, they may never even have been real flowers. On looking at them closely, you realize that they are sculpted out of some kind of waxy substance.

You've already felt the flowers, and smelled them. Perhaps you should taste them. If you want to do that, turn to 82E. If you decide you'd better not, replace the flowers and the glass dome and choose what to do next (60).

Strangely, the compulsion to join the sylph on her cloud and do whatever she asks seems to pass away. You realize that she is looking at you like a friendly, helpful neighbor.

Almost wishing you needed to borrow a cup of sugar, you quickly tell her about your quest and ask if it's all right if you look around in this place—moving very carefully, of course.

"Certainly," she says. "But one word of advice: Please don't use the bow and arrows over there."

"Hmmm . . . too bad," you say. "They look useful. But thanks for your help."

The sylph leans back on her cloud and watches as you tiptoe lightly over the insubstantial clouds. Turn to 16.

You hear a cry of anguish from the nymph as you stand over the body of her pet otter. Then you hear a peculiar whirring sound, and you realize that the archway with the caryatids is glowing with an eerie light. The sound increases steadily in volume, and you feel a strange force pulling you toward the archway! You have no choice but to allow yourself to be dragged by the strange force. You've had no opportunity to explore this room or to get to know the beautiful maiden, but you're being . . . drawn . . . through the arch . . . into the unknown.

Turn to 32.

If you were the bard, turn to 92E. If you were the fighter, turn to 88L.

**20** The first thing you see is a square, stone catafalque. Resting on it is a small glass coffin. You approach it, expecting to see a princess or similar noble figure. Instead, in the coffin lies a dead pixie. He is dressed in the garb of a warrior and appears to have been some important hero of the pixies.

So important, in fact, that he has a guard! From the cover of the big tree near the coffin, an angry pixie flies at you. He hovers around your head like an irate hummingbird.

"Get away! Get away! This place is sacred to the pixies! We don't want you here!"

If you want to fight the creature off, turn to 60B. If you choose to ignore him and go on about your business, turn to 78C. However, if you're willing to talk to him, turn to 26H.

|                                                                   |                |
|-------------------------------------------------------------------|----------------|
| If you are free to explore this room,<br>you can investigate the: | by turning to: |
| coffin                                                            | 88C            |
| catafalque                                                        | 38E            |
| tree                                                              | 113B           |
| chalice                                                           | 42C            |
| path on the right                                                 | 59C            |
| path on the left                                                  | 27J            |

If you have been here before in this adventure, you discover something remarkable about the place. It has been magically restored to the state it was in the first time you came here. It seems you have all the same choices you had before. At least now you have experiences with the area to help you make the right choices.

**20A** "You're very kind, and I'm sure your water is just fine, but I think I'd better just take some with me in a bottle. Perhaps I can share it with someone who might benefit even more than I."

At your first words, the sprite begins to pout, but as she continues to listen, you think you see a gleam of aversion in her eyes.

"You'll tell everyone where you got it, won't you?" she asks eagerly. "After all, if you give it to people and they like it, they might want more. Right?"

"Of course," you reply, smiling. "Now, do you mind if I have a look around? I . . . uh, might need to be able to describe this place." The sprite agrees readily. Then she leans her head back as if taking a catnap, but you can see her watching your every move through slit eyes.

You begin exploring the area. Turn to 36.

**20B** The amusing drawings are gone now. Instead, mounted on the wall on each side of the stairway are little glass cages containing a collection of miniature dogs. The tiny dogs appear to have food and water, and they get a great delight out of barking at you as you go by. Suddenly, the light from the torches ends. Do you want to go on (35E), or return to the garden (68A)?

**20C** You slip into the water of the nymph's pool. You just have time to notice how warm and fragrantly scented it is before you find yourself magically transported to 106.

"The wolves said that you might be interested in a weapon. Is that so?"

"Yah, yah!" replies one goblin eagerly. "Do you got one? Huh? How much do you want for it?"

"Well . . ." You look around. "I'm not sure. Let me study things more closely before I decide whether to let you have the weapon."

The two goblins glance at each other, a look of cunning stealing into their expressions.

"All right, mister." One goblin makes a sweeping gesture as if pointing out all the things in the trashy room. "Take a look."

The two ugly creatures sit down, leaning against the wall, prepared to wait while you investigate the chamber. Turn back to 52 and decide what you want to investigate next.

If at any time you decide to go ahead and give the goblins a magical weapon, turn to 12B.

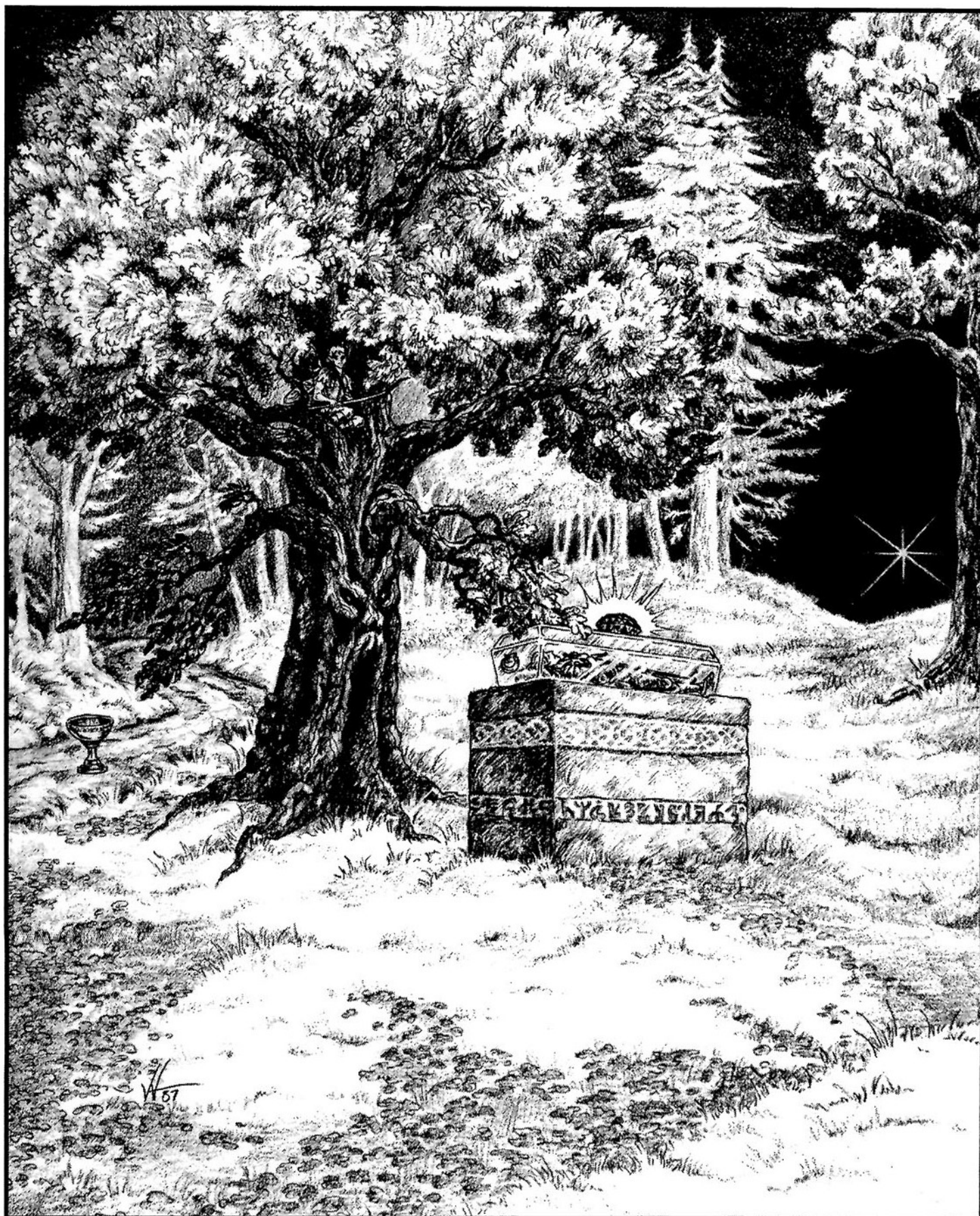
The faeries chatter among themselves for a moment in a language you don't understand.

Generate a number by flipping the pages. If the result is an even number, turn to 19G; if it's odd, turn to 9G.

You've got to get out of here! The giant otter has done considerable damage to you, and it's certainly not going to let you near the beautiful nymph. You quickly pick an exit. Choose either the archway (39F) or the hole between the rocks (18K). Whichever you select, as you go to it, you look back at the nymph. She smiles wanly and gives a slight wave. "Hurry back," she says softly.

Several good-looking swords lie scattered among the coins and other treasure. But when you inspect them one by one, you discover that none of them are magical. Return to 146.





**22A** "Then why do you enter my domain bearing weapons, mortal?" the dragon says, scorn in her voice. Fire belches from her great maw and comes straight toward you! Turn to 128B.

**22B** The chair, you realize, is a quality antique, old even in this place of antiquity. You pick up the cloak that has been laid casually across it.

Instantly the cloak rises from your hands and moves, all of its own accord, around your face and throat. It's strangling you!

Before you finally get free of the evil magical Cloak of Smothering, it takes 3 of your life points.

Apparently there is danger in even simple things like clothing in this place. You want to get out of here, and there are only two obvious choices. You either move toward the hole in the wall behind the tapestry (129M) or to the fireplace (97G).

**22C** This giant may be fierce looking, but you sense that he is really quite weak—otherwise he would be able to break free from his bonds. You have qualms about attacking a bound enemy. But he is, after all, a fierce giant!

You choose your weapon and attack, prepared to leap away from his massive, swinging feet. Conduct combat to see if you are successful. If you win, turn to 46D. If you lose, turn to 113C.

**22D** Deciding to attack the goblins, you ready your weapon. If you are the fighter, turn to 46K. If you are the bard, 152C.

**22E** Ignoring the surprised expression on the gnome's face, you attack the small figure. But instead of meeting your attack, he just backs away from you and lets a large ball of fury fight you, instead. It's the badger, and it's vicious!

Conduct combat. If you win, turn to 14H. If you lose, turn to 36D.

**22F** The iron gate in the tunnel mouth has a giant padlock on it. You may open it if you have the magical key from the dragon's treasure room or a key lubricant that will allow any other key to work; turn to 52. If you have neither, you can try to smash the lock; turn to 40E.

**22G** In return for the faeries' help with your quest, you say you'll be happy to play them a melody on your pipes. You place your magical instrument to your mouth and begin to pipe a sweet tune that will charm the faeries into helping you.

As you play, they talk among themselves in a language

you don't understand. After several minutes, the somewhat rotund, balding gentleman seated at the middle of the right-hand table looks up at you and says, "We think you should know that the faerie queen will almost certainly ask for some gifts in return for letting you explore her domain. Be sure to have as many items as possible with you when you get ready to go down through the magical pool."

As soon as the words are out of his mouth, a look of complete shock crosses the faerie's face, and he quickly claps a hand over his mouth. You smile to yourself, realizing that that wasn't at all what the faeries had decided you should know. Smiling, you turn back to 8.

As you near the waterfall, the rush of the water begins to sound strangely like words to **22H** you. You listen more closely as the spray of water cools your tired brow.

"Join me," the waterfall seems to say, "Come to me, and I will send you wherever you wish to go." You hurry toward the torrent and step tentatively into the falls, bracing yourself against the rush of the falling water.

"Think of where you've been before that you yearn to see again," the strange voice continues. "Picture it in your mind, and I will take you there."

Grateful for having discovered the magical falls, you turn to the chamber you select.

Suddenly you feel bewildered. You stare at the beautiful woman, but you don't have any idea **22J** in the world what to say to her! Finally you merely smile foolishly. As if appreciating your intent, she smiles shyly back at you, then lowers her brush and lets her hair fall across her face. She's shy, you think.

That idea makes you feel more confident, and you say, "Good afternoon."

She glances through the open archway, then returns your greeting, adding, "Welcome to my home, stranger. It is the custom here to exchange gifts with strangers. Then they are no longer strangers." She smiles a secretive smile that tells you she finds that idea attractive.

If you are willing to give her one of your magical items in exchange for whatever gift she might give you, turn to 63A. If you think that might not be a very good idea, turn to 26F.

The last thing you see before you drown is a kelpie, watching you pitilessly. **22K**

The helpful Elf gives you a magical chime. He tells you that you can ring it three times during the quest. Each time you use it, turn to the Beneficent Random Effects table on page 159. This bell will stay with you even if you undergo a magical transformation. **22L**



**23A** "Welcome to our revels," says the elf. He gestures toward Cwythia, your pan-pipe, slung over your shoulder. "Do you play that instrument, bard? We all enjoy music."

You put the pan-pipe to your mouth and whisper to her, "Play your heart out, dear Cwythia. The success of our quest may depend on it."

"Your quest, master!" whispers the pipe harshly. "I have no desire to be replaced!"

"I promise you, Cwythia, that you shall never be replaced. The lute I seek will allow my soul to speak to the world, but I promise I shall use you to tell my bardic tales. Indeed, you shall become famous!"

Before she can speak again, you place the pipe to your mouth and begin to pipe a tune. At first Cwythia fails to cooperate and the notes are harsh, but then she sighs and pipes a sweet tune that instantly catches the attention of most of the strange folk in the giant chamber. Most of them merely raise their heads to listen, but a number of them leap to their feet and form a circle to dance in the open space between the two long tables.

You play for a few minutes or a few hours—you never realize the passage of time when you play—until you become aware of the elf's hand on your shoulder. "The king is waiting to see you," he says. Quickly you finish the song, to the dismay of the dancers, and step toward the throne. Turn to 71A.

**23B** Among the treasures, you see five keys on a large ring. One of the keys, you sense immediately, is magical. You slip it off the ring and place it in your pocket. The others are ordinary keys, although each one has a differently shaped top—a star, a circle, a crescent, and three entwined rings. Turn to 12.

**23C** You immediately recognize the commotion by your head for what it is—a tiny bat. Because you don't like bats, you put your arm over your head, and that solves the problem. Soon you emerge into the light and find yourself back in 8.

**23D** You study the small collection of bottles which are of different shapes and sizes, all with rock dust covering them. You can choose from among the faceted bottle (113D), the tall corked container (116C), the teardrop-shaped one (132C), the little round jar (70C), the middle-sized corked bottle in front of the candle (72B), or (if you dug one out for the gnome) the bottle you found (78B).

**23E** Floating in midair, near the opening in the large tree, is a human skull! You walk toward it, intrigued by the unusual sight. It seems to notice you and begins to bob up and down in the air as you approach. The faeries nearby pay no attention.

"Oh, sir," comes a voice from the skull. "I'm so happy that you've decided I'm worthy of your attention! No one here pays any notice to me anymore, although they did when I first came here. They used to scream and run whenever they saw me. It was great fun! But now they merely ignore me," it concludes sadly.

You try to reply, but the vociferous skull keeps right on chattering.

"You know what, sir? I bet if you took me along with on your explorations of this place, I could be a good deal of help to you. I know things about this faerie mound that no one else knows," it says darkly. "Things you really ought to know."

"You're kind to offer to help," you say, "but I really have enough to carry with me."

You walk away from the skull and start to cross the huge chamber again. Instantly you hear laughter from the faeries behind you. You turn your head to see the skull following you and bobbing along in your wake like some kind of peculiar shadow.

Apparently the skull has taken a great liking to you and is being a very persistent creature. You realize it plans to follow you through the faerie mound. "Well, let it!" you decide, and you walk away. Turn to 8.

As you near the strange little winged cloud creature, you get a feeling of imminent danger. You grab a weapon and prepare to fight it, but the cloud creature merely laughs and says, "Oh, come now! Let's not be so terribly serious!" **23F**

"Huh?" you say, your weapon wavering.

"Just leave your weapon alone. In fact," the cloud creature adds, "if you want to go down those stairs, I'll come along and give you some good advice. I'm well aware of where those stairs go."

"Can't you just tell me where they go?"

"No. The sun is shining down there, and I rarely get to go where the sun is shining. So I'm going to take this chance."

If you are willing to take the cloud creature with you, turn to 46B. If you're not, turn to 39E.

You pull the sword part of the way out of its sheath but find yourself unable to hold its great weight. Before it can tumble to the floor, you quickly shove it back into its scabbard, realizing that you couldn't possibly carry it. Return to 8. **23G**

Magic fills the area, and a golden tingle passes through your body. Your body slumps weakly. You have lost 8 life points—these points can never be restored even if you find magic that is supposed to restore all your life points. **23H**

Floating before you is a magnificent trident. The Elf leaves, but you can hear him talking in the distance. From what you hear, you learn that this trident is made from your very own life essence. It is yours until you die.

The weapon is a magical +3 trident.

**24** A riot of color greets your eyes. The flowers here are large and lush, and seem to have faces! You laugh at the sight. Then you realize that even more prevalent than the flowers are the thorns that grow in great abundance around them.

Because of the sea of color, you barely notice a small dragonlike creature with colorful, butterflylike wings sitting on the ground near you. The moment it realizes you've seen it, it flutters up into the air, a mass of blurred color surrounding a dragon face with a malicious expression.

If you think you should fight the faerie dragon, turn to 76A. If you want to ignore it, turn to 84A. But if you want to try to talk to it, turn to 27K.

**24A** The music you play winds from your heart and mind to take possession of the siren's. Try as she might, her own song is simply not powerful enough to overwhelm your music. Soon she is overcome. The siren still sits on her rock, still with the inviting smile on her lips, but now she is under the control of your song.

Unfortunately, her otter isn't! When the giant animal sees that his mistress has lost the battle, he hurtles out of the water toward you. You know at once that your music will not affect him. You must fight with a blade! Conduct combat. If you win, turn to 92F. If you lose, turn to 35J.

**24B** As you touch the top medallion on the right side of the archway, you feel yourself magically teleported to 90.

**24C** Relieved at having bested the two goblins, you stand and stare down at the huge gem mounted in the forehead of one of the ugly creatures. Suddenly you hear a low growl from off to your left. You forgot about the wolves! You pull out your sword, prepared to fight again, but the two animals merely stay where they are, as if waiting.

If you think you might want to go through the broken door, you'll have to fight the wolves; turn to 8F. If you just want to let the wolves be and go about your business, turn to 18D. If you want to try to talk to the wolves, turn to 26C.

**24D** You study the runes, but their meaning continues to elude you. Finally you give up and turn to other things 20.

| When you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|------------------------------------------------------------------------|----------------|
| ring                                                                   | 87B            |
| chest on the path                                                      | 92C            |
| gate                                                                   | 110A           |
| golden flute                                                           | 102B           |
| dagger in thorns                                                       | 28G            |
| keyhole in the rock                                                    | 75D            |
| hole between the rocks                                                 | 108C           |

If you have been here before in this adventure, turn to 56C.

"Hello," you say. "Please excuse my intru—" But the gnome doesn't give you time to say **24E** more.

"Hey, maybe you're someone who can help me find it!" he exclaims.

"Find what?" you ask.

"A ring—a very valuable ring. I know it's here somewhere. You'll help me find it, won't you?"

If you decide you can take the time to help him, turn to 38D. If you'd rather not, turn to 31E.

Floating in midair, near the opening in the large tree, is a human skull! You walk toward **24F** it, intrigued by the sight.

When you reach the skull, you see that it is an ordinary human skull—as ordinary as a skull that is floating in midair can be. One of the faeries sitting at the table nearby turns to you and says, "That's just Yorick. Pay no attention to him."

You turn away and look around the chamber to see what else you might examine.

Pushing the stone slab as far off the base as possible, you step down into the narrow **24G** stairway. There is some light around you here, but the stairs disappear into darkness as they begin to curve.

You follow the stairs, stepping carefully. Gradually the curve becomes a spiral, and suddenly you realize that you're spiraling down the outside of a tree! Turn to 48.

You think you can prevent at least some of the damage by holding your shield over your **24H** head as you run toward the tree. You do so, and immediately hear the leprechaun shriek, "Not fair!"

Generate a number from 1-12. If you roll a 9 or more, turn to 100F. If you roll less than 9, turn to 98D.

This choice will indeed be terrible—for the first monster you face! The power of the choice will **24J** destroy the next enemy you face, then disappear forever.







**26A** As you speak, you gradually turn the words into a lilting song. The magic in the melody catches the great beast's attention and appears to calm her. In a few moments she seems almost ready to smile at you. Continuing to sing, you tell her of your quest for a magical lute that will allow you to gather your people's legends into one great family song of pride in their oneness through your tales of the might and glory on their ancestors.

The dragon swings her massive head toward the huge archway and says, "I know about family, mortal. I will aid your quest. You may look around all you want, but you may take only two things with you when you go, and you must give me a gem in payment. If you don't have a gem, you must leave now."

If you have a gem, give it to the dragon, cross it off your list, and turn back to 12 to decide what to investigate next. If you don't have one, you must leave immediately by heading for the descending stairs (88B) or the large tunnel (89A).

**26B** "I'm sorry," you say, "but I don't have any keys to give you." At first a flash of anger crosses the siren's face, but then she smiles sweetly.

"Well, that's all right. I'll help you attain your heart's desire anyway. Just take a drink of the water in this pool—no, don't worry. It isn't magical faerie water. But you must drink it if I'm to help you."

If you trust the siren enough to drink the water, turn to 59F. If you decide not to drink, turn to 90C.

**26C** You bend one knee and carefully reach out your hand toward the wolves, showing them that you are a friend. If you are the fighter, turn to 28B. If you are the bard, 117A.

**26D** The sprite's fountain seems to belong more to a formal garden than to a place of wild mushrooms and sprites. You can't tell where the water comes from, or goes to, but it certainly does keep coming. It splashes cool mist on your face as you approach it. You're tempted to climb in and cool off. If you want to do precisely that, turn to 35G. If you don't, you might study the bottle on the central column of the fountain (82A) or read the magic writing around the outer perimeter (36F).

**26E** Hoping to grab the key quickly and get back out of range, you dash forward. Once more a pebble hits you. As you clutch the spot on your head where it hit, your eye catches a flash of color from the pebble. It's a gem! You pocket it in one swift motion.

Surely the leprechaun can tell the difference between

a pebble and a gem! But perhaps not . . .

If you want to try to get another gem, dash forward again (48D). If you're satisfied with what you have, back off and figure out something else to do by turning to 40.

"Thank you for the kind offer," you say, "but I really think I'd better hang on to the things I have. I'll need them for my quest." **26F**

Though she hasn't said a word, you feel her deep sympathy and interest in you, even though you have refused her gift . . . or perhaps *because* you have refused her gift. You feel yourself experiencing emotions that draw you to this comely maiden . . . draw you into her very soul, so that you and she become one.

To find out if the nymph succeeds in luring you, generate a number. On a 1-9 turn to 134F. On a 10-12 turn to 130C.

You grab the bow and a magical arrow from the quiver and prepare to shoot at the creature. Aiming carefully, you let fly. The arrow hurtles toward your target—but it never reaches it. Instead, it turns around in midair, returns toward you, and thuds into your back! Subtract 4 life points. The arrows you picked up were Arrows of Back-Stabbing. **26G**

You must quickly grab another weapon and fight the creature you're facing in a more conventional manner, using a regular die roll.

After the battle, if you still stand, go back to the area where you found the monster.

"I'm very sorry," you say in apologetic tones. "But perhaps you could help me." **26H**

"Help you? How?" asks the pixie suspiciously.

You explain your quest to him, all the while having to turn your head to keep track of the pixie as he flutters around your head.

"Oh, well," he finally says, "I guess that's all right, then. Go where you want, but—" and he jabs you in the chest with one tiny finger—"don't go near the coffin."

You agree, thank him politely, and look around. Turn back to 20.

Finally, there at your feet, lies a mangled-looking flower. The dragon and the danger are gone. Turn to 154. **26J**

You push the folding gate aside and enter the smaller tunnel. Just beyond the gate is a small room with a table and a fire. A kettle whistles merrily on the fire, and there are teacups on the table. A folded apron rests on one side of the table. **26K**

Gradually the tunnel gets smaller and rougher, with no signs of use at all, until you reach a lighted room and step out of the tunnel into 32.





**27A** A tall staff with a crystal ball on top of it stands in one corner of the chamber. You recognize it as a Staff of Invisibility. It will allow you to ignore the next monster you meet and simply explore the chamber, as if the monster were not there, instead of fighting, then the staff will disappear. However, you must give up one of your weapons in order to carry it. If you choose to, decide which weapon you will give up and cross it off your list. Return to 12.

**27B** Since the giant is just standing there listlessly, you reach out and unbuckle the large belt around the giant's midsection. The giant doesn't even seem to notice.

This is a magical belt that increases your fighting ability. From now on deduct 2 points from the combat roll you need to be successful.

After getting the belt, your attention is immediately drawn to the archway around which you can see woodland. Turn to 11H.

**27C** Before anything else happens to you in this chamber, you find yourself greeted by an Elf fighter.

The Elf is laughing and reaches out his hand in greeting. "I am really very pleased to meet you, sir," he says, trying to stifle a giggle. "The funniest thing just happened to me, and I really must tell you about it."

The Elf spends the next fifteen minutes telling you about a practical joke he played on the queen and king of the faerie mound. You can't help but laugh several times during the tale. Somehow the magic of the Elf seems to enter your body, and you notice that you begin to take on a golden glow. The glow stays with you long after the Elf leaves you to return to your quest.

The magic of the elven glow will cause the next hostile creature you meet to vanish into thin air. You will not have to fight it.

**27D** "Well, lad, that's close, but not close enough. Ye'll have to get a potion, too, if the queen is ever going to let you enter her quarters. Just keep looking. You might want to take a brief look around here first, while I take care of some business, and then I'll help you."

You may choose one item to investigate or one person to talk to (8), then you are magically transported to 36.

**27E** You have no special protection against fire, but perhaps there's some simple way through the fire that won't burn you . . . at least too badly. If you want to try it, turn to 121A. If you don't, tell the fire elemental, "Thanks anyway," and continue to explore the room (60).

Suddenly you realize that the pesky skull is bouncing up and down in front of you. **27F**

"Some help you were with that wizard!" you grumble.

"Oh, he's no problem. In fact, he's pretty nice. You probably won't die in this place."

"That's nice to know."

"But you'd better watch out for that portal," the skull continues. "I know it leads to trouble!"

"Oh. Well, thanks for the advice. Now, do you mind if I have a look around?" you ask.

The skull, which doesn't seem to recognize your sarcasm, merely replies, "No, of course not."

Your choices from here are two: you can take one of the obvious exits, or you can continue searching the wizard's chambers. Turn to 68.

You step into the hole next to the tree and find steps formed from the roots of the big **27G** tree. Soon the steps curve into a horizontal tunnel through the earth. Turn to 56.

Your examination of the candles in the chamber discloses they are just candles and **27H** nothing more. There is nothing special about them.

The left-hand path carries you through a forest that gradually becomes thicker until it is an impenetrable barrier on each side of you. Suddenly the forest disappears and you find yourself in 106. **27J**

You open your mouth to speak, but the faerie dragon speaks before you can utter a word. **27K**

"Why is a necktie like an adventurer?" it asks you.

Startled, you reply, "I don't know. Why is a necktie like an adventurer?"

"Because I don't like either one of them!" snarls the creature. With a quick dip of his wing, he flies past you, deliberately brushing your face.

You say quickly, "I'm on a very important quest, and I could use your help."

The little dragon skids to a stop in midair and returns to hover in front of you again. "Tell me about your quest, quick!"

You tell him the details of your quest as quickly as you can, then the faerie dragon asks, "What is your greatest wish?"

If you reply, "To reach the faerie queen," turn to 58D. However, if you say, "To reach the object of my quest," turn to 72A.

You accept the cup the sprite offers you and take a cautious sip. It tastes delicious and cool, so you take another, deeper sip. Turn to 52E. **27L**

An emeraldlike stone of lustrous green **27M** shows you 143.

**28** You arrive in darkness, and only gradually do your eyes adjust to the fact that you are in an underground mine. Working at the face of the rock is a young gnome who turns toward you with an expression that is half annoyance at being interrupted and half pleasure. It looks as if he's been here a long time; he's put down a rug, and there's a permanent-looking iron gate at the opening to one wide tunnel. Perhaps he's bored with his own company—although you see a large, friendly looking badger nearby, watching the gnome work.

The gnome makes no threatening gesture in your direction, but maybe you should eliminate him before he changes his mind. If you want to attack him, turn to **22E**. If you'd rather simply let him get on with his work, tell him so and turn to **35D**. But if you think it would be helpful to talk with him, turn to **24E**.

| When you are free to explore this chamber, you can investigate the: | by turning to: |
|---------------------------------------------------------------------|----------------|
| bottles on the table                                                | 23D            |
| badger                                                              | 75C            |
| mining car                                                          | 100D           |
| candle on rock                                                      | 52D            |
| stairway                                                            | 44B            |
| hole high up in wall                                                | 47C            |
| chest                                                               | 102A           |
| gnome's coat                                                        | 60D            |
| braided rug                                                         | 44C            |
| large iron gate                                                     | 22F            |

If you have already been here in this adventure, turn to **9J**.

**28A** Your eye is caught by the beautiful leather belt around the giant's waist. If the giant is chained to the wall, turn to **16C**. If he has been released and is just standing there, turn to **27B**.

**28B** "Good boys!" you say to the two wolves. But in response, they bare their teeth, growl softly, and then lay their heads down on their outstretched paws again. They're not about to move.

You aren't going to fight these things. They look like they could tear you apart. If you want to leave, you'll have to go through the hole in the floor (**56A**). If not, turn to **52**.

**28C** As you study the runes, they seem to rearrange themselves in your mind, until suddenly their meaning becomes clear, "Inside Stone, Stairway Down."

Excitedly you brace your feet and shove against the top stone of the catafalque. At first it resists, but then you hear a screeching sound and the stone beginning to move, carrying the coffin with it. You see light coming out of the opening.

If you're ready to enter the stairway you've just revealed, turn to **24G**. If not, turn back to **20** and make another choice.

**28D** You climb over the low sill and drop into the darkness. You fall only a short distance and find yourself in a pile that seems to consist mostly of jewels. Whatever lives here has eaten the garbage. Turn to **12**.

**28E** Sighing, you give the greedy leprechaun half your gems and he lets go of your foot. As soon as he does, you skinny up to the skull. You find that it's not just a skull—there's a whole human skeleton attached,

lying in the branches as if it died and rotted there!

As you touch the bleached bone, the skeleton speaks! "You have come to me for wisdom—to me, Doggrand the Faithful. Hear the voice of my experience. Do not pick up the sword that lies on the path beneath! I made that mistake, and I sleep here still, for eternity!"

Trying not to disturb the bones, you slide back down the branch and drop to the ground, considering the skeleton's words. Return to **40**.

Somehow you aren't surprised as you look this chamber over again. Everything has been **28F** magically restored, right down to the position of the lovely sprite with the inviting smile. Turn to **36**.

The dagger looks as if it is trapped among the thorns. You carefully reach through the prickly stems and try to grasp it. The thorns scratch your hands, but you manage to take hold of the blade between two fingers and pull the weapon out. **28G**

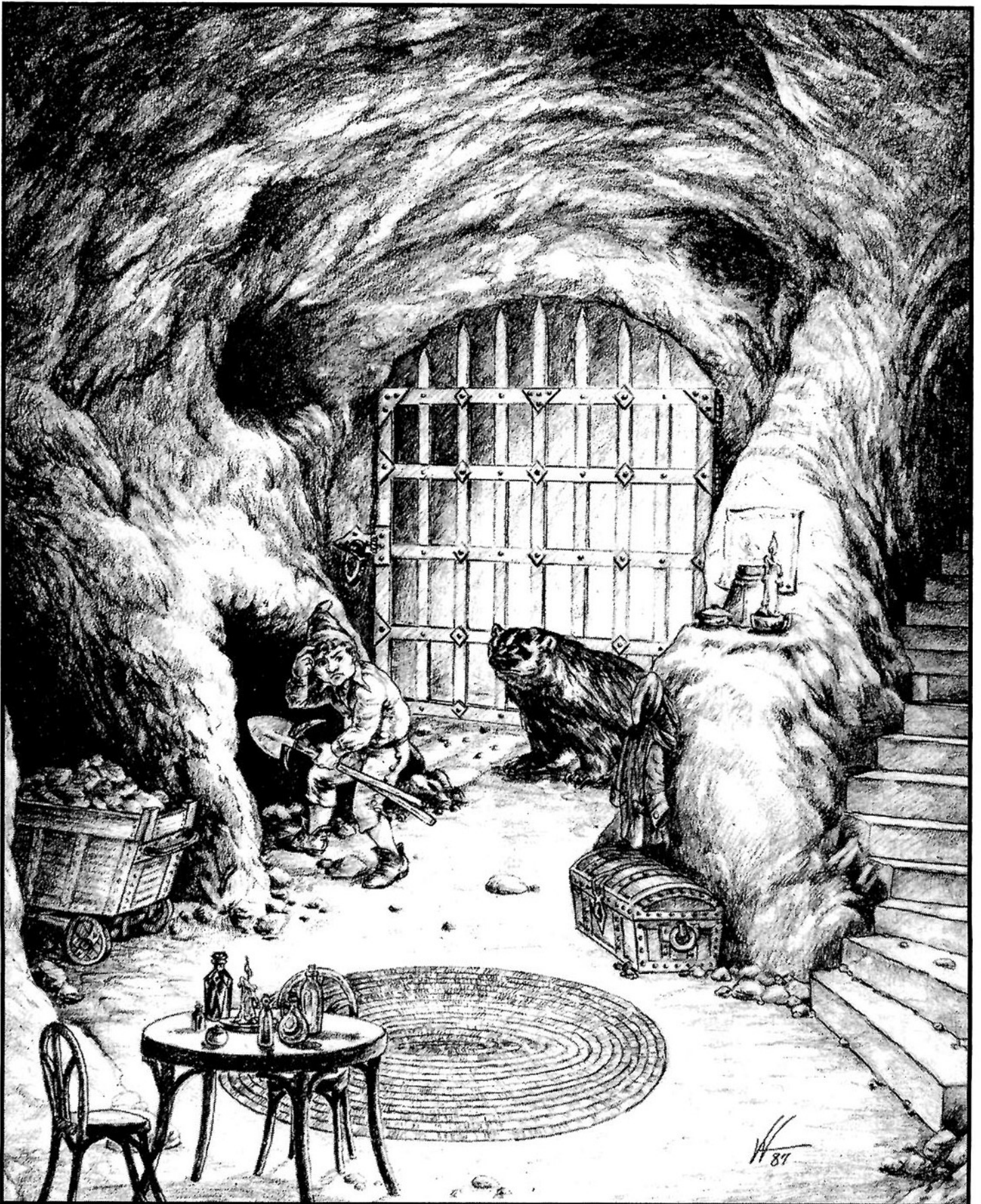
Generate a number from 1-12. If you roll a 5, 7, or 9, turn to **36A**. If you roll any other number, turn to **8C**.

Before you can do anything else in this chamber, an Elf appears before you and magically **28H** stops all the action in the area you are in.

"Human, this is your lucky day!" the Elf says. "I was just taking a stroll in this cursed mound and thinking to myself that I haven't helped in a hopeless cause in a long, long time. Then you suddenly appeared! What more could an Elf ask for! I will accompany you on your quest and fight side by side with you until death do us part. Lead on, my newfound friend!"

Use the Elf's bookmark during the remainder of your adventure. The Elf may fight in your place until he runs out of life force points. When he does, he must run away to heal and fight again another day.





**30A** You use a sword to bring the small cage down from the ceiling, then quickly open the tiny door. The faerie flies out and comes to rest on your shoulder. Then she gives herself a shake to smooth the wrinkles from her wings and touches you gently on the ear. "Thank you, kind mortal," she whispers. "Now, don't tell anyone I told you, but be sure not to touch the spriggin's gem while he's around. If you do, you'll regret it!"

With that, she gives you a soft kiss on your nose and flies off faster than your eyes can follow.

**30B** "What's it to ya?" demands the goblin with the gem in its forehead. The other one, which had been lying on the floor, rises to its feet, and you suddenly feel yourself surrounded.

"Nothing," you reply, fingering your sword hilt.

"Well, we don't like intruders askin' questions—specially intruders with swords!" exclaims the first goblin, and it takes a step toward you. You step back. If you want to continue talking, turn to 32B. If you're ready to fight the creatures, turn to 22D.

**30C** Inside the chest you see a strange gray bag. There's some faint writing on the outside of it. You pull the bag out of the chest and study the markings. Suddenly the words become clear. It's the dust of the ancient faerie king, Culdane. This is it!—the object of your quest!

You'll finally be able to cure your liege! Your name will go down in history as the savior of one of the greatest lords that has ever reigned!

You must get the dust back to your liege as quickly as possible. Every minute is important! You wish you could leap into the air and join the faerie dragon. You look at the creature who has been responsible for your good fortune and smile your thanks.

"Would you like me to help you leave the faerie mound magically?" it asks sympathetically. If you say yes, turn to 42B. If you'd rather find your own way out, turn to 98C.

**30D** You lean through the window at the back of the room, where one faerie has been scraping dirty plates. As you look down, all is blackness, but you think you hear a metallic rustling sound.

If you want to ask someone what's down there, turn to 10J. Otherwise, you can go through the window (28D) or return to 8 and make another choice.

**30E** Your finger strums idly across the strings of the lute, and you begin to feel it speak to you. If you are the fighter, turn to 34C. If you are the bard, 36C.

You know now that the pebbles the leprechaun is throwing offer a dangerous threat. **30F** You know, too, that you may acquire some valuable gems in the process. But you've lost sight of your original reason for heading toward the tree. You've got to find out if there's help for you there in your quest.

You can run forward and do what you want, knowing that you'll have to stay within the leprechaun's range longer and might well take significant damage . . . or acquire more gems.

If you still want to take the chance, not knowing how many life points you might lose, turn to 24H if you are the fighter, or 51D if you are the bard.

Feeling acutely uncomfortable, you confess to the sylph that you have no gem to give to her. You feel like a complete fool for disappointing her. But then, the power of her enchantment is such that you will probably make a fool of yourself over her many times during the coming eternity you are held in her thrall. Your adventure has come to a sudden—but not necessarily unpleasant—end. **30G**

The mere act of looking at the third facet of the gem draws you inexorably down into evil dreams. Gross caricatures of the creatures you've already met swirl around you. Death licks your neck. You trudge through a swamp of horrid, oozing vegetation that sucks at you, threatening to draw you down. **30H**

The nightmare goes on and on, seemingly forever. But finally it ends. You find yourself back at the pixie warrior's coffin, deadly tired, and having lost 3 life points. If you care to make another choice of gem facet, turn back to 96C. Otherwise, turn to 20.

You find yourself amid brightly colored flowers surrounded by thorns, in a place you're sure you've seen before. Suddenly the faerie dragon appears in front of you, a smirk on its face. "You thought it was real, didn't you? Sucker!" **30I**

It's all been an illusion created by the malicious faerie dragon! You haven't actually reached the faerie queen yet, and you were never really a magic-user. But at least now the faerie dragon has had his practical joke, and you're free to explore the area. Turn to 24.

A round, gleaming black opal shows you **30K** 123.

In return for a third gem or magical weapon, the quicklings tell you, "The siren holds the key to quick travel, if you visit her castle." **30L**

Return to 102.



**31A** The gem is a Gem of Duplication, which creates a duplicate of yourself in combat, allowing you to subtract 4 from the roll needed to win. It disappears after being used one time. Return to 52.

**31B** You hold out a friendly hand and make a noise like a squirrel—because you don't know what kind of noise a scaly reptile makes—to try to coax the little familiar to you. It comes waddling over to you, nuzzles your ankle briefly, and then sits down in front of you.

"You're nice," it says.

Trying to hide your surprise, you gulp and reply,

"Thank you. You are, too."

"I think I'll grant you a wish."

"Oh? That would be nice." You wonder if the beast has lived with the elven wizard too long.

The reptile extends its long tongue as if sniffing the air with it and then says, "I'll allow you a choice. Would you rather have success (75F), wealth (120E), or a marvelous magical weapon (104F)?"

**31C** "Well, lad, I must say, I'm very disappointed in ye. I thought ye were made of better stuff than that! Ye'll not get my help on your quest if ye can't do any better than that! Now, give it another try." And before you know it, you find yourself transported to 60.

**31D** You pick up what appears to be the cleanest bottle and hold it under the flowing water of the fountain. When it is filled completely, you find a cork lying in a small pile under a mushroom.

You have acquired a Potion of Magic Resistance, which can be used anywhere you require a magic potion. Drinking this potion after you have been magically attacked will negate all the damage from that attack. It works only once, so you will have to use it carefully. If you want to look at the corked bottle, turn to 18L. Otherwise, return to 36.

**31E** "I'm sorry," you say. You quickly explain that you're on a quest, but before you can finish your explanation, the gnome turns back to the rock face and starts digging again.

You hear him mutter, "Some people! They think it's okay to walk in on you, but they're not willing to help!"

As if it understood every word, the badger emits a low growl and starts to slink toward you. You have time to turn to 28 and investigate one item. Then you must run up the stairs to 44B before the badger gets *really* mad and attacks you.

A pair of soft leather boots that look exactly as if they would fit you rests on the grass near the tree. As you put them on, you can read the writing inside the top cuff. It says that they are Seven League Boots of Wishful Travel. You may choose any one of three places to go and the boots will carry you there instantly. You may go to the hall of the faerie king (8), the hall of the faerie queen (82), or the pool chamber (98).

Carefully you stand straddling two clouds and look down. Far beneath you, you can see solid earth. If you squint to block out the glare from the clouds, you can see tiny figures dancing near another group of figures playing some kind of instruments.

"You can leap down there safely," says the sylph, who has been watching you all the while.

If you believe her and want to try jumping to the earth below, turn to 48C. If you don't, find some other way to get off these clouds. Turn to 16.

When you have a chance to listen, the dragon skull will tell you, "When you come to where the babies play, only the bones will be of help to you." Return to 90.

Sorry, kids, but your nanny tried to do her job too well, you think.

You're just putting away your weapons when you hear a heavy thud and a scraping sound coming from the big tunnel. You hurriedly draw your weapon out again just as a *huge* dragon—the mother?—emerges through the archway, and another fight is on!

Conduct combat. If you win (with or without the anti-dragon items), turn to 93H. If you lose, turn to 11K.

You push the strange little reptile away and, ignoring the fact that you don't have a solution to the problem of your invisible hand, begin to investigate the writing equipment on the table. Turn to 63E.

When you ask the nymph for a lock of her beautiful hair, she beams with pleasure but says, "Out of all these wondrous things, you choose a mere lock of my hair?" When you repeat your choice, she snips off a long, wavy strand of hair and ties it around your wrist. For the remainder of your adventure in the faerie king's section of the faerie mound, you will choose to ignore, rather than deal with, all other women you meet in major encounters. Return to 90.

A dull white stone that contains mists that seem to writhe and change shows you a vision of 127.

**32** You hear a ferocious snarl and see immediately that it comes from a huge fire giant. You start to attack but then realize that the huge creature is manacled to the wall. He lashes out at you with his feet, scattering a number of objects that litter the floor.

Staying out of his reach, you study the situation. Although you probably could reach the archway without going so close that his feet could reach you, you may want to use the tunnel that he's blocking to get out of this chamber. It certainly won't be easy to get past him to leave that way. But maybe you'll want to stay awhile—there's a glowing ring on his finger that might have special value.

If you want to ignore the giant, staying carefully out of his reach, and study other objects or places in the chamber, turn to 9B. If you feel pity and want to try to release him from his manacles, turn to 46A. But if you want to try to put him out of commission before you do anything, turn to 22C.

|                                                                   |               |
|-------------------------------------------------------------------|---------------|
| If you are free to explore this chamber, you can investigate the: | by turning to |
| ring on giant's finger                                            | 124A          |
| drum                                                              | 148A          |
| archway with shields                                              | 129A          |
| giant's belt                                                      | 28A           |
| weapons on floor                                                  | 145A          |
| tunnel behind giant                                               | 116A          |

If you have been here before on this adventure, you have the same choices you had the first time you were here. If you killed the giant, you may ignore all references to the creature and proceed with the adventure. The same is true if for some reason the giant is not there.

**32A** You look at the giant creature in front of you, and all the dislike you have for giants wells up inside you. You wonder why you ever thought of releasing him. However, the giant is now thinking about his freedom instead of attacking you, so this is the time for you to attack!

Because you manage to take the fire giant by surprise, subtract 2 from the combat roll you need to defeat him. Conduct combat. If you kill the fire giant, you are free to investigate any object in the chamber (turn back to 32) or to leave through the tunnel he was blocking (14C). However, if you lose, you will need to quickly figure some other way to get out.

**32B** Keep 'em talking, you think over and over to yourself.

"I'll be happy to leave right away," you say politely, "but first perhaps you would be kind enough to help me figure out the best way to go from here."

The first goblin elbows the other in its ribs and lets out a great, evil-sounding guffaw. " 'Help' him, he says! Sure, we'll help!" and it rushes toward you. Once again you step back, starting to draw out your weapon. But before you can, your foot fails to find the floor, and you tumble helplessly through the large hole in the floor. Turn to 56A.

**32C** Nodding your thanks to the hospitable dwarf, you take the goblet he holds out and quickly quench your thirst.

"Welcome to the Faerie Mound of Dragonkind," the

dwarf says graciously. "Now you are one of us forever."

Immediately you realize it was a mistake to eat or drink anything offered you in a faerie mound. You are now a resident for eternity. Your quest is over before it began.

The gate opens easily even though it is hanging only by one hinge. The flowers and thorns end here, and beyond the gate, you find yourself in open country with the sun shining brightly. You walk with a joyous step, hugging your treasure to you.

You frown. Suddenly your treasure doesn't feel quite right. You glance down at the hard-sought object of your quest. It's fading! You grasp it, and it disappears between your fingers! It's gone!

You open your hands, your eyes wide in shock. It was all an illusion! You didn't reach the end of your quest after all! The faerie dragon has played one huge, elaborate joke on you!

Hanging your head in despair at falling for the malicious creature's trick, you trudge on down the path until you reach 44.

You hand the sylph a magical gem. Suddenly you feel free of the compulsion to be near her—even though that prospect is not unpleasant. The sylph leans back on her cloud and watches as you tiptoe lightly over the insubstantial clouds. Turn to 16.

This choice is the thing that legends are made of. The Elf draws his weapon and says, "Defend yourself." You must fight this creature to the death. Use the Elf bookmark to keep track of the Elf's damage and life points.







**34A** This is a beautiful statue of a flying unicorn, carved of gleaming translucent ivory.

Although the unicorn statue is a rare and costly item, it isn't going to help you here. You could take it along, but it is bulky.

Return to 12 to look at more treasure.

**34B** A beautiful crystalline sound tinkles throughout the chamber. Turn to the Beneficent Random Effects table on page 159.

**34C** The words the lute sings into your ears are words of sorrow and pain. Turn to the Malefic Random Effects table on page 158 to see what happens.

**34D** Amazed at what you were willing to go through to acquire the golden flute, you wearily return to the flowers in the faerie dragon's garden.

"Here," you say, dropping the pouch among the flowers. "I got you the leather pouch—*unopened!* Now may I have the gold flute?"

The flowers nod and titter to each other. You think you hear one of them say, "He really did it! Now we'll have to give it to him." Suddenly the flute floats into your hands, and it's *real!* Turn to 96B.

**34E** Suddenly the furious pixie lands on your shoulder and starts yanking on your neck.

"All right!" he says. "That coffin is no business of yours! Now you just get out of here, or I'll make you go!"

You have a hard time keeping from laughing in the face of the irate pixie, but you get serious very quickly when you see him pull out one of his small but lethal darts.

It looks like you have to fight the pixie. Conduct combat. If you win, turn to 68B. If you lose, turn to 70B.

**34F** Moving carefully from one cloud to the next, you manage to reach the bow and quiver full of arrows. You presume they belong to the sylph until you see the runes on the quiver. They say, "Arrows of Never-Fail Monster Slaying."

Those arrows should be of incalculable help in dealing with the kind of monsters you've been meeting! If you want to take the weapon with you, make a note to turn to 26G when you decide to use it instead of rolling for combat. Note the number of the section you came from before you use it.

For now, though, return to 16.

As you bend over, you absently place one hand on the mushroom's cap. The giant **34G** mushroom attacks you!

You try to fight with your regular weapons, but the strange blue fungus doesn't even seem to notice. If you have the mushroom disintegration powder, turn to 38F. If you don't, turn to 47D.

"No deal, little leprechaun," you say. "I'll keep my gems. You keep your bones." **34H**

The leprechaun's hand tightens on your leg with fantastic strength as he replies, "Ye'll not go *anywhere* without giving me a share of your gems, whether ye go up or down!"

Accepting the fact that you'll have to pay to get out of the leprechaun's clutches, you hand him half of your gems. Immediately his grip loosens, and you drop back down to the ground.

It's necessary to figure a way out of this place. You begin looking for an exit; turn to 40.

The moment you say "Yes," the faeries begin to swoop and leap and dive around you, laughing and chattering all the while. One by one, they skitter into the sky above your head and scatter a tiny handful of sparkling dust on your head and shoulders. Although you hear—or feel—a faint twinkling song when the faerie dust lands on you, you feel nothing more—no wonderful changes, no mind-boggling visions, nothing. **34J**

"That's all?" you ask, somewhat disappointed.

"That's all," they reply, and giggling, they fly away.

Well, guess I might as well have a look around, you think. Turn to 44.

Exhausted, you stand there, covered with dragon blood. You hear a faint flutter near your head, and you see the faeries . . . turning to the meadow. "Couldn't you have warned me?" you asked peevishly. **34K**

"We did," they reply. "In our own way, that is." And they release a few grains of faerie dust into the breeze.

"Oh," is all you can say. Turn to 44.

A beautiful silken shawl with lacy red fringes lies wrapped around the miniature castle. You pick it up and let it fall open. There is nothing special about it that you can see, except the fine quality of its fabric. You wrap the shawl around your hand and stroke your cheek with it, admiring its softness. Then, sighing, you drop the shawl. **34L**

Generate a number from 1-12. If you get a 2, 4, or 6, turn to 79C. If you get any other number, turn to 59H.

You pick up and hold in your hand a bright yellow stone. As you stare at it, it turns into a butterfly! It takes off and hovers nearby. Turn to 126G. **34M**



**35A** "Well . . ." The dwarf looks around the area, then glances sideways at you. "I do have something that might come in real handy for a gentleman like you." He walks to the fireplace wall, where various weapons are mounted, and takes down a big sword. His work-roughened hands caress it gently.

"This here sword's pretty special. It's a sword of nightmare control. I can't rightly tell you what that means, but I've been assured that the person who has it will know what it's for when he needs it. Now, what I'd like to have in return is a potion or a magical gem. Falafel there likes gems. What do you say?"

If you want to trade a potion or a gem for the sword, cross it off your list and add the Sword of Nightmare Control.

"Back to work now," the dwarf says. "Take a look around and see if there's anything else you might like to have, then be on your way. I haven't time to talk anymore."

Return to 106 to decide what to do next.

**35B** The baby dragon that has just hatched from its shell gives a little chittering sound as you approach. You note with surprise that it has a ring on the end of its nose. It wriggles its body, and you realize that it can't quite get all the way out of the shell. If you decide to break the shell for it, turn to 153H. If you want to remove the ring from its nose, turn to 51F.

**35C** You pick up a small golden harp, marveling at its incredible beauty. If you are the fighter, turn to 38A. If you are the bard, 148B.

**35D** When you fail to do or say anything right away, the gnome returns to his digging in the face of the rock. The badger lies down, though it continues to stare at you. Turn back to 28 to decide what objects you want to investigate.

**35E** Another torch flares on as you continue down, down, down. You see by the flickering light that the walls have turned to dark blue glass that reflects the light as golden sparkles dancing around your head. You feel yourself almost being charmed by the sparkles, but you shake your head and the feeling goes away. If you're certain that there's an end to this corridor somewhere, and you want to keep following it, turn to 46E. If not, turn to 68A.

**35F** There seems to be a path worn into the bark of the largest limb, so you climb out on it. Moving into a huge, dark clump of branches, you find yourself in a cavern. Turn to 90.

**35G** You take off your boots and step into the fountain, reveling in the coolness of the water.  
"Hey, that's my livelihood you're getting dirty!" ex-

claims the sprite. Suddenly you feel an arrow pierce your shoulder. In pain, you fall, feeling the cool water wash over your face. Turn to 52E.

"That wondrous sword is available," says the grig. "It's magical and has only been used for **35H** seventeen fights—hardly been used at all, it has. It especially likes singers because it, too, can carry a tune."

"How much would you want for it?" you ask.

"Why, I'd need to have more magical weapons to replace that fine sword. How many would you be willing to give in exchange? You *have* to give me something."

Choose the number of magical weapons you're willing to offer, as shown below. You need to generate the number next to it or more for the number to be acceptable. If your offer is not accepted, do not offer that number again.

|                  |                  |
|------------------|------------------|
| If you offer — 1 | you must roll 10 |
| 2                | 7                |
| 3                | 4                |

If your final offer is not accepted, you must forget about the sword for now, unless you want to try to take it by force, in which case turn to 55B. If your offer is accepted, turn to 46H.

The giant otter attacks again and again, pushing you back, away from the water and his beloved siren mistress. Finally it's you who are overwhelmed. The otter has won. You lose all but 12 life points and know that you must retreat from here as quickly as possible. **35J**

Since you haven't been able to explore at all, the only things you see that *might* get you out of here are the tree above your head (60J) and the tiny door in the rock, which might be magical (43D).

On your third or more visit, you discover that everything in the chamber has taken on a ghostlike quality. Your hands go through everything you touch. The dwarf and the hedgehog ignore you as if you aren't there and you can do nothing to affect them. You will just have to pick an exit and go elsewhere. **35K**

All action comes to a stop around you as everything goes dark. Suddenly a sad-looking Elf comes into view and heaves a deep sigh. "Just what I needed," he groans, "another human to spoil my life!" **35L**

You aren't sure how to respond, but the Elf doesn't seem to be listening anyway.

"I was in love with a beautiful elven princess, but a human came along and stole her heart away. I am not pleased to see a human, but I guess I really shouldn't take it out on you. I will grant you a choice, human: You may share my burden, or you may go jump in a lake. Now choose!"

If you want to share the Elf's burden, whatever that means, turn to 82G. If you prefer to go jump in a lake, turn to 86G.

**36** Fountains and mushrooms and waterfalls and bottles! What a strange assortment of things! you think. Almost like an al fresco general store!

Then you notice the storekeeper, seated among her goods—a lovely winged sprite, looking very eager to talk to you. She certainly doesn't look dangerous, so you have no inclination to attack her, but maybe you should ignore her. Sometimes these winged folk can be awfully troublesome.

If you want to ignore her, turn to **86E**, but if you think you'd better talk with her, turn to **88A**.

|                                                                   |                |
|-------------------------------------------------------------------|----------------|
| If you are free to explore this chamber, you can investigate the: | by turning to: |
| fountain                                                          | 26D            |
| bottles                                                           | 96D            |
| big mushroom in back of the fountain                              | 114B           |
| waterfall                                                         | 129D           |
| big fungus in the foreground                                      | 117D           |

If you have been here before in this adventure, turn to **28F**.

**36A** As you take hold of the blade, a sharp thorn pricks your finger. Instantly you start to yawn. Within seconds, you decide you simply cannot go on any longer without some rest. You lie down on the nearest patch of soft grass and fall asleep instantly.

You awaken to the sound of a voice. It's a faerie dragon, but not multicolored as you saw before. This one has green wings with big black and yellow spots on them.

"My grandpa said you might wake up soon," the faerie dragon says. "After all, a hundred years is a long time, even for a dragon."

A hundred years! You make your way out of the faerie mound as quickly as your ancient, arthritic legs can carry you and discover that indeed one hundred years have passed! All the people you knew—the people whom you wanted to help by completing your quest—are long dead. Your adventure is over!

**36B** You look among the pile of weapons littering the floor of the goblins' filthy chamber. They are battered and unspeakably dirty, just like the goblins. You wipe away the dirt on a large shield and discover a roughly sketched map. A label reading "YOU ARE HERE" is written on a chamber that is clearly this very room. An arrow points down through the hole in the floor. Excitedly you realize that the map is giving you directions to get through two more rooms in this benighted faerie mound.

If you want to follow the map, turn to **50E**. If you'd rather not, replace the shield and decide what you want to do next.

**36C** The words the lute sings into your ears are words of joy and ancient glories. Turn to the Beneficent Random Effects table on page 159 to see what happens.

The striped mammal's sharp teeth and claws swiftly injure you too severely to keep fighting. Finally the gnome stops the badger with a shrill command and orders you out of the mine, and quickly! Turn to **28** to decide how you will leave the gnome's chamber. **36D**

The jeweled horn sparkles brightly against the white cloud. You pick it up and notice that runes are engraved around the horn's circumference. They identify the horn as a Horn of Monster Destroying. If you want to take this magical weapon with you, make a note to turn to **116D** when you face a creature and want to use the weapon instead of regular combat. Be sure to note the number of the section you came from. **36E**

For now, return to **16**.

You walk all around the stone circle, trying to interpret the magic writing on the base of the sprite's fountain. But try as you might, it makes no sense . . . unless you accept that it isn't magic at all. It just says, "Sprite Lite, the cool water that keeps you safe." Return to **36**. **36F**

A number of loose pebbles lie on the ground under the tree, although you see no source for pebbles anywhere nearby. Curious, you pick up several and see immediately that they're not all pebbles. Some are gems! **36G**

If you want to sort through the pebbles and pick out the gems, generate a number from 1-12 once. If you get 1-4, you find 2 gems; 4-8, 3 gems; 9-12, 4 gems. Then return to **40**.

Whatever is flying around you suddenly gets caught in your hair. All your childhood horror of bats in the night comes back to you, and you lash out at whatever is caught in your hair. **36H**

Roll the die. If you roll 5-7, turn to **71F**. With any other number, turn to **38G**.





**38A** Now that you hold the harp in your hands, you wonder what you thought was special about it and why you bothered to pick it up.

Being a practical person, you sense there might be something more to this thing than meets the eye. You study the harp, shaking it slightly. Something's inside! You break it open and discover a magic scroll in the harp's base. Instantly you receive good magic from it. Turn to the Beneficent Random Effects table on page 159. You don't even need to take this item as one of the two you may take. Return to 12.

**38B** The bird is not magical, and when you speak to it, it merely cocks its head and looks at you quizzically. If you are the bard, the winged creature ignores you altogether, but if you are the fighter, turn to section 82C.

**38C** If this is your first time in the hall of the faerie king, turn to 23E. If you have been here before, turn to 24F.

**38D** "Sure, I can help you for a while," you reply. "What would you like me to do?"

"Well, I've been thinking and thinking," the gnome says, "and I finally figured out that the ring has to be in one of three places: under that rug (39D), up in that hole above my head (10E), or somewhere in this hole where I've been digging (59A)." He hands you a spare shovel and asks, "Where do you want to look?"

**38E** The stone catafalque on which the pixie's coffin rests is quite plain. It's cut square with only a few runes carved on the side.

You study the runes, but they're very different from any you've seen before. Roll the die. If you get an odd number, turn to 28C. If it's even, turn to 24D.

**38F** Remembering the corked bottle you picked up, you frantically leap back from the marauder mushroom, hoping to have a second to uncork the bottle. There! You've got it!

Ignoring everything else, you concentrate on shaking the bottle in the direction of the horrible blue mushroom. Conduct combat. If you win, turn to 79A. If you don't, even with the magical powder, turn to 47D.

**38G** The fluttering dies just as you see light ahead. Reaching the light, you remove the small black corpse of the dead bat from your hair. You throw it aside as you step back into the hall of the faerie king. Turn to 8.

The pain from the leprechaun's pebbles is compounded by the fact that the door won't open! You apparently need to have the key to open it, and there isn't time to grab it before the leprechaun drives you off. **38H**

If you want to take the chance on getting the key, not knowing how many life points you might lose in the process, turn to 24H if you are the fighter and 51D if you are the bard.

The little faeries twitter around you, enjoying your obvious pleasure as you swing. You close your eyes and feel a rush of joy, but then the back and forth motion stops. **38J**

You open your eyes in alarm and find yourself up in the sky! Turn to 16.

You gain your power from your music, just as the siren does. As the siren's singing swells, you place your pan-pipes to your mouth and start the most powerful melody you know. The battle of the songs is enjoined! **38K**

Conduct combat. If you win, turn to 24A. If you lose, turn to 94E.

All the dangers seem to be gone now that the fearsome gargoyle has been dispatched, and once again you are free to look around to see if there's anything that might be helpful to you. Turn to 106 and decide what to investigate next. **38L**

If you have arrived at the dwarf's forge in a magical state of confusion, you still don't know why you are there, so you just meander up the stairs of 14G. When you arrive there, your confusion clears.

You pull out your magical item and use it on the nightmare. Instantly, magically, the faerie creature calms down, slows his prancing, ceases his echoing screams. In a minute, a quiet, beautiful black horse stands before you, the last signs of nervousness rippling away from his body. You pat his nose calmly. **38M**

If you want to look around, go back to 60 and decide what to do next.

If you just want to move on, you use the power of the magical nightmare and it carries you off. During the trip you discover a 3-point Potion of Life-Point Healing. You pack it away. You turn to 8.

As you touch the delicately carved wrist of the caryatid on the left of the archway, the figure speaks. "Sojourner, you will be magically sent to a place you have seen before. Take with you my blessing and the return of all your original life points." **38N**

Grinning, you turn to 8 as your life points are restored to their original total.





**39A** "Well, maybe I'll try it," you think. You choose another weapon to place in the pouch. As you do, you sneak a look inside but fail to see any sign of the first weapon.

"Hey, now, fella, don't be frettin'!" says the pouch. "I'm working on that weapon, just like I'm gonna work on this second one. Keep the faith, baby."

So you wait for a few minutes, and then open the pouch again. There's no sign of the second weapon either. You pick up the pouch and slam it angrily to the ground.

"Now, now," says the pouch like a mother to a child having a tantrum. "There's no need for any of that. Hey! I'll tell you what! You just put in another weapon—it needn't be a sword—and I'll hone it and work on it, until it, too, gains some new powers. Yeah, you've got the greatest little old weapon fixer in the world right here at your convenience."

If you want to select yet another weapon and put it in the pouch, turn to **48F**. If you don't, turn to **46G**.

**39B** You squat down by the curious mushroom and see that it does, indeed, have eyes. "Take me!" it squeaks.

"What?" you ask, startled

"Take me with you. I'm yours."

Willing to pursue this peculiar conversation, you ask, "Why should I?"

"I can keep you from being harmed by others of my kind if you'll pour a magic potion over me."

If you're willing to use a potion for this purpose, turn to **67C**. If not, just say "Sorry," and find an exit from this place (**48**).

**39C** A faint light gleams upward through a hole leading down beneath a huge old tree. There are stairs, which seem to have been made by faeries, descending toward the light. As you descend, you realize that the light seems to flicker, and you begin to hear a heavy clanging of metal on metal. Turn to **106**.

**39D** Approaching the round, braided rug, you lift it up and discover a round area that seems a different color and texture than the rock around it. You start digging and find yourself instantly transported to **98**.

**39E** You tell the cloud creature you prefer not to take it along with you. It pouts a bit but finally gets a stern look on its face and says, "All right for you!"

You step on down the cloud stairway. When you look back, you can't tell the cloud creature from any of the other clouds around it.

Suddenly a strong wind starts to blow out of nowhere. *Your cloud stairway is moving! It's breaking up! There's*

nothing to hold on to, so when the cloud blows out from under you, you start to fall, fall, fall—all the time hearing the rejected cloud creature laughing evilly. You lose 1 life point and you fall into **114**.

The glowing light that fills the archway draws you forward. You step through the opening into the glow. Your feet find solid ground, but you see nothing around you . . . until the glow starts to fade, and you find yourself in **32**. **39F**

The lights blink on again, and the strange whooshing noise ceases. You decide you'd better not play with the wizard's things any longer. You see only two exits, so you'll have to choose between the glowing portal (**42M**) and the open doorway (**133F**). **39G**

A lovely young woman—a magic-user, from the look of her—stands near the pedestal, looking more lifelike than most of the other statues. She holds in one hand a long staff with a crystal ball on top. You touch her hand, wishing she were real, and suddenly she *is* real! Her outthrust hand drops to yours and she smiles sweetly as she says, "Many thanks, gallant one! I know of your quest. Perhaps I can be of some small help." **39H**

If you are the bard, turn to **15J**. If you are the fighter, turn to **110D**.

Some clever person—their nanny?—has taken several bones and tied them together into a toy horse or dog. You pick it up to inspect it—but immediately the two dragons you've seen so far and a whole bunch more that seem to appear out of nowhere all come after you, yelling, "Mine! Mine! Mine!" **39J**

You can't kill babies—even if they are dragon babies! You're going to have to get out of here as quickly as possible. You can run into the large tunnel (**100B**), go out through the folding gate (**26K**), or drop down the slide (**148E**).

Suddenly all action ceases. A regal Elf appears and looks at you. **39K**

"A human," the Elf says matter-of-factly. "I suppose you want something from this poor war-torn faerie mound?"

You are magically compelled to tell him all about your quest. The tale seems to interest him.

"Well, I suppose you are harmless enough," the Elf says. "In order to get rid of you quickly, I will give you several bits of advice: It isn't wise to fool with talking trees, and there are a great many of them down here. Don't eat or drink things unless they come from magical potion bottles or bowls. If you find yourself unable to leave an area, you should investigate the fire, if there is one. Now, ta-ta!"

**40** A slight breeze ruffles your hair, and you take a deep breath, enjoying the crisp outdoors. For once, you have a chance to simply relax and look around. There doesn't seem to be anyone here.

"GET OUT OF MY DOMAIN!" thunders a voice suddenly. You spin around but see no one.

"YE CAN'T HAVE MY POT OF GOLD! IT'S MINE!" comes the voice again, seemingly from everywhere at once. You stare up and down and to both sides, but no one is in sight.

"GET OUT OF MY DOMAIN!"

This time a small, high-pitched voice says the words—or at least starts them—and you look up in the tree just in time to see a green and brown leprechaun raise a green megaphone to his mouth as he finishes the demand.

"I really don't want your pot of gold," you protest.

"Ye don't? Why not? What's wrong with my pot of gold?"

"Nothing. Really. But I'm on a quest for something that's more important to me."

"Oh. Well, all right." And the small figure ducks back among the leaves of the tree so that you can't see him anymore. You are free to look around.

If you are free to explore this forest area, you can investigate the: by turning to:

|                    |     |
|--------------------|-----|
| hanging key        | 15F |
| boots              | 31F |
| path               | 60G |
| sword on the path  | 14F |
| pebbles            | 36G |
| skull in the tree  | 64A |
| door in the tree   | 97E |
| hole in the ground | 27G |

If you have been here before in this adventure, you are amazed to find the area exactly as you left it the last time. Even the stones and things you disturbed have been magically replaced with duplicates. You have exactly the same choices you had the first time you were here.

**40A** It's a bonny moonlight night, so you might as well enjoy the dancing and the music. You decide to play a regular dance melody for them.

You're not sure that you've ever played sweeter. The fiddle brings out tones you didn't know you could play and encourages the dancers to dance as they have never danced before.

When you finally plead for a rest, the atomies cluster around your ankles, chattering their thanks and asking you to come again, any time, and play for them.

One of the little sprites flies across the stream and brings back the large pouch that was sitting in the grass.

"If you have something nice that you'd like to have two of," he says, "simply put it in this Bag of Doubling, and then you'll have two, with our thanks. But please," he adds quickly, "be sure you use it only once. Now, feel free to have a look around."

Turn to 109A.

**40B** The pixie's guard tree looks worth exploring, especially if the pixie is no longer there. If he is, turn to 19F. If he isn't, turn to 35F.

**40C** The key hanging from the dwarf's belt catches your eye. If the dwarf is alive, you must fight him (48H) or talk to him (93A) in order to get it. If he is dead, all you need do is remove it from his belt.

The key is a Key of Fire Resistance.

Deciding it is time to leave, you consider your alternatives.



As you step toward the large double door, one of the faeries at the table turns toward you and says in a low, warning tone, "He's not going to like being disturbed!" **40D**

You quickly ask "Who?" but the helpful faerie has returned to his food. If you want to heed the faerie's warning, turn to 8. But if you're willing to go ahead anyway, turn to 19D.

You insert one of your weapons into the hasp of the lock and try to force the lock open. If you are the fighter, turn to 56B. If you are the bard, 58C. **40E**

A torch mounted on the stone wall ahead of you flares on magically, lighting the stairway ahead of you. You continue down the stairs, glancing from side to side at the intricate carvings on the walls. You look back and see that the daylight where you entered the staircase is a mere dot in the distance, and the torchlight is growing steadily dimmer. **40F**

Just as you think you'll need to turn back, another torch flares on ahead of you. Turn to 16A.

Turn to the picture on 107, and if you like what you see, turn to 106. **40G**

You've heard about wizards' pentagrams, and you suspect that you had better not enter the chalk marks on the floor. On the other hand . . . **40H**

If you want to cross over the chalk lines, turn to 109D. If not, keep on watching where you step as you move around the room and return to 68.





**42A** Your eye is caught by a marvelous double-headed axe, its handle completely encrusted with jewels. If you are the fighter, turn to **43B**. If you are the bard, **46C**.

**42B** Eager to get out of this bewildering place and return home with the reward you have sought so fervently, you accept the faerie dragon's offer.

"Close your eyes," it says. You do so and hear a soft fluttering and a faint rush of air, then see flashing lights behind your eyelids.

The next thing you feel is a faint awareness that you've been asleep. You reach out with one hand and feel dew-dampened grass under your fingers.

The sleep must have been part of the faerie dragon's magic. You feel a smile come to your face as you think of going home with your hard-earned prize.

Quickly you sit up and open your eyes. . . . Your prize is not there! Instead, in your hand, is a small pile of sand!

"This must be the faerie dragon's idea of a joke," you think bitterly, pain and disappointment compressing your heart in your chest.

There is no reward for your hard fight. There will be no grand welcome home for you. You can only reenter the mound and try again (**8**) or leave this place, knowing that you've failed.

**42C** You pick the chalice up off the ground. It's a beautiful creation of molten gold, decorated with delicate bas relief and sparkling jewels. But you see no immediate purpose for the cup, so you return it to where you found it. Turn back to **20**.

**42D** You notice that all the time you've been here, the sylph hasn't moved her left hand. It's been resting on the cloud, and you think you see something under it. Could it be something important? If you want to look and see, turn to **140C**. Otherwise, turn to **16**.

**42E** Suddenly you notice that the bottle has an inviting green glow to it. The faeries deliberately fly near you and drop the bottle at your feet. If you want to pick it up and examine it, turn to **74D**. If you don't, ignore it and go on about your business; turn to **44**.

**42F** The gift of healing allows you to roll the die and heal that many life points once during this adventure. Remember that you cannot restore more life points than you have lost. Return to **56**.

You pretend you haven't even seen the grig in the tree. Whistling calmly to yourself, you walk around the area which is lighted by the shaft of moonlight. You see several extraordinary trees—and get the distinct feeling that perhaps they see you, too!

Suddenly the silence is broken by the wailing of a violin. The grig has leapt up and grabbed the violin that rested on the tree branch above it. The melody quickly becomes wilder and wilder, and you begin to feel your feet tapping uncontrollably to the rhythm. In a minute, your feet start to dance, even though you try to stop them. As you dance, one magical weapon falls from you and you cannot retrieve it. Cross one magical weapon off your list. Soon your feet are dancing you down the path that goes off between the trees. Turn to **56E**.

Agreeing to meet the queen, you suddenly find yourself magically transported into a large room that looks rather like the hall of the faerie king. But in this room, it is the faerie queen who awaits you. Turn to **82**.

"I'm sorry," you say to the curious hedgehog, "but I don't have a gem I can spare."

"Humph!" he says and marches straight up to your ankle and bites into it. Before you can exclaim at the pain of his sharp little teeth piercing your skin, you find yourself magically transported to **36**.

You have some weapons, but somehow they don't seem as if they'd be effective against this gigantic evil nightmare. If you want to try to escape from here, turn to **70F**. If you're willing to fight with the weapons you have, turn to **54G**.

As you study the water, you realize that it might have magical properties. Certainly you feel magically drawn to the nymph; perhaps her magic extends to the water. If you want to enter the water, turn to **20C**. However, you also notice that there is a reflection of a tree in the water. When you look up, you're not surprised when you don't see a tree. After all, you're inside a grotto; how could there be a tree here? If you want to look more closely at the strange reflection, turn to **68H**.

A ring of fire surrounds the ornate doorway. But as you stand near it, you feel no heat. The glow must be magical. Breathing deeply, you step through. Turn to **134G**.

The keys are nothing more than ordinary keys, with no magical properties whatsoever. Also by the door are an hourglass (**125E**) and a coat and hat (**133F**).





**43A** "Er—charming home you have here," you say quickly. The annis is so taken aback that she holds back a blow with her mace. Before she can change her mind, you add, "I can see that you have excellent taste in decorations. Perhaps you'll allow me to add something to them. Now, let's just see what we have here."

You take out all the things you have with you and spread them out for the annis to see. Pick one magical weapon or magical gem to give her.

"Here. This should be a nice addition to your home," you say.

"Thankee, thankee," cackles the annis, but you note a tone of suspicion still in her voice. "Now I suppose ye'll be wantin' to have free run of my house?"

"Well, I'd certainly appreciate an opportunity to look around," you say.

"I'll just sit here in my easy chair and rest me back," says the annis, and she lays the mace on the floor and sits down in the easy chair. Soon she's snoring peacefully. You are now free to explore, but you know that creature is dangerous, so you only have time to check one item before picking an exit. Return to 64

**43B** Now that you hold the jeweled axe in your hands, you notice that something is wrong with it. The gems have a strange dullness about them, and the blade is pitted and rusted. Its heft in your hands is all wrong. You even get the distinct feeling that the axe is directing some sort of malevolent power at you! Turn to the Malefic Random Effects table on page 158 to find out what happens next.

**43C** With a feigned nonchalance you don't really feel, you pull your pan-pipe from your pouch and place it to your mouth. Using every bit of skill and training you possess, plus Cwythia's great heart, you play the melody that you know has the greatest power to calm anger and charm an enemy. Conduct combat. If you win, turn to 66K. If you lose, turn to 118C.

**43D** The doorway in the side of the rock looks very small when you look at it from the land. But when you are right beside it on the rock, it suddenly appears to be much bigger.

You pull on the handle on one of the double arched doors, and it readily opens. Whether you shrink or the doorway gets bigger, you don't know. All you know is that you can easily walk through the door now. And as you do, you find yourself—in the correct size—in 102.

In your hurry to avoid more bruising pebbles and cutting gems (as nice as they might be), **43E** you fumble at the lock and are unable to get the key to turn. Figuring that at least the key should be useful, you pull it from the lock and quickly back off, having lost only 1 more life point to the marauding pixie. Giving up on the door, you look around to see how to get out of here. Turn to 40.

You bend down and take a bite from the pink section of the mushroom. It tastes all right— **43F** flat, but not horrible. You're chewing it when a faerie appears by your head and says, "I've been commanded to give you some information about this place. Listen well: If you swing hard enough, you'll reach the sky."

Well, all right, you think. Strange, but why not, at least in this weird place?

If you want to bite another section of the mushroom and maybe get more information, turn to 70E. If you decide to leave the mushroom, turn to 44.

Quickly you draw out your special weapon and prepare to conduct combat. If you win, **43G** turn to 72F. If you lose, turn to 66F.

Judging the speed of the baby's descent on the slide, you lean over and scoop it off as it almost zooms past you. The baby's playful expression changes to one of satisfaction as it breathes some kind of horrible acid all over you. If you have an antidragon weapon or magic item in your possession, the acid does no damage. If you don't have one, you lose 2 life points. **43H**

You drop the baby dragon to the floor, swearing not to touch another of the little creatures, no matter how cute they seem!

You'd probably better get out of here before the babies' nanny shows up. Turn to 72.

The pedestal bearing the huge gem has no visible support. Instead it floats steadily in midair. **43J** Magical writing covers its surface. You study the writing for several minutes and gradually decipher it. It says that the gem is called the Stonemaker, and when it is not in the control of some magical creature, it can be used one time to destroy an enemy. Then its glory will fade and it will return immediately to this spot.

You can use the Stonemaker one time to fight a monster. It will automatically turn the creature to stone.

With this powerful gem in your hand you can continue searching the area or find an exit. Turn to 76.

Prepare to fight the strange grig. If you are the bard, turn to 89B. If you are the fighter, **43K** turn to 82B.

**44** Heaving a sigh of relief, you breathe thanks that there is no sense of menace here. You are in a calm, beautiful outdoor world, where little faerie folk laugh and chatter and buzz around. A human-sized swing hangs from a bough, seeming to beckon you to enjoy it.

As you stand there enjoying the sunshine and lazy drifting clouds, several of the little faeries fly over your head. You look up at them and smile . . . until you see them preparing to sprinkle you with something!

"Is—is that faerie dust?" you ask, somewhat alarmed because you've always heard that faerie dust could make humans do weird things.

"Yes, it is," a tiny, lilting voice replies. "Please let us sprinkle some on you. We guarantee that it will only be helpful."

Helpful? For whom?

If you're willing to let the faeries sprinkle you with faerie dust, turn to **34J**. If you're not, turn to **64C**.

When you are free to explore this area,  
you can investigate the:

|                        |      |
|------------------------|------|
| mushroom               | 66C  |
| pouch hanging in tree  | 68F  |
| gate                   | 47L  |
| swing                  | 94C  |
| flying faeries' bottle | 50M  |
| path through flowers   | 118A |

If you have been here before in this adventure, you are pleased to discover that this entire area has magically restored itself to exactly the way you saw it first. You have exactly the same choices.

**44A** "Stop!" you say quickly. "I'm not here to harm you or your things."

The chunky gray dwarf looks taken aback, but he continues to hold his axe menacingly over your head as he says, "Then what do you want? Talk quick!"

You quickly explain your quest, finishing by asking if he has anything among his treasures that might be of help to you.

"I doubt it," the duergar grumbles, "but you can look around if you really must. I'll be watching, though! Oh, but remember this—whatever you do, **DON'T TOUCH MY AXE!**"

You're free to look around, but all the while, the gray dwarf glares malevolently at you. After a while, his attention begins to prickle the back of your neck and then to really disturb you.

When you are through looking at each item that you choose to investigate, you must generate a number from 1-12 to find out the effect of the dwarf's glare. If you get an odd number, turn to **60F**. If you get an even number, turn to **112C**.

**44B** Wondering what strange things are ahead, you start up the stairs into the darkness. The stairway winds and winds. Gradually you realize that you're hearing over the sound of your shuffling steps a heavy metallic crunch and scrape from above you. Your weapon ready, you step into **12**.

The small round rug looks as if it was braided out of bits of your childhood clothing. Oddly enough, even though it is in a mine, it seems to be perfectly clean. You lift the rug from the floor and discover that the rock under it appears to be of a different color and texture than the rock around it. **44C**

If you want to investigate this strange rock, turn to **76B**. If you'd rather not, replace the rug and try something else.

If you already have the key, turn to **46F**. If you don't, turn to **38H**. **44D**

Choosing the weapon you want sharpened, you place it inside the pouch, which seems to have a magically unlimited capacity. You pull the pouch shut and settle down to wait a minute. You wait . . . and you wait, but nothing happens. Finally you ask the pouch, "Well, what happened to my weapon?" **44E**

The voice comes from the pouch again, "Hmmm, it seems to be taking a little longer than usual. I'll tell you what! Why don't you put another weapon in me, and I'll work on them both together. Yeah, that's the ticket! Give me another weapon."

If you want to stick another weapon in the pouch, turn to **39A**. If you don't, turn to **46G**.

There is nothing special about anything in this collection of stringed instruments and shields. Return to **90**. **44F**

This tomb is too deadly, you decide. Better to go on. And you head for the double doors. Turn to **104D**. **44G**







**46A** Standing back at a safe distance, you say to the fire giant in soothing tones, "It's all right. I won't hurt you. I'm going to try to set you free." A puzzled look comes over the giant's face, visible through the masses of fiery red hair surrounding it.

"FREE?" he bellows. For a moment, you wonder whether it's wise to release this huge creature, but he doesn't seem ready to attack you now.

"S-Stand still and let me study the chains," you stammer. You take a step closer. The giant growls a bit but doesn't move, so you take another step, then another, and are soon studying the massive chain holding the fire giant to the wall.

You discover a small key-hole in the top of the heavy metal cuff, and you realize that only with a key will you be able to remove the bonds from the giant. If you have any magical key, turn to **108B**. If you don't—or aren't willing to use one—turn to **104A**.

**46B** You start down the cloud stairs, with the cloud creature continually bumping into you. Finally you push him away, but the creature immediately becomes part of a cloud step.

The step says, "Hold it. Now look down." You do so and see that you are standing over a beautiful meadow, with a swing hanging from a tree, beautiful flowers, and an intriguing gate.

"See that leather pouch hanging from the tree?" You look carefully and finally nod. "Well, don't listen to it!" the step creature continues.

You nod again, though you don't really understand what you're agreeing to. Saying good-bye to the cloud creature-step, you hurry on down the remaining levels of the cloud stairway. Turn to **44**.

**46C** Holding the axe in your hands, you see that there is, after all, nothing particularly special about it. You lay it back down and return to exploring the chamber (**12**).

**46D** The giant slumps in his bonds, defeated. You almost feel sorry for him. But then you realize that in one way, the giant has won after all. He has collapsed onto his knees in such a way that his unconscious body blocks the tunnel behind him, and there's no way that you can move such a huge creature! How are you going to get out of here? Turn back to **32** to decide what to do next.

As you walk on, the glass on the walls begins to shatter, falling in shards around you. Some pieces strike you, doing a total of 1 life point of damage. You're tempted to go back, but you can see by the light of a new torch up ahead that you're nearly past the falling glass. If you want to continue, turn to **48B**. If you want to go back up the stairs, turn to **68A**.

Conduct combat to see if you can get the key into the door and turn it before the leprechaun's missiles drive you away. If you succeed, turn to **149A**. If you fail, turn to **43E**.

You stare at the pouch in angry silence. Finally you exclaim in consternation, "That blasted pouch is eating my weapons!" You kick the leather bag as if it were a football, and as it soars off into the trees, you shamefacedly accept that you ought to be kicking yourself for falling for the bag's act.

All you want to do now is get out of this place. You search for an exit. Turn back to **44**.

After you relinquish the weapons you have chosen to trade, the grig hops down from his perch and leads you over to the tree with the beautiful sword stuck in its base. That's when you discover that the face on the tree is no mere coincidence.

"All right, Acassum," says the grig to the tree. "It's time to let go of the sword. I made a sound bargain." He turns to you and says, "It's all yours."

You grasp the hilt of the sword, and it slides out of the tree trunk as if through oil. As it is released, it begins to sing of adventure and conquest. If you are the bard, turn to **48G**. If you are the fighter, turn to **58E**.

You place your hands on the ground on each side of you and lean down into the water and drink. Instantly you feel yourself grow smaller and smaller! You find yourself wondering if you're going to shrink to the size of a bug so she can squash you, but when you reach about six inches in height, you stop shrinking.

The siren leans over and picks you up in one hand. The lines on her palm seem like giant canyons. When she leans over to kiss you gently, it's all you can do to keep from toppling off her hand. Finally she places you at the entrance to the castle. "Good-bye, my handsome little man," she says. "And good luck." Turn to **52B**.

Choose the weapon you want to use and conduct combat. If you win, turn to **24C**. If you lose, turn to **9C**.

Your trip through the passage is uneventful until suddenly you find yourself outdoors in **114**.





**47A** Along one wall of the chamber there are four trunks or chests of varying sizes. The smallest has a curved top, and it looks like a casket for jewels. You see immediately that you can stack the trunks one on top of each other and use them as stairs to climb out the window. You start to rearrange them to do just that when you begin to wonder what is inside the trunks. You pull on the hasp of the largest one, but it's locked.

If you want to open the trunks, you must have the key ring from this chamber. If you do, turn to **50B**. If you don't have the key ring, turn to **23B**. If you decide to ignore the contents of the trunks and use them only as stepping stones to the window, turn to **87A**.

**47B** The first ring of the bell is beautiful and crystalline, but the second seems to thud. Turn to the Malefic Random Effects table on page 158.

**47C** Hooking your toes into a rough spot in the rock, you climb up to the hole above the gnome's head. He obviously worked in it at one time or another but didn't get very far. You sort through the rubble he left behind but find nothing of interest. You drop back to the floor, deciding that it's time to leave this place. Turn to **28**.

**47D** It's no good! The weird blue mushroom is all over you. Finally it falls back, leaving you exhausted and wounded. You lose all but 12 life points.

"Some hero you are! Get out of there!" the sprite calls scornfully. Not only are you wounded, but now you must also retreat! Turn to **36** and find an exit as quickly as you can.

**47E** "Well . . . er, I'd like to look around a bit first," you say. The guard agrees, then leaves you.

Awestruck, you stare at the huge hall in which you find yourself. Great numbers of shiny weapons are arranged on the walls—too high for you to reach them. At the far end of the hall is another set of iron doors. Curious, you head for them. When you hear no sound through the doors, you push on them. The doors swing open, close behind you, and disappear before you realize where you are. Turn to **12**.

**47F** "I'm sorry," you say to the curious hedgehog, "but I don't have a gem I can spare."

"Humph!" he says and marches straight up to your ankle and bites into it. Before you can exclaim at the pain of his sharp little teeth piercing your skin, you find yourself magically transported to **36**.

**47G** Bravely you wait until the nightmare has risen on its hind feet, trying to crash down on top of you. Then you dash nimbly under its threatening hooves and toward the tunnel opening.

You leap over the shafts of the chariot and out into

the sun . . . but there is no sun. There's just an invisible force of some kind that does 1 life point of damage and sends you bouncing to the floor.

Now you must fight the nightmare, and it's a battle that you know is to the death. Turn to **54G**. If you win the struggle, you will be able to check out the rest of the chamber and hopefully find a way out.

Before anything else happens to you in this chamber, you find yourself greeted by an Elf **47H** fighter.

"A human!" the Elf exclaims. "Well, capital! One really tires of the typical dragon, demon, or evil wizard so commonly found in this place. It is refreshing to see a short-lived human come by. Are you staying very long?"

You find yourself telling the Elf about your quest. His smile grows broader and broader as your tale unfolds.

"My dear chap, I really must help you in some way. Now, now, you don't have to thank me; it's the Elfman's burden to help the unfortunate races. I will let you have your choice: I will come along with you on your entire quest tonight and be your strong right arm in times of danger, or I will grant you a magical boon in the form of an unusual magical rod I have in my possession. The choice is yours."

If you want the Elf to fight in your place, use his bookmark and subtract life points from him until he is forced to flee (has 0 life points). If you want the magical boon of the Elf, turn to **78H**.

The magic portal steals the first ring on your list. Turn to **130**. **47J**

**RUN!** **47K**

The gate hanging from ornate pillars looks as if it ought to open onto the road leading to a mansion. Do you want to open the gate **113F** or investigate the carved pillars (**96G**)? **47L**

The boards nailed to the tree certainly suggest that someone has gone that way before. Climbing up step by step, you discover that the big trunk of the tree gradually arches over until it's parallel to the ground. And perched on the horizontal segment of the trunk is a miniature treehouse. Kneeling, you peek in the open front door, which isn't much taller than your face. **47M**

Three inches from your nose is a tiny faerie. She curtsies and invites you inside to join her party. She hands you a tiny piece of red candy, explaining that it will allow you to enter and join her fun.

When you protest and say that you must be on your way, the faerie exclaims, "Oh, but this is your way! You must either come inside (**86M**) or go on back down the tree (**106**)."

**48** The woodland darkness is lit by a shaft of moonlight shining on a strange being sitting on a low tree branch. Looking ready to spring at any moment is a creature that appears to be half human and half grasshopper, but it's only a couple feet high.

The grig notices you instantly and shifts into a position poised for leaping. It could cover the distance to you in an instant, but it doesn't need to—it's armed with a quiver of very lethal-looking darts.

Do you want to fight the grig (43K), talk to it (52A), or just ignore it (42G)?

|                                                                 |                |
|-----------------------------------------------------------------|----------------|
| If you are free to explore this place, you can investigate the: | by turning to: |
| sword in the tree                                               | 109C           |
| what appears to be a face in a tree                             | 129E           |
| nut tree in background                                          | 10C            |
| fiddle in tree                                                  | 8B             |
| mushroom with eyes                                              | 39B            |
| galls on tree at right                                          | 72C            |
| path through the trees                                          | 56E            |
| staircase tree in background                                    | 86C            |

If you have been here before in this adventure, you find everything exactly as you left it. Those things you took are still gone. You do, however, find a new grig in place of the old one.

**48A** The first sound the bell makes is crystal clear, but the second has a strange dullness. The third is nothing more than a harsh clang. Turn to the Malefic Random Effects table on page 158.

**48B** As you descend farther, you pass the area of falling glass and get to a section where the steps are clear. In fact, they are so clear that they appear to blend in with the walls around you. There are no longer any sharp edges or corners, just a smooth tunnel. As you get out of the range of the last torch, you begin to perceive that the walls themselves are starting to glow with a faint green color. If you want to continue on into the green glow, turn to 51B. Otherwise, start back up the stairs to 106C.

**48C** The sylph was right, you realize as you land safely to earth, with no damage, right in the middle of a group of tiny sprites, or atomies. Turn to 84.

**48D** Again you dash forward, and immediately you are struck once again on your head. This time it sends blinding pain through your body. You lose 1 life point—to a stupid pebble! There's no gem this time.

Are you willing to try again, maybe for another gem? If so, turn to 30F. Otherwise, forget the gems and turn back to 40.

**48E** The otter's body sinks beneath the water, streaming red blood. Finally the way is clear for you to explore this intriguing area. Turn to 56.

"All rightee," says the pouch. "That's the stuff! Just bring it along and put it in me. I'll have everything as right as rain in just a few minutes—in fact, righter than your weapons have ever been before! You'll be the fightingest man alive with what I'm doing to your weapons."

You place your weapon inside the pouch and once again close it. "It'll do it!" you exclaim to yourself. "It'll do what it says, and I'll have the most incredibly powerful weapons known! All I have to do is keep the faith, like the pouch says."

But when you open up the pouch, once again there's absolutely no sign of your weapons. Turn to 46G.

Immediately you feel a strong kinship with the sword. In your hands, it is a +4 magical sword. You thank the grig and the tree for guarding such a wondrous weapon. Then you ask if you may have a look around. The grig agrees, then adds, "Please note that where the sword was, there is now another route out of here." If you later decide to take that route, turn to 68E. Make a note of it now.

This last route will always be open to you no matter how many times you come back here.

Doubting that the dwarf will be friendly, you decide it's the better part of wisdom to attack the dwarf before you end up on the defensive. Conduct combat. If you win, turn to 10F. If you lose, turn to 16E.

If you have already given the lizard familiar a treat, turn to 31B. If not, turn to 82F.

Suddenly the danger from the phooka is gone, and you are free to move on to 110.





**50A** "Hey, Charlie!" says a flat, emotionless voice from behind you. It's the skull from the hall of the faerie king, still following you. It bounces up and down excitedly in midair.

"Who's Char—" you start to ask, but you're interrupted by an almost identical voice coming from the skull on the ground.

"Cormus! Is that you? How are you anyway?"

"I'm fine," says your mascot. "Keeping busy, as you can see. Hey, Charlie, what's the word about this place? It looks pretty spooky."

"Nah. It isn't so bad, but you'd better watch out for what's beyond this gate here. There's someone down there that doesn't like human beings one bit—live or dead!"

"Thanks for the advice. Good seeing ya, Charlie." Then the skull turns to you in midair and says, "Let's be moving on."

You don't have to be told twice! You run for an exit. Turn to 114.

**50B** As you study the key ring and the trunks, you realize that the top of each key bears a design that matches a design on a trunk. If you want to open the large trunk with the star-shaped key, turn to 97B. The key with the circular top fits the second largest trunk, the one with the rounded top (62B). The second smallest trunk can be opened by the key with the crescent on top (152D). The tiny casket with the entwined rings on it can be opened with the last key, the one with the three circles (66B).

**50C** The black stone walls have a shine to them that stone doesn't usually have. Ahead, you see that the light reflecting from the shining walls grows dim, as if you are seeing it through a blackish cloud. In fact, as you walk, you feel heat begin to emanate from the black rock. It gets hotter and hotter, until sweat forms profusely on your brow.

You're just about to change your mind and turn around when you emerge from the blackish cloud and feel the heat begin to diminish again. If you want to continue down the strange corridor, turn to 54C. If you're willing to go back through the heat to get out of this staircase, turn around and go to 106C.

**50D** Turn to the picture on 115, and if you like what you see, turn to 114.

**50E** Having decided to follow the shield's directions, you feel a strange compulsion take hold of you. You drop down into the hole and find yourself in 64, where you must immediately fight whatever creature you discover.

The grig must have some sort of magical resistance, because your piping seems to have no effect on it. It doesn't seem angry, however. Maybe if you just ignore it and go about your business, it will leave you alone. Turn to 48. **50F**

You're reluctant to fight a woman, but you can sense that the siren's song has changed. **50G** Already it begins to wrap itself around your mind. You choose your blade and lunge at her across the narrow strip of water.

Conduct combat. If you win, turn to 8D. If you lose, turn to 98G.

Cross one magical weapon off your list. The dwarf unfastens the key from his belt and hands it to you. It is a Key of Fire Resistance. You thank him and ask if there's anything else he might be interested in trading. Turn to 35A. **50H**

The sword near the nymph's foot is a high-quality steel sword, but it's not magical in any way. Return to 90. **50J**

There is no potion in the bottle. If you want to grab another bottle from the supply above your head, turn to 67E. Otherwise, turn to 68. **50K**

You get the bat off your neck fairly quickly, but not before it does 1 life point of damage. Then you look at the bottle you grabbed. Turn to 52H. **50L**

You look up in the sky, where two faeries are flying around carrying a bottle between them. You chuckle as you try to imagine what they're doing with it. **50M**

If you were sprinkled with faerie dust, turn to 76D. If you weren't, turn to 42E.

The sweet songs of birds seem to pull you along the path at the back of the garden, but then their songs gradually die out and you're on your own. You keep walking, but you don't seem to be getting anywhere. The scenery doesn't seem to change particularly and you see nothing that might be a destination. Hours pass. **50N**

"It's time I arrived somewhere!" you exclaim angrily. And in the blink of an eye, the path ahead of you forks. You'll have to decide which branch to take to reach "somewhere."

If you want to take the right-hand branch, turn to 144G. If you prefer to follow the left-hand branch, turn to 122D.





**51A** It doesn't seem that you've walked very far since you left the goblins' chamber before you see light ahead, filtering through a heavy iron gate. To your dismay, however, you see that the gate is padlocked on the other side.

You can reach through the iron bars and open the padlock if you have the magical key from the dragon's treasure room or a key lubricant that will allow any other key to work. If you have either of these things, turn to 28. If not, you must turn around and go back to 52. This return will not count as a new visit to the goblins.

**51B** As you move on, the green glow becomes stronger and stronger, until the very air around you seems to vibrate with greenness. You feel that the greenness must all culminate in something pretty soon, but then it seems to fade away. The air stops vibrating and becomes normal again. The walls are black stone once more, and ahead of you, you see another torch. If you still want to continue down the staircase, turn to 50C. If you want to give up and go back, turn to 106C.

**51C** You make your way carefully down the cloud steps, hopping from cloud to cloud. Before long, you see that you are directly above a beautiful garden with a swing and an ornate gate. Suddenly the last cloud step you're on starts to dissolve in the afternoon sun, and you leap to earth moments before you would have fallen off. Turn to 44.

**51D** You have no physical protection from the pebbles, but perhaps you can charm the leprechaun. You raise your pipe to your mouth to play a melody as you run. Generate a number from 1-12. If you roll a 9 or more, turn to 93D. If you roll less than 9, turn to 98D.

**51E** It's some kind of trap! You're certain of it! You turn away and, moving as quietly as you can, return to the quicklings' chamber. The first thing you notice as you step out from behind the tapestry is that the quicklings are back! And they're very angry! Turn to 58H.

**51F** Reluctant to miss any opportunity to acquire a ring, you snatch the ring from the baby dragon's nose. It gives a little high-pitched snarl in which you recognize a future roar and spits a small amount of fluid at you. The fluid lands on your skin, sending stabbing pains through your body. Someday it's going to spit real acid! Turn to 16D.

When the strange creature, which you recognize as a water faerie called a glaistig, sees that you are no longer under her influence, she pulls out of thin air a piece of gray-colored fabric and holds it enticingly out toward you. **51G**

"Come, traveler," she says. "Let us exchange gifts. I have the very thing that could make the difference between the success and failure of your quest."

"Oh? How do you know about my quest?"

"News travels rapidly on the water," she replies. "I find myself in need of the Pearl Comb of Health. Will you give it to me?"

If you have the magical comb and want to give it to her, realizing that you will lose 2 life points if you do, turn to 59J. If not, turn to 134B.

You say the words of the spell aloud, speaking each one clearly and distinctly. As soon as you are done, you feel a delicious warmth come into your body. You are healed of up to 4 life points of damage. Remember that you may not end up with more points than you started with. Turn to 94. **51H**

You listen to the music for a few minutes, your toe tapping lightly in time to the rhythm. "I must get on my way now," you finally remind yourself. Turn to 82. **51J**

You fear you are being charmed by the atomies' music, so, rather than take a chance, you quickly attack the little dancing figures. Faster than your weapon can react, the tiny sprites disappear. All that remains is the lingering echo of a tune in the air. You are now free to look around; turn to 84. **51K**

As you enter this area again, you see magical flashes of light that burst in different areas of the open ground. These bursts are restoring everything you disturbed on your last visit to the way it was when you first came here. However, if you already have the lamp, the faerie's hands are empty. Turn to 154. **51L**

You pick up a sheet of music from the table. After staring at it for a minute, the notations still mean nothing to you. **51M**

There must be something useful in this chamber. It is too full of stuff not to have something good in it. You continue searching the area (102).

You don't see how you're going to get a word in edgewise. Besides, the faerie's obviously all right. You decide to let her find her own way home. Turn away and go to 138. **51N**

**52** You find yourself in a tumbledown, filthy room, inhabited by the two largest and ugliest goblins you've ever seen. One seems to be losing to the other in some sort of "friendly" battle, but their fighting stops as you appear. You know there's no such thing as a good goblin, so your immediate urge is to attack (22D). On the other hand, perhaps you should talk to them (11G) or simply pretend they aren't there (66A). The wolves growl as you try to decide.

When you are free to explore this chamber, you can investigate the: by turning to:

|                          |     |
|--------------------------|-----|
| gem in the goblin's head | 16G |
| crystal bell             | 9E  |
| weapons on the floor     | 36B |
| doorway                  | 55J |
| hole in floor            | 56A |

If you have been here before in this adventure, you are pleased to discover all the goblins gone. You search the area unbothered by wolves or goblins and thank your lucky stars they are not around.

**52A** "Good evening," you say to the grig. "You appear to be knowledgeable about this place."  
"I am, I am," replies in the grig in tones that sound rather like a cricket's.

You explain your quest to him and ask if he has anything that might be helpful to you. He replies that he does, but you're going to have to trade for it.

The grig points toward the gnarled tree. The darkness and the misshapen bark of the tree almost prevent you from seeing it, but finally you make out a beautiful sword stuck in the bark.

Turn to 35H.

**52B** As you stand before the door of the castle, a guard in full uniform suddenly thrusts the door open and demands your business. You're not about to explain your whole quest to this rude guard, so you say the first thing that pops into your mind: "The siren sent me."

Somehow that seems to mean something to him, and he stands aside to let you in. "The queen awaits, sir!"

"The queen?"

"Of course. Isn't that whom you wished to see?"

You're puzzled and answer, "I'm not certain."

"Well, sir, why don't you let me send you to her? Then you'll be sure."

If you are willing to let this guard send you to some strange queen in a miniature castle, turn to 42H. If you aren't, tell him you'll find your own way, thank you, and turn to 47E.

**52C** The sheer numbers and peskiness of the cwyl-lians are too much for you. They do considerable damage before you decide you've got to get out of there. Turn to 110 and pick an exit from this area quickly!

Approaching the candle, you see that it's quite ordinary and illuminates a well-rendered sketch of an elderly female gnome. The gnome's mother, perhaps? Return to 28. **52D**

You don't know why or how, but you gradually come to yourself lying in dew-covered grass. **52E**  
You quickly sit up, marveling at having fallen asleep in the faerie mound. And then you see it—You're not inside the faerie mound. You're *outside*! And all the items you won with such trouble have disappeared!

If your quest is still important to you, you're going to have to re-enter the mound at 8 and start your adventure all over again as if you had never been inside the mound before.

The key hanging from the dwarf's belt catches your eye. If the dwarf is alive, you must fight him (48H) or talk to him (93A) in order to get it. If he is dead, all you need do is remove it from his belt. **52F**

The key is a Key of Fire Resistance.

Deciding it is time to leave, you consider your alternatives. Turn to 106.

If you were given the lute or the sword from the pedestal in the water, you already know what the item is. Return to 90. If you must go into the water to get the item, turn to 18G. **52G**

The bottle you grabbed contains a Potion of Teleportation. Make a note that when you choose to use it to get out of somewhere, you need to turn to 153E. For now, turn back to 68. **52H**

The large spear that was in the tree is gone, even if you didn't take it. The gate is wide open and the entire place has a disturbed look about it. But as you scan the area, you know you have roughly the same choices you had when you were first here. Turn back to 94. **52J**





**54A** If you have a potion or a magical gem that protects from poison, turn to **58B**. If you have neither, turn to **137E**.

**54B** Alert and prepared for anything, you move on down the dark tunnel. You neither see nor feel anything that could have been the source of the strange noises. . . . Are your eyes playing tricks on you? Do you really see a faint reddish glow up ahead?

Moving carefully, you near the glow. Jabbing at the source of it with a sword, you discover that the object is hard. You watch for a moment, then finally pick it up. It's a gem! The large stone glows with its own faint light. Perhaps it's something helpful, and perhaps it isn't. Nothing about it gives an indication one way or another. Turn to **84**.

**54C** As the wall of burning coal disappears behind you, you begin to hear whispers of sound, like very faint clapping. It seems to hold no menace, however, so you continue on. The sound grows louder, until you feel as if you are in the midst of an enthusiastic audience at a performance.

Then you start to hear sounds of cheering, with shouts of "Bravo!" ringing in your ears. Feeling a strong need to acknowledge the applause, you bow and bow again. The cheering finally dies down, and silence reigns once more. If you want to continue on, turn to **105C**. Otherwise, turn around and go back up the stairs until you reach **106C**.

**54D** The sylph pats the cloud next to her and says, "Come here and sit by me."

You feel yourself under a strange compulsion to do as she requests. But maybe you shouldn't yield to the compulsion. Do you have any control over it?

Roll the die. If you get an 8 or more, turn to **87C**. If you get less than 8, turn to **19J**.

**54E** You leap out and land nimbly on the rock with the miniature castle. It's certainly charming, though you don't see what immediate good it can do you. Then your attention is caught by an angry sound from behind you. The anger turns into a song that quickly rises into an alluring trill. The siren isn't going to let you ignore her! Turn to **96H**.

**54F** You hand the hedgehog the gem you select. (Cross it off your list). He bites it to see if it's real. "All right. Now I'm going to tell you something help-

ful: If—or when—you find a dead pixie in a glass coffin, *don't* open the coffin."

"Dead pixie? Glass coffin?" you repeat, puzzled. "Open—"

"Right. *Don't* open it. You might want to try to move it, though."

The hedgehog suddenly starts shaking from side to side and gradually turns into a small, gnarled, brownish faerie still holding your gem in one hand. Then he shoves it into a pocket, leaps up to a tree limb, and disappears.

You calculate it is past time to get out of this section. You take a second to consider your alternatives and move to one of the exits. Return to **106**.

Quickly you grab what weapons you can, hoping that you've got something that will be **54G** useful against this strange creature. Conduct combat. If you win, turn to **102F**. If you lose, turn to **56G**.

You struggle to fight, but you're forced to use the first weapon that comes to your grasp. The **54H** tree doesn't react when you stab it, kick it, or—after a period of useless fighting—shout unpleasant names at it. You can keep this up all day and it won't do any good. You might as well just give it the gift it demands. Turn to **84H**.

"Just one more time," you promise yourself. You grasp the bowl, taking 1 more life point of damage. Through slitted eyes, you watch the mysterious blood flow into the bowl and the gem rise up. **54J**

The gem has risen to the top of the bowl. Eagerly—yet afraid to find out you've wasted your energy—you reach for it. And it comes away in your hand! The magical gem is yours! It is a Gem of Seeing, which will allow you to see invisible things.

You reach for the bowl, hoping to take it, too, but the bowl refuses to leave its place in the grass. At least you've got the gem. You only hope it was worth it.

Putting the gem away you think seriously about leaving this eerie place. Turn to **114**.

The nugget is still stuck to your hand. It will fall off after you travel through two more **54K** chambers in the faerie mound, but in the meantime, you must fight—either physically or magically—at -1 unless you are using some of your special magical gifts. Turn to **110**.

The wand is a Wand of Energy Missiles. It always hits, once each combat turn, for 3 points **54L** of damage. Thankfully, you return to **142** and look for an exit.



**55A** You look at the giant creature in front of you and feel nothing but pity for him. No one—not even a giant—should be held in bonds.

"I'm sorry," you say once more. "Is there some other way I can set you free?" The giant shakes his leonine head in despair and anger. "How did you come to be chained like this?" you ask.

"EVIL LITTLE PEOPLE!" he exclaims, his voice rising in rage. "An army of them trapped me, and when I woke up, I was chained here. This gold ring was on my finger."

You suddenly realize what you should have known from the moment you arrived here: A giant this large should be able to break that chain with no trouble at all. There must be something else keeping him under control—and it might be the ring!

"If I can set you free, can you help me on my quest?" you ask. Carefully you explain why you are in the faerie mound. Excitement rises in you as you see a look of comprehension cross the massive face.

The giant appears to think hard for a moment, then replies, "Yes, I can help you."

You reach out and pluck the golden ring from the giant's finger. "A ring of weakness!" you exclaim. "It drained your strength so that you couldn't break free."

The giant starts to growl, and rage fills his face. The muscles in his massive shoulders swell and grow taut. Then, with one swift motion, he throws his arms apart, and the links in the chain crack with one gigantic metallic screech.

You crouch backward, certain that you'll be the next to feel the giant's wrath, but he simply rubs his wrists and walks toward you. "Thank you, bard. In return for your favor, I'll tell you this: The troll guards a ring that must go over your head. Now go."

The giant turns toward his weapons on the floor, ignoring you. Thankfully you put the ring of weakness from the giant's finger into your pocket, hoping you'll find some use for it. Then you begin to look for a way to get out. Turn back to 32.

**55B** No matter how hard you try, the sword will not come out of the wood. In fact—although it was probably a trick of the moonlight—you think you saw the tree trunk scrunch itself up slightly and pull the sword even more deeply into the wood.

You give up this effort as a lost cause and begin looking around the area for a way out. Turn to 48.

Your eyes begin to widen as you realize that what you're handling are huge, dirt-covered gold nuggets. Some of them are so heavy that when you pick them up, you almost drop them. **55C**

If you want to carry some of the nuggets with you, you'll have to relinquish one of your weapons from your list. Return to 28.

The instrument speaks to you only of good things. Turn to the Beneficent Random Effects table on page 159 and then return to 56 to search for an exit. **55D**

You creep into the darkness, a weapon held ready. You try to listen as you move, but the rustling and other sounds from your own clothing and possessions prevent you from hearing anything else. Finally, you stop and hold perfectly still, listening intently. **55E**

In the stillness, you think you hear a brushing sound, a clink, and the sound of scurrying somewhere ahead of you. If you want to go on, turn to 54B. If you'd rather go back, turn to 51E.

You step through the arched doorway, leaving the hall of the faerie queen. As you do, you wonder at the sight of some clover growing in the cracks along the wall. It gives off a brisk, pungent aroma that is both attractive and invigorating. **55F**

If you want to chew some of the clover, turn to 59K. If you don't, move on to 66J.

You stand there, enjoying the atomies' music and the dancers' obvious pleasure in their movement, until one tiny sprite drops out of the dance, looks up at you, and says, "It's mighty fine weather for dancing!" **55G**

You agree that it certainly is and ask if they mind if you listen. If you are the fighter, turn to 59L. If you are the bard, 67J.

The female statue hurls you down with a crash and shouts, "This is no good to us whatever!" Suddenly she waves her hand, and the whole sculpture blows up in your face. When you come to yourself, you're not wounded, but the explosion has destroyed all of the potions and shields that you have with you. Turn to 146. **55H**

If the wolves are still lying in front of the doorway, you can choose to fight them (8F) or try to talk to them (26C). If they are not in the way, turn to 51A. **55J**

**56** You've entered a water world, where little more than the tiny spit of land you stand on is solid. On a rock before you sits a voluptuous young woman with long, golden hair, playing on a shell harp. Her melody seems to draw you closer and closer, although you are fully aware of where the edge of the land is. Near the water nymph is a rock bearing a breathtaking miniature castle.

The nymph smiles at you when she becomes aware of your presence. It is a smile of invitation that makes you yearn to leap across to her, but she carries a very large blade in a scabbard on the belt around her slender waist.

You're certain you could leap safely over to the castle rock to explore, but do you dare ignore the nymph on the other rock? If you think it is safe, go ahead and leap (54E). If you'd rather talk to the woman, turn to 11C.

Just as you are thinking these things, you become aware that the water nymph has begun singing. Instantly you realize that she probably isn't just a nymph—she might be a siren! Perhaps it would be better to get her out of your way first by fighting her (96H).

| When you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|------------------------------------------------------------------------|----------------|
| siren's harp                                                           | 89C            |
| ring                                                                   | 101E           |
| shawl on rock                                                          | 34L            |
| castle                                                                 | 56F            |
| door in the rock                                                       | 43D            |
| tree branch                                                            | 84C            |

If you have been here before in this adventure, it comes as no surprise that this magical chamber has been totally restored to its original condition since you left it. Absolutely nothing has changed, except that you face a new siren. All the choices you had before you now have again.

**56A** Your fall does considerable damage, causing you to lose 1 life point and leaving you so shaken that if you have to fight a creature in the next chamber, you must add 1 point to the roll needed to win in combat. Turn to 64.

**56B** You use your considerable strength to force your weapon upward. The padlock springs open with a crunch of metal. You push back the gate and enter the tunnel. Turn to 141A.

**56C** When you return to this area, it has been modified by your previous visits. The things you disturbed or took are gone. Apparently the dragon flowers really resent your presence, because they attack you the instant you enter the area. Whenever you return, a dragon flower attacks. You have to defeat it even to exit the area.

**56D** The grig sits peacefully on its branch, paying no attention to you now, not even realizing that it's been charmed. You are now free to explore the area. Turn to 48 and choose what you will explore.

**56E** You follow the narrow path through the trees until you find yourself in 64.

A quaint miniature Rhineland castle perches atop the large rock near the siren. You lean **56F** down and peer in its windows and doors, but you see nothing more than dollhouse furnishings. Perhaps the castle was the siren's when she was a little girl. . . . Were sirens ever little girls? you wonder idly as you return to 56.

The sharp, flaming hooves and the sabrelike fangs of the nightmare are too much for you. **56G** As you fall to the ground for the last time, your regret at failing in your quest fills your soul with sadness. Your adventure is at an end.

You take down the picture of the bear, study it, and replace it. There's nothing special **56H** about it.

Then you change your mind and grab it again. Checking out the back more carefully, you discover a transportation spell that you can read. This spell can take you instantly to the faerie king's hall (8). You take the picture along even though it prevents you from carrying one of your three weapons. Turn to 72.

You touch the horse and instantly feel the stone turn to quivering flesh and bone. The rider dismounts, bows, and offers you the horse. **56J**

If you accept the offer, turn to 132E. If you refuse, turn to 89N.





**58A** The key slips off the branch more easily than you expected. You are able to leap back safely out of the leprechaun's throwing range.

"All right," you hear it say, "but ye better not believe a single thing it says!"

"Says?" you wonder.

Almost imperceptibly, a thin voice comes from the key, singing a silvery melody that says to you,

*I am the key to the future.*

*Just open the door*

*And wish where you want to go,*

*A place where you have been before.*

This is a magical key that will change its shape to open any lock, but only this key will open the lock on the door in the tree. You know that things have a tendency to disappear in the faerie mound. If you want to use the key in the door and take a chance that it might disappear, turn to 149A. If you think that the key in your hand is worth more than the open door in the bush, pocket the key and look around for other things to explore (40).

**58B** You notice a thin wisp of gas rising from the trunk when you open it, but it doesn't seem important. You search the contents of the trunk with growing disappointment. You find nothing special beyond the usual gold coins and standard gems like those that litter the floor of the room.

If you want to open another trunk, you may choose again from among the four trunks: the one with the star (97B), the circle (62B), the crest (152D), or entwined rings (66B). If you don't, you can stack the trunks so that you can climb out the window (87A) or choose something else in the room to investigate; turn to 12.

**58C** Using all your strength, you force your weapon upward. But the padlock is too strong and fails to open. You'll need to find some other way out of this place. Return to 28.

**58D** "No problem!" says the faerie dragon. He adds, "I'll even help you more than that. When you get there, she's going to ask you for a magical gem and a key. Just in case you don't have them, I'll give them to you." And the two objects materialize out of thin air and drop into your hand.

"Now, hang on tight!" Before you even have a chance to collect your wits, you find yourself in 82.

The sword slides easily out of the tree, as through butter. You like the heft of the sword, and you discover in listening to its strange singing that it is a +2 magical sword in the hands of a fighter. Although such a weapon is nothing to sniff at, you may well have given up too much in exchange for it. However, you thank the grig and ask if you may have a look around now. He says yes, then adds, "Please note that where the sword was, there is now another route out of here." If you later decide to take that route, turn to 68E. Make a note of this number.

This last route will always be open to you no matter how many times you come back here.

No matter how hard you concentrate on it, you can't make heads or tails of the writing on the swing seat. **58F**

You decide you might as well swing. Turn to 88D.

Then the ghost speaks again. "My gift to you, stranger, is this warning: You have nothing I want, and I have nothing you can have. Begone!" **58G**

You take a swift look around to see if there's anything in the chamber worth fighting for. If you have the Shroud of Ghost Protection, turn to 82D. If not, you must fight the ghost if you think it's worth it; turn to 87D. If you don't think it's worth it, turn to 63D.

You quickly ready your weapon. Conduct combat. If you win, turn to 70K. If the quicklings are too much for you, turn to 63F. **58H**

Much to your horror, you discover that a new duergar has taken the place of the old one, and this creature seems even meaner than the last. In addition, anything you took from this chamber before is now gone. Turn to 146. **58J**

You are easily able to resist the sleeping magic of the flowers this time. **58K**

As you scan the area you are pleased to discover that it has been magically restored to the way it was the first time you came here. In other words you have all the same choices you had before, but this time you don't have to worry about falling asleep forever. Turn to 138.

Listening to the sighing of the wind in the leaves, you gradually realize that you're hearing words. **58L**

"Taaaake hearrrrrrt, strannnnngerrr. The kinnnnng's lammmpmp lieeeees aheaaaaad. It hassss powerrrrrs toooooo helllllp yooooouu."

Excited, and determined to get the lamp at all costs, you hurry along the path. Turn to 154.



**59A** The gnome stands aside as you bend down and crawl into the hole where he's been working. You see in the faint light that penetrates the hole that he's been digging first on one side, then on the other, but there's a chunk in the middle that he's never really cleared.

You quickly do so. Immediately a flash of reflected light catches your eye. Behind you, the gnome bounces up and down with glee. But it's not a ring that you've found—it's a bottle. And it looks as if it contains a potion!

When you show it to the gnome, he exclaims, "Not another one! You'd think I was mining for potion bottles! Well, just put it over there with those others. Then you can look around and see if there's anything you're interested in. Oh, and thanks."

The gnome notices you looking intently at the collection of potion bottles on the round table and says, "You can take a couple of those with you if you want." Turn to 23D.

**59B** The cloak is a magical Cloak of Poison, and unfortunately it has killed you. Your spirit is sent to your version of heaven, a truly wondrous place.

**59C** The faint sparkle in the dark sky down the path to the right draws you toward it. As you get beyond the pixie's clearing, you enter an area of darkness—there are no trees, no grass, just that faint sparkle drawing you onward. Finally the darkness clears, and you find yourself in 114.

**59D** The sylph proceeds to ignore you, too. Go back to 16 and decide what you want to look at.

**59E** You're not able to get the key off the branch before you are forced to jump back out of the leprechaun's throwing range. If you want to try again at any time while you are still in the leprechaun's territory, you have to start the whole procedure over again by turning to 30F.

**59F** Resting your hands on the ground on each side of you, you lean into the water and drink deeply. It tastes like plain water, and you don't see any immediate effects . . . until the siren leans toward you and says in loving tones, "Come, my beloved, I am your heart's desire. And you are mine, forever."

You have been ensnared in the siren's trap, and your adventure is over.

Swallowing the last of your first bite, you take a second bite, this time from the green section. It doesn't taste so good. In fact, it makes you sick to your stomach. You're just vomiting up what you swallowed when another faerie arrives, commiserates with you, and says, "I've been commanded to give you some information about this place. Listen well: A wizard awaits beyond the gate."

If you want to bite still another section of the mushroom, turn to 8A. Otherwise, go to 44 and pick an exit.

The shawl lands in a small heap on the rock in back of the miniature castle and you turn away to examine other things (56). **59H**

You hand the glaistig the comb, which she promptly pulls through her long, golden hair. A reddish flush of health immediately comes into her cheeks. Remembering your presence, she hands you the gray fabric she has been holding. **59J**

You have received a Shroud of Ghost Protection. It will protect you from the undead. In all combats with undead you win automatically.

The glaistig smiles at your appreciation and waves her hand in a rippling motion, calling, "Feel free to explore my domain."

You thank her and turn to 142 to decide what you want to do.

The clover is so invigorating that you gain 10 life points beyond the 30 that the queen granted to you when you became a wizard. Turn to 66J. **59K**

"Well," says the sprite, "how about joining us in the dance?" **59L**

"It sounds like fun," you say, "but how could I keep from hurting you? I'm far too large."

"Well, . . . hmmm . . . well, it would be up to us to stay out from under your feet. We could do that by dancing in the air, away from your feet."

If you think that sounds like a good idea, turn to 75J. If you decide to decline the offer, turn to 79L.

You suddenly find yourself in 122.

The Ring of Water Travel keeps you safe until you bob up in 150. **59M**

The scroll you selected turned out to contain evil magic. Turn to the Malefic Random Effects table on page 158. Then return to 154. **59N**

**59P**



**60** You don't have even a second to gather your wits about you before a huge black horse with flaming hooves threatens to stamp you into the ground. The heat from the nightmare's hooves and from two nearby firepits stings your nose and eyes, stifling your senses. The harsh screaming of the evil horse from another plane of existence pierces your ears, overwhelming you.

If you have a magical item that will control the nightmare, turn to **38M**. If you don't, turn to **42K**.

When you are free to explore the chamber, you can investigate the: by turning to:

|                       |     |
|-----------------------|-----|
| firepits              | 11E |
| bell jar with flowers | 10D |
| chariot               | 9M  |
| road                  | 68C |

If you have been here before in this adventure and slain the nightmare, you discover, much to your horror, that the creature has magically regenerated and your choices are the same as before.

If you took care of the nightmare in some other manner and find yourself here again, you must once more deal with the creature as it comes to attack you. You have the same choices as at the beginning.

**60A** You are about to deal the faerie dragon its death blow when the creature suddenly disappears! You look around for it, but you can find no trace. At least you're free to explore now. Turn to **24**.

**60B** You pull out your weapon and attack the small nuisance of a creature. Conduct combat. If you win, turn to **68B**. If you lose, turn to **70B**.

**60C** As the blade clears its sheath, you realize with great joy that it is a legendary troll-killing sword. Immediately you wonder if that means you are likely to meet a troll in this place. If so, you certainly want to take the sword, which automatically kills a troll, with you.

**60D** Hanging from a hook on the wall near the brass-bound trunk is a small purple raincoat and knitted hat. You see immediately that the garments won't fit you. Return to **28**.

**60E** When the grig hears your music, he just smiles and appears to relax. The music takes hold of you completely—in fact, it's in charge! It makes your feet dance and carry you off between the trees. Turn to **56E**.

**60F** You're feeling very uneasy, but the duergar's glare isn't too much for you to handle. Continue exploring the area if you wish. Turn to **146**.

**60G** You start down the path, relieved to be getting away from the leprechaun. You'd always thought that such little people were fun!

"What a thoroughly unpleasant person!" you exclaim.

Some distance along the path, the leprechaun suddenly appears before you. He has a very hurt expression on his face.

"Unpleasant, I believe ye said?" Somewhat taken aback, you try to deny it. "Oh, that's all right," he says. "Others have called me that before . . . and they, too, have lost their treasures. Good-bye!"

Instantly the leprechaun disappears into thin air, and so, too, do all your rings!

Promising to keep your thoughts to yourself, you walk on and finally reach **84**.

As you stare at the pouch, you begin to perceive a green aura around it. If you still want to check it out, turn to **10A**. If you are getting the pouch at the request of the dragon flowers, take it and return to **34D**.

You grab the branch above your head and swing your feet up around it, then pull yourself up. As you do, the ruby-colored bird stops its fluttering and begins to multiply! In seconds, there are identical birds of every hue imaginable flying around you . . . and they're attacking you!

You can't do anything to protect yourself! You had no weapons in your hands as you swung up into the tree, and now the birds won't give you a chance to reach one. Turn to **63C**.

This is a Wand of Matter Negation. You can use it only one time to make any thing or person automatically disappear. Return to **138**.

As you step out of the chariot, the nightmare takes off at great speed, back the same way you came. You had no chance to take the gem. Turn to **130**.





**62A** Pretending you don't know the pseudodragon is there, you casually sit down in the grass among the rustling flower petals.

Now, you think to yourself, what's the best way to start a conversation with a pseudodragon without frightening it?

Into your head comes a voice, but not through your ears. A mind is talking directly to yours. *"Then I'll start the conversation, shall I?"*

"Thank you for responding," you say. "Can you really read my thoughts directly? How convenient."

*"And thank you for not trying to scare me,"* says the pseudodragon. *"Not many who come this way are so kind. I know of your quest and your need to look into everything you come across. Since you chose not to harm me, let me warn you to stay away from that blasted tree. Oh, you may remove the spear without any harm—in fact I'll be glad to have it gone. Just be sure to turn it as you pull it from the tree. And you can even look in the chest inside the trunk, but don't—please don't—try to find out if anything is hidden in the limbs."*

"Thank you for the advice," you say, rising to your feet again. "I will be gone as soon as I can."

You don't want to leave just yet and you begin searching the area for things that may help you. Return to 94.

**62B** You turn the key in the padlock on the trunk with the curved top and remove it from the hasp. Eagerly you lift the lid. If this is the first trunk you have opened, turn to 54A. If it is the second, turn to 120B.

**62C** Studying the glass coffin, you see that the lid is merely lying loose on the base. It should be simple enough to pick it up.

And it is—but as you lift the lid, a gas explodes out into your face! The coffin was trapped! If you have a Ring of Poison Gas Protection, turn to 64B. If you don't, you instantly fall to the ground, done in by your own curiosity. The last thing you hear is the pixie's voice saying ruefully, "I warned you!"

**62D** Turn to the picture on 91, and if you like what you see, turn to 90.

**62E** There seems to be no way you can win against this wizard, or even fight him. Before you can make a move, he transforms you into a newt. You crawl across the floor, looking for a damp place to curl up in, not even aware that you're doomed to spend the rest of your life—which will probably be quite short because of the wizard's need for eye-of-newt—as a creepy-crawly. Your adventure—and your life—is over.

The moment you draw your weapon, the little gray gnome does something that shakes you to the bottom of your boots. He begins to grow, and grow, and grow, until he is no longer an armored spriggan, but a giant of a creature who towers over you, nearly as high as the ceiling. His armor has grown along with him, and so has his spear!

You'd like to rethink your decision to fight him, but it's too late! Conduct combat. If you win, turn to 67F. If you lose, turn to 11D.

Other than the tree, the most prominent thing in this place is the bed of beautiful flowers. The blossoms glow in vivid colors that almost seem to vibrate with life. **62G**

Leaning over the flowers, you smell the scent of memorable moments—of love and joy and holidays and other such good things. You cup the silken blossoms and admire the stately shape of the petals. As you release a flower, some of the blue pollen falls off on your hand and a feeling of invincibility sweeps over you.

The next creature you encounter, you can choose to ignore, even though you might not ordinarily be able to. If you want to come back to this flower bed to receive another dose of the magical pollen, you may do so whenever you wish, but you must make your way to and from this location by regular means.

Now, not wanting to press your luck, you go to the obvious exit. Turn to 157E.

Growing from a narrow strip of soil surrounding the large fountain are a number of mushrooms. They are mostly ordinary-looking mushrooms, but you see among them several that look rather different—somewhat blue and crystalline. **62H**

If you want to inspect the strange mushrooms, turn to 136L. If you don't, turn to 82.

You feel a peculiar euphoria the instant you pass through the gate. You see no reason for it, but it doesn't seem to be doing you any harm. You are pleased, however, when you arrive back in the hall of the faerie queen (82). **62J**

The moment you touch the axe, the duergar grabs it from you, shrieking, "That's mine! That's mine!" There's no way now that he's going to let you look around more. You must fight him unless you have some instant way out of the treasure room. If you do, use it. Otherwise, if you are the bard, turn to 43C. If you are the fighter, turn to 150A. **62K**

**63A** You hand her the item you have chosen to give her. As she takes it, her soft hand caresses yours in such an unconscious motion that you doubt if she is aware that she has touched you.

"This is the best gift that I have," you say. "I only wish that I had something more worthwhile to give you."

"You do me too much honor, sir," the nymph says in her low, lilting voice. "Now the choice is yours. Name anything you see in my grotto and it is yours. However, you must allow me to get it for you."

You can choose from among the following: the dragon skull (31H), the human skull (136C), the maiden's brush (106E), the lute on the pedestal (9L), the sword on the pedestal (102G), the sword on the ground by the nymph's foot (50J), the tusked skull (145E), one of the instruments on the far side of the water (44F), or a lock of the nymph's hair (31L).

After you have made your choice and turned to the section to find out about it, you are free to explore the chamber on your own; turn to (90).

**63B** You need to conduct combat to see if you manage to get the key off the branch it's hanging from while the leprechaun is pelting you. If you succeed, turn to 58A. If you fail, turn to 59E.

**63C** You've lost 1 life point. Bleeding and in pain, you fall from the tree, hoping you don't land in the water. And you don't. Instead, you land in a completely strange place. There's no sign of the siren's pool at all. You're in 40.

**63D** You see nothing in the chamber that is worth tackling the undead for. Staying as far from the guard ghost as possible, you head for the double doors. Turn to 104D.

**63E** You discover that the quill is a Pen of Writing, and the ink makes it work. The parchment is a letter the elf wizard is writing to his daughter-in-law. Ignoring the table, you turn back to 68.

**63F** You try your hardest, but there are too many of the little devils for you. Each time you manage to kill one, another jabs you with a sharp dagger, and their daggers are poisoned! This is the end—of you and your adventure.

**63G** One little dragon scampers up the ladder, and when it sees you watching it, it drops onto the slide and starts crying, "Catch me! Catch me!" in childish tones. If you want to lean over and catch the baby in your hands, turn to 43H. If you don't, turn to 70G.

Suddenly the realization hits you like a rush of cold water. The beautiful creature is sucking your emotions, your blood, your very life! You must get out now!

You leap up from the rock and quickly choose one of the obvious exits: the round door (79G), the gate (62J), or the path (144N).

Suddenly a voice from behind you speaks. It's the skull, who has remained silent for some time. **63J**

"You know you can leave. You don't have to have anything to do with that pool," it says.

"I know," you reply shortly, wondering if the skull is encouraging you to go somewhere else. Maybe it's afraid for itself.

"Why don't you throw some flowers in the water and see what happens?" suggests the skull.

"I'll think about it," you reply absently as you turn away from the skull to look around to see what else you might need to think about in this lush garden. Turn to 98.

Reluctantly you hand another magical item to the demanding tree. This time, with a barely audible, "You win," the tree branch releases your arm. It didn't do any damage, but you're angry as a wet hen and missing three hard-fought magical items. **63K**

You have had enough of this place and you immediately head for the obvious exit out. Turn to 157E.

The duergar doesn't look as if he'd let you do anything *but* fight. If you are the bard, turn to 43C. If you are the fighter, turn to 150A. **63L**

You can't read the writing, but suddenly your finger moves over a small tab and you hear a strange metallic clicking noise. Out of a newly formed hole on the side of a pillar comes a small metal tongue bearing a ring. Curious, you take the ring. **63M**

You inspect the ring and discover that there are words written on it: "Ring of Troll Ignoring." Here's your answer! You put on the ring and march straight across the bridge toward the troll. As you near the creature, it backs away from you, a puzzled look on its face. You are now free to investigate ways to get out of here. The troll will leave you alone. Turn to 130.

The moment you come close and begin to examine the runes on the left-hand pillar, the magical symbols start to sing. Choral images flow over you—of lakes and rivers and streams and seas. Suddenly you find yourself sitting in shallow water on the bank of a river. Dry yourself off and turn to 84. **63N**



**64** The room where you find yourself has all the makings of a cozy cottage . . . except for the eight-foot-tall, witchlike figure confronting you. It's an evil annis, and she's ready to take you apart with her spiked mace and her daggerlike claws!

You wonder if you can just pretend she isn't there. If you have a skull following you around, turn to **74M**. Otherwise, turn to **126E**.

| If you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|----------------------------------------------------------------------|----------------|
| annis's mace                                                         | <b>64K</b>     |
| cat                                                                  | <b>108H</b>    |
| rocking chair                                                        | <b>120J</b>    |
| bowl of eyeballs                                                     | <b>124J</b>    |
| cauldron                                                             | <b>137G</b>    |
| mantelpiece                                                          | <b>140K</b>    |
| fireplace                                                            | <b>138F</b>    |
| dutch door                                                           | <b>136P</b>    |
| plain door with sign                                                 | <b>83K</b>     |

If you have been here before in this adventure, you are pleased to discover that the annis and her mace are gone. But everything else is exactly as it was the first time you were here.

**64A** As you notice the skull up in the tree, you think to yourself, "Another skull! They seem to be very popular in this faerie mound!"

This skull is in a very unlikely place, and for that reason it intrigues you. If you want to climb the tree and get it, turn to **18F**. Otherwise, return to **40**.

**64B** The ring protects you, and the gas quickly dissipates. You soon find that there is nothing of value, except to the pixies, in the coffin itself (the pixie armor is far too small for you!). You regret having opened the coffin. That is, until you realize that you feel cool air rising up through the base of the coffin.

Moving the fabric-covered base slightly, you discover that you are looking down a stairway *inside* the catafalque! When you get ready to leave, you can see where the stairs go. Turn to **24G**.

**64C** You shake your head and say, "No, thank you." The faeries stamp their little feet and insist, but that just makes you more certain that you've made the right decision. Finally the faeries leave in a huff, casting dire warnings of doom and disaster at you as they go. You are now free to look around. Turn to **44**.

**64D** A massive effort on your part swerves your body so that you avoid landing on the pedestal. Instead, you hit the floor, hard, losing 1 life point. Turn to **76**.

**64E** Conduct combat. If you win, turn to **87J**. If you lose, turn to **88F**.

**64F** Quickly removing the bottle of potion from your pouch, you open it and pour a circle of liquid around the fire elemental. It's trapped and can no longer harm you! Then you realize that its crackling noises still

sound like words. If you're ready to listen now, turn to **90D**. Otherwise, explore the chamber (**60**).

You kneel at the water's edge and make cheerful chuckling noises to try to attract the giant otter. It playfully rolls in somersaults near you, but nothing unusual happens. In a few minutes you give up. Return to **90**. **64G**

Numerous bottles of various shapes and sizes hang suspended in the air above your head. Among them, you suddenly realize, are a number of bats! **64H**

Shuddering, you grab the nearest bottle and pull it down. You can't tell if it has any potion in it or not. When you look at the other bottles, you can't tell if any have liquid in them.

To find out if you've selected a bottle with potion in it, generate a number from 1-12. If you get 1-6, turn to **50K**. If you get 7-12, turn to **52H**.

The bats are just too much for you. They clamp onto your neck and head and every other area of exposed flesh. None of your weapons, magical or otherwise, can get them off. You feel the blood draining from you. Your last thought is that perhaps, years from now, some adventurer will come across your skeleton lying here, waiting. **64J**

You may examine the mace only if the annis is not holding it. In that case, you discover that the weapon is a +3 Mace of Defending. **64K**

You have to take the mace, even if it means leaving something behind. In any event, return to **64**.



**66A** Two goblins and two wolves seem a bit much for one person to take on, so you decide to try to bluff them by pretending they're not even there. Humming softly to yourself, you study the dilapidated room, wondering what to do next.

Suddenly you have no time to think about it. The two goblins, laughing harshly, grab you by the arms and start tossing you about the room. In a moment, they drop you to the floor and leave.

Relieved at being left behind relatively unscathed, you straighten your clothing. That's when you discover that the two evil creatures stole every single gem you had on you, both magical and nonmagical! Cross all your gems off your list.

Angrily you stamp your foot. In response, you hear a low growl to your left. You forgot about the wolves!

If you think you might want to go through the broken door, you'll have to fight the wolves; turn to **8F**. If you choose to let them be, turn to **18D**. However, if you want to talk with them, turn to **26C**.

**66B** You turn the key in the lock of the small casket and raise the hasp. Eagerly you lift the lid. If this is the first trunk you have opened, turn to **54A**. If it is the second, turn to **120B**.

**66C** Rising out of the grass near the swing is a huge, solitary mushroom. Surprised, you see that the cap is divided into four sections, each one a different color, and on each section of the cap are written the words, "Eat me." If you are willing to take a bite out of one section of the strange mushroom, turn to **43F**. Otherwise, turn back to **44** to search the area further.

**66D** The spiral staircase finally stops becoming narrower, but it continues to go up . . . and up, until you are stopped abruptly by a thump on your head. When the stars clear in your head, you find yourself in **20**.

**66E** You sit on the throne-shaped rock, and even the fact that it's made of stone doesn't prevent you from feeling some of the weariness leave your body.

Generate a number from 1-12. If you get 1-6, turn to **76G**. If you get 7-12, turn to **79M**.

**66F** No matter what you do, you can't seem to stop the fire elemental. If you have the Key of Fire Resistance, you finally stop, exhausted but not burned. If you don't have the key, you are badly burned and your

adventure is at an end. Having the key you have only lost 5 life points.

As you slump to the floor in exhaustion, you hear the fire elemental's crackling sound once again resembling a voice. Turn to **90D**.

Pretending you don't know the fast-moving little creatures are there, you slowly walk **66G** around the room, whistling softly to yourself. But the quicklings insist on being noticed. One leaps on your shoulder, brandishing its long, thin dagger. You knock it from your shoulder and grasp your weapon. You must fight! Turn to **58H**.

The beautiful water faerie is sucking your emotions, your blood, your very life! You **66H** have already lost 2 life points. Generate another number from 1-12. If you get 5-12, turn to **63H**. If you get less than 5, you lose 2 more life points and you must roll again, and again, until you are either dead or freed from the water faerie's greed for blood.

If you die, the adventure is over. If you are free, you rush for what you believe to be the best exit: the round door (**79G**), the gate (**62J**), or the path (**144N**).

The sounds from the queen's hall fade quickly. As you walk into the silence, you feel a gentle, **66J** water-laden breeze that leads you right into **142**.

The melody soars from your pipes and seems to wrap itself around the gray dwarf, soothing him and turning him from anger as the charm starts to work. . . . But it goes no further. Even your greatest skill as a bard doesn't have the power to stop this dark, evil dwarf! **66K**

You select your most powerful sword. Conduct combat again. If you win, turn to **74L**. If you lose, turn to **142D**.

Suddenly you are back in the faerie queen's busy hall. You're not sure whether this is progress or not. **66L**

Immediately the queen—doesn't she ever rest?—sees you and signals you to approach her. This time there are no preliminaries. She merely holds out her hand and says, "Guest gift, please! But I'll do you a favor: This time you don't have to give me both a gem and a key. Either one will do." She looks around at her court as if saying, "Now, isn't that nice of me?"

If you don't have either of these items, turn to **104L**. If you have one, turn to **108J**.



**67A** Hanging over the arched doorway is a shield with a picture of a beautiful flaxen-haired maiden on a horse. You stand under it and reach up, drawn by the fine artistic detail in the shield. As you touch it, you find yourself transported to **40**.

**67B** The faerie dragon just looks entirely too evil to suit you. Quickly you draw out the weapon of your choice and conduct combat. If you win, turn to **60A**. If you lose, turn to **10B**.

**67C** You pour the potion that you have selected over the mushroom, which squints its eyes as you do so. Then you pick the mushroom and place it in your pouch. Anytime you are told that a mushroom is harming you during this adventure, you may ignore it. The mushroom you have just taken will protect you. For now, turn to **48**.

**67D** As you stare at the pouch, you begin to perceive a red aura around it. If you still want to check it out, turn to **10A**. If you are getting the pouch at the request of the dragon flowers, take it and return to **34D**.

**67E** You reach up and grab another bottle, pulling it down toward you as if on an invisible string. However, as you peer into the bottle to see if it has any potion in it, a bat that had been clinging to the bottle flies toward you and sinks its claws deep into your shoulder.

Frantically you try to brush the bat off, but instead it manages to bite your neck. You struggle to pull it off, amazed at the strength of the ugly little creature.

To see how long it takes you to remove the bat from your neck, generate a number from 1-12. If you get 1-3, turn to **140E**; 4-6, **50L**; 7-9, **70J**; 10-12, **74E**.

**67F** You stand, exhausted and relieved, over the body of the huge gnome where it lies among the statues. As you regain your breath, the figure starts to change again! It shrinks smaller and smaller, until the little, thick-set gnome who first popped out at you lies at your feet. Somehow you're saddened by the whole episode. But at least now you're free to look around. Turn to **76**.

**67G** If the troll is still waiting to tear you apart, turn to **83A**. If you've already disposed of it, turn to **79J**.

You reach down, pick up the drum, and hold it lovingly in the crook of your arm. Giving it a gentle pat, you marvel at the mellow tone that issues from it. Caught up in the sound, you tap a rhythm that tells of ancient glories, ancient sorrows. **67H**

Finally, with a sigh, you return the drum to the ground. You have no way to carry it on your quest. Perhaps you can return—with your magic lute!—later and get the drum.

Somewhat saddened, you turn away toward the golden bowl. If you have already obtained the gem from the bowl, turn to **74K**. If you haven't, turn to **75H**.

"Well," says the spokesman, "I see by your pipes that you, too, are a musician. Why don't you pick up that big fiddle—it's just about your size—and play us a melody of your own? It would be fun to dance to someone else's tune for a while." **67J**

Wondering why these little folk should have a violin that is taller than they are, you pick up the instrument. Immediately it seems to nestle against your chin and the curvature of your wrist as if it had been made specially for you.

If you want to play a regular dance tune for them, turn to **40A**. If you'd like to play a melody that would charm them into leaving you alone, turn to **88G**.

It's impossible to breathe without inhaling the mist—and it's a magical mist that sends you to sleep. You fall down among the bodies of other sleeping creatures—and those that are past sleeping—and stay there, asleep, forever. Your adventure is over. **67K**

You cast your See the Unseen spell, and a strange creature shimmers into view, standing near the giant flower. Or does it? What you see seems more like a vague image of a creature, as if it never quite made it all the way to this plane of existence. **67L**

When the creature notices you watching it, though, you no longer have any doubt that it's here! It lets out a loud roar, full of fury. Conduct combat against the invisible stalker. If you win, turn to **148C**. If you lose, turn to **70M**.

"You haven't had much to say lately," you say to the skull, which is bobbing up and down behind you and looks as if it would like to pull on your robe. **67M**

"I know you're a great and powerful wizard now," it says, "but do you know enough to look out for the apple?"

"Huh?" you ask, but the skull merely looks sly and says nothing more. Turn to **118**.

**68** The instant you enter the chamber, sparks fly from the fingers of an incredibly ancient elven wizard. The sparks don't do any particular damage, but they certainly serve notice that you're not welcome here.

Glancing quickly around the magician's combination laboratory and library, you see many magical items: floating potion bottles, spellbooks, scrolls, a five-pointed star and circle inscribed on the floor, jars of spell components, and even several pairs of mysterious eyes peering at you from atop a bookshelf. And watching each move you make is a small, curious reptile, clearly the familiar of the wizard.

Suddenly the sparks change color, and you sense that they are steadily becoming more dangerous. Do you want to quickly try to talk to the wizard? Turn to 113A. If you want to use your own magical weapons against the old elf, turn to 68D. Or do you want to pretend he's not there, and just look around as quickly as possible and get out? If that sounds good to you, turn to 92A.

| When you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|------------------------------------------------------------------------|----------------|
| floating bottles                                                       | 64H            |
| table at left                                                          | 84E            |
| reptilian familiar                                                     | 48J            |
| bookshelves                                                            | 106F           |
| glowing portal                                                         | 42M            |
| pentagram on the floor                                                 | 157C           |
| coat and hat                                                           | 133F           |
| eyes above the shelf                                                   | 136E           |
| keys hanging by the door                                               | 42N            |
| hourglass                                                              | 125E           |
| door in back                                                           | 133F           |

If you have been here before in this adventure, turn to 14E.

**68A** Angry with yourself for having descended the stairs so far, you finally emerge in the garden where you saw the flowers and the faerie dragon. As you step out from between the rocks, you hear loud laughter. It's coming from the little faerie dragon, who is laughing hysterically as he points at you.

Not only do you feel like a fool, but you've lost another life point on the journey back up the stairs. Dismayed, you return to 24.

**68B** The pixie is down! By a sheer fluke of luck you were able to get him in one stroke of your weapon, before he could shoot any of his little darts, which you are certain are poisoned.

The little creature looks quite pathetic lying there near the coffin of his hero. However, you are now free to look around without being pursued by a flying sniper; turn to 20. If you were already looking at the coffin, turn to 92B. If you were climbing the tree, turn to 35F.

**68C** If the nightmare is alive, turn to 47G. If not, turn to 86F.

**68D** It's certainly no friendly greeting the wizard is giving you! You pull out your weapon and prepare to fight him. Turn to 62E.

**68E** Remembering what the grig said about an exit in the tree, you go to where the sword had been. When you poke your finger in the hole left by the blade, the hole suddenly expands into a shaft that pulls you down.

With no way to prevent it, you find yourself plum-

meting into darkness. You seem to fall forever, but suddenly you realize you're falling toward light. In a moment, you're in a room that looks like a sculpture museum. All you get is one quick glimpse of a pedestal you're about to land on!

To see if you can avoid landing on the stone pedestal, generate a number from 1-12. If you get 9 or more, turn to 70D. If you get less than 9, turn to 64D.

Hanging from the same bough of the tree that supports the swing is a leather pouch. If you were sprinkled with faerie dust, turn to 67D. If you weren't, turn to 60G. **68F**

Convinced that it's time to leave here, you grasp your new Ring of Water Walking. Trusting it to do what its name promises, you step cautiously off the rock. It works! You're standing upright on the surface of the water. You take one step . . . and find yourself magically transported to 98. **68G**

You study the tree's reflection in the water more closely. As you do, you feel a presence behind you. You grab your sword hilt, ready for any danger, then spin around. You see the tree that is being reflected, even though it wasn't there a moment before! Then you realize that the whole chamber of the nymph is gone and you are in 20. **68H**

You turn the page of the spellbook, and once again the spidery words of magic seem to glow as you read them. Turn to the Beneficent Random Effects table on page 159. **68J**

If you want to read another page of the spellbook, turn to 112E. If you want to leave the book alone, you are free to continue exploring the area; turn to 68.







**70A** A wonderful jeweled crown catches your attention. You pick it up and study it. If you put it on your head, turn to 156A. If not, turn to 74B.

**70B** You never dreamed such a little creature could be so dangerous! The pixie uses poisoned darts and has very accurate aim!

If you have a ring of poison control, turn to 74A. If you don't, you slump to the ground, feeling the poison course through your body. You know there'll be no retreat for you this time. Your adventure has ended.

**70C** The small round jar contains a healing salve that will restore 1 life point. You take the jar and continue looking around.

**70D** You can do nothing to stop yourself from hitting the pedestal. And on that pedestal is a magical gem that turns you to marble. Instantly you join the other statues, but there's no elegant pose for you—you're on your back, with your feet in midair . . . forever.

**70E** Swallowing the last of your first bite, you take a second bite, this time from the green section. It doesn't taste so good. In fact, it makes you sick to your stomach. You're just vomiting up what you swallowed when another faerie arrives, commiserates with you, and says, "I've been commanded to give you some information about this place. Listen well: A wizard awaits beyond the gate."

If you want to bite still another section of the mushroom, turn to 8A. Otherwise, go to 44 and pick an exit.

**70F** You take a hard blow to your shoulder from iron hooves as you quickly look around, trying to decide how to get away from the nightmare. You lose 1 life point.

If you want to run down the road you see in the distance through the cavern opening, turn to 68C. If you think the firepit may be useful in some way, turn to 11E.

**70G** A dragon is still a dragon, no matter how young it is, you think. You stand back as the baby zooms by and disappears down the hole. As you do so, your eye is caught by the pictures over the exits. Turn to 96J.

**70H** Inside the mortar are a few dried grains of some kind of green plant. You take some of the fresh leaves that are on the table beside the mortar and begin to crush them with the pestle. An aroma like

sausage emanates from the leaves. There's a scurrying sound by your leg, and the little reptilian familiar pulls itself up to the tabletop, licking wildly at everything it can reach. There must be something about the leaves that attracts it.

If your hand is still invisible, turn to 138C. If not, turn to 72G.

It takes quite a while to get the bat off your neck. In the meantime, it has sucked your **70J** blood, doing 2 life points of damage before it flies back to the ceiling. The bottle you took from the ceiling is still in your hand. Turn to 52H.

Somehow you and your weapon have to defeat all the little quicklings in the room **70K** before they can use their poisoned daggers on you. . . . At least, you hope you got them all. You're free to explore this sumptuous room now, but you'd better watch out! . . . Turn to 102.

The human body seems to be alive as it floats back and forth with the currents, but at the **70L** same time, it looks as if all the life has been sucked out of it. You lean down and touch the body, wondering if it really is alive.

As you do, it rises up, water cascading from its features. You don't know whether it's an illusion or not, but its mouth moves and you think you hear, "Beware, Stranger, in tomb or tavern, naught but death awaits thee!"

Then the body sinks beneath the ripples again. Perhaps you merely imagined it. Return to 158.

You return to consciousness to find the **70M** moss faerie leaning over you. She restores 10 life points to you. But before you can speak, she says, "You might as well leave right away. As long as he's here"—she points to where you originally saw the stalker—"he's not going to let you stay."

You might as well pick an exit, either the path (134J) or the stream (153K).

You pull your robe up above your knees and join the dancers in a lively jig, led on by the **70N** gay music. You dance . . . and you dance . . . and you dance, until finally you collapse in exhaustion. You wake up to find yourself with a long gray beard and gnarled fingers. You are 108 years old—far too old to finish your quest.

The nugget blasts away from your hand, **70P** pulling some skin along with it. But the relief at having it gone is so great that you don't even mind. Turn to 110.



**71A** You discern a smile on the face of the gnarled old king as you approach him, but you're not certain it is a smile of welcome. You think you detect an underlying note of satisfaction. But his voice, when he speaks, is querulous.

"So, what is a mortal doing in my kingdom?" he demands. Trying not to sound hesitant, you explain your quest.

"After foolishness!" the little king exclaims. Then that strangely satisfied look returns to his features, and he says, "Well, now, it just might be that I'll let ye look around my realm and see what ye can see . . . if ye can see your way to do something for me."

"Of course, Your Majesty!" you exclaim. "I'd be honored to help you in any way I could." After all, what can he ask for?

"It's merely a matter of a lamp."

"A lamp, Your Majesty?"

"Yes, a lamp. My wife—the queen, ye know—resides in her own quarters elsewhere within the mound. And she has taken—drat her!—a lamp that's a particular favorite of mine. Now, if ye could get it from her and return it to me—well, I'd be happy to help ye in your own quest."

It certainly seems a simple thing, and if the king will help you just for returning a lamp to him, you see no reason not to agree. You tell the king you agree to bring back his lamp, and he sits back with a pleased sigh, evidently satisfied with the bargain.

"How do I find the queen?" you ask.

"That's easy enough." He makes a vague gesture to your right and says, "Ye'll find a pool over there. Ye just leap into it, and it will magically take ye to the queen's domain."

"A pool, Your Majesty?" You can almost feel the terror that being under water instills in your heart, and you wonder whether you can trust this strange, wizened being. But then you remember your quest. "Yes, of course, a pool, Your Majesty. I'll be . . . most happy to get the lamp for you. Thank you."

The king closes his eyes and puts his head back against a convenient dragon scale. You turn and study the bustling room. Everyone in it is occupied with his or her own concerns. There are several exits from the room, but which should you take?

"Excuse me, sire," you say to the napping king, "but can you tell me which way I should go?"

He stirs and opens one eye. "Bah, mortal! Ye say ye'll do me a favor, and then ye want me to do it for ye!" The eye closes again. You wait a moment, then turn to walk away from the throne. Behind you, you hear a quiet murmur "Remember, mortal, to get safely through the pool, ye must acquire some magic items on the way."

Wonderful! you think. At least the king seems to want

you to get through safely. You look yearningly toward the door through which you entered this strange place but discover that the door is gone—if it ever was there. However, there appear to be several other exits. Of course, there are some intriguing objects in the room that it might be worth your while to study.

To continue from here, return to 8 and choose the number of an exit or an object, then turn to that section.

As you approach, they cease laughing and grow sober. You say agreeably, "It was pretty funny, wasn't it?" **71B**

"Of course," replies a shocking-pink blossom. "That's why we were laughing."

"I don't suppose there really is a gold flute, is there?" you ask.

"Well, yes, there is, as a matter of fact," a yellow flower replies, "but you can't just have it. You have to earn it."

"And how do I do that?"

"There's a leather pouch in the faerie meadow yonder. Just bring us the pouch—without opening it, mind you!—and we'll give you the gold flute."

If you want to agree to this bargain and go after the leather pouch, the flowers direct you through the crooked gate (110A). If you decline and explain that you've got to keep on with your quest, the gold flute vanishes from the ground, and the flowers fold in on themselves and say nothing more. Turn to 24.

You pick the drum up and absently give the drum's head a pat. A jolt of pain races through you, doing 1 life point of damage. You quickly replace the drum on the path. Turn to 114. **71C**

If you want to just take the dust of the elven king, turn to 132K. If you want to take time to look around the chamber first, turn to 126. **71D**

Suddenly the skeleton is no more than a pile of old bones. The clacking stops as it falls to the floor, and all is silence. For the first time in what seems like forever, nothing is attacking you. And now you can think. **71E**

If you were formerly the bard, turn to 136K. If you were formerly the fighter, turn to 105G.

The fluttering dies just as you see light ahead. As you come into the light, you reach up into your hair and bring out the small black corpse of the bat. But it isn't a bat you killed—it's a small winged faerie! **71F**

Suddenly you realize that you have returned to the hall of the faerie king, and hundreds of faeries are staring, aghast, at the dead faerie in your hand. Before you know it, you are taken by the arms and legs and shoved, forcibly, out the entrance to the faerie mound. Your adventure is emphatically over!

**72** Your eyes almost pop at the unexpectedness of what you see. It's a children's nursery, and the children are baby dragons!

The focal point of the room is an intriguing spiral slide that disappears into a round hole in the floor. As you watch, there always seems to be a baby dragon on it, whooping and laughing as it spins round and round. A huge arch opens in one wall over a path well-worn into the rock floor. The babies' mother? You hope not!

At first you think you catch a glimpse of a fairly small dragon beyond the folding gate, but when you look again, the figure is gone. There seems to be no one you have to fight in this room. You're certainly not going to fight the baby dragons. Besides, they just ignore you and go on with their play, leaving you free to look around.

| Since you're free to explore this chamber, you can investigate the: | by turning to: |
|---------------------------------------------------------------------|----------------|
| just-hatched baby                                                   | 35B            |
| wide corridor                                                       | 100B           |
| bone toy                                                            | 39J            |
| baby on the slide                                                   | 63G            |
| slide itself                                                        | 148E           |
| torch on the wall                                                   | 97A            |
| pictures over the arch                                              | 96J            |
| small gated tunnel                                                  | 26K            |
| dragon shells                                                       | 136G           |

If you have been here before in this adventure, you discover that nothing has really changed, no matter what you did last time. Some different eggs have hatched. There is another small dragon with a ring on its nose. In short, you have all the choices you had before.

**72A** "No problem!" chortles the faerie dragon. "It's been here all along! You're lucky you happened to come to the right spot!" The faerie dragon flies over to a small chest beside the path near the gate. It gestures eloquently and says, "Just look in here, and your wish will be answered!" It gestures once more, and the lock on the chest springs open.

Turn to 94A.

**72B** The bottle in front of the candle contains the gnome's tea that he forgot to drink last week. Return to 28.

**72C** You step carefully from gall to gall on the tree trunk, hoping they will lead somewhere useful. The darkness remains as you climb, a darkness that makes you lose all track of time or direction. Finally, though, you find yourself in 114.

**72D** Your battle with the dragon came so unexpectedly that you never really stood much chance of winning. As pain blurs your vision, you realize that all you can do now is leave as quickly as possible. You've lost all but 4 life points and you must retreat. Pick an exit and hope it's the right one. Turn to 44.

**72E** The gift of action allows the Ruby Cageling of Combat to appear once for you during combat. This avian will defeat any foe for you, allowing you to search the area and ignore the monster that would have tried to kill you. Turn back to 56.

The fire elemental succumbs to your magical weapon and disappears back into its own **72F** plane of existence. The firepits are just ordinary firepits once more.

You still need to find a way out of this area. If you have a means of magically transporting yourself, you could use that or you could check out some of the items in this area in the hope that they can help; turn to 60.

You put the mortar on the floor, and the beast, wriggling happily, licks every speck **72G** out of it. You don't know what it's eating, but it doesn't really matter. Return to 68.

In return for your gem or magical weapon, the quicklings tell you, "If you run into the **72H** atomies—little brownies—stay away from their homes; they are very private!"

Return to 102.

You brush away the mist until you can finally see where you are. You're in a lovely meadow **72J** on a hillside. And beneath the mist, you see a beautiful maid, lying asleep in the grass.

If you use your See the Unseen spell, turn to 75L. If not, turn to 84G.

Pushing open the iron gate, you follow the path. All around you birds are singing, the **72K** smells of spring are in the air, and small animals scamper in the grass. As you walk on, you become certain that you're about to reach someplace important. Turn to 98.

Making sure to hold all your weapons out of the water, you step into the river and are im- **72L** mediately almost swept off your feet. The strong current carries you swiftly along until you bob up in 36.





**74A** For a few minutes, you feel dizzy from the poison in the pixie's darts, but soon the magic of your ring of poison control asserts itself and your head clears.

The pixie watches you, making angry noises all the while. As soon as you stand, clearly showing no effects from his poisoned darts, he flies toward you again. He doesn't seem to be prepared to attack, so you just watch him.

The pixie lands lightly on your shoulder. You try to brush him off, but he clings tenaciously and quickly runs his tiny hands across your eyes. Then he allows himself to be shaken off.

"Where's the dragon!" you wonder suddenly. You grab your weapon and spin around, prepared to fight the huge creature. "Hmm . . . how strange. What happened to the dragon? There's nothing here but a glass box on a square of stone." Confused, you wander off down the path to the left.

The pixie has worked a Confusion spell on you. Turn to 106 and fight the first creature you meet there. If you succeed in fighting, follow the instructions there.

**74B** The crown wasn't what you came here for, so you place it back on the ground and continue looking around. Turn to 12.

**74C** The second use of the magic wand automatically takes you to 52.

**74D** The bottle certainly looks ordinary enough. You turn it around and sniff at it. There's no hint of anything special. Finally you pull out the cork.

Instantly a great rushing shriek and a whooshing sound fill the air. The frightening noises aren't from the bottle, however. They're from a huge red dragon that has been called forth by the Bottle of Summoning you just opened!

You have no alternative! You must fight the dragon! Conduct combat. If you win, turn to 34K. If you lose, turn to 72D.

**74E** You struggle and struggle, but the vampire bat's grasp on your neck is incredibly strong. Finally, though, you manage to rip it off, but the damage done is considerable. You lose 4 life points. Then you look at the bottle you pulled from the ceiling. Turn to 52H.

**74F** The magic portal steals the first magic weapon on your list. Turn to 130.

The gem instantly turns you to stone. Soon the spriggn moves you back from the pedestal to join the other stone figures in the chamber, with hands outstretched. Your quest has come to an end. **74G**

As you lift the torch out of its bracket, a siren starts to sound loudly. Even when you quickly replace the torch, the noise doesn't stop. But it's too late anyway! A larger dragon, probably the nanny, comes soaring into the nursery from the smaller, gated archway. You must fight her! **74H**

If you have a ring of dragon control or some other anti-dragon weapon or instrument, you automatically defeat the dragon; turn to 78G. If you don't, you must fight with the weapons you have. Conduct combat. If you win, turn to 31J. If you lose, turn to 79F.

Holding your weapons ready, you advance toward the troll, the bridge swaying beneath your feet. You hear it grumble and grunt, then start to snarl. Maybe you can get it to come out onto the bridge where its sheer weight may be its undoing. **74J**

"Hey, buster!" you call. "Are you afraid or something? Come on out here and fight!" But the troll simply remains where it is, stamping its feet impatiently on the solid rock.

Choose your weapons and go toward the troll to conduct combat. If you win, turn to 78J. If you lose, turn to 76H.

What a peculiar place, you think. I can't take the golden bowl with me, and now I can't take the drum either. You look around to see what else this place has to offer. Turn to 114. **74K**

You don't understand it! One minute the duergar is lying there, his life oozing away, but in the next instant, he's up once more . . . and running away! **74L**

You start to celebrate your victory, until you realize that the duergar stole a potion from you. Cross off the first potion on your list. If you don't have any potions, he took the first sword on your list.

But at least he's gone, and you're free to explore. Turn to 146.

As you think about it, you realize that the absurd skull has followed you here and is trying to get your attention. If you want to take the time to see what it wants, turn to 104M. However, the annis is, after all, the immediate menace. Maybe you should fight her (83H), but if you want to try to talk to her, turn to 43A. **74M**



**75A** Picking up the wand, you study its length carefully. You're surprised to discover that you can read some writing on it.

This is a magic wand of transportation. You may carry it along with you in the faerie mound, and if you ever get cornered and need to leave a chamber quickly, the wand will transport you elsewhere—precisely four times. The first time you use it, turn to **78A**; the second, **74C**; the third, **83B**; the fourth, **86B**.

**75B** You lower yourself carefully down into the hole, not knowing what to expect. But there's no problem. You find yourself in a short, sloping tunnel that quickly takes you to **64**.

**75C** The badger has been eyeing you continuously, so you approach it and try to pet it. It backs away, growling. When you try to talk to it, it growls again, louder this time. You decide to leave it alone. Return to **28**.

**75D** If you have a magic key, you immediately insert it in the lock. As the lock clicks open, the key disappears. Cross it off your list. The two halves of the large boulder slide apart, and you discover a stairway leading down. If you want to walk down it, turn to **40F**. If not, go on back out into the garden and continue exploring at **24**.

**75E** Three large skulls lie on the sand near the beautiful nymph. You can inspect the human skull (**136C**), the large dragon's skull (**31H**), or the skull of the tusked creature (**145E**), then return to **90**.

**75F** "Uh—success, I guess," you reply. The little beast fishes around among the things in the laboratory for a moment and then uses his nose to push a gold ring and a small potion bottle. "Here, you'll need these. When you get to a room with a small round whirlpool in it, just hold these two things—or a ring and potion bottle of any kind—and leap right into the pool. Don't worry—you'll be all right. The pool will take you straight to the faerie queen."

You gulp, say thank you, and accept the items gratefully. Giving the familiar one more pat, you start exploring again. Return to **68**.

**75G** Somehow, now that the rats have been disposed of, the darkness doesn't seem as threatening. Greatly relieved, you move on, soon finding yourself in **122**.

How strange! You're certain there was no water in the golden bowl before, but there is **75H** now, and it has caused the gem to float to the top. You go to the bowl and remove the gem from the water. It is a magical Gem of Seeing, which will allow you to see invisible things. Turn to **114**.

The sprite stops the band, then starts it up again in a fresh tune as the atomies flutter up around **75J** your knees. As the music begins, you feel your feet taking on a lightness and sureness you've never experienced before.

Generate a number from 1-12. If you get an odd number, turn to **83J**; If you roll an even number, turn to **87K**.

You begin to act as if the duergar isn't even there, moving to the side and starting to look **75K** around at the treasure. The evil dwarf lowers his battle-axe, looking puzzled. As you continue to ignore him, he finally sits down against the wall and continues to watch you. He seems more perplexed than menacing.

You feel free to start exploring the chamber for something that might be helpful to you; turn to **146**. However, if you find something that you want to take with you, turn to **84F** after you have finished investigating it.

You cast the spell, and instantly a large number **75L** of invisible skeletons, lying on the ground, become visible to you. They are all lying in positions of relaxed sleep. This strange and dangerous place must have claimed an incredible number of victims—and foremost among them right now is the strangely dressed, long-haired woman. You hope it's not too late to rescue her! Turn to **86K**.

"Good day," you say, crossing the stream to stand before the moss faerie. "I notice you **75M** have a very nice lamp there."

"Don't be coy," she says crossly. "I am perfectly aware I have a lamp here, and I also am quite certain you're the one the faerie king sent to get it from me. He never did trust me."

"Well," you say, "perhaps I could take it back to him." Turn to **76J**.

You reach out for the gem, marveling at the size of it in your hand. But it refuses to leave **75N** the bowl! It doesn't appear to be stuck, but it will not allow itself to be picked up! Maybe you'd better take the whole thing, bowl and all. Turn to **104N**.

You feel nothing unusual about the pillars, nor can you read the writing on the sides. As the **75P** troll growls at your continuing presence, turn back to **130**.



**76** Your first reaction to the chamber you find yourself in is a feeling of shock at seeing all these other adventurers—warriors, magic-users, soldiers of fortune, thieves—here, too. Then you let your breath go as relief floods over you. They aren't people; they're *statues*. Finally you feel puzzled that such a gathering exists at all. Why are they here? Why do they all have outstretched arms?

In the center of the room is a magnificent gem resting on an elaborately carved floating pedestal. Suddenly a little dark gnome, in full armor, steps out from behind one of the statues. He thrusts his spear toward you and says in menacing tones, "What in the name of the Abyss are you doing here?"

If you want to answer the spriggan, and maybe learn more about this incredible collection of statues, turn to 15A. If you interpret his outthrust spear as a threat, you'd better fight him (62F). You may, however, just pretend you don't hear the gray gnome and go on about your business (79E).

**76A** From the expression on the faerie dragon's face, you're certain it would take great delight in harming you, so you immediately attack. If you have any item that controls dragons, turn to 83C. If you need to use regular weapons, turn to 67B.

**76B** As soon as you dig into the strange rock under the braided rug, you find yourself magically transported to 98.

**76C** On closer examination, it looks like an ordinary fiddle to you, so you put it back in the tree and return to 48.

**76D** Suddenly you notice that the bottle has a red glow to it. The faeries get stern expressions on their faces and shake their heads at you as if you had asked them a question. Then they drop the bottle near your feet.

If you want to pick up the bottle and examine it, turn to 74D. If you don't, ignore it and go on about your business. Turn to 44.

**76E** You carefully inspect all the stringed instruments and shields lying on the sand opposite the nymph, but you discover nothing special about any of the items. Return to 90.

**76F** For a second gem or magical weapon, the quicklings tell you, "When you get to the faerie meadow, swinging is a fine thing, if you're in a hurry to leave." Return to 102.

When you are free to explore this chamber, you can investigate the:

|                   | by turning to: |
|-------------------|----------------|
| gem               | 83E            |
| floating pedestal | 43J            |
| rolled carpet     | 130G           |
| caped warrior     | 105P           |
| female magic-user |                |
| with the staff    | 39H            |
| door              | 122G           |
| reptilian figures | 129G           |
| horse             | 56J            |

If you have been here before in this adventure, you discover that the spriggan is gone. But everything else in the chamber has been magically restored to the exact condition you found it in originally. You have all the same choices you had before, except you don't have to deal with the spriggan.

Your eyes closed, and you lean your head back. Suddenly a vision of a chamber fills your head. Turn to 127 and look only at the picture. Then, intrigued and refreshed, you rise from the throne. Turn to 142. **76G**

This guy is big! And strong! And fierce! You've already lost all but 13 life points to him. And you can't just leave now. The troll isn't going to let you! You must conduct combat again . . . and again, until you win (78J) or until you run out of life points and your adventure ends. **76H**

The moss faerie looks thoughtful, even secretive, for a moment, and then she says, "I'll tell you what I'm going to do. If you'll give me three magic spells, I'll give you the lamp. That seems straightforward enough." **76J**

You must have looked taken aback, because she quickly adds, "That lamp has magic powers all of its own—powers that could come in pretty handy!"

If you give her the three spells in exchange for the lamp, turn to 92L. If you can't, or won't, turn to 86L.

Tentatively you peer through the entrance to the birch-tree house. Inside is a small, comfortable living space, but the structure is almost completely filled with scrolls! Everywhere you look are scrolls of various sizes, all made of birchbark. **76K**

You decide to have a look at one of the scrolls. Generate a number from 1-12. If you roll an even number, turn to 136T. If you roll an odd number, turn to 59P.





**78A** The first use of the magic wand automatically takes you to 32.

**78B** The bottle you found contains a key lubricant that will allow you to use any key you have to open the padlock on the iron gate across the tunnel on the far side of this chamber.

Now you can go to that gate with any key and open it to leave the area. Turn to 22F.

**78C** You start walking around the clearing as if the pixie weren't even there—not an easy thing to do when its wings are fluttering in your ears. Soon the pixie seems to decide that you aren't going to do any harm, because he flies back to his tree and settles down once more, keeping his eyes glued on your every move.

Turn back to 20 and decide what you want to investigate.

**78D** Suddenly the charmed grig shakes its head, freed from the charm by the music. Quickly he grabs a dart from his quiver and aims it at you. Burdened as you are by the fiddle, you have no time to avoid the missile. It does 1 life point of damage.

You hurriedly put the fiddle down, and just as quickly the grig grabs it and starts to play. Once again, the melody becomes wilder and wilder, and you begin to feel your feet tapping to the rhythm. In a minute your feet start to dance, even though you try to stop them. Soon your feet are dancing you down the path that goes off between the trees. Turn to 56E.

**78E** The little faeries twitter around you, enjoying your obvious pleasure as you swing. You close your eyes and feel a rush of joy, but it's soon replaced by the memory of your quest. You really must get on with it.

You slow the swing and reluctantly slide off it and start looking at exits (44).

**78F** The pain has become excruciating! You leap back out of the pit, falling to the floor in agony. You've lost 2 life points and still need to find a way out of this nightmare; turn to 60.

**78G** The nanny dragon is down immediately, and, to your relief, the siren stops. But you'd better get out of here. You choose from among the small archway where the nanny came from (26K), the hole the slide descends into (148E), or the big large open archway (87G).

The Elf hands you the magical rod and departs, wishing you luck. As you hold the magical device, you feel its mystical nature telling you what it does. **78H**

The enchanted rod of life will restore 5 lost life points three times during your adventure. The rod remains with you even when you enter the realm of the faerie queen.

Your gods must be with you. The troll falls down dead, its menace gone. Now you are free to explore possible exits out of this horrible place; turn to 130. **78J**

You step into the darkness beyond the curtain. As you move, the darkness seems to become thick and heavy, almost choking you. Then you hear a rustling, skittering sound, and you see two red eyes—eyes that glow with their own fire—ahead of you. Giant rats! You must fight! **78K**

Conduct combat. If you win, turn to 75G. If you lose, turn to 83G.

Choose one weapon that you will keep, then discard the rest. As long as you keep the gem, you can only exchange your lone weapon for a new one; you can't acquire an additional weapon. **78L**

On the other hand, the huge gem should be of assistance in a number of difficult situations. Make a note to come back to this section to find out where to turn to when:

- you aren't sure how to deal with a monster (89G)
- you don't know where to go next (10K)
- you have a tough problem (12F)
- you have been taking too much damage (47K)

Breathless, you lean against the sarcophagus, its top empty now because the effigy lies crumpled on the floor, a strangely shaped thing of marble. Turn to 126. **78M**

A sapphire-blue stone shows you a lovely meadow. A faint mist rises from the grass, and keeps on coming out of the stone! You must generate a number from 1-12. If you get 6-12, turn to 67K. If you roll any other number, you see a vision of 139. Just glance at the picture, then return to 154. **78N**

Suddenly the warmth of the quicklings' room begins to feel stuffy to you, and you yearn to be in the sunshine of the tapestry. Stepping into the picture, you find yourself in a beautiful meadow (44), but there's no sign of the girl! **78P**



**79A** The powder from the bottle settles over the broad cap of the mushroom. At first it has no apparent effects, and the fungus keeps on attacking. Then you notice holes starting to develop in its skin. They grow larger and larger, until finally the creature collapses in a small heap of dust at your feet.

Wary of mushrooms now, you decide to leave however you can. Return to 36.

**79B** If you are trying to reach the key, turn to 63B. If you are trying to get to the door, turn to 44D.

**79C** The shawl floats down lazily and lands on top of the miniature castle, covering it. Before you can reach down and pluck the silk off, the castle begins to grow rapidly! Before your amazed eyes, it expands, blocking everything else from your sight, until you stand before a full-sized door. Turn to 52B.

**79D** "Sorry," you say, "but I'm certain I don't have anything you would want."

"Piker!" shrieks the quickling on your shoulder, and he takes out a whistle and blows it shrilly. Immediately, all the quicklings in the place pop out and attack you. Turn to 58H.

**79E** When you fail to speak to the spriggan and go on acting as if you had every right to be in the sculpture gallery, the little creature lowers his spear and sits down against a wall, where he sits and scowls and watches your every move. You are free to continue your investigation of the chamber. Turn to 76.

**79F** It's time to get out of here! Limping in pain from the loss of all but 5 life points, you quickly decide whether to go through the large archway (87G), the smaller, gated archway (26K), or down the slide (148E).

**79G** Picking your way across the rocks to the round wooden door in the side of the hill, you pull the door open. Inside everything is dark, but you feel fresh air coming from the darkness. You step through the door and find yourself magically transported to . . . more water! Turn to 150.

Gathering your courage, you stand by the whirling pool. You say a little prayer to the gods . . . and leap. **79H**

If you have a magical ring, turn to 83F. If you have a magic potion, turn to 87H. If you have both, turn to 93J. If you have neither, turn to 89F.

Before you try to find a way out of this nothing-of-a-place, you decide to take a look at the hoop on the bridge floor. You discover that it's gold and about eight inches in diameter. You're somewhat disappointed to discover that it's merely a plain gold hoop with no ornamentation whatsoever, although at second look, you do see a small bangle hanging from one side. Maybe it's supposed to be a necklace—it looks like it will fit over your head. **79J**

You don't quite know what to do with the hoop, but you suppose you can throw it in the chasm (149J), put it over your head and wear it as a necklace (124F), or just keep it in case you ever need a big ring. In that case, return to 130.

The moment you touch the axe, the duergar grabs it from you, shrieking, "That's mine! That's mine!" There's no way now that he's going to let you look around more. You must fight him unless you have some instant way out of the treasure room. If you do, use it. Otherwise, if you are the bard, turn to 43C. If you are the fighter, turn to 150A. **79K**

"I don't think so," you say. "I'm not a very nimble dancer. Thank you for asking, anyway." **79L**

"Well, I must say that's right unneighborly of you!" exclaims the atomie in a huff. "I guess this isn't a good night for dancing after all!" As the little creature snaps his fingers, all the other atomies, both dancers and musicians, disappear. So, too, does the leather pouch lying on the opposite bank. The big fiddle and the potion bottle remain, however. Turn to 84.

Your eyes closed, you lean your head back, and suddenly a vision of a chamber fills your head. Turn to 135 and look only at the picture. Then, intrigued and refreshed, you rise from the throne. Turn to 142. **79M**

The cluricaun doesn't waste any time. He knows why you are here and he means to stop you. If you fought him before, a new drinking faerie is there to battle you. Otherwise, everything else has turned to dust in this chamber. Only the lute mounted on the stairway remains unchanged. **79N**









**82** (See art on pages 80 and 81.) Colors, music, laughter, tempting aromas—life!—swirl about you. The faeries seem to be having a lot more fun here in the hall of the faerie queen than they were with the faerie king. Tiny winged creatures fly through the air, chasing each other. Romance is being pursued, sumptuous foods eaten, bargains completed, and pipes played—all overseen by the faerie queen herself from her throne, which is strangely in the shape of a cat.

The queen clearly knows everything and everyone in the chamber. She looks directly toward you, holds up a one hand, and instantly the great room grows silent. Then in a soft but penetrating voice that sounds like a summer breeze, she says, “There is a stranger among us. Come forward, stranger.”

You walk toward the huge cat-shaped throne, your thoughts flying. How does a faerie lean back in a chair? Don’t its wings get in the way?

“Well? Where are they?” she asks, her voice taking on a biting tone.

“Uh—where are what, Your Majesty?” you ask, wondering if you’ve come in on the second act of a play.

“Why, my gifts, of course.”

“I did not know that I would be expected to give you gifts, Your Majesty, but of course I’d be happy to do so. If you’ll tell me what you’d like to have, I’ll see if I can—”

“I want my guest gifts, of course! I want a gem and a key—they are required of everyone who comes here. I collect them, you see.”

If you have both a gem and a key, turn to 109F. If you don’t, turn to 150G.

**When you are free to explore this chamber, you can investigate the:**

|                             | by turning to: |
|-----------------------------|----------------|
| necklace                    | 88M            |
| cat                         | 120G           |
| arch at the right           | 55F            |
| mushrooms by the fountain   | 62H            |
| food on the tables          | 133J           |
| bowman beside the queen     | 101B           |
| bearded man by the fountain | 157F           |
| fountain                    | 89M            |
| dancers                     | 140N           |
| curtained exit at the left  | 78K            |

If you’ve been here before in this adventure, and have previously explored some of the faerie queen’s realm, turn to 66L. If you’ve been here before but were not admitted to the faerie queen’s realm, turn to 113J.

**82A** Ever since you arrived here, you’ve been puzzled about the sight of a corked bottle, apparently embedded in the column of the fountain. But when you inspect it, you discover that it is a beautifully rendered and painted bas relief carving.

“My trademark,” says the sprite from behind you.

You smile at her business sense and turn back to 36.

**82B** You lunge at the grig, but it leaps instantly to another branch. You realize, then, that there’s no way you can fight a grig with a sword.

You forget about the creature and begin looking around the area for anything useful. Turn to 48.

**82C** “Fighter,” the bird sings, “I am the Ruby Cageling of Combat. I can offer you the choice of two boons. You can take a gift of healing (42F) or a gift of action(72E).”

**82D** With a wispy cry of anguish, the ghost disappears back into the effigy from which it arose. You know you won’t see it again.

If you were the bard, turn to 18N. If you were the fighter, turn to 71D.

You nibble on the edge of one waxen petal. A wonderful warm flavor, reminiscent of your mother’s special tea, floods your being. You take another big bite and find that you’ve had 3 life points restored. Eating more petals will not restore any more points. Turn to 60.

Wondering if perhaps the wizard’s familiar, the little reptile, might be of some help to you, you make friendly little clucking noises to try to call it.

The familiar raises its head as if sniffing the air, takes a tentative step toward you, and then stops. It kind of shakes its head from side to side, as if to say no, turns around, and goes to a corner to lie down. Soon it’s fast asleep. You’ll learn nothing from the creature. Return to 68.

The Elf, a magic-user of awesome power, appears to be dying of a broken heart. Because you share in his suffering, you now strike successfully with 1 point less than you did before. However, you also share in the Elf’s magical abilities, so now you have the power to fire one magic bolt in each new chamber you visit. The bolt, which never misses, inflicts 5 points of damage.



**83A** Hoping the troll won't change its mind and venture out on the bridge, you carefully move out toward the hoop. The troll just grumbles and grunts, rather like a rumbling volcano must sound.

The hoop is just lying there on the bound-pole surface of the bridge. It's gold and appears to be about eight inches in diameter. You're somewhat disappointed to discover that it's merely a plain gold hoop with no ornamentation whatsoever, although at second look, you do see a small bangle hanging from one side. Maybe it's supposed to be a necklace—it looks like it will fit over your head.

The distant rumble of the troll suddenly turns into growling words. "Let me have the hoop, stranger, and I'll let you by." You can barely discern what the troll is saying; it's rather like a hearing a rock talk!

Well, at least you appear to have some choices now. You realize you can:

- toss the hoop to the troll and hope it keeps its word (89L)

- throw the hoop at the troll and hope you hit it (104K)

- take more time to ponder the matter (and, incidentally, drive the troll crazy!) by playing ring-toss with the hoop and trying to get it over a bridge pillar (157J)

- put the hoop over your head and wear it as a necklace (124F)

- throw the hoop into the chasm (149J)

- or keep the hoop and maybe use it if you ring ever need a ring. In that case, return to 130.

**83B** The third use of the magic wand automatically takes you to 16.

**83C** Because the faerie dragon is a real dragon, it immediately comes under your control, unable to resist the magic item's powers. But that doesn't stop it from disappearing—which it promptly does!

You can take the obvious exit or you can search the area. Turn to 24.

**83D** Your eyes are repeatedly drawn to the small tapestry hanging over the mantel. Its subject is close to your heart. You step up close to it to study the fine workmanship. Roll the die. If you roll an 8 or more, turn to 86H. If you get less than 8, turn to 19B.

**83E** Purple, green, and red lights reflect eerily over the ceiling of the chamber, emanating from the huge faceted gem that rests on the pedestal floating in

in the center of the chamber. The gem appears to be a focal point upon which all the statues gaze.

If you want to pick the gem up, turn to 87F. If you'd rather play it safe and use a sword to sweep it off the pedestal, turn to 89E. Otherwise, you can simply study the pedestal itself (43J).

Swirling water catches you and sucks you downward . . . and then suddenly spits you out! You land on the side of the pool, limp, wet, bruised, and minus 1 life point. You'll have to try to figure out why you can't get through the magical pool. Return to 98. **83F**

You can't seem to get control of your magic in the dark. Nothing works! You lose 3 life points and decide that you've got to turn around and go back through the hall of the faerie queen to the other exit. The faeries jeer at you as you cross the room to 55F. **83G**

You quickly realize that your opponent is one powerful lady! And her mace proves to be a magical Mace of Defending! But you're committed now. If you are the fighter, turn to 86J. If you are the bard, 92J. **83H**

The melody played by the little atomie band of fiddlers and pipers takes possession of you. With the atomies floating and swirling beside you in the air, you whirl and spin and leap as if you weighed nothing at all. The tiny figures rise higher and higher, until soon they are dancing around your shoulders instead of your knees . . . **83J**

Suddenly it dawns on you. The atomies haven't been getting higher. You've been shrinking! You've been turned into an atomie, and you'll stay here, dancing in the moonlight, forever.

You open the door and cautiously step through . . . and find yourself on the deck of a small ship! You stop abruptly as you realize that you're about to run into a small, ragged band of pirates who are forcing a young blindfolded girl to walk the plank. She's refusing. You cheer for her as you notice the sound of a wind-up alarm clock ticking in the distance. **83K**

You are about to go to the girl's aid when you see a red-haired boy fly in over the bow and tackle the pirates. She won't need your help.

You turn around and go back through the door. But the annis's cottage is no longer on the other side! Instead, you find yourself in 52.



**84** Wherever you are, there's a dance going on when you arrive. The dancers are tiny sprites called atomies. They have come out of their underground river-bank homes to dance in the moonlight. They are dressed in short, silken costumes, and they wave their thin wings rhythmically as they dance. The pungent scent of the brew they are drinking and the toe-tapping melody the little band is playing makes you want to join them.

Suddenly you start to wonder—is there danger here? Perhaps they are *trying* to make you want to join them. If you think there's something strange going on here and want to fight the atomies, turn to **51K**. However, on second thought, they look sociable enough; perhaps you should talk to them **55G**. Of course, you could just ignore them and search the area.

When you are free to explore this place,  
you can investigate the: by turning to:

|                        |      |
|------------------------|------|
| bottle in the water    | 92K  |
| pouch on the shore     | 105K |
| large violin           | 126J |
| path between the trees | 113L |
| balcony doors          | 124K |
| large hole in the bank | 100H |
| river                  | 122J |

If you have been here before in this adventure, you discover that everything is exactly the same as when you first found this place. The little atomies are dancing, the bottle—or at least a bottle just like the first one—is in the river, and you have exactly the same choices you had when you were first here.

**84A** As if the faerie dragon were of no more significance than a mosquito, you look past it and search the surrounding area with your eyes. The faerie dragon apparently thinks that you're blind as a bat and don't see it, and it drops to the ground again and nestles among the flowers. Turn to **24**.

**84B** You pull once again on the sword and utter an oath when it fails to come free.

"Now, now, that doesn't help!" says a chirping voice behind you. It's the grig, looking down at you with a rather condescending expression on his face.

Turn to **35H**.

**84C** A lone, solid-looking tree branch hangs over your head, reaching slightly out over the water. A ruby-colored bird flutters among the branches. If you want to swing up into the tree branch, turn to **60J**. If you'd rather talk to the bird instead, turn to **38B**.

**84D** An instant before you're forced to leap out of the flame, a hole opens in the bottom of the pit, revealing a staircase leading down beneath the fire-pit. As you quickly descend, the floor of the pit slides closed above your head. You release your breath in a big sigh. You never dreamed you'd have to walk through fire on this quest! Turn to **8**.

**84E** There are a number of items on the old heavy, oaken table, but the most important is the wizard's spellbook. It is positioned on a reading stand and is open to a formula for a Potion of Teleportation. He must have been replenishing his supplies earlier.

If you want to turn to the next page of the spellbook, turn to **141G**. If you want to investigate some of the other items on the table, turn to **146E**.

You start to place the item you want in your pouch, but suddenly the duergar leaps up with a roar of rage. You must fight him. If you are the bard, turn to **74L**. If you are the fighter, turn to **150A**.

Maybe the sleeping woman can tell you something about this place. **84G**

"Miss!" you call sharply, but she doesn't stir. You watch her closely and see that she is indeed breathing.

"Miss!" you call again, but there's still no response. Turn to **86K**.

Sighing, you select another magical item from among the rings, keys, potions, weapons, or gems you've collected and give it to the tree. **84H**

"Now let me go!" you say.

"You're not going anywhere," says a voice from the tree, "until you give me a magical gift."

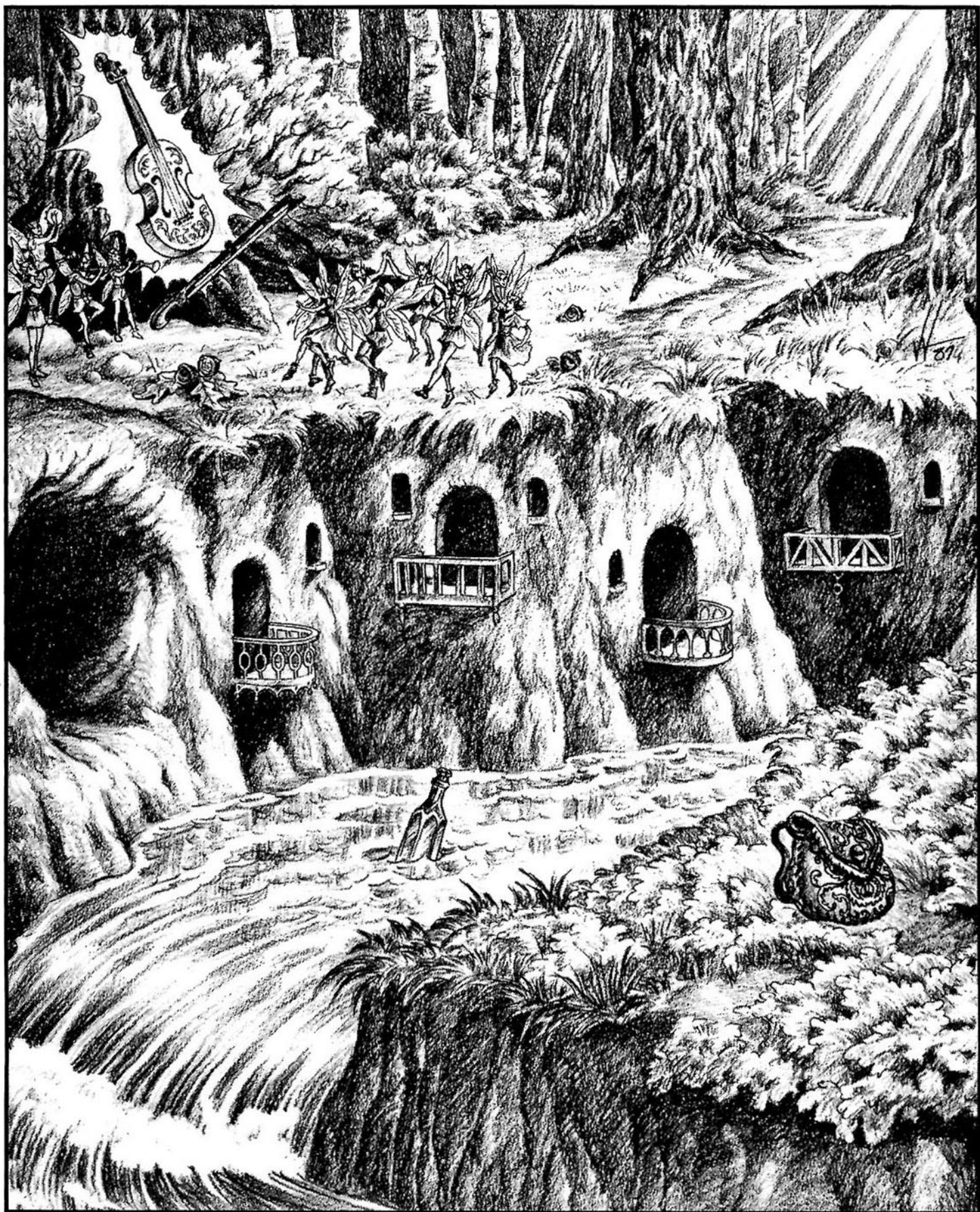
You start to say, "Not again!" when the tree's grip tightens on your arm.

If you have a third magical item to give the tree and are willing to do it, turn to **63K**. If not, you'll have to try to fight; turn to **156D**.

You pick up the green frog and hold it on the flat of your hand. Instead of jumping back off, the frog looks you straight in the eye. Is it your imagination, or is the look rather coy? Suddenly the frog starts to croak, and you can make out words in the sound which reminds you of a rusty gate. **84J**

"I'm a princess, magically changed by an evil wizard into a frog. If you kiss me, I'll change back into a princess."

Do you want to kiss the frog? If so, turn to **122F**. If you don't want to put your lips to the frog, you politely set it down, hearing its protests, and return to **118**.





**86A** You draw closer to the giant, trying to get a better look at the golden ring. The fire giant notices and says, "That ring's been on my finger since the little people caught me and chained me here."

Then you realize what you should have noticed as soon as you entered this chamber: A giant this size should have been able to break his chains . . . unless something magical was keeping him here. It must be the ring!

"Will you help me on my quest if I can make you feel stronger?" you ask.

The giant ponders a moment, as if he were looking for some trick in your offer, then agrees. "Hold out your hand," you instruct him, and quickly you pull the ring from the giant's finger. "A magical ring of weakness," you explain. And even as you watch, the giant appears to be gaining strength. His great arms and legs take on new, even more powerful shapes, his back straightens, and a look of great anger fills his face.

You hold your weapon ready, afraid that his rage will be directed at you. But he simply says, "Thank you, stranger. In return, know this: The ring that the troll guards must be placed over your head. Now, investigate what you will of this place quickly and leave." With those words, the giant does something to the large archway and vanishes from sight.

You thankfully place the ring of weakness in your pocket, thinking it may be of some use elsewhere. Looking around, your eyes naturally seize on the lighted archway and its six shields. Turn to 11H.

**86B** The fourth use of the magic wand automatically takes you to 84, then the wand disappears.

**86C** Clearly, the little staircase spiraling around the tree set some distance back from the grig's tree is meant to be climbed. However, it is very narrow, and as you climb, it gets narrower and narrower.

Roll the die. If you get 1-6, you succeed in climbing the spiral staircase; turn to 66D. If you fail, you lose 1 life point in the fall and need to choose another exit. Turn to 48.

**86D** The instrument makes a harsh shrieking noise when you run your untrained hands across the strings. Turn to the Malefic Random Effects table on page 158 and then return to 56.

**86E** Fortunately the sprite's eye hasn't caught you looking at her, yet you feel free to wander around the place. You're near the fountain when you

think you hear a soft "Hummmph!" behind you. Then an arrow thuds into your back! You fall slowly to the ground, convinced you'll never, ever ignore a sprite again . . . Turn to 52E.

You leap over the shafts of the chariot and out into the sun . . . but there is no sun. There's just an invisible force of some kind that does 1 life point of damage and sends you bouncing to the floor. **86F**

You're going to have to find some other way out of this chamber. Turn back to 60.

You tell the Elf you'd rather be tossed in a lake than deal with him, and that is exactly what he does. You are magically transported into a pool of water, and as you sputter to the edge, you discover yourself in another place. Turn to 16. **86G**

It's truly a fine piece of art, you think as you step back from the tapestry. Your attention is caught by the objects on the mantel. Turn to 133N. **86H**

It's not going to be easy to defeat this witch with her magical mace. Conduct combat. If you win, turn to 87J. If you lose, turn to 88F. **86J**

You can only think of three possible ways to wake the sleeping maiden. You could shake her (88J), slap her (89J), or kiss her (144B). **86K**

"I'm sorry," you say, "but I just don't know what I'm going to have to face on the rest of my quest. I may need all the magic spells I have, and I don't have all that many," you confide. "But I will give you this," and you take out one magic item and hand it to her. **86L**

If you fought someone when you first arrived, turn to 140B. If you didn't, turn to 88K.

You take the tiny piece of red candy, place it on your tongue, and find yourself shrinking . . . shrinking . . . until you are able to walk into the little house. There you find a party in progress. The crowd of faeries invites you to dance. Around and around and around you go, getting dizzier and dizzier . . . until your head stops spinning and you find yourself in 48, with all your potions gone! **86M**

As you approach the gate, you spot a human skull in the grass nearby. If the skull from the hall of the faerie king is with you, turn to 50A. If it isn't, turn to 148K. **86N**

**87A** The window is too high above your head to reach to climb out of it, so you arrange the trunks like stepping stones going up to the window. You climb up, then, taking one last rueful glance at the treasure, step on through.

Instantly all signs of the window disappear, and you find yourself picked up by a whirlwind. Helpless, you let it whirl, and it soon spews you out, amazingly undamaged, in 106.

**87B** Lying on the ground on a path among the flowers is a ring. You pick it up and discover it's a Ring of Sending. Any time you choose to, you may put it on your finger, and it will automatically teleport you to the hall of the faerie king (8). Then the ring will disappear. For now, turn to 24.

**87C** The sylph's enchantment has you in thrall. Obediently you step over to her side and sit down where she indicated. You don't quite know what you expect to happen next.

"Do you have a magical gem to give me?" she asks.

If you have a magical gem and are willing to give it up, turn to 32E. If not, turn to 30G.

**87D** Quickly you prepare the spells that you think will work with this undead creature. Conduct combat. If you win, turn to 82D. If you lose, turn to 144F.

**87E** Treading carefully to avoid slipping, you start to walk down the log steps set into the ground. Between one step and the next, however, a strange feeling of nothingness comes upon you. When it passes, you find yourself in 12.

**87F** If you have killed the spriggan, turn to 18B. If he's still alive, turn to 74G.

**87G** You dash through the big open archway, glad for the handy means to escape.

Wrong again! Before you, you see a huge dragon—the mother?—barreling down the tunnel toward you. You've nowhere to go but back into the nursery where you must prepare to fight again!

Conduct combat. If you win or if you have any special items to use against dragons, turn to 93H. If you lose, turn to 11K.

Swirling water catches you and sucks you downward . . . and then suddenly spits you out! You land on the side of the pool, wet, bruised, and minus 1 life point. You'll have to try to figure out why you can't get through the magical pool. Return to 98.

As the annis falls dead, her body begins to shrivel up into a small ball. Her feet slip out of their tattered black boots, revealing yellow-and-black striped socks on the creature's feet.

But the mace remains unchanged. If you choose to take it, you have a +3 Mace of Defending.

If there is a skull following you, now is the time to pay some attention to what it is trying to say; turn to 105N. However, if you arrived here because of a map on a shield, you must go right on to 136P without stopping. After you have dealt with the creature you find in the next place you go, you are released from the thrall of the shield.

Otherwise, return to 84.

The melody played by the little band of atomie fiddlers and pipers take possession of you in a way that you find enlivening and refreshing. You whirl and spin and leap, feeling better with each note. By the time the atomies drop back to the ground, apparently tired of avoiding your big feet, you have regained all your original life points!

You thank the atomies for the dance—and your renewed health—and ask if you may have a look around. After you've explained your quest, the little creatures give you the freedom of their riverbank. Turn to 84.

You raise the tankard to your lips. The first sip confirms that it is an incredibly delicious ale. You feel yourself refreshed, so you drink more . . . and die. Your adventure is over.

Kneeling beside the chest, the smell of old, rotted wood fills your nose. You ignore it and lift the hasp on the chest, hoping to find something special.

Inside are several different objects of various sizes, shapes, and colors, all useful. You find a jar of instant coffee, a potato peeler, a muffler for cold knights, a bootjack in the form of a swan, and a package of parchment clips.

Closing the lid, you decide it's time to leave by the obvious exit out. Turn to 157E.

You sit down on the edge of the pool and look at the flowers all around it. You idly pick some. You may smell them (104J), toss them into the pool (105F), or just lay them aside on the ground (145M).



**88A** "This is quite a place you have here," you say amicably.

"Thank you," replies the sprite. "I work hard to keep it up. People come from all over to purchase the water from my fountain." On the word *my*, she winks a limpid brown eye as if you'd be very welcome there, too.

"Is it magical water?" you ask.

"Of course. I wouldn't bother with any other kind."

"What is the water good for?"

"Why, for keeping bad magic away, of course. All you have to do is drink some, and none of those wicked old wizards or witches can harm you with their magic." She lifts a cup toward you. "Try some. You won't regret it."

"Uh . . . I'd better not, thank you. I understand that drinking anything here might be . . . uh, bad for me."

The sprite gets a hurt expression on her face. "Not *my* water!" she exclaims. "My water is perfectly safe. I bet you heard that from some of my competitors, spreading nasty rumors about my water!" She stamps her pretty little foot.

A Potion of Magic Resistance sounds as if it could be useful. Maybe you should try some. If you want to, turn to 27L. If you don't, turn to 20A.

**88B** The steps through the little archway descend into darkness. Walking with your weapon held before you, you go down, and down, and down, and down. But finally you come out in 28.

**88C** The only thing of any real importance in this place is obviously the coffin on top of the catafalque. Rubbing your hand unconsciously along the top of the finely crafted glass coffin, you stare down into the motionless face of the dead warrior pixie.

If the live pixie is watching you, turn to 34E. If he's not—because you killed him—turn to 92B.

**88D** A wonderful feeling of freedom overwhelms your initial feelings of childishness as you seat yourself firmly on the swing and start pumping.

If you are the bard, turn to 78E. If you are the fighter, 38J.

**88E** You still see nothing but treasure on the other side of the gate, so you step on through it. But immediately you find yourself in 90.

**88F** You don't stand a chance against the annis's magical Mace of Defending! As you feel all but 2 life points slip away, you realize you must get out of here immediately! Turn to 96M.

Still not certain these little sprites are to be completely trusted, you decide to try to **88G** charm them with your playing. You play a special magical melody that eats its way into the dancers' wills, until finally they all drop out of the dance and sit harmlessly on the grass, ignoring everything you do.

You are now free to investigate anything you want to in this place, without fear of interference from the atomies. Turn to 84.

From the moment you entered the duergar's treasure room, your eye has been on the **88H** dwarf's axe and the gleaming jewel mounted in its handle.

If the dwarf is dead, turn to 93K. If he's not, turn to 62K.

You place your hand on the woman's shoulder and shake her, calling "Miss! Miss, wake up!" **88J**

She turns her head sleepily—she's waking up! You shake her again. "Please wake up, miss!"

The woman's eyes flutter open, revealing the color of a distant sea. Turn to 149C.

"Hummmph! That's not good enough!" she snorts, and the moss faerie disappears in a twinkling, taking both the lamp and your guest gift with her. **88K**

"Well, at least I'm free to look around now," you think. Turn to 154.

You already know how important this dust of the elven king is to you. Maybe you should take **88L** it now, instead of looking at other items in the chamber. Turn to 132K.

You find two faeries—a winged one and one without wings—bargaining over an amulet **88M** on a chain. The one with the wings sees you looking at the necklace and says, "I just traded one moon's supply of faerie dust for this magical amulet. What will you give me for it? It will duplicate any five magic spells you have."

If you want to make a trade, you have to give her one of the magical guest gifts you've received. If you don't want to trade, say no thanks. In either case, turn to 82.

You push on the door with the smiling mask. **88N** The big slab of polished oak moves freely, and you walk on through. On the other side, you quickly come to a tunnel that forks two ways. If you want to go to the left, turn to 136R. If you want to go to the right, turn to 59M.

**89A** The wide, dark tunnel is hewn from stone that appears to be well worn, as if the dragon had gone through it time after time, her sides and wings brushing the surfaces all around her.

Suddenly the surface under your feet changes, and you look down and discover that you've stepped onto a rough metal grid, rather like the cattle grids you've seen used in farming country to keep cattle out of people's gardens. But this one, easily ignored by a big dragon, must be for keeping human-sized creatures from traversing the tunnel.

To see if you can get across the grid without falling, generate a number from 1-12. If you get a 7-9, turn to **104B**. If you get any other number, turn to **93B**.

**89B** You place your pipes to your mouth and begin to try to charm the strange creature. Conduct combat. If you succeed, turn to **56D**. If you don't, turn to **50F**.

**89C** Wondering about the magic in the siren's shell harp, you pick up the beautiful instrument. If you are the bard, turn to **55D**. If you are the fighter, turn to **86D**.

**89D** You stand facing the largest tapestry in the room. It's a wonderful creation of light and color, showing a happy maiden swinging in a sun-streaked bower. It's so real that you feel you could walk right into the picture.

One corner of the tapestry is turned aside, and you can see a dark hole in the wall behind it.

If you want to investigate the hole, turn to **129M**. If you want to study the tapestry more closely, turn to **92H**.

**89E** Using your longest sword, which also happens to be the one with the highest magical bonus in combat, you give a quick twist with its tip and send the gem flying to the floor.

If the spriggen is still alive, turn to **93G**. If not, turn to **18B**.

**89F** Swirling water catches you and sucks you downward . . . and then suddenly spits you out! You land on the side of the pool, limp, wet, bruised, and minus 1 life point. You'll have to try to figure out why you can't get through the magical pool. Return to **96**.

**89G RUN!**

You lean down and push your way through both panels of the little gate, wondering if **89H** perhaps it was used by dwarven gunfighters. But then you stop wondering why the gate is there among the treasure as you find yourself in **8**.

You hate to do it, but you know it's bound to be effective. You turn the woman's face toward you **89J** and deliberately slap it hard with the flat of your hand. Her eyes fling open in terror. She leaps up and starts to run up the hill.

"Stop!" you call after her. "It's all right! I was just trying . . ." But she's already out of sight, running in fear because you woke her so abruptly.

Saddened, you turn to examine the area. Turn to **138**.

An incredibly fine hand-wrought steel sword leans against the sarcophagus. You think you **89K** hear it begin to hum as you reach out to touch it. Turn to **121C**.

You walk as close to the troll as you feel is safe **89L** and then lightly toss the hoop toward it. The troll reaches out one gargantuan hand to catch the gold ring, then stands there and rolls the ring around in its hands for a moment . . . a long moment, during which you wonder how good the word of a troll is. Then it walks off to one side of the chamber, where, you now see, a pile of gold hoops already lies in the dust. Strange . . .

You know you're not going to investigate the troll's pile of gold hoops now that you're on the other side of the bridge, and there doesn't seem to be anything else worth looking at. Turn back to **130** and choose which exit you want to use.

The water in the fountain looks cool and refreshing. You know you shouldn't drink it, **89M** but you feel like rinsing your face off. With all these people, it's very warm in the hall of the faerie queen.

If you want to rinse your face with some water from the fountain, turn to **145L**. Otherwise, it's probably time to pick an exit; turn to **82**.

Before you know it, the miffed horseman **89N** manages to steal two magic items from you. "I learned that from the spriggen," he says as he remounts. Instantly he turns back to stone. There's no sign of your magic items. Now you feel it's definitely time to leave. Turn to **76** to choose an exit.

Your spell doesn't work! All you can think of **89P** doing is running. You turn and scurry back down the hill you just climbed until you arrive back in **138**.







**92A** Trusting that the wizard doesn't really have any intention of killing you, you walk through the stream of sparks. You consciously try not to flinch, so that the wizard will think you don't even notice his spell. You move around the outer edge of the room, ostensibly studying titles of books on the shelves. You move a dusty scroll and inspect its title. Then you open the lid of a jar and see only something that looks terribly like the classic eye-of-newt.

Behind you, you hear the wizard gradually building up a good head of steam. "Walk into my laboratory unannounced, will you? We'll see about that! We'll see just how long you get to stay here! One . . . Two . . ." Just as you know that something is coming, you grab the closest thing to you, which happens to be a potion bottle hanging over your head.

" . . . Three!" Instantly you find yourself teleported by the angry elven wizard to 12.

The bottle you took from above your head is a Potion of Teleportation. Make a note that when you choose to use it, you should turn to 153E.

**92B** Your hand moves to the beautiful gem mounted in the middle of the glass coffin lid. The gem has four facets on the top, and the colors are different in each facet.

If you want to study the gem more, turn to 90B. If you want to open the coffin, turn to 62C.

**92C** On the path, near a crooked gate, sits an ornate chest, decorated in beautiful velvet with gold bindings. If you have a magical key, you can open it; turn to 94A. Otherwise, turn to 24 and pick an exit.

**92D** You pluck a gem of liquid red color, marveling at its size and purity. But when you try to put the gem in your pouch, you find that the gem is stuck to your hand. No matter what you do—scrape it against a tree, pull on it with your teeth, whatever—you cannot get the gem off your hand!

You have picked a Gem of Sticking. It will stay with you through 3 combats, during which you must add 1 to the die roll required to win. At the end of that time, the gem will be released from your hand and you may use it like any magical gem. For now, turn to 48.

**92E** The bag of spilled gray dust doesn't seem to have any importance or magic about it. You ignore it and return to 126.

The siren pays no attention to the fact that her pet is losing his battle with you. She just watches, a slightly puzzled smile on her face as the otter drops away into the water, blood trailing behind him. You are free now to explore the area; turn to 56. **92F**

The gem in the chariot is a magical Gem of Two-Time Transportation. It has already performed its function and now has no other special traits, but if you require a magical gem in this adventure, you can still use this one. Turn to 130. **92G**

You reach out and touch the golden swinging girl . . . and feel *real flesh*! Quickly you touch other places on the tapestry—it's all real! You can feel the sunshine, smell the breeze! If you want to step into the picture, turn to 78P. Otherwise, check out the hole behind it (129M). **92H**

You draw out Cwythia, determined to charm this evil creature into submission, but you soon discover that this is no ordinary woman. Try as you will, she can't be charmed! As you lose 1 life point, you realize that you must either fight (64E) or retreat (96M)! **92J**

Floating in the river, but apparently not going anywhere, is a corked potion bottle. The water in which it floats moves very rapidly, so the problem is how to get it. **92K**

You sit down on the bank and lean way over it, trying to reach the bottle. Generate a number from 1-12. If you roll 1-5, turn to 137J. If you roll more than 5, turn to 96K.

You agree to give the ghillie dhu three spells, even though it depletes your supply severely. Since you have the king's lamp now, you hope that the solution to your own quest lies just around the corner. **92L**

You whisper the three spells you have selected into the moss faerie's ear, and she gratefully hands you the king's lamp.

The king's lamp gives the possessor the permanent ability to see invisible things, so you no longer need your . . . See the Unseen spell.

"Well," the ghillie dhu says, smiling, "don't just stand there gloating. Get on with your quest!"

Turn to 154 and decide what you want to do.

As you study the pillars, you realize that the runes are different on each one. With a feeling that your decision might be very important, you decide whether to first interpret the runes on the left-hand pillar (63N) or the right-hand pillar (150E). **92M**



**93A** "Greetings!" you say between loud clangs of the dwarf's hammer. But he ignores you and continues to shape the sword blade he's working on. Soon, however, the metal has cooled, and he thrusts it back into the fire to turn it molten again.

"Now, what's that you say?" he grunts.

You repeat your greeting. The dwarf looks around and finally says, "I guess you must mean that for me. 'Tain't no one else here except Falafel there"—he gestures toward the hedgehog—"and he don't talk much. Anyway, can't imagine why a feller would come interrupting a man at his work. It's not as if—"

"SIR!" you exclaim, trying to stop the garrulous flow. "Perhaps you can help me. I'm on a quest to—"

"A quest? Well, why didn't you say so? I believe in helping people when they have something important to do. Sure, I'd be glad to help. Now, let's see—maybe we can work out a little deal and help each other, that sort of thing."

"I couldn't help but notice that interesting key hanging from your belt," you say.

"Huh? Oh, yes. Would you like to make a trade for it? I collect magical weapons. Got quite a lot of them. Use them for all sorts of things."

If you have a magical weapon and want to trade it for the key, turn to **50H**. If you say no but you might be interested in something else, turn to **35A**.

**93B** You run lightly across the toothed grid. You feel your shoe catch slightly a couple times, but it doesn't hinder you. You quickly leap to the other side and find yourself entering **72**.

**93C** You see nothing unusual in the gills, or any other part of the mushroom. Return to **36**.

**93D** For some reason, probably the fact that you are running, the music fails to work properly, and you are struck by four pebbles, causing you to lose 4 life points. But you gain two gems in the painful process. Turn to **79B** to see if you gain your objective.

**93E** You stare at the swing's writing. If you are the bard, turn to **98F**. If you are the fighter, **58F**.

**93F** Amazed, you notice a gold nugget in the grass. You start to put it in your robe's pocket, when you see in it a vision of **111**.

**93G** The gray gnome leaps up instantly, his spear outthrust again. "That's mine!" he shrieks, attacking furiously. Instantly you discover that your sword has lost all its magical powers. At the same instant, you

realize that the little gnome is turning into a giant!

Conduct combat. Add no magical points to your roll. If you win, turn to **67F**. If you lose, turn to **11D**.

The mother dragon's dead, but her huge body is blocking the tunnel! You realize you **93H** can only leave here through the small archway (**26K**) or down the slide (**148E**).

The swirling water catches you, sucking you downward. By some miracle that you don't understand, you are able to breathe as you go, without sucking water into your lungs. Because of that, you find yourself able to relax and let yourself go. **93J**

When the swirling stops, you find yourself—completely dry—standing in a beautiful big chamber, rather like the hall of the faerie king. But here, the faerie queen awaits you. The ring and potion you held in your hands as you jumped into the pool have disappeared. Turn to **82**.

The duergar's magnificent axe is a +3 weapon. The gem in its handle is a very special **93K** Gem of Poison Gas Immunity. You may choose to remove the gem from its mount or you may take the whole thing. Turn to **146**.

You look into the mirror and see yourself for the first time as a robed wizard. The image **93L** makes you smile as you replace the glass where you found it and return to **126**.

You choose a second item to duplicate and repeat the procedure. But this time when **93M** you open the pouch, there's nothing there—not even the item you put in!

To determine which item you lost, number all of your magical things and then roll the die. The number you get is the item you lost. If you get a higher number than you have items, roll again.

You find yourself wondering if maybe the magical bag alternates what it does—doubling something once, devouring it the next, doubling again next, and so on.

If you want to try it again and find out, turn to **116M**. If you decide not to, proceed with your exploring. Turn to **84**.

Once more you have come into the chamber of the glistig. The creature smiles compellingly at you from the water's edge, but this time you are not fooled. The chamber is as you left it the last time you were here. Turn to **142**. **93N**

**94** You've arrived at a place of great contrasts—beautiful flowers and warm scented air are a welcome relief from a dead tree that looks more like a thing of nightmares than sunshine. At first there seems to be no life here other than the flowers, but then you hear a rustle of leaves, and a shimmer runs through them. There is no wind, but then you see two little creatures—a brown pixie and a furry animal—scurry away. However, the restlessness among the leaves continues, so you go to where you see the petals moving, and there you find—looking very like the petals themselves—a tiny pseudodragon.

You know that a pseudodragon is actually a real dragon—there's nothing "pseudo" about it, other than the fact that it would rather fade away than fight. You know, too, though, that it has a fatal stinging barb on the tip of its tail.

If you want to fight the pseudodragon, turn to 132G. If you want to try to communicate with it, turn to 62A. Or you can just pretend you haven't seen it and do whatever you want to do.

If you are free to explore this place, you can investigate the:

|                       |      |
|-----------------------|------|
| tree                  | 126D |
| gate                  | 157E |
| chest inside the tree | 87M  |
| writing on the rock   | 145F |
| flowers               | 62G  |

If you have been here before in this adventure, you notice that the area is slightly different from when you first saw it. Turn to 52J.

**94A** Your eyes open wide when you see what's inside the chest. If you are the bard, turn to 12A. If you are the fighter, 30C.

**94B** Since there's nothing in sight with a keyhole, it seems very strange to see a key sitting here on a cloud. You reach out for the key, and it immediately says, "I am the Key of Change. I look like a key now, but I can easily become other things. Use me as you will."

If you don't need a key, you can use it as a potion, a ring, or a gem. But once you have decided what it is, the key will not change again.

After making your choice, you decide to continue searching the area. Turn to 16.

**94C** In the middle of all the tiny faeries still flying around this place, it seems strange that the swing is so definitely intended for humans. You feel irresistibly drawn to sit on it, but your eye is caught by the writing on the swing seat.

Do you want to study the writing (93E) or sit down and swing (88D)?

**94D** If the item you gave the statues was magical, turn to 129N. If the item wasn't magical, turn to 55H.

Your song is enveloped by the siren's and wrapped round and round with her power, until her song emerges triumphant. Without even noticing, you take your pipes from your mouth so that you can hear her sweet song more clearly. It entwines itself in your heart and mind, luring you toward the beautiful woman on the rock. As you step toward her, you know that you are hers forever . . . her plaything, her toy. You care not that your quest is over. **94E**

Try as you might, you find nothing at all magical about this tapestry. **94F**

You begin to want to leave but you aren't sure exactly how to go about it. There is that hole behind the tapestry (129M). On the other hand, there is the obvious possibility of the fireplace (97G).

The green gem and the bowl itself have begun to sing to you, making you yearn for them regardless of the cost of obtaining them. You grasp the bowl once again, closing your eyes to absorb the shock of pain that rages through you, costing you another life point. But your daring has paid off: More blood has flowed into the bowl, and the gem has risen higher. **94G**

But once again when you grasp the gem, it fails to come loose. The vampirelike bowl clings to it tenaciously. Perhaps it will never come free—or should you try it one more time?

If you want to try once more to get the gem, turn to 54J. If you don't, leave the bowl and turn back to 114.







**96A** You bend down and reach out for the small drum. Quickly you loop a finger beneath the string that holds the head taut . . . but not swiftly enough! The giant swings out with his massive foot. Roll the die. If the result is 6 or less, turn to 153A. If it is more, turn to 148A.

**96B** Your magical pan-pipes begin vibrating in irritation, but right now you don't care. You begin playing and the music you make is better than any tones you have made before.

Unfortunately for you, you quickly discover that this is a magical Flute of Vampirism. It is sucking your life away. You lose 1 life point every combat turn. Generate a number from 1-12. If you don't get a 9 or more, you lose 1 life point and must continue playing. Roll again. When you do roll a 9 or more, you are able to resist the sweet effects of the flute and throw it away. Exhausted, you turn back to 24.

**96C** Pick one of the facets listed below, turn to the section indicated. If you like what you see, you activate the gem and go to that place.

The gem stays behind. If you return to this funereal place again, you cannot be transported to the spot you traveled to another time.

First facet - 40G

Second facet - 62D

Third facet - 30H

Fourth facet - 50D

**96D** There are bottles of all different shapes, sizes, and colors lying around the sprite's domain. Fortunately most of them aren't corked, and you can see immediately that you don't need to check them further. However, there is one corked bottle standing by itself near a large fungus.

If you want to fill one of the bottles from the fountain, turn to 31D. If you want to have a look at the corked bottle, turn to 18L.

**96E** As you stare, the gnarls suddenly begin to move, and a deep wooden voice booms from the tree. "Thank you for relieving me of the burden of that nasty little creature. Is there some service I can offer in return?"

If you already have the sword from the tree, turn to 116E. If you don't, turn to 98E.

**96F** You soon realize that there won't be any retreat from this evil creature. This was indeed a fight to the death—yours.

You run your hands gently over the deeply incised carvings on the two pillars. As you do **96G** you feel a strange, new sensation come into the air—or is it that the old sensation of life and spring has departed? Something evil this way comes!

Flip through the book until you find the Elf. Take it out and turn to #12 on the Elf list unless you have already met the Elf on this adventure. If so, you may continue exploring in this chamber (44).

You know that this water nymph is a siren, a woman who has the power to control men's minds with her singing. You'd better stop her before she gains control of yours! If you are the bard, turn to 38K. If you are the fighter, 50G.

One by one, you study the pictures mounted high up on the wall where the children can't reach them. You find yourself drawn to them, and you wonder if there's something special about them. If you want to study any of them more closely, you can choose to reach up and get the picture of the: **96J**

|           |      |
|-----------|------|
| dog       | 141M |
| horse     | 104H |
| butterfly | 116J |
| bird      | 120K |
| frog      | 129H |
| bear      | 56H  |
| deer      | 132F |

Bracing yourself against the ground with one hand, you crouch low so you can reach your other hand out . . . out . . . out to the bottle. The bottle bobs and dips with the current, but it stays in one spot. You watch the bottle bob, timing it, until you make one quick dip of your own and come up with the bottle clutched tightly between two fingers. **96K**

You've obtained a Potion of Slowing. Any creature you throw it on will magically slow down, with the result that when you fight it, you can add 3 to your roll. Turn to 84.

A set of double doors is set right into the side of the mountain. Their windows are of lovely leaded glass and the bottoms have beautiful geometric patterns. And right in the middle of one is a keyhole. **96L**

One of the cwyllians is sitting on a rock on the hillside, just above the door. He says, "Sorry, but you can't open that door unless you've got the key that was hidden here." He laughs, confident that you don't have it. If you do have the key, turn to 118E. If you don't, you'll have to look elsewhere for an exit. Turn to 110.

Quickly you look look around the strange room and see only two exits: the dutch-style double doors (136P) and the plain door with the sign that says, "Wendy's Room" (83K). **96M**



**97A** The torch on the nursery wall intrigues you with its quality. It looks as if it would never go out. Of course, a nursery needs to be well lit at all hours. . . . You study the torch closely but can't figure out what keeps it burning.

If you want to lift the torch off the wall to see how it works, turn to 74H. If you don't really care, just examine the pictures mounted along the top of the wall above the arches and turn to 96J.

**97B** You turn the star-shaped key in the lock and raise the hasp. Eagerly you lift the lid. If this is the first trunk you have opened, turn to 54A. If it is the second, turn to 120B.

**97C** As one of the tiny creatures leaps up onto your shoulder, you smile at it and say, "Hello. Say, I'll bet you fellows know a lot about this faerie mound. I'm a stranger here myself. Maybe you can help me."

"We can for a price," squeaks the one on your shoulder.

As you listen, you discover that the quicklings want gems and magical weapons, but they're not particular about which ones. For each item you give them, they'll tell you something about a chamber in the mound. Then you'll be free to look around.

If you give them one item, turn to 72H; two items, 72H *plus* 76F; three items, those two *plus* 30L. Afterward, turn back to 102.

If you're not willing or able to trade, turn to 79D.

**97D** The orange-colored fungus is solid-sounding and hard. You see nothing special about it, although you do smell a faint aroma, like cinnamon toast, coming from it.

Well, you aren't going to eat it no matter how good it smells. You continue searching the area looking for something that might smell like lunch. Turn to 36.

**97E** Surely a door being guarded by a pesky leprechaun is worth investigating. You're studying the door when you hear a rustle of leaves above your head, and the leprechaun leans out. "Oh, the door, is it? Well, go ahead, take a look!" Then he cackles and backs away into the branches again.

What was that all about? you wonder.

If you want to try the door, turn to 19E. If you don't trust the leprechaun, examine something else in the area by turning to 40.

The faeries in the queen's chamber *oh* and *ah* at your transformation. You feel completely like a powerful wizard now and are confident that you will accomplish your quest. **97F**

"Now," says the faerie queen, "you gave me two guest gifts. I must respond in kind." She snaps her fingers, and a servant comes running over with a tray. On it are four items.

"These are all yours, wizard. I'm sure you will find them useful on your quest."

You thank the queen and study the items she has given you. You have received:

A Pearl Comb of Health, which gives you 2 additional life points. However, if you give it away, you lose those 2 points.

A Potion of Magical Strength, which causes you to do double damage with your magic spells.

Silver Reins of Protection, which prevent you from being damaged by any equine.

Magic Dust of Plants, which prevents plants from affecting you, either for good or evil; the dust can be used five times.

"Those are yours now, magic-user. Do with them as you will," says the queen.

You are now free to look at the faerie queen's chamber from your new perspective as a wizard. Turn to 82.

The fire is quite small for such a large fireplace, and as you watch it doesn't seem to get any bigger. Thinking this needs investigating, you bend over and put your head in the fireplace. Roll the die. If you get 1-3, turn to 98H. With any other number, turn to 105E. **97G**

Standing in the middle of the treasure, with a path leading to it but with no path visible on the other side, is a short, two-paneled, swinging gate. You look over the top of it and see nothing but more treasure. You look around it, and even under it, but see nothing to indicate why it's there. **97H**

If you want to open the right-hand panel, turn to 9N. If you would rather try the left-hand panel, turn to 88E. If you prefer to swing through both panels at once, gun-fighter style, turn to 89H.

You step onto the bridge, being careful not to trip on any of the roughly joined boards. Instantly you see before you the chamber in the faerie king's domain that you most want to go back to! There's no turning around now. You must choose a room and go to it. You will arrive as the bard or the fighter, whichever you were before, with all your skills and weaponry, *plus* whatever magical items you have acquired in the queen's realm. Your power for spellcasting will be gone, however. **97I**

**98** With relief, you discover that there is no one you have to fight immediately in the new chamber you find yourself in. And it is with delight that you realize that this pool must be the one that will lead you to the faerie queen! But dismay cancels the delight when you see the water in the pool whirling and plunging downward so violently that it could destroy you!

The gardenlike setting is certainly beautiful. Everywhere you look, flowers bloom abundantly. You hear birds whistling in the colorful trees, and the scent of blossoms is carried everywhere on the gentle breeze. But in the center of it all, coming from the pool itself, is a mysterious feeling—not necessarily evil, but of something inexorable taking control of you.

If the talking skull is still following you, turn to **63J**. If not, go ahead and decide what you want to explore.

| If you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|----------------------------------------------------------------------|----------------|
| pool                                                                 | 79H            |
| wall carvings                                                        | 121B           |
| flowers                                                              | 87N            |
| gate                                                                 | 134H           |
| hole in the ground                                                   | 108F           |
| path                                                                 | 50N            |

If you have been here before in this adventure, nothing has changed. You know what you have to do.

**98A** With the yearning that only a true adventurer can know, you head toward the glowing light. Immediately, the way becomes difficult. Your feet become tangled in gnarled tree roots. Branches swing in your face, temporarily blinding you. Small pits seem to open at your feet—at least they aren't there when you decide where to place your feet.

Finally a bat flies straight into your face, just as a root wraps itself around your ankle, and you go flying forward onto your head. You lose 1 life point.

Still your glowing goal seems just out of reach in the darkness. If you want to continue on, turn to **140J**. If you want to return to the path, turn around and walk carefully back. When you look back at the lights in the sky, you see only a group of dancing lights. Turn to **114**.

**98B** The second use of the magic wand automatically takes you to **52**.

**98C** You're grateful that the faerie dragon has lead you to the object of your quest, but you don't fully trust the creature. Determined to find your own way out, you start down the path toward the crooked gate. Turn to **32D**.

**98D** Two of four pebbles hit you, causing you to lose 2 life points. But in the process, you acquire three gems. Turn to **79B** to see if you reach your objective.

**98E** "I'd certainly like to have that sword," you say. "It looks as if it could be very helpful."  
"Oh, it would be," replies the tree, "but unfortu-

nately, it's there forever now. Only the grig had the magical power to make me release it. Would there be anything else?"

Turn to **116E**.

You concentrate on the magical writing and finally realize that it says, "Turn me over." You **98F** turn over the seat of the swing and find more writing, which says, "Sit in me, then choose a place where you have been before. I will transport you there in an instant."

You can return to any room in the faerie king's domain you've been to before.

Before you can even begin to attack her, the siren wraps you round with her song, capturing your heart and your mind. You drop your weapon and advance toward her. You are hers . . . forever. **98G**

That was silly. You just managed to burn yourself, losing 1 life point. Return to **102**. **98H**

"I had some Dust of Plants," you say sadly. "The faerie queen gave it to me as a guest gift, but I've already given it away to someone else." The Amazon looks crestfallen and murmurs something about "so close." **98J**

Hoping to cheer her up, you offer her something else from your list. She takes it and then says, "Thank you for waking me. I might have stayed there forever if you hadn't, and I've got to get on about my own mission. Good-bye." And before you can even respond, she strides off up the hillside, leaving you alone.

Sadly you watch her go. Then you decide that you might as well look around here before moving on. Turn to **138**.







**100A** "Yeah, so?" replies the goblin with the gem in its forehead.

You sense that the wolves have something to convey to you if you can just get a chance to commune with them.

"I am able to talk to animals," you press on. "Perhaps you'd like to know what they have to say."

"Nah, why should we? They're just guard wolves. They're not even ours," says the second goblin, rising from the floor.

"Well, I'd like to talk to them, Skurd," says the first. "Go ahead, fella—talk."

You stand quietly a moment, waiting for your emotions to calm down. Then you begin to croon an almost atonal, soft melody, until you feel the minds of the two wolves reach out to yours.

"Why are you here in this chamber with these dumb thugs?" asks one wolf, disdain in his mental voice.

Briefly you explain your quest. The second wolf raises its head in interest. "Perhaps we'll join you. It sounds like a worthy quest."

"I'd be happy to have you," you reply, "but how do I get past these goblins?"

"Offer them a magical weapon."

"Thank you. Now, do you have anything you'd like the goblins to know?"

"No. We're just staying here awhile to amuse ourselves. These creatures are so gross. Tell them anything you want. But in case it means something to you later, remember, a bell should ring only once."

You don't have any idea what that means, but you shrug and turn to face the goblins. If you have a magical weapon that you're willing to give up, turn to **20D**. If you don't, turn to **14D**.

**100B** The stone inside the big tunnel is worn smooth in wide grooves, as if something large had passed down it repeatedly. There are no sharp turns, just a slightly curving path that appears to accommodate regular traffic.

You begin to wonder if that regular traffic might have anything to do with the baby dragons back in the nursery—like a mother . . . or father. You also begin to think that maybe you should go back to the nursery and take another way out. If that's what you want to do, turn back to **72** and choose another exit. If you're willing to go on, keep walking until you find yourself in **12**.

**100C** You bend down and reach out for one of the weapons. Quickly you hook a finger around it . . . but not swiftly enough! A quick side

thrust of the giant's massive foot catches you in the head, tumbling you backward.

If you accept the fact that all you can really do now is check the archway, turn to **129A**. If you want to try to fight the giant, turn to **22C**, but add 2 to the number you need to succeed in combat.

You approach the small mining cart in which the gnome has been piling what **100D** he has dug out of the rock face. You realize that the cart is on tracks that descend into the distance down a small, dark tunnel. You can investigate down the tunnel (**9K**) or sort through the rock chunks the gnome has accumulated (**55C**).

You reach down to pick up the flute, but your hands go right through it! Hearing **100E** a noise behind you, you quickly turn around. The flowers are laughing at you! In the middle of the raucous laughter, you hear words coming from them. They're talking to each other!

If you want to talk to the flowers about the flute, turn to **71B**. Otherwise, chalk it up to experience and choose something else to investigate (**24**).

The angered leprechaun leaps out of his tree, landing on your shield, knocking it **100F** to the ground—and you with it! But as you scramble up from the ground you manage to scoop up a handful of four gems. Turn to **79B** to see if you reach your objective.

You put the fiddle to your chin and **100G** start to play. The instrument plays a lilting melody that seems to dance through your brain. If you charmed the grig earlier, turn to **78D**. If you didn't, turn to **60E**.

The large hole in the bank looks big enough for a man to crawl into. You put **100H** your head inside and see that you will, indeed, fit. Moving on your hands and knees, you find that the hole is the entrance to a small tunnel through the earth. From time to time it widens a little, enough so you can stretch a bit. Suddenly, when you're stretching, you feel a movement by your side. You neither hear nor see anything, but when you arrive at **102**, you find that all your magical keys are gone!

The path through the birch trees is peaceful. There's a gentle breeze, and the crisp **100J** smell of rustling leaves draws you on. Then suddenly you come upon a clearing. Turn to **154**.



**101A** You cross to the back of the room, where there's a windowlike opening with a faerie scraping dirty plates through it. You ask him about the opening.

"It's a dumb-waiter," he replies. Then he adds in self-pitying tones, "That's all I ever get to do around here—scrape plates! They eat and they eat and they eat. It never ends. And the king is angry at me for suggesting we get the queen and her ladies back here to do the cleaning up, so he gave me the job!"

"Where does the trash go after you scrape it through the window?" you ask.

"Someone may know . . . I certainly don't. The king tells me to scrape the plates here, so I scrape the plates here. I know it can be used as an exit from this room, but where it goes I simply don't know. They never tell me anything. They just laugh at me and hand me more dirty plates."

"That was a lot of help," you think, "but at least I know there's an exit there."

Return to 8.

**101B** The Bowman, whom you first saw standing near the queen, joins you and says, "Have I got a deal for you!"

"Oh? What is it?" you reply cautiously, wondering if he is a used chariot salesman.

He looks around furtively, leans toward you, and whispers, "I've got here a Bow of Time Displacement. When you meet an enemy, all you have to do is shoot the arrow, and the enemy will be frozen in time, leaving you free to do two things in the area."

"It certainly sounds good," you say, "but are there any problems with it?"

"Nope. You've just gotta be sure to be ready to fight when those two things are done, because that creature is going to start right after you again. And naturally it only works three times. Now, all I want for this fine bow is one of those little magical guest gifts the queen gave you. You see, I've never been a guest here, so I've never gotten one of them."

If you want to make the trade, do so, then turn to 82.

**101C** Puzzled at seeing a backpack here and wondering who might have left it lying in the grass, you pick it up and open it. Inside is the remains of a sandwich covered with greenish-gray mold. You think it was once ham. Return to 142.

**101D** Steeling yourself for something truly awful, you bite into the red-colored section of the mushroom. It immediately sends a shock through your system that takes away 2 life points. But as you stop reeling, a faerie flies to you and says, "I've been com-

manded to give you some information about this place. Listen well: The pouch is evil."

With that simple statement, the faerie flies away and you remain, holding the remnants of the magical mushroom in your hand and nursing a serious ache in your stomach. But then your eyes light on the mushroom stem in your hand. It isn't an ordinary stem—it's a magical key! You can take the key with you and use it in any lock that requires a key. Return to 44.

You pick up the ring lying in front of the miniature castle. Its stone glows from the sunlight reflecting on the water. **101E**

This is a Ring of Water Walking. It will carry you to another chamber that has water in it, if you choose to use it. If you do, turn to 68G. If you don't choose to use it now, you can keep it as a magical ring.

Once during the quest you can use this ring to transport you to a special water place (98).

Suddenly all activity around you stops, and a blast of green mist appears. When the mist clears, you see an Elf, with a rapier poised at your throat. **101F**

"Now, human," the Elf growls, "you can either buy your life or fight me to the death. I don't like your sort, and I don't want you in my mound. So give me something interesting or fight!" And with that, the Elf backs up, his weapon ready, allowing you to choose.

If you want to give him an item, place a number next to all your things and then roll the die. That is the item you must give him before you continue with what you were doing before the Elf appeared. If you roll a number that doesn't have an item by it, roll again.

If you choose to fight, use the Elf's bookmark for his statistics. Conduct combat. If you win, you may continue with what you were doing before the Elf appeared. If you lose, your adventure is over.

Nothing you can do—magical or otherwise—seems to work against the green dragon and its horrible breath of chlorine gas. The moss faerie brings you back to life, restoring 10 life points. But you've got to get out! Run for the path through the trees (134J) or the stream (153K). **101G**

The little harebell flowers have a strange enchantment. They almost seem to ring, as if they were indeed real bells. The mist, you realize, seems to concentrate in the areas where the flowers are most abundant. Generate a number from 1-12. If you get a 9-12, turn to 67K. If you roll any other number, turn to 157G. **101H**



**102** You can't believe your eyes! You've finally entered a chamber that invites you to relax with comfortable couches; a smoldering hickory-scented fire; food and drink; and cozy warm tapestries on the wall. They all draw you into the room and urge you to unbuckle your weapons, quench your thirst, and relax.

You are about to yield to the temptation when you see why, even here, you must maintain your vigilance and be ready to fight. Quicklings!

The tiny, almost invisible relatives of the brownies are all over the place! Now that you've noticed them, you realize that they've been there all along, holding still and fading into the patterns of the decor.

So far, though, the quicklings have left you alone. Maybe you can continue to pretend you haven't seen them (66G). On the other hand, maybe you should attack right now, while they aren't sure if you've noticed them (58H). Or, you can try to talk to them (97C).

| When you are free to explore the chamber,<br>you can investigate the: | by turning to: |
|-----------------------------------------------------------------------|----------------|
| tapestry over the fire                                                | 83D            |
| tapestry on the left wall                                             | 89D            |
| pillow beneath it                                                     | 150D           |
| tapestry to the right<br>of the fireplace                             | 94F            |
| fireplace                                                             | 97G            |
| mantelpiece                                                           | 133N           |
| footrest                                                              | 110C           |
| table                                                                 | 124E           |
| cloak over the chair                                                  | 22B            |
| cloak over the couch                                                  | 126H           |

If you have been here before in this adventure, the quicklings have vanished and you are pleased not to have to deal with them again. The chamber is exactly as you left it the last time you were here. All the things you altered are still altered. You have the choice of leaving or investigating the things you didn't touch on your last visit.

**102A** The little brass-bound trunk near the stairs leading up from the gnome's mine doesn't have a lock on it. You easily raise the hasp and lift the lid. The trunk is empty except for a small piece of parchment. On it are printed the words "ENTER ME AND CLOSE THE LID."

A strange sensation goes through you as you read the words, but it's not an unpleasant feeling. If you want to climb in as the note instructs, turn to 14J. If not, close the lid and return to 28.

**102B** A gold flute at the base of a black rock draws you to it. You can almost hear its lilting music! If you are the bard, turn to 100E. If you are the fighter, turn to 105B.

**102C** You open the little casket with its scallop-shell clasp and discover that it is filled with salt, which begins to overflow the instant you open the lid. You pour it out into the water to see if there's anything under the salt, but all you find is more salt—which quickly overflows the sides once more.

You have found a Casket of Overflowing Salt, which has no useful purpose whatsoever. Close the lid and return to 150.

**102D** Even though you're running, you catch sight of a small faerie waiting along the side of the path. When you see her hold out her hand to you, you stop and ask what she wants. She hands you a magical ring, saying, "Here. You may need this." You thank her and hurry along your way. Turn to 98.

You lift the tankard from the floor and feel liquid inside of it sloshing around. A wondrous aroma comes to your nose. It's ale, the likes of which you have never smelled before. Then you see the writing on the outside of the tankard. It says, "Magical Tankard of Immortality."

Do you want to drink from the tankard? If so, turn to 87L. If not, return it to the floor and go to 126.

The evil nightmare lies before you, dead, the flames on his hooves gradually dying away. The heat in the chamber stings your nose, and you realize that you still need to deal with this place. Turn back to 60 and decide what to do next.

The magnificent sword proves to be a Sword of Mighty Dragon Slaying, which automatically slays any reptilian target. Only a fighter may use it. If a bard tries to pick it up, it instantly turns to dust. Return to 90.

Carefully you squeeze past the bubbling cauldron, expecting at any moment to tip it over. But you're pleased to make it safely . . . at least until you step into the darkness and find yourself magically transported to 8.

There are four balconied entrances dug into the riverbank. Starting from the left, you can investigate the:

|             |      |
|-------------|------|
| first hole  | 128D |
| second hole | 132J |
| third hole  | 145K |
| fourth hole | 113K |





**104A** "I'm sorry," you say, "but I don't have a key that will open your chain."

"FREE ME!" the giant demands angrily.

If you are the fighter, turn to 32A. If you are the bard, 55A.

**104B** You try to run lightly across the toothed grid, but your shoe catches on some of the sharp prongs and you fall, doing 1 life point of damage. You pick yourself up and leap past the rest of the grid, then find yourself in 72.

**104C** The moment you pick it up, the gold nugget changes into a malicious—and very irate—little faerie called a cwyllian. You keep on walking, but the cwyllian flits around your head, annoying you so thoroughly that you finally pull out your dagger and stab out toward it. Generate a number from 1-12. If you get a 1-4, turn to 106D. If you get more than 4, turn to 112B.

**104D** The pair of doors on one wall of the elven king's tomb bears two masks, one smiling and one frowning. As you approach them, you need to choose which door to go through. Do you want to go through the smiling door (88N) or the frowning door (149G)?

**104E** You discover to your disappointment that the leather pouch contains nothing more than the dwarf's lunch. Return to 106.

**104F** The little reptile scurries around the laboratory, obviously hunting for something. Finally it comes back to you, pulling in its mouth a beautiful magical sword.

"There," it says in self-satisfied tones. "That will let you kill any monster you meet—any!"

You say thank you and take the weapon. Make a note that when you get ready to use it, you should turn to 137F.

**104G** This is a magic carpet. You may use it four times to take you away from wherever you are. Each time you must choose one of the following pages to turn to: 20, 94, 130, 44. It can go to each place only one time. For now, turn to 76.

You take down the picture of the horse, study it, and replace it—but as you do, it falls from your hands to the floor. You're not far behind it, being magically transported to 118. **104H**

With your nose in a yellow blossom, you inhale deeply. The joyous fragrance of spring and childhood and carefree days overwhelms you, improving your health by 2 life points. **104J**

Trying again, you discover the healing power of the flowers works only once. Turn to 98.

You walk as close to the troll as you feel is safe, and the creature's face looks hopeful. But instead of handing him the hoop, you use all your power to hurl it straight at the beast's face. Then, your weapon poised, you prepare to dash past the troll and through the open arch. **104K**

But instantly the troll disappears, a growl lingering in the empty air.

You're safe! Now you can take your time picking out where you want to go from here; turn to 130.

"I'm sorry, Your Majesty, but I don't seem to have acquired either of those things. I cannot give you your guest gift." **104L**

You start to tremble as you see the queen swell with growing anger. But you don't tremble long, because with one small gesture of her hand, you find yourself back in the hall of the faerie king. Turn to 8.

Hoping that the pesky skull will say something helpful—and quickly!—you turn to it. "Well? What do you know about this place?" you ask. **104M**

"I know—" begins the skull in its strange, flat voice.

"—And I know," interrupts the annis in mocking tones, "that you are an intruder in my dear little house!" And with that, she launches her attack. You have no choice now—you *must* fight! Turn to 83H.

You grasp the bowl to pick it up, but as soon as you do, you feel a terrible jolt of pain go through you. You've lost 1 life point. As you sit there gasping, you realize that there's blood in the bowl—your blood? The blood rises in the bowl, seemingly from nowhere, and as it does, it lifts the gem slightly. **104N**

Eagerly you grasp the gem, which now appears to be free of the base of the bowl . . . but it isn't. The gem fails to come away in your hand.

Maybe if you touch the bowl again, more blood will flow into it, releasing the gem. But there's another "maybe." Maybe you will have to take more damage. If you want to touch the bowl again, turn to 94G. If you'd rather not take a chance on losing more life points, leave the bowl and turn back to 114.



**105A** Before anything else happens to you in this chamber, you find yourself greeted by an Elf fighter.

"Good evening, my fine human friend," the Elf says, shaking your hand. "I have just had some glorious good fortune and wish to share it. Since you are the first to come my way, I will let you have your choice. I will accompany you on your entire quest and be your strong right arm in times of danger. Or I will grant you a magical boon in the form of an unusual magical rod I have in my possession. The choice is yours."

If you want the Elf to fight in your place, use his bookmark and subtract life points from him until he is forced to flee (has 0 life points). If you want the magical boon of the Elf, turn to page 78H.

**105B** As you reach out to touch the gold flute, it burns your hand! You lose 1 life point and decide you don't dare try to touch it again. Turn to 24.

**105C** The stairway goes on forever. It's too late to do anything now—you can't possibly get back up all that distance. Your adventure is over.

**105D** You walk on, seeing more and more gold, until you realize that from behind every rock you pass, a small faerie is watching you, malice in its eyes. Suddenly you find yourself surrounded by them! Turn to 110.

**105E** As you lean into the fireplace, you become transformed into a thing of smoke and begin to rise through the chimney! You're aware of nothing as your smoke essence rises into the sky until you return to your normal self in 16.

**105F** Idly you toss the flowers into the pool and watch them whirl around. Suddenly, out of the whirling, rises an image of a ghillie dhu, a strange moss faerie. She's sitting on a rock in front of a crowded group of birch trees. (Turn to the picture on 155 to see the image and then turn back here).

In her hand, the ghillie dhu holds a lamp, and you know it's the kind of lamp the faerie king is looking for!

Suddenly the vision fades, and the blossoms are gone. Return to 98.

**105G** You glance quickly around the room—the door, the vine, the tables . . . and the small casket. You wonder what the casket contains.

If you want to find out, turn to 133H. If not, turn to 134 and decide what you want to do.

You pet the scaly creature's head, and it rubs its head round and round on your **105H** hand. Suddenly it flicks its unpleasantly sticky tongue around to the back of your hand. It's licking the talc off! In a minute, the familiar has removed all the talc you spread on your hand, and your hand is visible again!

This turned out to be pretty harmless, but you'd better watch out what you do with strange bottles and jars in a wizard's laboratory from now on.

If you want to look at anything else on the table, turn back to 146E. Otherwise, turn back to 68.

The moment you touch the sword, you discover that you have chosen a Sword of Vampire Bats. Hundreds of bats swarm in on you from nowhere, and you know you must fight them . . . while the evil faerie simply laughs! **105J**

Conduct combat. If you win, turn to 117H. If you lose, turn to 64J.

You get a running start down the hillside and leap across the stream to the opposite **105K** bank, where you sit down by the leather pouch. As you open its neck, a voice calls from within, saying,

"Put something nice inside of me,  
Two things nice will return to thee."

Turn to 109A.

You admire the ancient designs engraved on the armor's metal surfaces, then, smiling to yourself, pass it by. You continue looking in the area; turn to 146. **105L**

A beautifully polished wooden bowl lies in the grass. You pick it up and study it **105M** but see no use for it, except possibly, to put salad in. Turn to 138.

"Master," the uninflected voice says, and you realize that the skull has been trying **105N** to get your attention for some time.

"What is it?" you reply, suppressing the impatience in your voice.

"I know something about this room. . . ."

Wonderful, you think. Now the skull wants you to beg it to tell you.

"All right, please tell me then."

"Eyeballs can be very helpful."

"Yes? . . ." You wait for more, but there is nothing. The skull simply bobs there in midair, just out of your reach. Turn to 64.

As you touch the statue of the caped warrior, the stone suddenly changes to flesh, **105P** and he grabs his sword and attacks! Conduct combat. If you win, the warrior turns back to stone and you continue to explore the room (76). If you lose, turn to 116H.

**106** The crisp fresh air of the outdoor world is welcome, even though it bears the stinging scent of fire and molten metal. The muscular dwarf working at his forge does not look up from the anvil at your appearance. Although he certainly seems to be no immediate threat, perhaps you should put the dwarf out of action while you have the chance.

Do you want fight the dwarf (48H), interrupt his work and talk to him (93A), or just let him get on with his hammering while you look around (9F)?

If you arrived here in a state of magical confusion, you have no choice in the matter. You must fight the dwarf; turn to 48H.

| When you are free to explore this chamber, you can investigate the: | by turning to: |
|---------------------------------------------------------------------|----------------|
| dwarf's key                                                         | 40C            |
| hedgehog                                                            | 12E            |
| stairway in tree                                                    | 14G            |
| anvil                                                               | 90H            |
| hole with log steps                                                 | 87E            |
| weapons on forge wall                                               | 125A           |
| dwarf's hammer                                                      | 152G           |
| pouch hanging from branch                                           | 154F           |
| bellows                                                             | 10G            |
| path                                                                | 16H            |

If you have been here before on this adventure, you discover the exact same scene you saw before. If you fought and killed the dwarf, you see a new one in his place. If you took anything from this chamber, you discover it is magically duplicated. If you have come here for the third or fourth time or more, turn to 35K.

**106A** You stand in front of the stone arch, surprised that you can't see anything beyond it. There ought to be another cavern, or the side of a hill, or something. But there's only an eerie, swirling light.

This is the Arch of Change. If you go through it into the light, you will find yourself back in the hall of the faerie king where you first entered the faerie mound. But you will no longer be yourself. If you are the fighter, you will now be the bard. If you are the bard, you will become the fighter. And you will have to start the adventure anew.

If you choose to go through the Arch of Change, read the other player's character sheet at the beginning of the book and turn to 8. If you decide not to go through the arch, you may go through one of the tunnels in the stone walls—left (136H) or right (114D).

**106B** "No, thank you," you say. You try to be polite, but you shudder at the thought of accepting a ride from this strange creature. The phooka sees you shudder and takes it very personally. He attacks! You must fight the creature, here on the side of a mountain!

Quickly you review the magic spells you have available. Then roll for combat. If you win, turn to 48K. If you lose, turn to 89P.

**106C** The trip back up the stairway seems infinitely long. Your legs are trembling uncontrollably as you finally step between the rocks and emerge into the daylight. As you fall to the ground in pain and weariness, having lost 2 life points, the faerie dragon flutters over you, shaking its head in pity. In be-

tween the waves of pain, you realize what a fool you've been for having followed the passage down for so long. When you recover, turn to 24.

You have wounded the little faerie, and he shrieks wildly, in words you can't understand. Suddenly you are surrounded by more of the same little creatures, all screaming for your blood. You must fight! Conduct combat. If you win, turn to 129K. If you lose, turn to 52C.

The nymph's brush lets you brush your own hair once, accomplishing nothing for you except tidy hair, then it flies back to the nymph. Return to 90.

You search through the wizard's shelves and find numerous books in strange, ancient languages that mean nothing to you. There are some bottles with things in them you'd rather not try to identify. The loose scrolls, you feel safer not handling.

After some time spent exploring the shelves, the sets of eyes above the top shelf continue to puzzle you. You stand on a chair to reach up to see if there's an invisible cat or something, but you feel nothing. The eyes remain, however, watching everything you do. Shuddering slightly, you return to studying the laboratory; turn to 68.

You meander around the room to see what attracts your attention next. You're just picking up a small cushion from the couch when the angry quickling returns, even angrier. You must fight him. Conduct combat. If you win, turn to 152J. If you lose, turn to 126B.









**108A** In dismay, you recognize this bustling hall—it's the king's drinking hall, where you first entered the faerie mound. How did you get back here?

The elf and the dwarf have gone about their business. The dwarf is seated with his head resting on the table, a leg of what looks like roast peacock dangling from his hand. The elf is trying to polish the blade of a small dagger while a tiny winged creature dances about his ears, tickling him. The king is where you left him, nodding off on the dragon throne.

"Well, don't just stand there, mortal!" comes the voice of the king, even though you hadn't seen him stir. "Come and give me my lamp!"

"I'm very sorry, sire," you say, with a slight bow, "but I don't yet have the lamp from the queen. In fact, I'm not even sure how I happened to come back here."

The king scowls. "Well, do you at least know where you've been?"

"Of cour—er, I think so, Your Majesty," you reply.

"Then show me what you've found!"

If you have both a magic potion and a magic ring, turn to 12C. If you have only a ring, turn to 27D. If you have only a potion, turn to 10H. If you don't have either, turn to 31C.

**108B** "Now *remember*—I'm just trying to help you," you say as you hold the key out for the giant to see, at the same time trying to keep away from his legs.

All the giant does is growl in a low rumble.

Finally you reach the lock, turn the key, and the manacle falls away. You leap back, expecting the huge creature's rage to resurface. He growls feebly again and makes a halfhearted swing at you, but you notice a strange expression on his face. Suddenly he drops his arms to his arms weakly to his side and murmurs, "So weak . . ."

With relief, you realize that it is now safe to ignore the giant. You can look around and decide what to do next (32).

**108C** Near the strange rock-bound keyhole is a black opening between two rocks. You duck down into it, certain that in this faerie mound everything has to lead somewhere. It turns out that you're right. The moment you crawl into the blackness, you find yourself transported to 90.

**108D** Immediately on arriving you see that the trident and things on the rock are missing. Otherwise your choices are the same.

The figure is an ancient black statue of a fighter. **108E**

If you take the ebony warrior with you, you can throw it down on the ground in front of someone you must fight and it will fight in your place, leaving you free to explore the surroundings. It can be used only once. For now, turn to 102.

The mound of dirt beside the hole you stand over is fresh and loose, as if the hole had just been dug. And yet when you touch the soil inside the hole itself, it's hard and feels more like a rocky tunnel than a hole through soft dirt. Maybe you should crawl in and see where it leads. **108F**

If you want to go down the hole, turn to 112G. If not, look around for some other way out of here; turn to 98.

"I don't . . . understand," murmurs the faerie as he slips to the floor. "You were supposed to die—" **108G**

"But I didn't," you say trembling with relief.

"Not yet, at least!" The voice comes from behind you. You whirl in time to see the skeleton that was sitting at the table rise to its feet. It turns its head, as if trying to squint at you, then says, "You killed the boss. Now it's my turn to kill you—unless, that is, you can answer my riddle."

Which will it be? Do you want to just go ahead and fight the skeleton (114E) or try to answer the riddle (141B)?

The cat ignores everything that goes on. It merely keeps munching away on the bones—human bones—that litter the floor in front of the fireplace. **108H**

If you try to pet the cat, turn to 116L. If you don't, turn to 64.

You hand the queen one of the items, and then she signals to a servant for a tray. **108J** There's only one gift on it, this time a strange little shapeless statue.

"This, you'll be pleased to know," says the queen, "is a magical Statue of Molding. You may use it one time when someone demands a guest gift from you and you don't have one. Simply hand the person this statue, and by the time it reaches his hand, it will have turned into the item he wants."

You voice your appreciation, but she merely waves you away and says, "Run along now. We've got a special game going on here, called 'Faerie Mounds and Fey Folk'."

You can either "run along" to an exit or explore the hall. Turn to 82.

**109A** You review the items you have, both magical items and weapons, and try to decide which you would like to have two of. Having chosen, you drop the item in the leather bag and close it up. You give it a few minutes to do whatever it has to, then you open the pouch. Sure enough, you pull out two of the exact item you put in—the same magic, the same everything.

"Hmmm," you think, "I could do with some more duplicates."

If you want to use the bag to duplicate another item, turn to **93M**. If you don't, just lay the bag down and go about your exploring. Turn to **84**.

**109B** "Just a minute, please," you say, holding up your hand. In practically anyplace in the world, that would mean "hush," but the faerie pays no attention.

"You see, I'm going to have little watercress sandwiches on tiny little pieces of moss bread. The guests are going to be absolutely enchanted with it—"

This time you grab her shoulder and shout, "*Are you all right now?*"

The faerie looks startled, but pats your hand lightly and says, "Oh, yes, of course, I'm fine. Thank you for asking. And thank you for waking me. You're really quite a kind gentleman. You know, a lot of the faeries talk about humans as if they're really strange or weird somehow—"

You turn away from her and hear her say something about rude mortals and guest gifts. You're starting to look around when you feel a tug at your belt. The little faerie has magically created an enchanted dagger for you. You draw the weapon and are amazed to see how sharp it seems. The blade is a +3 magical dagger. Turn to **138**.

**109C** The moonlight sparkles on something metallic, and you discover a wonderful sword stuck into the base of a peculiar tree. The gnarled roots seem to form a face in the bark. You grasp the handle and pull, but the sword refuses to budge.

If you fought the grig, turn to **55B**. If you didn't, turn to **84B**.

**109D** Wondering if you're doing the right thing, you deliberately step into the circle chalked on the floor. Instantly the room darkens for a moment, and you hear a sudden whoosh of sound. You tremble with fear, wondering what you've done.

If you want to quickly step back outside of the circle, turn to **39G**. If you're willing to stay where you are, turn to **122B**.

The magic portal doesn't steal anything from you. Turn to **130**.

**109E**

You quickly pull the gem and the key from your pouch and hold them out to the queen. Be sure to cross them off your list.

**109F**

The faerie queen examines the gem and key, then announces loudly, "Look, everyone! This kind stranger has given me these wonderful guest gifts." There's a rippling of applause, but you notice that very few of the people in the hall actually stop what they are doing to look.

"Now," says the queen to you, "as is our custom, I have some gifts for you. But first tell me why you are here and—above all—how that unpleasant husband of mind, the king, came to let you inside our mound in the first place."

"Oh, he said I was welcome if I would do him a favor."

"Just like the old coot! What favor did he want?"

"He just wanted me to find him a lamp that he said was down—"

"Lamp!" screeches the queen. "I know just which lamp the old fool wants. I've told him and told him and told him that it's mine!" Then a look of satisfaction crosses the queen's face, reminding you of the king when he asked you to find the lamp, and she says more quietly, "Well, you've given me a guest gift, so I must give you the right to the freedom of my realm. So, *if* you find the lamp the king insists is his, you may take it to him. He will probably never let you out of the mound if you don't do as he asks," she adds thoughtfully.

"What about *his* gifts?" shouts someone from across the room. A look of anger crosses the queen's face.

Then she smiles with mock sweetness and says, "It is the custom here that when a resident is given a guest gift, we must give a gift in return."

"How nice!" you say, wondering what you might receive. In this place, it could be anything!

"But first," she says, "I'll do something for you that will help you in your quest."

You are about to ask what it is when the queen makes a sudden gesture toward you. You feel a great rush followed by a momentary silence, and then you are back as you were . . .

Almost. You are now wearing velvet robes embroidered with arcane magical symbols. And *all your weapons and the other things you've collected are gone!*

"What—what has happened to me, Your Majesty?" you ask, trying unsuccessfully to keep the panic out of your voice.

"You are now a wizard," she says simply. "I thought it would help you to complete your quest."

Turn to **112H**.

**110** You've come upon a charming little mountain stream—but with a difference! Gold nuggets tumble along the stream bed, being pursued by a number of tiny winged faeries. These faeries are taller and thinner than most you've seen, and they don't look in the least happy to see you. Immediately they begin to buzz around you, inspecting every inch of your robe, all the while chattering among themselves in a strange language. They remind you of a bunch of mosquitoes.

If you have a See the Unseen spell to use and want to use it here, turn to **125M**. If you don't, turn to **125B**.

When you are free to explore this chamber, you can investigate the:

|                        | by turning to: |
|------------------------|----------------|
| sword in the rock      | <b>136N</b>    |
| leather pouch          | <b>144L</b>    |
| double doors           | <b>96L</b>     |
| flower                 | <b>150F</b>    |
| gold nuggets           | <b>112J</b>    |
| bridge over the stream | <b>142H</b>    |

If you have been here before in this adventure, the place hasn't changed one bit since the last time you were here. You have the same choices as you had the last time.

**110A** The gate squeals on its single hinge as you open it and walk through. Unlike many places, you find exactly the same kind of scenery on the other side of the gate as in the faerie dragon's garden, although the thorns appear to be less plentiful here. You begin to saunter along in the sunlight, enjoying the warmth and fresh air, until you reach **44**.

**110B** There's a label on the corked bottle. It says, "DRY WATER."

"Huh?" you exclaim. "How can that be?"

If you want to open the bottle, turn to **149F**. If you'd rather not, just replace it on the rock and turn to **150**.

**110C** The small footrest is covered by a rich material with intricate needlework, and unlike many footrests, it looks surprisingly comfortable. If you choose to sit on it, turn to **120F**. Otherwise, it's time to find a way out; turn to **102**.

**110D** The woman draws a small dagger from her pouch. "This is a Dagger of Repeating," she says. "If you are losing in combat, you may draw this dagger one time and try again." If you lose in a combat you may magically refight the entire battle to see if the end result changes. For now, turn to **76**.

**110E** You step in one of the larger holes, and suddenly the bottom falls out of it. You fall until you find yourself in **122**. During the fall, you lose 1 life point.

**110F** The faerie's own special goblet is a magical Goblet of Everflowing Wine. But since you can't drink in the faerie mound, it is useless to you. Return to **134**.

The rats are simply too much for you. Urged on by the faerie's laughter, they clamp their sharp teeth into everywhere they can reach. Each time you manage to get one off, several more take its place. Soon you feel yourself flagging . . . becoming weaker . . . your life's blood draining onto the floor . . . until you die. **110G**

You can't resist sitting in the rocking chair. You lower yourself to the soft cushion and lean back, feeling your whole body relax. You reach out with one hand to pet the cat, who looks at you and gives a soft "meow." Then you notice your hand . . . it has become gnarled and heavily veined, with long, clawlike fingernails! **110H**

You leap to your feet and catch sight of yourself in a small mirror. You hear a cackle from beside you. The annis has returned!

"Hello, sister," she says, and you know your adventure, and your life as you have known it, are over.

Even your special magic wasn't enough. You've already lost all but 3 life points, but the dragon is still there, ready to attack again. With your remaining strength, you run off the bridge as fast as you can. As you stumble off the end, the bridge disappears, but not before the dragon blasts you with fire again, costing you another life point. Turn to **110**. **110J**

Round and round you go, down and down you go, out of the light and into ever-increasing darkness, without knowing what awaits you. Too late to do anything about it, you see a dimly lit place where the slide branches off to a platform. Beyond the platform, you think you catch a glimpse of another small playroom. That must be where the baby dragons get off the slide. **110K**

But the slide you're on continues on down into darkness, on and on, until you're dizzy. . . . Then, suddenly, the dizziness clears, and you find yourself back in the hall of the faerie king(8).







**112A** You are magically prevented from doing anything further, until you have dealt with the Elf who suddenly appears before you.

"Human," the magical Elf says, "I can imagine why the king—usually wise—decided to allow you in the mound, but . . . By meeting me, you have the choice between life and death. I hold two magical potions in my hands. One of them is a deadly poison, while the other is a wondrous healing balm. You must choose one. Now, choose!"

If you choose the potion in the Elf's right hand, turn to **125H**. If you choose the potion in his left hand, turn to **149K**.

**112B** Your angry swipe with the dagger misses the faerie. In response he pulls your ears and says, "I'll tell my big brother on you!"

Smiling, turn to **110**.

**112C** You're getting to feel progressively more disturbed and menaced by the duergar's glaring, staring eyes. Finally you can stand it no longer, and you know you must leave. The threat of danger has overwhelmed you! The only thing to do is run for the obvious exit. The gate must be the way out of here. Turn to **97H**.

**112D** The side of the elven king's stone sarcophagus is covered with detailed carvings in bas relief. You study them and discover that they tell the life story of Culdane, the king whose effigy reclines on the stone. You decide it's time to leave. Turn to **104D**.

**112E** If you choose, you may take the wizard's spellbook with you and turn pages whenever you wish during the remainder of your adventure, but you must do so in order, alternating first a Malefic Effect, then a Beneficent one, from the tables. You have already turned two pages of the book; there are thirty-eight pages remaining.

For now, return to **68**.

**112F** The robe, if you care to take it from the grass, is a magical Robe of Heat Protection. If you wear it, it will prevent you from being damaged by lightning or fire. Return to **142**.

**112G** You ease your body down into the hole. It seems to open up below you as you descend. But before you get more than a few feet below ground level, a dog runs over to the hole and starts kicking the loose dirt back. Because you are looking up at the time,

the dirt lands on your face, damaging you for 1 life point.

You manage to get the dirt out of your eyes, nose, and ears, then continue dropping down the vertical tunnel. Finally you land in **28**.

The magic of the faerie mound has transformed you into a powerful magician for **112H** your sojourn in the realm of the faerie queen. You remember all the things you did and learned as a fighter or a bard in the faerie king's realm. But those abilities and powers have all been stripped away. Your powers are now those of a wizard.

You are excited about your new role and can't help wondering how you will do as a wizard. You take some comfort in reasoning that when you finally leave the queen's realm, your previous identity will return—otherwise there would be no point in completing your original quest.

But, for now, you have no swords or pan-pipes. Those are not the tools of a wizard. The only regular weapon you retain is a small dagger for use in physical combat. Using the dagger, you require a 9 or more to hit in combat, and the small weapon does only 2 life point of damage. This is clearly not the best way to fight, so you must rely on your magical skills.

You find yourself holding a magical staff in your hand. Somehow you know that the staff has 10 charges. Each charge releases a magical bolt that always hits and always does 6 life points of damage.

No matter how many life points you had remaining when you entered the faerie queen's realm, you now have 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)

As a powerful wizard, you have a variety of types and levels of spells available to you. You must select the spells that you think will be most helpful to you. A spell can only be used once, because even a powerful wizard must relearn a spell once it has been cast, so if you think you will want to use a certain spell more than once, you must select two of that spell. Turn to **128E** to select your spells.

In the stream are a number of gold nuggets of various sizes, probably ones that the cwyllians haven't gotten around to collecting yet. Stepping onto a rock in the water, you stoop down and pick one up. It's a heavy nugget of the purest gold . . . and it's stuck to your hand!

Try as you might, you're unable to get the nugget off your hand, which is certainly going to limit your activities! You must use a magic spell to blast it off. Conduct combat with the nugget. If you win, turn to **70P**. If you lose, turn to **132M**.





**113A** Quickly you hold up your hand in the universal symbol of peace, but the wizard directs a stream of sparks straight at your palm. Backing up and shaking the effects of the electrical shock from your hand, you quickly say, "Wait, Mr. Wizard, please! I'm not here to do anything—"

But before you can go on, the wizard interrupts you, "That's right! You're not here to do anything! You're going to leave right away. Can't you see that I've got work to do? Those potion bottles need replenishing; the demons need quieting; Skarkle, my familiar here, is due for a lesson in reading ancient Elvish—"

"Really, sir," you interrupt in turn, "I won't be in your way at all. I've just got to find my way to the faerie queen!"

"Bah!" the old elf exclaims. "Another one! Well, I won't stand for it!" He makes a swift sweeping gesture with one hand, and all the sparks gather around his body. They coalesce in a puff of smoke, and the wizard is gone!

You pause in the unexpected silence, gradually realizing that you're free to look around. Turn back to 68 unless the floating skull is with you. If it is, turn to 27F.

**113B** As you stare at the tree, the features of a face in the bark become clearer. Suddenly the mouth opens and the tree face says, "Some people sure are rude. I wouldn't stare at you like that. You know, your face isn't anything to write home about either."

"Sorry," you say. "I didn't mean to be rude."

"Oh, that's all right," the tree says airily. "You're not the first, and I'm sure you won't be the last. Everybody seems to find talking trees rather strange, but we're just like everybody else—although some of us, my dear, are considerably better than most."

You don't have a moment to get a word in edgewise. The tree keeps chattering constantly about life as a talking tree.

"Why, there's a big old oak named Aaronus over in the grig's territory that's just the soul of timidity. He lets that grig control him every moment of every day. It's gotten so he won't even talk when the grig is around. No intestinal fortitude, that's what I say!"

If you want to ignore the tree and climb it, turn to 40B. If you prefer to look elsewhere, turn to 20. As you do, you hear the tree say, "Hmmmph! See? Rude, just like I said!"

**113C** You feel yourself almost losing consciousness as the giant's booted feet pummel your body repeatedly. Even though no single kick is very strong,

the giant's substantial feet do their share of damage. You've got to get away!

Rolling away from the manacled figure, you struggle to look around the chamber. The tunnel behind the giant lures you with its indication of freedom, but there's no way you're going to try to go through that! Turn back to 32 to see if you can figure out how to retreat.

The faceted bottle merely contains cold tea that the gnome forgot to drink two weeks ago. Return to 28. **113D**

You leap to dry land and hurry quickly away from the mermaid's pool. She shouts after you, "Villain! Home destroyer! Evil human!" **113E**

You sigh—she was so beautiful!—and then turn to 146B.

As the lovely wrought-iron gate swings shut behind you, you expect to find yourself on a path. Instead, you have instantly been transported to 68. **113F**

Your foot brushes against the stone floor, and the wichtlein turns at the sound. If you are prepared to use one of your spells on this faerie, turn to 117F. If not, turn to 118B. **113G**

When you look into the mirror, you are startled to see yourself as a black-robed wizard. But then it no longer matters what you see—you are trapped forever in the magical Mirror of Soul Displacement. Your quest is over. **113H**

You've made it back to the hall of the faerie queen, and this time you're sure you have the things you need. Turn to 109F. **113J**

Leaning way over the bank, you peer into the fourth hole. Inside, you can see the light of a tiny torch. Silhouetted against it is a little female atomie, changing her clothing. Embarrassed, you start to turn away, but it's too late. **113K**

The atomie turns and sees your big human-sized eye watching her. She screams, grabs a blanket, and comes running toward you. Before you can lift your head away from the hole, she has flung fairy dust in your face. When you open your eyes, you find yourself in 130.

You follow the path between the trees, wondering what will come next on this strange moonlit night. But suddenly the moonlight is gone and you are in 40. **113L**



**114** Strangely, darkness has fallen, and you find yourself outdoors in a wooded area. Strange, too, that there should be a drum lying on the path and a golden bowl with a gem inside it in the grass. Perhaps not so strange, but rather frightening, is the large snake wrapped around one branch.

If you are the bard, turn to 130E. If you are the fighter, turn to 136M.

| If you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|----------------------------------------------------------------------|----------------|
| golden bowl and gem                                                  | 133E           |
| drum                                                                 | 136J           |
| skull                                                                | 86N            |
| huge gem by the tree                                                 | 132A           |
| gate                                                                 | 15H            |
| steps on tree                                                        | 47M            |

If you have been here before in this adventure, you are amazed to discover that everything down to the last detail is exactly as you first saw it, except for the snake—it is gone. All the choices you had to make before, you can make again.

**114A** A path winds along the side of the mountain above the meadow. It looks wide enough, so there should be no problem following it.

You walk up the path, keeping as far from the edge as you can. Finally, as you're nearing the top of the mountain, you round a sharp curve and see on the path ahead of you a hideous horned goat-man. It's a phooka, and it's poised as if it's about to charge you. But instead, it speaks, in an unpleasant baaa-ing voice.

"Traveler, can I be of help to you? I'll be happy to give you a ride back down the mountain."

You're leery about the offer, but maybe you should take the phooka up on it. You're finding it tough going on this path. If you want to accept the ride, turn to 116B. If you refuse, turn to 106B.

**114B** Beyond the fountain is a blue mushroom of unusual proportions—it's nearly as tall as the fountain itself! A number of small, similar mushrooms grow at its feet. You start to bend over slightly to take a closer look at the gills inside the large mushroom's open cap.

Roll the die. If you get a 5, 7, or 9, turn to 93C. If you get any other number, turn to 34G.

**114C** You discover the drawer is locked. If you have a magical key—any one that you've acquired during this adventure—you can open it. Turn to 136Q.

**114D** You step into the darkness of the tunnel in the right-hand wall. Feeling your way, you round several curves, climbing as the floor rises, and finally step once again into light. Turn to 32.

Your mind knows that this pile of old bones shouldn't be any match for you, but as you **114E** feel the blows rain on your body, you know you'll have to fight harder than you ever have in your life!

Conduct combat. If you win, turn to 71E. If you lose, turn to 96F.

You pick up a blue-eyed sphere from the bowl. Oddly, it doesn't feel completely **114F** round. As you hold it on the flat of your hand to examine it more closely, the eyeball suddenly sprouts tiny wings and flies from your fingers!

For a moment, the strange sphere flies around the room rather clumsily, as if it were just learning. Then it heads straight for you! If you want to fight off the eyeball, turn to 128C. If you decide it can't possibly hurt you and you just want to leave it alone, turn to 141N.

The horse moves toward where you stand on the bank of the small pool. Since you **114G** see no one else around, you hold out a guest gift to the horse.

"That had better be the Silver Reins," the animal says. If you have the Silver Reins to give to the horse, turn to 129L. If you don't, turn to 129C.

You cannot see into the broken branch because it is higher than your head. So you **114H** blindly reach in. Instantly the inside of the branch closes tightly around your arm. You feel no pain, but you're held firmly in place. You try to struggle, but . . .

"You're not going anywhere," says a voice from the tree, "until you give me a magical gift."

Do you want to give the tree one of your magical items (90F), or try to fight 141L.





**116A** You study the low tunnel entrance below where the hook for the giant's manacles is mounted.

If the giant is gone, turn to 14C. If the giant is manacled to the wall and blocking the tunnel, turn to 120A.

**116B** "I'd appreciate that," you say. The phooka turns around and bends over, indicating that you should climb up on its back. You mount quickly, finding the seat strangely comfortable. And then the beast takes off!

The phooka zooms down the mountainside at break-neck speed, and with almost no regard for safety on the rough, steep path. "Stop! Stop, please!" you shout, but the creature pays no attention except to speed up. Then, finally, it does stop—very suddenly, at the edge of a cliff. You go flying off the mountain, your guest gifts scattering out of your robe.

The only way you can save yourself is if you have some magical means of flying. If you do, you safely reach 110. If you don't, this is the painful end of your adventure.

**116C** The tall bottle with a cork in it contains a magic Potion of Equine Gentling. This could be useful. Return to 28.

**116D** This seems to be a good time to use the Horn of Monster Destroying! You quickly grab the magical weapon and place it to your lips. You blow, and rejoice in seeing the creature immediately defeated. But it also does 4 life points of damage to you and destroys all the keys you have with you.

Return to the area you came from.

**116E** You tell the tree about your quest and ask what advice it can give. It thinks a moment, then says, "Well, I don't know a great deal that would be of help, but you might like to know that sometimes it's possible to go into fire to find a way out."

You thank the tree sincerely, then ponder the implications of what you've learned. Return to 48.

**116F** As you step out of the chariot, the nightmare snorts restlessly but stays in place. During the trip you discover a Potion of Life-point Healing that restores 3 life points one time. You pack it away. Now's your chance to take the gem. If you want it, turn to 92G. If not, turn to 130.

**116G** If you are the bard, turn to 124M. If you are the fighter, turn to 51M.

As the last telling thrust enters your body, you see through pain-dimmed eyes that the warrior has turned back to stone. Then you, too, go still, joining the other statues as one of the more grotesque additions to the spriggan's gallery. Your adventure is over. **116H**

You take down the picture of the butterfly and study it. There seems to be nothing special about it, but as you start to replace it, the butterfly emerges from the picture and wafts you magically to 44. **116J**

The gold hoop sails toward the stanchion, but instead of settling gently over the top of it, it lands in the dirt beyond. Challenged now, you retrieve the hoop and walk back out onto the bridge again. **116K**

Once more you toss the hoop toward the stanchion. To see if you make it or not, generate a number from 1-12. If you get a 10 or more, turn to 150H. If you get less than a 10, turn to 121G.

The cat starts to purr, then rises and rubs up against your leg. Then it returns to its bones. Turn to 64. **116L**

You think you can spare one more item, but you certainly hope the pouch will duplicate it rather than devour it. You place the third item you've selected into the pouch, and this time you cross your fingers and wait an extra minute before opening it. But once again, the item has disappeared. **116M**

You grab up the pouch and feel it, all soft and empty in your hands. Dropping it, you mentally tally the results: Three items placed in the bag, two items returned. Net loss: one item. Oh, well, it's time to get on with your exploring. Turn to 84.

Beyond the open door, you see a mountain path, which—you observe in frustration—could just as easily have been out in the open; no door was required! You follow the path up the mountain until it comes out on the edge of a cliff. Picking your way carefully, you finally come down the mountainside into a beautiful meadow of flowers and mist. Turn to 138. **116N**

The tooth turns into a huge creature that is part bear, part dragon that either kills or eliminates the danger that was facing you. Unfortunately for you, it takes a swipe at you with its huge paw and subtracts 3 life points of damage. Then the creature disappears. **116P**



**117A** You croon an almost atonal melody for a few minutes and feel your mind reaching out in communion with the wolves. Soon you realize that they are receptive to talking with you.

In no time, you learn that the wolves have only been staying with the goblins for their own amusement; they have no commitment to the horrible creatures. You tell them of your quest, and they reply that the lute sounds like a worthy goal and they will be happy to help you.

When you leave this chamber, the wolves will go with you. You don't have to account for them anymore, but when you have to fight, you may subtract 1 from the number needed to win in combat.

If you are ready to leave through this doorway, turn to 55J.

**117B** The people eating at the table pay no attention to you as you walk over to inspect the bottle that floats in midair above the table. You look all around it before you finally accept that nothing visible is holding it there. You grasp the bottle to study it more closely and immediately realize with delight that it contains a healing potion.

The bottle contains two doses of a strong healing potion. Each time you use it, you will have 2 life points replaced. The bottle will disappear as soon as you have used it twice.

You may continue searching the area or take one of the exits. Return to 8.

**117C** You climb the hill to the foot of the bridge. It's curious that the bridge is invisible without a spell, you think. It certainly looks solid enough. You step onto the bridge and walk toward the middle. By the time you get there, a dark shadow has come across the little canyon created by the stream. You look up, and above you, just about to attack, is a giant red dragon!

This isn't a bridge to travel on—it's a Bridge of Monster Summoning, and you've summoned the monster! Now you must fight it. Use one of your special magical items first. If it doesn't work, you must conduct magical combat. In either case, if you win, turn to 152M. If you lose, turn to 110J.

**117D** Another large, strangely shaped fungus catches your attention. It's quite different from the other mushrooms.

If you are the bard, turn to 97D. If you are the fighter, turn to 90A.

Despite the viciousness of the merrow's attack, you manage to vanquish the creature. **117E** But the mermaid, who has been watching intently, immediately shrieks at you, "Why did you do that! I—I loved him! Get out of here instantly! Leave me alone!"

Immediately she dives into the water and disappears from view, leaving you free to look around if you wish (150). But, of course, you neither gave nor received a guest gift.

Marveling at the fact that you don't have to fret about using your magic spells, you start **117F** to mumble one as the mining faerie turns around. Instantly he sees that you are about to cast a spell, and he tosses his pickaxe at you. Forgetting all about your spell, you dodge the ax and step into an invisible hole in the floor. Turn to 153C.

The bowl is merely a large bowl of popcorn left from a quickling celebration. **117G** Other than that, there is nothing unusual about it. Return to 102.

You must have done something right in your desperation, because the creatures **117H** have been driven away. The tipsy faerie clucks in disappointment as he sees them disappear.

"That's too bad," he says. "Now I'll have to kill you myself."

With no time to recover, you find yourself in another battle for your life, this time against the magic of an angry faerie.

Conduct combat. If you win, turn to 108G. If you lose, turn to 96F.

You cast the spell, and a bridge across the stream above the pool glimmers into visibility. **117J** It is a small wooden bridge, created by a less-than-skilled carpenter. If you want to walk out onto the bridge, turn to 97J. If not, turn to 51G.

There's absolutely nothing about this faerie that prompts you to trust him enough **117K** to accept a gift from him. You shake your head and say firmly, "No, thanks."

"So, Mr. High and Mightiness refuses a gift from me. Well, then, I'm just going to have to kill you NOW!" Immediately he starts to move his hands to cast a spell. You must fight him, and you know that this will be a fight to the death!

Conduct combat. If you win, turn to 108G. If you lose, turn to 96F.

**118** In the middle of the swamp, you find a small, clear pool surrounded by tall cattails. As you step closer, the head of a horse rises out of the pool! There's no way a horse could be in such a tiny pool! And besides, you can't see its body in the water, even though the water is clear. You get a sudden uneasy feeling. If you have a See the Unseen spell you want to use, turn to 141E. If not, turn to 114G.

| When you are free to explore this chamber,<br>you can investigate the: |  | by turning to: |
|------------------------------------------------------------------------|--|----------------|
| helmet                                                                 |  | 130F           |
| tiny stream                                                            |  | 118G           |
| frog                                                                   |  | 84J            |
| snake                                                                  |  | 138A           |
| cattails                                                               |  | 141K           |
| butterfly                                                              |  | 126G           |

If you have been here before in this adventure, everything in this area that you removed or disturbed continues to be that way. The Water Kelpie has returned. You may begin a new dialogue with it as if you had never met.

**118A** The moment you step on the path leading out of the faerie meadow, the feeling of pleasure you derived from the meadow increases even more. You have a distinct feeling that a major step in your quest is about to be accomplished.

You hurry your steps until you are running. Generate a number from 1-12. If you get an odd number, turn to 102D. If you get an even number, turn to 154C.

**118B** "Ah, a magic-user!" says the little winged miner. "Does the queen know you're here?"

"Oh, yes," you reply. And you quickly add, "I understand it's the custom here to give guest gifts."

A look of pleased surprise crosses the faerie's dusty face. "Certainly is. And if you just happen to have a Potion of Magical Strength with you, I'd be mighty pleased to have it."

If you want to give up the potion, hand it to the wight-lein and turn to 148F. If you want to keep it or you don't have it, turn to 120D.

**118C** The evil dwarf's axe has more power than you would have thought possible. Backed by the duergar's anger, it has you down and wounded before you can blink an eye.

You start to retreat, but the evil dwarf won't let you! He advances on you, attacking again. You must fight once more, this time with a sword. If you win, turn to 74L. If you lose, turn to 142D.

**118D** Suddenly you realize that you've been so busy staring at the mermaid that you've forgotten to check to see if there are any invisible dangers. You quickly cast your See the Unseen spell, and instantly

you see a huge, amazingly ugly fishlike figure—more fish than man—swimming slowly around in the water, watching your every move!

The merrow—for that is what the creature is—sees you staring at him, roars his hatred of humans, especially ones that stare at his woman, and launches an attack. Conduct combat. If you win, turn to 117E. If you lose, turn to 122A.

You turn the key and quickly discover that only one side of the double doors or the other will open. You cannot throw both doors wide open at the same time. Do you want to open the left side (116N) or the right side (138H). **118E**

You discover that it is nothing but an ordinary candle. Turn to 68. **118F**

Between the reed clumps, a tiny stream enters the swampy area. It rises in the hills beyond, where the edge of its bed forms a narrow dry path between the steep slopes. You follow the path into the hills. Soon the path carries you into a forest of birch trees. **118G**

As you walk, a small breeze comes up, moving the birch leaves in whispers of sound. Generate a number from 1-12. If you get 8-12, turn to 58L. If you get any other number, turn to 136S.

The hourglass is a Glass of Time Stopping. You may use it once, and once only, to halt the actions of any enemy so that you may go through any chamber without fighting. Pleased with this find, you continue to look around (102). **118H**

Blinded by the sudden darkness, you stumble before you begin to perceive a shaft of light in the distance. As you walk closer, you realize that the light is moonlight. Turn to 48. **118J**









**120A** You step toward the tunnel, pretending that the giant isn't there at all, but he roars loudly and drops to his knees so that there's no way you can hope to get past him. "WHERE DO YOU THINK YOU'RE GOING?"

"Wherever I want to!" you exclaim, readying your weapon. If you're going to get through that tunnel, you're going to have to fight! Conduct the combat. If you win, turn to **46D**. If you lose, turn to **113C**.

**120B** You just have time to notice a thin wisp of gas spurt toward you before you drop to the floor, writhing from the effects of a poison gas trap. Your special magical protection from poison gas could only work once. You die on the floor, surrounded by golden treasure.

**120C** There are a number of spectacular gems lying in the grass near the moss faerie's home. You pick up the largest one, and as you stare at it, you see a vision of a chamber. Turn to **80** to see what the vision shows you (look only at the picture; *do not read the text*), then return here and continue reading.

There are eight more gems in the grass. If you care to, you can pick them up one by one and look at the visions they show you. When you are through looking at gems, return to **154**.

Stone 1—turn to **149D**

Stone 2—turn to **27M**

Stone 3—turn to **78N**

Stone 4—turn to **30K**

Stone 5—turn to **93F**

Stone 6—turn to **31M**

Stone 7—turn to **34M**

Stone 8—turn to **133B**

**120D** "I'm sorry," you say. "I can't give you that potion, but I'll happily give you something else." You choose one of the other items to give him. He takes it with a great show of disdain, but at least he takes it.

When he doesn't say anything more, you ask, "Is it all right if I have a look around in here?"

"No!" he says, crashing his pickax to the stone floor. "If you want to go somewhere, just jump in that round pool and leave me alone. I've got no time for the likes of you!"

Turn to **130B**.

"Uh—wealth, I guess," you reply, wishing you didn't have to make up your mind so fast." **120E**

The little creature stands on its hind legs and makes a sweeping gesture, for all the world as it were the elven wizard. Suddenly you find yourself in an open field, but there's no time to wonder about it. Immediately, gold coins start to fall out of the sky and strike your head, then more and more and more, until you are buried to your neck in wealth.

But you're no longer in the faerie mound. Your quest has failed and your adventure is over.

This is the Stool of Cheerful Resting. As you relax on it, you feel 5 life points being restored to you. Turn to **102**. **120F**

The black cat comes to you and rubs against your legs. For a moment, you think you see sparks fly between the magical runes on your robe and the cat, but then it looks up at you and speaks. Well, why not? **120G**

"I wa-a-ant ssssome cream-m-m," mews the cat.

If you pay any attention to the cat's request, turn to **124H**. If you don't, kick the cat away and turn to **129J**.

The magical violin responds to a skilled musician by curing his wounds. You regain 2 life points. **120H**

You can tell that the magic will work only once for you. Although you could play the violin for a long time, you begin thinking of the instrument of your heart's desire. You start searching for exits. Turn to **84**.

The rocking chair with its cozy-looking cushions seems to invite you to rest a moment. You've had little opportunity to rest since you entered this faerie mound. You sigh and pat a cushion. It would be nice if only for a few minutes . . . **120J**

If you want to sit in the rocker, turn to **110H**. If you don't sit, you decide it's time to get on. Turn to **64** to pick an exit.

You take down the picture of the bird, study it, and replace it. There's nothing special about it. **120K**

That's enough of this place for you. You decide to take one of the more obvious exits out of this place; turn to **72**.

You try to leap for the shore, but it's too late! The mermaid has pulled you, bleeding and broken, under the water, where you drown, putting an end to your quest. **120L**



**121A** You know that firepits are usually not very deep—just deep enough to keep a fire from spreading around a room. Maybe you can get through the fire quickly.

If you have a potion (any one) to spare, you can pour it on your legs to stave off the fire.

You thrust one leg into the fire. It's only up to your knees when your feet touch solid bottom.

Suddenly you realize that the flame is backing away from your leg. The pit seems to be opening up! But will it open in time to keep you from being seriously burned?

Generate a number from 1-12. If you had no potion to pour over your legs, you need to roll 10 or more. If your legs were protected by a potion, you need a 7 or more. If the roll is successful, turn to **84D**. If it isn't, turn to **78F**.

**121B** Near the pool is a high ivy-covered wall. Carved on the wall's flat surfaces are some pictures—rings, bottles, and a larger picture of a person beside the pool. As you stare at it, the person—it looks vaguely like you!—appears to move a ring and a bottle from his pocket and leap into the pool! You blink as he disappears.

The swirling motion of the pool stops briefly, then begins again, this time swirling in the opposite direction. You blink again, and the figure—younger, stronger looking, and more vital now, but clearly the same person—emerges from the pool.

If you didn't have them before, you now have severe doubts about the probability of safely leaping into a whirlpool on the word of a faerie king, who is probably not known for his reasonableness.

You look around hoping there is a safer thing to do in this area. Turn to **98**.

**121C** The sword suddenly rises out of its scabbard and attacks you! You are fighting the deadly Sword of Defending, and you know instantly that this is a fight to the death!

Conduct combat. If you win, turn to **146D**. If you lose, turn to **145D**.

**121D** The magical violin rejects someone who is not a musician—violently. You lose 2 life points.

This place now appears more dangerous than it did when you first came here. You begin looking for exits. Turn to **84**.

You cast your See the Unseen spell, and instantly you become aware of a hole in the floor next to the water-filled hole. It's large enough to take you somewhere—probably where you don't want to go. It's a good thing you used the spell. Now you can avoid the area while you're looking around. Turn to **122**.

You were so close to completing your quest, but now the tomb of the ancient elven king has become your tomb. You lie there, dressed in the strange robes of a magic-user, and wonder if the next person who comes here will even have any idea of who you were. **121F**

The golden hoop sails toward the stanchion. Your childhood thrill in victory emerges as you see it settle gently over the top. As you walk toward the end of the bridge to retrieve the hoop, you hear a strange metallic clicking noise, and out of a newly formed hole on the side of the stanchion emerges a little metal tongue bearing a ring. It's a miniature version of the hoop you just threw! **121G**

You inspect the ring and discover there are words written on it: "Ring of Troll Ignoring." Here's your answer! You put on the ring and march straight across the bridge toward the troll. As you near the creature, it backs away from you, a puzzled look on its face. You are now free to investigate ways to get out of here. The troll will leave you alone. Turn to **130**.

Hoping you're powerful enough to avoid any evil consequences, you place the cap on your head. Instantly a magic door opens in the ground. You look down into a dimly lit room where you see the *object of your quest*! There, just below you, the thing you've been yearning for, the thing that has kept you going through this whole mad journey! You drop down through the magic door. If you are the bard, turn to **134**. If you are the fighter, turn to **126**. **121H**

You smell the searing of your own flesh as the lightning bolts of the will-o'-the-wisp strike you. Lying there, you admit what you should have recognized earlier. The thing you've been seeking is a thing of goodness. It wouldn't lead you into the horrors you've experienced this night. It wouldn't leave you here, dying . . . knowing you'll never complete your quest. **121J**

With a final thrust of your sword, the ghost disappears into thin air. Instantly you can tell that the armor has been freed of the spirit of its former owner and that it's safe for you to take if you want it. It will add 1 to your combat scores. **121K**

Return to **126**.

**122** Surprised to find such a place in the same realm as the queen and her faeries, you step into a dark mine. Light from a candle mounted on the head of a small wichtlein, or mining faerie, reflects off small chunks of gold that glimmer everywhere on the walls of the mine.

If you came to the queen's realm from the faerie dragon chamber, turn to 125G. If you didn't, turn to 113G.

| When you are free to explore this chamber, you can investigate the: | by turning to: |
|---------------------------------------------------------------------|----------------|
| pool in the floor                                                   | 130B           |
| extra pickax                                                        | 133D           |
| lantern                                                             | 134D           |
| barrel                                                              | 137D           |
| sticks                                                              | 138B           |

If you have been here before in this adventure, nothing has changed. You have exactly the same choices to make as the first time you were here.

**122A** Even though the merrow is limited to the water, he manages to drag you into the rocky pool, where he is merciless in his attack. You lose all but 4 life points and just barely manage to pull yourself onto a little patch of dry land that parallels the tiny stream.

With the mermaid and her merrow shouting imprecations at you, you make your way up the little stream, searching for some way to get out of here as quickly as possible. Turn to 146B.

**122B** You made the decision to step inside the chalk circle. Now you're determined to stay and see the result of that decision.

The whooshing noise continues, and a little elf suddenly appears in the room. This is the same elf that you placed randomly inside this book before you started the adventure. It doesn't matter if you've already met him once—this time he's brought you good news. Turn to 105A.

**122C** The hasp on the little casket is open. You raise the lid and see a small ring inside, lying on purple velvet. You hold it up to inspect it, and as you do, a quickling leaps seemingly out of nowhere to snatch it from your fingers. It shrieks, "Enough! Get out! These things are ours!"

If you don't want to leave, you must turn to 106G. If you think you should get out of here, you have to find an exit; turn to 102.

**122D** Suddenly the left-hand path opens up into a beautiful, sweet-smelling meadow that invites you to relax. Turn to 44.

A hush descends over the hall as everyone realizes that you have returned with the object of your quest. Then the hush is broken as all the faeries in the chamber burst into applause. **122E**

Smiling, you hold your lute out before the king and say, "Thank you, Your Majesty. Because you were gracious enough to allow me in the faerie mound, the world will know the glorious sound of this instrument. I will tell my people's tales, conquer our enemies, confer with the creatures of the woodland—"

"Will you also give me my lamp, young man?" interrupts the king. There's urgency in his voice as he leans toward you, waiting for your answer.

If you have the faerie king's lamp, turn to 141F. If you don't, turn to 157A.

Bearing the frog in your hand toward your mouth, you kiss the creature. Instead of a princess, all you get is warts on your lips. The frog laughs and leaps away. Ruefully, you return to 118. **122F**

The passage leading out of the sculpture gallery appears to be wide enough to be a major thoroughfare. Wondering who—or what—you might meet, you hold your weapon at the ready as you walk. If you brought the reptilian figures back to life, turn to 46L. If you didn't, turn to 124L. **122G**

As soon as you step through the door, you get a whiff of fresh air, which is very sweet after the stale, wine-scented air of the drinking faerie's chamber. As you start down the long corridor beyond the door, you are magically teleported to 138. **122H**

Certain that water must lead to some interesting places, you study the river. If you want to go upstream, toward the right, turn to 130F. If you'd rather go down the river, past the large hole in the bank, turn to 72L. **122J**







**124A** Your eye is drawn to the bright golden ring on the giant's hand. It glows with an aura that indicates it might be magical. It strikes you as an unlikely thing for a fire giant to wear.

If the fire giant is manacled to the wall, turn to 16C. If the giant has been released and is just standing there, turn to 86A.

**124B** Lying on the grass beneath the streaming mist is a small, winged faerie. But the faerie's wings are motionless now as she lies asleep. You shake her little body, and the faerie gradually comes awake.

"Oh, I'm so glad to see you!" she exclaims. "I knew I was caught in this awful mist and couldn't do a thing to keep from falling asleep. I've no idea how long I've been here. And I've got a party to get ready for—if the date for it hasn't already passed. It's a party I'm giving, not one I'm going to, so you can see that it's important that I have time to do the work."

You feel certain that the little faerie is going to be fine, but if you want to interrupt her to make sure that *she* thinks so, too, turn to 109B. If not, turn to 8G.

**124C** Roll the die. If you roll an 8-12, turn to 153C. With any other number, turn to 126A.

**124D** You drag the chariot forward so that the shafts can be fastened to the harness on the nightmare's sides. Cinching the leather straps tightly, you turn the nightmare and chariot around so that you are facing the tunnel entrance.

If the gem is still mounted in the chariot, turn to 152A. If you removed the gem earlier, turn to 15B.

**124E** The sight of the crowded little table sends a brief stab of homesickness through you—your mother always had too many items on her tables. Do you want to look in the drawer (114C) or at the bottle (132D), the chalice (136F), the tiny casket (122C), the candle (138D), or the sheets of music (116G)?

**124F** Well, it's a pretty thing, you think. I might just as well wear it.

You place the hoop over your head and instantly find yourself transported to 44. The hoop is gone from your neck.

You say the first thing that pops into your mind. No matter what your answer is, **124G** though, the skeleton shouts "WRONG!" and attacks. Turn to 114E.

"Where will I get cream?" you ask the **124H** cat.

"From-m-m the cream-m-m pitcher-r-r," it purrs, and it scampers up onto the table. You pour some cream into a small saucer, and the cat happily crouches down and begins licking up the white liquid.

You start to turn away, but the cat speaks again, dribbling a drop of cream from its chin whiskers. "Some advice, kind stranger," it says. "Don't get too friendly with the mushrooms by the fountain. But it's all right to eat the clover."

You see the mushrooms but haven't noticed any clover. "Thank you, sir cat," you say anyway. Turn to 82.

Your eye is caught by a shallow bowl of round objects on a table near the easy chair. **124J** With a shudder, you realize that the objects are eyeballs!

As you inspect the bowl, the eyes peer up at you through irises of many colors—far-horizon blue, azure, hazel, green—and they follow you!

If you want to pick up one of the eyes, turn to 114F. If you leave the things alone, you start feeling squeamish about this place and rush for the nearest exit (64).

Leaning far over the riverbank, you realize that you can reach the atomies' little open **124K** doorways with their quaint balconies. The little sprites aren't watching, so you could investigate the holes right now. If you want to, turn to 102J. If you think that would be poor repayment for their hospitality, if indeed, that's what you've received, return to 84.

As you walk through the passageway leading from the sculpture gallery, you catch **124L** fleeting glimpses of rats, who seem to reside in the passage. Most of them run at the sight of you, but three of them bristle their whiskers, bare their sharp teeth, and attack.

Conduct combat three times. Any time you lose, deduct 1 life point; that rat runs away. After three encounters, you see no more rats. Then, suddenly, you are outdoors at 114.

Picking up a sheet of music, you hum **124M** the notes to yourself. At first they seem to follow no particular pattern, but then gradually the notes themselves seem to take control of the melody and begin to swirl around you. You lose yourself in the golden song. . . . When the melody finally ends, you come to yourself in 82.



**125A** You marvel at the display of hand-crafted weapons the dwarf has mounted on the wall around the fireplace. They show amazing skill on the part of their makers. If the large sword is still hanging there (you will have been told if it isn't), you handle it and discover that it is a Sword of Nightmare Control. The other sword and the axes are ordinary weapons, without any magical characteristics.

You have a feeling that you may be in danger if you stay. You quickly look around and pick an exit; turn to 106.

**125B** The little mountain faeries, or cwyllians, cluster around you, grumpily poking and prodding at you as if they've never seen a human before and don't much like what they see. Finally one of them says, "All right, where is it?"

"Where is what?" you ask.

"Our gift! You're a visitor, and you should give us a guest gift. When you do, we'll give you one."

"I thought guest gifts were voluntary," you protest.

"They are, so what are you going to volunteer to give us? We'd really like some Mirror Bracers of Protection. If you give them to us, we'll give you some Pins of Flying."

If you have the Mirror Bracers of Protection, and want to give them to the insistent cwyllians, turn to 125K. If you don't, or won't, turn to 129B.

**125C** As you come near the large flower in the grass, you see that it's a dragon flower. You start to worry . . . but it's too late! It's already turning into a green dragon!

You must fight. Conduct combat. If you win, turn to 26J. If you lose, turn to 101G.

**125D** An interestingly shaped trident, half out of the water, leans against a rock. If you want to take it out of the water and look at it, turn to 130A.

If you don't want to check it out, turn to 150.

**125E** For several minutes, you stand and watch the lavender-colored sand sift through the narrow neck of the hourglass near the open doorway. The time, whatever the sand is marking, is about to run out. Do you want to turn the hourglass over? If so, turn to 133G.

If you don't want to touch the hourglass, you can look at the other objects by the door—the coat and hat (133F) and the keys (42N)—or go through the door (157K).

**125F** You manage not to hurt yourself or to lose the path, and soon you find yourself in 110.

The mining faerie stops his work, turns around, and looks at you, surprised. **125G** "What are you doing here? I thought the queen only let magic-users in here!"

Perplexed, you reply, "But I am a magic-user. The queen turned me into a wizard."

"Oh? Then why are you dressed like that and carrying a weapon?"

You look down at yourself and discover that you have on the clothing you were wearing in the king's realm, and you're carrying all the pieces of equipment that you had before. "How strange!" you say, and you look back to the faerie. But he's gone, too, and what's more you now find yourself standing in the faerie dragon's chamber! You haven't been in the faerie queen's realm at all! It was all an illusion created by the faerie dragon as a joke! Are you laughing?

Turn to 24 and continue adventuring there.

The potion in the Elf's right hand is forced to your lips and you find yourself drinking clear spring water. **125H**

"Curse you, human! You're a lucky fool! You have taken the nonpoisonous potion. It's only water. Lied about the balm." Instantly the Elf vanishes in a green mist, and you are now free to continue your quest.

You hold the chalice to your lips, your head almost swimming from the heady fragrance of the liquid. If you are the bard, turn to 152N. If you are the fighter, turn to 138J. **125J**

You hand the bracers to the mountain faeries and receive the Pins of Flying in return. If you keep them in your hair, you can fly any time you want to. **125K**

"Is it all right if I have a look around here?" you ask.

The cwyllians mumble together for a minute, then one finally says in grudging tones, "Yeah, we guess it's okay. Just stay out of our way." Turn to 110.

You catch a glimpse—or at least you think you do—of a human body floating at the water's surface, and wonder what other strange things there might be here that you cannot see. **125L**

If you have a See the Unseen spell and want to use it, turn to 117J. If not, turn to 51G.

You cast your See the Unseen spell, and your eyes widen. Across the stream is a second bridge! It seems rather silly to you that there should be another one. If you've just arrived in this chamber, turn to 125B. When you are ready to leave this place, you can check out the second bridge by turning to 117C. **125M**



**126** You stare at the stone effigy of the ancient elven king. Suddenly an image of the king separates from the stone, rises, and becomes a *ghost*!

"Begonnnnnne, intruuuuder," the ghostly shape says in a voice that seems to rise from the depths of the Abyss.

If you were the bard, turn to 58G. If you were the fighter, turn to 150C.

If you are free to explore this chamber, you can investigate the: by turning to:

|                         |      |
|-------------------------|------|
| effigy                  | 142C |
| tankard                 | 102E |
| spilled dust            | 19L  |
| sword                   | 89K  |
| mirror                  | 90E  |
| bag of gems             | 150J |
| carvings on sarcophagus | 112D |
| double door             | 104D |

If you have been here before in this adventure, anything you touched or changed before remains changed, except for the ghost himself, who is back again, intent on protecting his domain.

**126A** You move freely around the chamber, glancing at the various items you see. Turn to 122 to decide what you want to investigate.

**126B** As you lie there, gasping in pain as the poison from the quickling's dagger makes its inevitable way toward your heart, you marvel that you can be dying at the hands of such a tiny little creature, one that you should have been able to just step on and squash. How ironic!

**126C** You crumble a bit of shell between your fingers and put a small piece on the tip of your tongue. Strangely enough, a piece of shell begins to melt, restoring 2 of your life points. But when you try it a second time it doesn't work.

You decide to get out of this possibly dangerous place. Turn to 72 to pick an exit.

**126D** The tree is a mere shell of what once was a rather large tree. It conveys a distinct feeling of horror and death, and yet here it sits, in the middle of this beautiful garden. Surely not everything about it can be bad.

If you want to explore the stunted limbs of the tree, turn to 156F. If the spear seems more important, turn to 144J. If you'd rather look at the chest inside the hollow trunk, turn to 87M.

**126E** While you're standing there thinking, the annis makes it perfectly clear that she's not going to wait! Immediately she attacks with her mace. Turn to 83H.

The roots you've been tripping over finally come to your aid. You manage to grab hold of one and, inch by wet, dirty inch, pull yourself back up onto dry land. As you clean yourself off, you discover that you have lost your most powerful weapon somewhere in the bog. Cross the weapon with the highest number off your list.

And still the glow in the sky beckons to you. If you want to pursue it farther, turn to 153G. If you don't, step carefully and return to the path (114).

The beautiful swallow-tailed butterfly flies toward you. You hold out your hand, hoping it will land on you, which you know is good luck. Generate a number from 1-12. If you get an even number, turn to 133M. If you get an odd number, turn to 156H.

The garment is just a plain lavender-colored robe, although a perfume clings to it that makes your head reel.

In fact, you discover that the perfume is magical. Turn to the Beneficent Random Effects table on page 159. After this magic washes over you, the realization comes that it is time to leave. You either move toward the hole in the wall behind the tapestry (129M) or to the fireplace (97G).

The violin—so much taller than the atomies themselves—stands to one side, useless to the little people.

You pick it up and pluck a string. A pure note resonates across the night air. If you are the fighter, turn to 121D. If you are the bard, turn to 120H.



**128A** You study the multitude of people at the tables and then say, "Excuse me, ladies and gentlemen. You are very gracious with your hospitality here, but as you may know, I am here in your beautiful faerie mound on a special quest. Perhaps you can be of help to me."

They all look up at you, surprise on their faces, as if you had been invisible until that moment. Then several of them, all at once, offer you food and drink. You decline, insisting that you must get on with your quest, but you'd appreciate whatever help they can give.

If you are the fighter, turn to 20E. If you are the bard, 22G.

**128B** Your best effort isn't enough. You lose 12 life points and will have to retreat as fast as you can. This dragon's not going to give you time to study the situation. You won't be able to reach the window in time, so you can only make a dash for the arched stairway (88B) or the tunnel entrance (89A).

**128C** Reason has flown out the window at the strange sight of a flying eyeball. As it nears your head, you slap at it with a weapon. The eyeball immediately drops to the floor and rolls under a chair.

A sudden feeling of uneasiness comes over you—a combination of bereavement and anxiety. But you shake your head and continue exploring the room. Turn to 64.

**128D** Leaning way over the bank, you peer into the first hole. Inside, you can see the light of a tiny torch. Silhouetted against it is a little female atomie, changing her clothing. Embarrassed, you start to turn away, but it's too late.

The atomie turns and sees your huge human-sized eye watching her. She screams, grabs a blanket, and comes running toward you.

Before you can lift your head away from the hole, she has flung fairy dust in your face. When you open your eyes, you find yourself in 130.

**128E** First-level spells—select 4 (you may duplicate spells in making up the four)

*Armor Aura* forms a protective barrier around you, making you -1 to hit for the creatures you face for two consecutive battles.

*Comrades* makes an opponent friendly toward you for one encounter.

*Death Darts* causes 4 life points of damage and always hits, but is usable only once per spell.

*Heat Stun* causes 3 life points of damage if it hits and is usable only once per spell.

*Leap* allows you to leap a great distance, once per spell.

*Slumber* puts the creature(s) you face to sleep if it works, but only once per spell.

#### Second-level Spells—select 3

*Doubles* cause your opponents to miss the first time they strike at you. The spell lasts for two battles.

*Open* forces open a locked item or room, but only once per spell.

*See the Unseen* causes you to see what is hidden or invisible; works for two consecutive areas.

*Tentacles* creates a sticky, ropelike mass that traps your opponents for one encounter but also prevents you from getting at them.

*Vapor of Stunning* creates a poisonous cloud that incapacitates your foes for an entire encounter.

#### Third-level Spells—select 2

*Delaying Blast* makes your opponents strike every other combat turn, if it works, but only once per spell.

*Energy Bolt* does 5 life points of damage and destroys all the magic on your opponent; works once per spell.

*Fire Blast* creates a mass of fire doing 5 life points of damage but also destroying everything of magical value in the area; works once per spell.

*Paralyze* stops one to three manlike creatures if it works, but only works once per spell.

*Quicken* allows you to strike twice for each of your opponent's strikes for an encounter, but magically ages you, taking 1 life point away.

#### Fourth-level Spells—select 1

*Frosty Blast* causes 5 life points of damage if it works, but only works once per spell.

*Help Mate* causes a monster to appear and fight for you, keeping enemies from hitting you for one encounter.

*Scare* causes one enemy to run away for one encounter if it works, but it works only once per spell.

Now that you are a wizard, you know that your spells function properly on a die roll of 7 or more, using the 1-12 combat system.

Once you have selected your spells, you are instantly a powerful wizard. But remember, your quest remains the same, depending on whether you were formerly a bard or a fighter. Now turn to 97F.



**129A** As you touch the top shield on the left side of the archway, you discover to your horror that it isn't a griffin shield. The magic of the portal begins working, but not until after you see that your griffin has changed into the image of an enraged red dragon. You magically arrive in 12, where you have no choice but to fight the dragon.

**129B** "I'm sorry," you say, "but I can't give you any bracers. But I'll be glad to give you—"

But the pesky little mountain faeries, angered at not getting what they want, attack you. Prepare to fight, conducting magical combat (unless you use magic to escape). If you win, turn to 129K. If you lose, turn to 52C.

**129C** "I'm sorry," you say, "but I don't have any Silver Reins right now. I'll gladly give you something else."

The horse grumbles something about ungrateful travelers, but adds, "Even if you don't have the reins, I'll be happy to give you a magical ride wherever you wish to go." With no movement of your own, you suddenly find yourself on the horse's back, sitting mostly underwater.

The horse is a kelpie! It pays no attention to where you want to go. Instead, it just goes and goes, until finally it reaches a smoke-filled chamber, where you hear another horse whinnying, and there the kelpie dumps you.

Your magical robes are gone, and so are your spells, but you still have whatever remaining magical items you had before. And at least you are still alive, with all the equipment you had when you entered the faerie queen's realm. Turn to 60.

**129D** Maybe there's some way out of here by that waterfall. Certainly there should be no danger there!

If you are the bard, turn to 22H. If you are the fighter, turn to 141C.

**129E** You stare at the gnarls on the huge tree that appear to make a face. If you killed or charmed the grig, turn to 96E. If you didn't, turn to 9H.

**129F** The scroll says, "The gray dwarf, or duergar, is maliciousness personified."

Everyone knows a duergar is bad news. Feeling slightly cheated for your efforts, you think seriously about escaping this area. Turn to 102.

As you touch the two reptilian figures who stand like guards on either side of the door leading out of the chamber, they come to life! They take one look at you, turn, and run screaming through the door and down the tunnel. Smiling, you turn to 76.

You take down the picture of the frog, study it, and replace it. There's nothing special about it.

That's enough of this place for you. You decide to take an exit out of this place; turn to 72.

As you turn away, the spurned cat leaps onto your back, its claws penetrating your skin through your robe. By the time you scrape it off, it has stolen the first guest gift on your list. Ruefully you return to 82.

The little faeries are safely out of circulation, and you turn to look around the area. Turn to 110.

"You're in luck. I do have the Silver Reins." You put them in the horse's mouth as it neighs its appreciation and gives you a ring. Then it sinks back into the water and disappears. You discover that the ring is a Ring of Water Travel, which will allow you to travel under, through, or on any water you may find on your adventure.

Now that the horse is gone, you start to look around. If you have a skull from the hall of the faerie king following you, turn to 67M. If not, turn to 118.

You find yourself wondering why the corner of the large tapestry is turned back from the hole in the wall behind it. It appears to be an exit . . . but did someone just go down it? Do you dare follow? You're not sure how else you're going to get out of here.

If you want to go into the hole in the wall, turn to 55E. If not, keep looking around 102.

"Thank you, sir," says the female statue. The male figure moves and smiles at you but remains silent. "Now, remember," the female statue goes on, "when you reach the faerie queen, she will require from you a magical gem and a key."

Suddenly the statues turn to stone again. You're certainly glad they waited until they gave you the information. Turn to 76.

A well-crafted set of Celtic armor lies before you on the floor of the duergar's treasure room. If you are the bard, turn to 105L. If you are the fighter, turn to 133L.

**130** You find yourself in a huge underground cavern. Instantly you see that if you want to get out of this cavern, there's nowhere to go but forward, across the bridge that stands before you. But a mean-looking, huge, and altogether unpleasant troll stands at the other end of the bridge. And you have the distinct impression that it's not going to let you past!

What's the troll doing *above* the bridge? you wonder. Aren't trolls supposed to be *under* bridges?

At least the monster doesn't seem inclined to come across to get you, so you have time to ponder what you are going to do.

All around you is bare rock, with no crevices or tunnels. In front of you is a narrow, seemingly bottomless chasm. There's no way you can leap across it, so—

Hoping for some magical solution, you may investigate the bridge pillars, which seem to have some writing on them (152P), or take the chance that the troll is too heavy for the bridge and go out to look at the hoop lying in the middle of the structure (67G).

Or you can, of course, simply march across the bridge and attack the troll. That might just be the quickest solution. Turn to 74J.

On the other hand, if you happen to have a magic carpet with you, turn to 132H.

If you get past the troll somehow and are free to look at possible exits, you can explore the: by turning to:

|                     |      |
|---------------------|------|
| open archway        | 106A |
| hole in the wall on |      |
| the left            | 136H |
| the right           | 114D |

If you have been here before in this adventure, you are amazed to see that everything about this area has been restored magically to the way you first saw it. The troll looks just as ready to fight, the hoop is in the middle of the bridge, and you know you are in serious trouble. You must start over from the beginning with the same choices you had the first time you were here.

**130A** You pull the trident out of the water and discover that the end of the handle has a beautiful crystal on it. As you inspect the crystal, a huge green figure rises from the water around you . . .

The next thing you know, you are lying on the grass, outside the faerie mound. Morning has come, and you have no possessions whatsoever, either magical or otherwise. The trident was a Trident of Summoning of Ancient Gods. They came and took you away. Your adventure is over.

**130B** From previous experience, you know that in the faerie mound a normal human being can step into water over his head and come out somewhere else, without having drowned in between. But you still find it hard to believe.

You're willing to give it a try, just because there doesn't appear to be any other exit out of this mine.

Taking a deep breath just for safety's sake, you gather your robes about you and leap into the pool. You sink down, down, into the water . . . and you bob up in 150.

**130C** The nymph has successfully used all the magic her kind possesses to lure you. You are hers now. There will be no more adventuring for you . . . ever.

The candle appears to be a perfectly ordinary candle in a pewter candlestick. You replace it and turn to 64. **130D**

You start to look at the drum when your attention is caught by a light in the darkness between two trees. Then you notice that it's not a light—it's your lute, the goal of your quest, looking just as you first had it described to you, glowing with a wonderful magical light in the darkness! **130E**

If you want to plunge through the darkness to get it, even though you will be leaving the path, turn to 98A. If you doubt your eyes and would rather stay near the path, ignore the light and turn to 114.

The horned helmet lying on the ground is especially beneficial when fighting. When you wear it, it lets you do 2 points more damage than usual when you hit. Return to 118. **130F**

Leaning against a robed statue is a small carpet of bright oriental hues and designs. You unroll it but find nothing inside, so you roll it back up. If you want to take it with you, turn to 104G. If not, put it back by the statue and decide what to do next by turning to 76. **130G**







**132A** Your eye is caught by a red sparkle in the darkness behind the tree. There's a gigantic gem lying on the ground. What incredible value it must have!

"I'm certainly valuable to anyone who has the perspicacity to see it." It's the gem itself talking! How strange!

"Was that you talking?" you ask in puzzlement. "How do you do that?"

"How shmow! What difference does it make as long as I can be helpful to you?"

"Helpful? How?"

"Oh, dear, there he goes again! Maybe this is not the person who should benefit from my vast wisdom."

"No, please," you say. "I would be honored to have whatever assistance you can provide. But please tell me by what method I can obtain it." You're pleased that you managed somehow not to include the word "how."

"All you need do is carry me along on your quest. Whenever you feel you could benefit from some wise advice in an awkward situation, just ask. I'll be happy to share my thoughts with you."

That's all well and good, you think, but it's an awfully big gem. I'd have to leave behind all my weapons except one. If you want to do that, turn to 78L. If you're not convinced it's a good bargain, put the gem back down beside the tree and turn to 114.

**132B** As you touch the middle shield on the left side of the archway, you feel yourself magically teleported to 60.

**132C** The teardrop-shaped bottle contains what looks like a rich oil. It has a label on it that says, "Pour on weapon." If you take this bottle and follow the directions, turn to 18H.

If you don't take the bottle, you continue looking around the area; turn to 28.

**132D** This is a bottle of beautiful, transparent cobalt-blue glass . . . with absolutely nothing in it. Return to 102.

**132E** You've been missing your own steed, although you must admit that there hasn't been much need for it in this faerie mound. Quickly you throw your leg over the horse's back and mount. Instantly the horse disappears, and you find yourself standing in 60.

You take down the picture of the deer, study it, and replace it. There's nothing special about it. **132F**

In frustration you throw the picture down and it shatters. A thick vapor begins spreading from the frame and you realize you did something very dangerous. You try to run but the shiny green mist catches you. You feel yourself falling. In a second you discover yourself transported to 44.

Not willing to take a chance on any type of dragon, you attack the pseudodragon. **132G** But instantly she disappears, leaving you feeling rather foolish.

You begin searching the area for clues about the place. Turn to 94.

If you have picked up a magic carpet in any of the chambers and are carrying it with you, you can stand on it, wish yourself over the head of the troll at the end of the bridge, and come back to the ground beside the exits. The troll will merely stand and snarl at you—no harm in that—while you choose one; turn to 130. **132H**

Leaning way over the bank, you peer into the second hole. Inside, by the light of a tiny torch, you see a room full of treasure! It must be the atomies' treasury! You'd like to stir the pile of treasure around and see what's there. If you want to put your hand in the hole, turn to 156L. If you'd rather use a sword blade, pick the weapon you want to use and turn to 141H. **132J**

Standing beside the sarcophagus, you carefully scoop as much of the spilled dust as you can back into the bag. Then you pull the opening tight. You sigh happily, knowing that your noble liege will live because of your efforts. **132K**

You turn to head for the double doors. Suddenly you find yourself stepping into the hall of the faerie king, where the adventure began. Turn to 154E.

You can't see the top of the stalk from the ground. The stem appears to be strong enough to hold you, so you start climbing. You keep an eye out for giants, but see none. Instead, soon you begin to smell water and fresh air. Then, magically, the stalk is gone and you are in 142. **132L**

The spell doesn't even disturb the nugget. You have lost half your life points. **132M** It's still stuck firmly to your hand. If you want to try another spell, conduct combat again. If you win, turn to 70P. If you lose, or if you'd rather not use another spell, turn to 54K.



**133A** This time when you enter the faerie king's hall, the king himself spots you immediately. You can feel his scorn reach out to you across the room.

"Well, now, look at what we have here. The great adventurer has returned. All he needs to do is get one tiny ring and one little bottle of potion so he can go and see a lady, but he can't even do that. He keeps showing up like a baby who's lost his mother." Everyone in the chamber laughs. You just stand there, reminding yourself that words can't hurt you . . . unless they're magic, of course.

"All right, mortal," the king thunders, "let us all see what you have." He examines the items you spread out before him.

"Hmmm . . . some of that is rather nice," he says, and he grabs one of your magical items. Cross any one item except a ring or potion off your list.

If you have both a magic potion and a magic ring, turn to 12C. If you have only a potion, turn to 27D. If you have only a ring, turn to 10H. If you don't have either, turn to 31C.

**133B** A deep blue stone reveals a watery vision of 151.

**133C** If you have a talking skull following you, turn to 157B. If not, turn to 142A.

**133D** The pickax looks exactly like the one the wichtein uses, except that it seems too big for him. It's probably just about right for you, though. You pick up the pickax, feeling its heft. You feel an irresistible urge to go to the mine face and start digging.

"Hmmm, it isn't as small as I thought," you think. "In fact, it's almost as big as I am."

But then, you're much smaller now. You've been magically transformed into a wichtein, and you'll be mining alongside your colleague forever. This adventure is at an end.

**133E** Lying in the grass is a beautiful bowl of solid gold, with a fantastic emerald-green gem in the middle of it. Even in the darkness, it seems to glow with a radiance of its own. If you want to take the gem, turn to 75N. If you prefer to pick up the whole bowl, turn to 104N.

**133F** This open doorway must be the wizard's usual way of coming and going. Like most back doors, it has hooks beside it for his outside clothing. You inspect the coat and hat and find nothing but signs that the wizard has been eating tomato soup with his coat on. Also by the door are keys (42N) and an hourglass (125E).

Time has run out—for you to be in this chamber! You find yourself magically transported to 102, where there's another hourglass. **133G**

You open the casket and find . . . death. Your quest has come to a sudden end. **133H**

You walk over to a table where a large man stands gnawing on the leg of a large roast fowl. He says, despite his full mouth, "It's all good food, stranger. You must be hungry by now. This food is all safe for mortals such as yourself." He tears the other leg off the bird and hands it to you. "Have at it. Enjoy yourself," he says graciously. **133J**

If you want to eat, turn to 140H. If you don't, turn to 145H.

You reach out to scoop up a couple more eyeballs, planning to test the strange reaction you're feeling. But you accidentally tip the bowl and all the eyeballs roll out. Immediately, all the eyeballs develop wings and start flying around your head. **133K**

The balls certainly aren't doing you any harm. In fact, you feel almost as if you're wrapped in a secure cocoon. The eyeballs will stay with you through an encounter in the next chamber you enter and will protect you; you will automatically win any fight with a monster.

Stunned by your remarkable discovery, you seriously think about the other things in the chamber. Maybe you should check them all. Turn to 64.

You pick up the pieces of armor and hold them up to you. They'll fit! You're debating whether to put them on when a white wisp of smoke rises from the armor. You drop it hurriedly, but the wisp continues to grow until it becomes the ghostly form of a giant warrior. **133L**

The ghostly warrior attacks, and you must fight. Conduct combat. If you win, turn to 121K. If you lose, turn to 140M.

The butterfly goes right on past your hand. It settles briefly on a rock and then disappears. Sighing, you turn back to 118. **133M**

There are three items on the mantelpiece. You may investigate only one. Which will it be: the statue of a warrior (108E), the bowl (117G), or the hourglass (118H)? **133N**

**134** The first thing you wonder as you enter this new chamber is how long the handsome, dark-haired faerie has been sitting here drinking. Long enough to have known that person who is now a mere skeleton? Long enough so that generations of rats have sipped from his cup?

If you originally were the bard, turn to 154G. If you originally were the fighter, turn to 153B.

| When you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|------------------------------------------------------------------------|----------------|
| lute                                                                   | 136K           |
| casket                                                                 | 133H           |
| tall vine                                                              | 156J           |
| goblet                                                                 | 110F           |
| rats                                                                   | 148H           |
| bones                                                                  | 152L           |
| braziers                                                               | 156G           |
| door                                                                   | 122H           |

If you have been here before in this adventure, turn to 79N.

**134A** You put your hand into the pouch and feel around. When you feel something, you pull it out of the bag. It's a person—a whole human being! He's wearing green clothing and has a small peaked hat on the top of his head. He carries a bow, and on his back is a quiver of arrows. He looks around, perplexed, and says, "This isn't Sherwood Forest!" Then he removes a key from his pocket, says, "Here, this must be yours," hands it to you, and wanders off, muttering, "I know Nottingham is around here someplace."

Drawing your amazed eyes from the figure, you turn to 110.

**134B** "I can't give you the comb," you say apologetically, "but I do have something else." Select a magical item to give her, and cross it off your list.

She looks disappointed, but pats a rock near her and says, "Well, it can't be helped. Come, sit beside me."

You feel compelled to accept her invitation. As you sit on the rock by her, she chats in a low, friendly voice about life in the water, the things she has experienced with the dragons of the faerie mound, the magic-users she has known. As she talks, you find yourself feeling better and better. All of the disappointments and frustrations you have experienced melt into insignificance.

Generate a number from 1-12. If you roll a 5 or more, turn to 63H. If you roll less than 5, turn to 66H.

**134C** Wearily you look at the throne-shaped stone in the water and wonder if you might rest there for a few minutes. If you choose to, turn to 66E. Otherwise, return to 150.

**134D** You study the lamp and decide that it can't possibly be the one you need to take back to the faerie king. Still, it's interesting. If you want to study the lamp more, turn to 136B. Otherwise, return to 122.

With the point of your weapon you dig the gem out of its mounting on the peak of the chariot. It lies in your hand, the magical shimmer gone. If you try to use it as a magical gem, it will not work. All you hold is a lump of rock. **134E**

If you want to hitch the chariot to the nightmare, turn to 124D. Otherwise, return to 60.

The strange feeling gradually goes away. When you look at the nymph again, she is no more than a beautiful creature by a pool. Turn to 90. **134F**

Keep track of the number of times you walk through this portal on your adventure. If this is the first time, turn to 74F; second time, 47J; third time, 149H; fourth time, 136D; more than four times, 109E. **134G**

You step toward the gate, your hand outstretched to open it. But as you approach, the gate opens of its own accord. As you pass through, however, it shuts behind you with an ominous clang. You quickly turn back, but all sign of the pool and garden is gone. The garden seems to continue on this side of the gate, however. Turn to 94. **134H**

You go away from the moss faerie's abode on the right-hand path through the trees. The birch house is just out of sight when there's a powerful flash of light and you find yourself in 138. **134J**

As you step into the hole in the hillside, an old, rotten scent reaches you. It reminds you of a swamp and deteriorating vegetation. But you know the tunnel has to lead somewhere, so you keep going until you find yourself in 118. **134K**





**136A** The lights, which you now see as monstrous visions feeding on your yearning, fade away, leaving only darkness—good, clean darkness—around you. Slowly, painfully, you make your way back to where you started. Turn back to 114.

**136B** You pick up the lantern, and immediately a light flares from within, making the gold in the surrounding rocks sparkle like fireflies. Suddenly you realize that the pockets in your robe feel lighter! One of your gifts has disappeared—choose one at random. You're holding a Lantern of Thievery. Replace it quickly and turn to 122.

**136C** It's nothing but a plain, ordinary, human skull, though it looks as if the nymph has been using it as a water bowl for her pet otter. Return to 90.

**136D** The magic portal steals the first key on your list. Turn to 130.

**136E** You feel all around above your head—on top of the book shelf, in the corner, everywhere—but can feel no sign of a creature invisibly attached to the eyes that follow you around the room. Shuddering, you return to 68.

**136F** On one side of the ornate chalice is a picture created in painted porcelain of a human figure leaping into a pool while holding a potion bottle and a ring. Replace the chalice and look at other items; turn to 124E.

**136G** The shells of the dragon eggs feel tough and rubbery. You're amazed that the tiny dragon babies can break through them. You find yourself wondering if the shells have any special properties that you might find useful. If you want to smell a shell, turn to 140F. If you want to taste one, turn to 126C.

**136H** As soon as you step into the tunnel in the wall at the left, you see a glow ahead of you, but it's not like the glowing white light of the arch back in the troll's cavern. This is a soothing glow that makes you feel warmer, more comfortable. It is returning 3 life points to you and leaving you alert and ready to face more adventure as you step into 68.

**136J** You look down curiously at the drum on the path. If you are the bard, turn to 67H. If you are the fighter, turn to 71C.

There's nothing now to keep you from taking the precious lute. Still, your curiosity is piqued. What is inside the little casket?

If you want to know, turn to 133H. If the lute is the only thing that concerns you, turn to 145B.

The instant you touch one of the blue mushrooms, a gigantic energy bolt flies from it and streaks straight into your chest, taking away 5 life points. The blue mushrooms are Mushrooms of Energy-Bolt Throwing. Sighing, you return to 82.

You start to look at the golden bowl when your eye is caught by a light in the darkness between two trees. Then you notice that it's not a light—it's a golden doorway, the door, you feel sure, to the tomb where the ancient faerie king's dust lies, the dust you need to save your own liege!

If you want to plunge through the darkness to get it, even though you will be leaving the path, turn to 98A. If you doubt your eyes and would rather stay near the path, turn back to 114.

A beautifully carved steel and gold sword is embedded in a stone near the water's edge. When you look more closely at it, you see that the name "Excalibur" is engraved in the visible part of the blade. If you choose to pull on the sword, turn to 141J. If you don't want to bother, you continue looking around. Turn to 110.

You step out through the door into the daylight beyond. But as your foot leaves the threshold, the daylight suddenly turns to darkness and you find yourself blinded.

Generate a number from 1-12. If the number is even, turn to 118J. If it's odd, turn to 137K.

Inside the drawer, you find two scrolls, one with red wax on it and one with blue. If you want to open the one with red wax, turn to 129F; the one with blue, 14B.

You suddenly find yourself in 154.

Listening to the sighing of the wind in the leaves, you hurry along the path. Turn to 154.

The scroll you selected turned out to contain good magic. Turn to the Beneficent Random Effects table on page 159. Then return to 154.

Cautiously avoiding the wettest ground, you manage to reach drier land with only a little mud on your shoes. Turn to 118.





**137A** As you touch the middle medallion on the right side of the archway, you feel yourself magically teleported to 36.

**137B** "Just how can you help me if I release you?" you ask.

Her tinkling voice is harsh as the faerie replies, "I've been here long enough to know something about the dragon's hoard. I can help you decide what to look at. There's a great deal of treasure here!"

You agree and reach up with your sword to unhook the small cage from its chain. Quickly you open the door, and the tiny creature flutters out and hovers near your left ear.

"Just be sure to open those chests," she says. "You can open them with the keys on the ring." Giving a laugh, she flies off faster than your eyes can follow. Return to 12.

**137C** The moment you touch the shield, you discover that you have chosen the Shield of Rat Summoning. Hundreds of sharp-fanged rats dash from hidden corners and attack you . . . while the drinking faerie merely laughs.

Conduct combat. If you win, turn to 117H. If you lose, turn to 110G.

**137D** As you put your hand on the barrel and push it a little to see how full it is, the wight turns around again. There's a thoughtful expression on his face.

"Hey, maybe you're the one!" he says.

"The one what?" you ask.

"The one to take that barrel to the faerie king. He's been wanting it for some time. He told me he'd give a Gem of Permanent Visibility to whoever delivered it to him. If you had one of those, you could keep your spellcasting for other purposes—wouldn't have to use your See the Unseen spells."

That'd be mighty handy to have before going any farther in the queen's realm, you think. But is it worth all the effort?

If you want to take the barrel to the king in exchange for such a magical gem, pick it up and proceed to try to find your way out of here. You need to go back to the hall of the faerie queen to get up to the king's realm.

If you decide you can get along with the spells you have, turn to 122.

**137E** You have time for only a quick—and disappointing—glimpse of gold coins and plain jewels and nothing more special before you realize that a poison gas is escaping from the trunk . . . and killing you. Your adventure is at an end.

**137F** The weapon works automatically to slay the creature you are facing, *but* just as automatically, you lose 2 life points. The weapon is pro-

grammed magically to stay with you until it has been used to slay one more monster, and then it will disappear. You may use it instead of another weapon in one more encounter, when you will also lose 2 life points.

Regardless of whether you take the weapon or not, return to 68.

The sound of bubbling liquid draws you to the cauldron. As you touch it, you **137G** know immediately that you shouldn't have. Go to the Malefic Random Effects table on page 158.

After suffering the results of the table you think seriously about leaving from the nearest exit. Turn to 64.

Someone has left behind a Robe of Flying. **137H** If you can manage to carry it with you, you can wear it to fly at any time you want to. Turn to 138.

You stretch your arm, reaching as far as you possibly can for the bottle. Bracing yourself **137J** against the ground with your other hand, you reach out until you can barely touch the cork. Just a little bit more . . . and you fall head-over-heels into the swiftly flowing water. The current catches you and drags you along, until you finally pop up in the territory of the atomies' larger relative, a sprite. Turn to 36.

You stumble out of control in the darkness. Twice you fall to the ground, bruising yourself on unseen objects. You lose 1 life point before your eyes finally adjust and you begin to perceive a shaft of light in the distance. As you walk closer, you realize that the light is moonlight. Turn to 48. **137K**

Before anything else happens to you in this chamber, you find yourself greeted by an **137L** Elf fighter.

"A human! How very interesting!" the Elf exclaims. "I haven't seen your sort since that Arthur fellow was around *hundreds* of years ago. What brings you to this mystical realm?"

You feel compelled to tell him your story, and the Elf seems very interested.

"Well, I must say that your quest has merit," the Elf says, removing something from his belt. "In this mound, human, we follow the custom of the guest gift. We will trade gifts if you like. I like you so much that I guarantee that the gift I give you will help you in your quest. If you don't want to exchange gifts, we will part friends with no hard feelings."

If you want, you may select something of yours and give it to the Elf. Or you may simply say "no thank you" and continue your quest while the Elf goes on his way. If you give up one of your items, turn to section 22L.



**138** You get only a glimpse of a field of wonderful, blue flowering harebells before streams of mist assault your vision. Generate a number from 1-12. If you get 9-12, turn to **67K**. With any other number, turn to **72J**.

| When you are free to explore this chamber, you can investigate the: | by turning to: |
|---------------------------------------------------------------------|----------------|
| bowl                                                                | <b>105M</b>    |
| wand                                                                | <b>60K</b>     |
| path up the hill                                                    | <b>114A</b>    |
| robe                                                                | <b>137H</b>    |
| path through the trees                                              | <b>100J</b>    |
| sleeping faerie                                                     | <b>124B</b>    |
| flowers                                                             | <b>101H</b>    |
| hole in the hillside                                                | <b>134K</b>    |

If you have been here before in this adventure, turn to **58K**.

**138A** Twined around a dead branch by the water's edge is a black and green snake.

"Sir, you look like a gentleman," it says. "And it's just for a gentleman such as yourself that I have a very special bargain—for this day only."

"Oh? And what is that?" you ask, marveling at the fact that you're talking to a snake.

"For this day only, I can offer you this beautiful golden apple." And the snake pulls out from among the weeds a gorgeous ripe fruit. "This is the apple of knowledge. Eat it, and you shall become great among the wizards."

"But what's my part of the bargain?" you ask.

"Not a thing," the snake replies. "Since you're the first customer I've had today, you don't owe me one thin copper piece for this fine apple."

If you want to eat the apple, turn to **149E**. If you'd rather just turn your back on the snake, turn to **118**. If you look again, it has slithered out of sight.

**138B** Suddenly you trip over a stick on the floor and almost fall. You realize then that there are several sticks lying about. If you want to pick them up and move them out of the way, turn to **141D**. If not, turn to **152F**.

**138C** As it licks, the reptile rubs its long, rough tongue across your hand, and you see some of your skin become visible. You hurriedly put some of the ground leaves on your hand, and the little creature quickly licks your entire hand into visibility. But you lose 1 life point because the leaves burn you. The strange reptile sure must have a strong tongue and stomach! Return to **68**.

**138D** It's nothing but an ordinary candle. If you want to look at other items on the table, turn to **124E**.

You're certainly willing to take the pseudo-dragon at her word. You pull the spear from the wood, turning it at the same time. You discover it is a Spear of Dragon Revelation, which glows in the vicinity of a dragon . . . but, of course, you are in the Faerie Mound of Dragonkind. There are dragons everywhere! So it seems likely that it will never stop glowing. However, it's still a perfectly good weapon as a spear, though not otherwise magical. Turn to **94**.

You notice something very curious. Even though the cauldron is bubbling vigorously, there is no fire beneath it! Accepting the fact that an annis probably has witchlike powers, you ignore the cauldron and study the fireplace itself. Oddly, it seems to have no back. If you want to slip past the cauldron into the back of the fireplace, turn to **157H**. Otherwise, return to **64**.

You peer into the small hollow stump—cautiously, in case there's something in it that you'd rather not meet. But all you find is a crystal container. You open the lid and inside it find greenish cookies, ten of them.

If you want to taste one, turn to **148J**. Otherwise, replace the container and turn to **154**.

The open door leads into a swamp, where the acrid smell of rotting vegetation burns your nostrils. At first you think you'll never get out, but then a clearing with a pond and some cattails comes into view. Turn to **118**.

By drinking from the chalice, you receive a gift from the Beneficent Random Effects table on page 159.

After you have taken the good magic, turn to **146**.







**140A** As you touch the bottom medallion on the right side of the archway, you feel yourself magically teleported to 16.

**140B** "Well," she says, "it's not very much, but since you sent that horrible stalker on his way, I guess I'll accept it for the lamp."

She hands you the lamp, and you feel a rush of jubilation. At last you have the means for getting out of this faerie mound! You only hope that when you leave you also bear the object of your quest.

The king's lamp gives its possessor the permanent ability to see invisible things. You no longer need your See the Unseen spell.

"Don't just stand there gloating," the ghillie dhu says. "Get on with whatever you have to do here, then be gone!"

Turn to 154 and decide what you want to do.

**140C** Nonchalantly, as if the sylph weren't even there, you lean over and snatch at the item under her hand. But she clutches it tighter, cries, "Stop it!" and pushes at you. It's just enough to send you toppling off the cloud. You land hard, losing 1 life point, and find yourself in 84.

**140D** The falling water parts around a statue that stands against a high rock ledge. As you inspect the statue, you discover that it moves. Behind it is an opening in the rock. Sticking your head in the opening, you see that the hole widens quickly into a tunnel. If you want to go in the tunnel, turn to 144D. If not, return to 150.

**140E** You are fortunate to get the bat off your neck quickly and you lose no life points before it flies back to the ceiling. You look at the bottle you took from the wizard's laboratory. Turn to 52H.

**140F** You hold a piece of eggshell up to your nose. After a moment, you realize that whatever it is you smell is incredibly ancient and powerful.

You decide to get out of this possibly dangerous place. Turn to 72 to pick an exit.

**140G** Cautiously you walk closer to the snake lying wrapped around a tree branch. Your eyes stay glued to its flickering, menacing tongue. But as you near it, the snake does not become more menacing. In fact, it seems to be singularly uninterested in you. You turn away to look at other things (114), but later, when you glance at the snake again, you see that it has left.

You thank the man and accept the succulent leg. Savoring the aroma of the roast meat, you take a large bite from the thickest part of the leg and begin to chew. Suddenly you hear a clapping sound from over by the queen's throne. You turn to see that all the faeries in the room are looking at you and applauding enthusiastically.

The queen signals for silence and says, "We called you 'stranger' and 'mortal,' but now you are neither. Welcome to Faerieland—forever." Your adventure is over—all for a few bites of turkey.

Having come this far in your pursuit, you're reluctant to turn back. So, ignoring your pain and fixing your eyes once more on the glow in the dark sky, you slog forward again. You stumble on rocks, trip over roots, and finally slip into something soft that will not let you go. You're in quicksand!

To see if you can struggle out of the trap, roll the die. If you get 5 or more, turn to 126F. If you get less than 5, turn to 145J.

Above the cauldron, a stone mantelpiece holds a candle and a small, stout, corked bottle. If you want to look at the bottle, turn to 144K. If you want to examine the candle, turn to 130D.

Your hand plays across the smooth marble of the two small human figures in the duergar's treasure room. The woman suddenly comes to life and says, "A boon to you, kind sir. If you will give us the best item you have with you, we will provide you with very important information—information that will be of great help to you on your quest."

Select the item you want to give them (if you do), cross it off your list . . . and turn to 94D.

If there is nothing you want to give them, the statues once more become stone. Turn to 146.

No matter what you do, you can't seem to finish off the ghost. Instead, it comes dangerously close to finishing you off! Bleeding and breathless, you fall away from the ghost of the ancient warrior. You've lost many life points. You know you must get out of this chamber immediately. Go as quickly as you can to 97H.

Drawn by the music, you stand and watch the lighthearted dancers. You quickly become aware that the tune the small group of musicians is playing is magical and that it is making your feet begin to move. If you want to dance, too, turn to 154H. If you want to fight the urge to dance, you know you'll have to get out of the hall. Turn to 82 and pick an exit.



**141A** In the tunnel, the light from the gnome's mine quickly fades, but a terrible odor increases as you walk. It's not a dangerous odor—it smells more like rotting food, unwashed bodies, and bad breath. You find out why when you step into 52.

**141B** "I'll try the riddle," you reply to the skeleton. Are you imagining it, or is that rattling sound you hear a thrill of pleasure at your answer?

"The riddle is very simple: What's in that chest?" Bony fingers point at the small casket on the other table.

"How could I possibly know that?! Don't I get a choice?" you ask.

"Certainly," replies the skeleton. "You can tell me what's in the chest or you can be killed."

If you want to fight, turn to 114E. If you want to think up an answer—any answer—turn to 124G.

**141C** You step into the water, hoping you can follow the river upstream, against the rush of the water. But try as you might, you continually find yourself thrown back down below the falls.

There is no exit for you here. You must continue searching for one. Turn to 36.

**141D** You bend down and pick up a stick. Instantly they all rise up and start attacking you! You know you must use a magic spell to stop them. Conduct magical combat. If it works, turn to 144E. If not, turn to 148D.

**141E** You cast your See the Unseen spell and discover an invisible cap lying on the ground where the stream feeds into the pool. If you are willing to place a magical cap on your head, turn to 121H. If not, replace the cap and turn to 114G.

**141F** You feel a momentary panic when you see that your wizard's robe is gone and your bardic clothing has returned! You wonder if the lamp was teleported along with you. You reach into your pouch and find it immediately. Smiling, you present the small lamp to the king.

"I have kept my part of our bargain, Your Majesty," you say.

"And I will keep mine—" He ignores the gasps of astonishment coming from the faeries around you. He makes a small gesture . . . and you wake up lying in the grass, covered with morning dew. Cradled in one arm, safe and dry, is the lute! It wasn't a dream! Your quest has been successful!

The magic words written on the page in an ancient script burn their way into your brain. Turn to the Malefic Random Effects table on page 158. **141G**

After you see the results of reading that spell, you wonder if all the spells in the book are bad. If you want to turn to the next page and read that spell, turn to 68J. If you want to leave the book alone, you are free to continue exploring the area; turn to 68.

Grasping the hilt firmly, you manage to thrust your sword blade into the treasure room. You start to stir the treasure when a trap springs, locking your sword tightly inside the hole. No matter how hard you pull, you can't get it out. Your curiosity has lost you a sword. Return to 84. **141H**

Placing both hands firmly on the sword's handle, you pull as hard as you can, but nothing happens. It's the wrong story. Turn to 110. **141J**

You quickly realize that the cattails around the pool are ordinary plants. There's nothing magical about them. But among the clumps is an opening that leads into a tunnel. You crawl into it and soon find yourself in a place where you can stand upright. As you rise and adjust your robes, you discover that you lost one of your magic gifts. Cross off the first one on your list. **141K**

Walking on, you come to an opening in a hillside and find yourself at 138.

You struggle to fight, but you're forced to use the first weapon that comes to your grasp. The tree doesn't react when you stab it, kick it, or—after a period of useless fighting—shout unpleasant names at it. You can keep this up all day and it won't do any good. You might as well just give it the gift it demands. Turn to 90F. **141L**

You take down the picture of the dog, study it, and replace it. There's nothing special about it. **141M**

You almost decide to leave by one of the more obvious exits when one of the other pictures captures your attention and you go over to it; return to 96J.

Standing very still, you watch the lone eyeball fly around your head. It seems to be doing no harm, so you leave it alone. As you study the room, you realize that you feel strangely comforted somehow to have the ball buzzing silently around your head. **141N**

If you want to pick up some of the other eyeballs, turn to 133K. If you'd rather not, continue exploring the room at 64.

**142** You see before you a thing of water, a thing of light. The water is extremely becoming to the woman, her azure robes moving in the rhythm of the dance, as if inviting you to join her.

Your body starts to sway as if it's a shadow of hers, as if you were connected by puppet strings. Then a cold spray of water falls across your face, and you pull yourself away from the water faerie's influence.

If you came here because you were sent to the hall of the faerie queen by the faerie dragon, turn to 156C. If not, turn to 125L.

When you are free to explore this chamber, you can investigate the:

|                           |      |
|---------------------------|------|
| figure lying in the water | 70L  |
| rock throne               | 134C |
| gate                      | 62J  |
| path by the stream        | 144N |
| backpack                  | 101C |
| wand                      | 54L  |
| robe                      | 112F |
| round door                | 79G  |

If you have been here before in this adventure, turn to 93N.

**142A** "You're a stranger here, aren't you?" the mermaid says sweetly to you. Although you find yourself wishing it were not so, you reply that you are indeed a stranger.

From beside her, she picks up some shiny metal armlets and holds them out to you. "These are yours, stranger, as a gift of welcome, if you have a skull you can give me. I find myself in need of one."

"I'm sorry, beautiful lady," you say truthfully, "but I have no skull with me. I'll be glad to give you something else, however." And you quickly select an item to give her. She swiftly takes it from your hand but neglects to give you the armlets. Instead, she makes a strange echoing sound down into the water. Turn to 145C.

**142B** Glancing at each of the shields, you choose which one you want to investigate more closely:

|                  |      |
|------------------|------|
| Griffen shield   | 129A |
| Horse shield     | 132B |
| Pig shield       | 18C  |
| Top medallion    | 24B  |
| Middle medallion | 137A |
| Bottom medallion | 140A |

**142C** You run your hand over the cool marble of the elven king's effigy on top of the sarcophagus. Instantly the marble figure comes to life, rises, and attacks! Conduct combat. If you win, turn to 78M. If you lose, turn to 121F.

**142D** There's no chance left. You can't get away, you can't win. This small, gray creature of fury and evil has taken your life.

**142E** You wonder why the tall bottle isn't floating up near the ceiling with the others. But when you open it, you discover why. Its strong smell tells you

that it is pine-tar floor cleaner.

The round jar, however, contains a white talc. If you want to rub some on your hand to see what it is like, turn to 148G. Otherwise, return to studying the other items on the table (146E) or look for an exit (68).

The end of the left branch is higher than your head, so you have to reach up to grab **142F** it. You search with your fingers, but you don't feel anything but the inside of the tree. Suddenly a pronged trap closes on your arm! It's a jawed tree! You lose 2 life points. If you have the courage to try the right-hand branch after you get loose, turn to 114H. Otherwise return to 94.

You push the folding gate aside and enter the smaller tunnel. Just beyond the gate **142G** is a small room with a table and a fire. A kettle whistles merrily on the fire, and there are teacups on the table. A folded apron rests on one side of the table.

Gradually the tunnel gets smaller and rougher, with no signs of use at all, until you reach a lighted room and step out of the tunnel into 32.

You climb up the hillside, slowly, painfully, trying to reach the stone bridge **142H** mounted across the stream. The cwyllians, below, laugh at your laborious efforts. Finally you pull yourself up beside the stone bridge and dash across it. As you step off the stone onto the lower hillside beyond, time and space do a flip-flop and you find yourself in 154.

As you try to squeeze past the bubbling cauldron, you accidentally brush against the **142J** huge container. Turn to the Malefic Random Effects table. Then return to 64.







**144A** "How ingenious!" you think to yourself as you study the small, ornate lantern floating above the right-hand table. You can have light wherever you want!

As you start to reach out toward the lantern, a faerie seated at a table nearby says quickly, "All lamps belong to the king, mortal."

If you choose to accept the faerie's comment as a warning and leave the lamp alone, return to 8 and pick another number. If you still want to investigate the lamp, turn to 18E.

**144B** You kneel beside the sleeping figure. A scent of gentle breezes and open spaces reaches you. Bending down, you place your lips on hers. A single gentle kiss turns into another, and another. And then she stirs beside you, and you quickly lean back, aware of having intruded on her privacy.

Suddenly her eyes fling open. Her arm comes back and she gives you a tremendous slap that knocks you back and takes away 1 life point. When you fail to retaliate, she flashes you a slight smile of apology. Turn to 149C.

**144C** Cautiously avoiding the wettest ground, you step onto a tussock of grass, and it quickly sinks beneath you. Instantly you find yourself waist-deep in quicksand.

You manage to use one of your spells to get yourself out (cross any one spell off your list), but then you discover that two of your magic items are missing, too. (Cross any two magic items off your list.)

Cleaning yourself up in the stream, you pass through the danger area and find yourself in 118.

**144D** As you step into the tunnel, the force of the water closes the statue-door behind you! Moving quickly down the tunnel, you round a bend and find yourself coming out in daylight again. Turn to 118.

**144E** As you complete the last words of your spell, the sticks fall back to the floor. You quickly push them out of the way, where you can't trip over them, marveling once more at the magical power you have. Turn to 122.

**144F** You've come so far, and now you will be here forever, merely another of the undead walking the ever-changing halls of the Faerie Mound of Dragonkind. Your adventure is over.

You take one step along the right-hand path and find yourself inside a room. **144G** Turn to 64.

Before you stands the Elf of the faerie mound. Everything around you stops, and you realize that this Elf must be very special, indeed. **144H**

"Humans killed my wife," the Elf says flatly. "Now I am going to kill you, human, or you are going to try to talk your way out of it."

The Elf looks tough, and you aren't looking forward to challenging him. You begin pleading with him, trying to escape with your life.

Roll the die. If you roll 1-6, you talk the Elf into letting you continue with your adventure. If you roll 7-12, no matter what you say, the Elf decides you must fight him. Use the Elf bookmark for his statistics, and conduct combat with the Elf. If you win, you may continue with your adventure. If you lose—well, the Elf is satisfied with his revenge on humans.

The long spear projecting from the hollow trunk glows with its own eerie light, even in sunshine. It certainly looks magical, but is it good or bad? The fact that it's stuck in the evil-looking tree makes you wonder if it might be bad. **144J**

If you know something special about removing the spear, turn to 138E. If you don't, turn to 153F.

Hoping there might be some useful potion in the bottle, you pick it up and uncork it. A wisp of gray, acrid smoke rises from the round bottle, but nothing happens. Turn to 64. **144K**

Lying on the sand by the flowing stream is a leather pouch with a long shoulder strap. **144L** You cross the shallow stream, open the pouch, and discover that it is a dimensional suitcase. You can put an unlimited number of things in it and still carry it easily. If you want to put your hand inside to see if anything's in it, turn to 134A. If you don't trust the thing, you just leave it alone. Turn to 110.

Nothing seems to stop the dragon moth. It attacks again and again, until you have lost all but 3 life points and feel yourself being driven backward toward the water. **144M**

If you have the Ring of Water Travel, turn to 59N. If you don't, turn to 22K.

You follow the meandering stream on the narrow path by the water's edge upstream from the faerie's pool. As the path rises up the hill, you begin to stumble on rocks and holes. **144N**

Generate a number from 1-12. If you get 9-12, turn to 110E. If you get any other number, turn to 125F.

**145A** You study the weapons lying on the floor and realize that they are ordinary weapons. Nothing you see is any better than the weapons you already have.

You move around the area some more and prepare to leave, either through the archway (11H) or through the smaller dark archway (14C).

**145B** Gently you remove the lute from the plaque on the wall below the door. Instantly it begins to hum, as if it knows that a master bard has taken possession of it. You close your eyes and brush your fingers across its strings, appreciate all the resonances that create its sound—a sound made up of the hymns of the ancients, the breezes across the seas, the caroling of the birds, the dark hum of magic.

The sound fades with the last vibration. And then the lute says, "Master?" and you know that it, too, has reached the end of a quest. The two of you, together, will become greater than either of you could have been alone.

Once more you close your eyes, and this time when you open them, you find yourself in the hall of the faerie king. Turn to 122E.

**145C** The ugliest head you've ever seen appears beside a rock. "It's my husband," the mermaid says proudly. "He takes care of everyone who fails to give me what I want." The man-fish merrow, roaring its hatred of humans, especially humans who disappoint his wife, attacks you instantly.

You must fight the angry merrow. Conduct combat. If you win, turn to 117E. If you lose, turn to 122A.

**145D** No matter what you do, the sword never falters for a moment in its attack. Without a hand to guide it, it slashes and jabs and twirls mercilessly. You don't stand a chance. With your life's-blood pouring from numerous wounds, you fall to the floor. How appropriate to die in a tomb.

**145E** As you pick up the strange skull with the tusks, the otter leaps out of the pool, grabs the skull in its jaws, and disappears back into the water with it. You never find out if there was anything special about it or not.

**145F** You reach out and touch the writing on the rock. Instantly it turns to a magic spell. Although you are not a magic-user, you know you can read the spell, but you're not certain of its meaning.

If you want to read the spell, turn to 51H. If you don't, ignore the rock and turn back to 94.

The lute is a beautiful, highly polished wooden instrument, mounted, for some reason, on a plaque, as if it were a trophy. **145G**

As a fighter/wizard, you have no use for it. Turn to 134.

"No thank you, sir," you reply.

"It's just as well you refused," the man **145H** says, juice dripping down his chin. "I took a bite once—a long, long time ago—and I've been here ever since. But, my, the food is good!"

Return to 82.

You keep trying to grab one of the roots you've been tripping over, but try as you **145J** might, you cannot get a firm grasp. The quicksand has worn all the intruding roots to smooth, slimy strands.

Trying to keep from struggling, you lie back in the oozing moisture. Just as your face is about to go under the muck, you see before you in the dark sky the glow that you followed here. Now you see that it was, after all, only a will-o'-the-wisp. Your adventure is over.

Leaning way over the bank, you peer into the third hole. Inside, you can see the light **145K** of a tiny torch. Silhouetted against it is a little female atomie, changing her clothing. Embarrassed, you start to turn away, but it is too late.

The atomie turns and sees your huge human-sized eye watching her. She screams, grabs a blanket, and comes running toward you. Before you can lift your head away from the hole, she has flung fairy dust in your face. When you open your eyes, you find yourself in 130.

Forming a cup with your hands, you fill them with water and rinse your face, where **145L** the cool moisture makes you feel . . .

. . . as if there is dew on your face, which there is. For some reason, you can't remember why you're lying on the grass at dawn.

Umm, strange. Why would I be here? you wonder. But you'll never remember. Needless to say, your adventure is over.

Sorry now that you had picked them, you lay the blossoms on the ground near the **145M** growing flowers. Suddenly your eyes spring wide open in amazement. The broken flowers are starting to wriggle over toward the others. When they reach the other flowers, the stems dig themselves into the ground, and in seconds, they are standing as erect as the others, with no sign whatsoever that they had ever been picked! Wondering about this strange pool and its powers, you return to 98.

**146** Your eyes open wide in astonishment. What treasure! What beauty! How could there be so many wonderful things gathered in one place! The glare of the gold and the flashing reflection of the gems force you to close your eyes for a moment. When you open them again, you finally focus not on the treasure but on its gray custodian.

Standing before you, looking menacing indeed, is a gray-skinned, gray-clad dwarf. You know he's called a duergar, but you've never met one—thank the gods!

You haven't reacted to the duergar's threat yet, which appears to surprise him, so you have a moment to make a more considered decision about what to do. Do you want to fight him (63L), talk to him (44A), or pretend you haven't even noticed him and just look around (75K)?

| When you are free to explore this chamber,<br>you can investigate the: | by turning to: |
|------------------------------------------------------------------------|----------------|
| duergar's axe                                                          | 88H            |
| double gate                                                            | 97H            |
| armor on the floor                                                     | 129P           |
| chalice                                                                | 11B            |
| statues                                                                | 140L           |
| dolphin statue                                                         | 90G            |
| swords                                                                 | 20G            |

If you have been here before in this adventure, turn to 58J.

**146A** "I have some of that dust among the faerie queen's guest gifts I'm using on my quest," you say excitedly. "I'll be glad to give it to you."

"And I'll be glad to help you on your quest," she replies, smiling. "Tell me about it."

You describe your quest and the strange things that have happened to you since you started it. She says, "Well, as a magic-user you don't have to be of much use in a real fight. Why don't I come along with you and help? I have something special that will be very useful."

She pulls a small curved horn from under her skirt and says, "This is a Horn of Friendship. It turns even vicious monsters into friendly ones—sometimes."

You reply that you'd be most happy to have her help, as long as she wants to give it.

The Amazon has 10 life points. Whenever you want her to blow the horn (or if you want to use it if she loses all her life points and is no longer with you), Generate a number from 1-12. If the number is 10-12, the horn stops the creature you face from harming you as if you had defeated it.

Turn to 138.

**146B** The only way a human can get out of this strange waterfall-encircled pool is to walk along the bed of the tiny stream that meanders along the rocks above the pool. You walk along it, wondering where it will take you, when you sight a chunk of gold lying in the stream just ahead of you. If you pick it up, turn to 104C. If not, turn to 105D.

As you stare at the image of the strange face in the water, it appears to become aware of you. It smiles and then the rush of the water seems to form words. "I am the wishbringer of the pool. I have the power to give you what you want, send you where you wish to go. Simply touch me and I will transport you."

If you want to let the wishbringer grant you a wish, tell the face what chamber you'd like to go to, then touch the face in the water. Turn to 152E.

If you decide to ignore this opportunity, turn to 150.

Without a hand to guide it, the magical sword slashes and stabs as if it had eyes. But somehow you manage to stay out of range of its deadly thrusts. Finally, your own magic destroys its invisible heart and drives it to the floor. The fight is won!

If you are the bard, turn to 44G. If you are the fighter, turn to 132K.

You look at the table and realize that you can investigate the bottles and jars (142E), the writing equipment (63E), the mortar and pestle (70H), or the candle (118F).

Making sure all your weapons are high and dry, you step into the river and start walking upstream. But you can't do it! No matter how firmly you step ahead, you make no progress whatsoever. As you turn around to try going the other direction, the current catches one of your weapons and carries it away before you can reach it. Cross any one weapon off your list.

Climbing out on the bank, you pause to catch your breath. Then . . . Turn to 72L.





**148A** Holding the drum in your hand, you inspect it closely. It seems to be just a regular drum, perhaps even a child's toy. Taking nothing for granted, you beat on it with your hand.

If you are the fighter, turn to 19C. If you are the bard, 152B.

**148B** Now that you hold the harp in your hands, you notice that there is something wrong about it. The metal is not true gold, and the strings are too slack to make beautiful music. You feel some kind of sentient malevolence in the harp, and it seems to be directed at you. Turn to the Malefic Random Effects table on page 158 to discover what happens next. Return to 12 when you are through.

**148C** Suddenly the creature is gone, just as you were about to complete its defeat. You look hurriedly around, reluctant to face the thing again.

"Don't worry," says the moss faerie. "He's gone now. And I have to thank you very much. I don't know why he was sent here, but he's been standing there watching me for days and days. It gave me the creeps!" She shudders, and you realize that she is still holding the lamp.

"Oh," you say, as if you've just noticed the lamp. "That's quite a nice lamp you have there."

"Yes, I know. Say, I wonder if that darned stalker was sent here to guard this lamp. I bet he was. That king just doesn't trust me."

"Well," you say, "perhaps I could take the lamp back to the king. He sent me to get it."

Turn to 76J.

**148D** The spell didn't work! The sticks are still beating you! You've already lost 1 life point. If you want to try another magic spell, conduct combat again. If you win, turn to 144E. If you lose, turn to 150B.

**148E** The babies all seemed to have had great fun on that slide while you've been here. It must lead somewhere, other than just to the bottom of the slide, otherwise why put such a big, well-crafted hole in the floor for it.

You climb to the top of the ladder, feeling a little foolish, but not foolish enough that you don't anticipate enjoying it. Seating yourself comfortably at the top of the slide, and making sure that your weapons are secure, you push yourself off. Nearby, you hear the giggle of a baby dragon.

Turn to 110K.

Even though you know you're giving up some of your magical power, you hand the faerie your Potion of Magical Strength. He jumps up and down and does a little dance. Then he hands you a strangely shaped little bottle. "Here. This is a Beaker of Everfull Potion. All you have to do is drink from it and wonderful things will happen!"

Yes, wonderful things *will* happen, but only *every other time* you drink from the beaker. You may carry it with you and drink from it whenever you wish. The first time you do, go to the Beneficent Random Effects table on page 159. The second time, go to the Malefic Random Effects table on page 158. Then keep alternating per each drink.

You and the wichtlein shake hands, both satisfied (you think!) with your deal. Then he makes a sweeping gesture with his hand and says, "Make yourself at home in my humble mine." He returns to work with his pickax, leaving you free to look around. If you want to use a See the Unseen spell, turn to 121E. If not, turn to 124C.

You rub the smooth white powder on the back of your hand. For an instant you feel a burning sensation, but it quickly fades . . . and so does your hand! **148G**

You know your hand is still there! You can feel your fingers move, but you can't see them. You sense a motion at your side, and you look down to see the strange little reptile sniffing at you. You jump back slightly, alarmed at being sniffed by a strange creature—especially in a faerie mound!

But the creature—the wizard's familiar, you guess—certainly doesn't seem dangerous. In fact, it's kind of cute as it nestles up against your leg, nuzzling against you.

If you trust the creature and are willing to let it stay there, turn to 105H. If you don't, turn to 31K.

The rats merely scurry away the moment you try to approach them. Return to 134. **148H**

Despite its unappetizing color, you find the cookie quite delicious—and healing! You have 1 life point returned. The cookies are magical moss cookies of healing. There are nine of them left, and each one you eat will restore 1 life point—although you cannot go higher than your original life points as a wizard. Return to 154. **148J**

You pick the skull up and discover that it is a plain, ordinary, well-polished human skull. It has no special interest. **148K**

Although the skull isn't useful it does remind you that this is a dangerous place. You've got to get out of here. turn to 114 to pick an exit.



**149A** You turn the key, and the door flings open. You duck inside just as another stream of pebbles pelts down, barely missing you.

You hear the angry leprechaun shout down at you, "On yer own head be it, then! Go where ye want, but **LEAVE MY GOLD ALONE!**"

Remembering the key, you carefully peek around the door. The key's still there; it didn't disappear! You pull it out of the lock and turn back to the . . . chamber? . . . you have just entered.

But there's no room there! And there's certainly no sign of the leprechaun's gold. You wonder if he knows his gold is missing. All you see is a section carved out of the inside of the living tree, a space that can't be much more than a yard in diameter, with *no place else to go!*

Suddenly the key starts to sing again, the same thin, silvery song:

*I am the key to the future.*

*Just open the door*

*And wish where you want to go,*

*A place where you have been before.*

All you need to do is to pick a place where you've been before and turn to the appropriate numbered section. When you get there, the key will be gone.

**149B** The fire elemental is coming toward you, creating a fiery path everywhere it touches! Regular weapons cannot harm a fire elemental, but you may have one or two other special items that you can use to fight the creature: a liquid potion (**64F**) or a +1 or more weapon (**43G**). If you have neither of those things, turn to **66F**.

**149C** The maiden sits up and throws her head back, her long hair tumbling across her breast.

"Ummmm. Thank you for waking me. I—I think I've been asleep for a long, long time. There's something . . . oh, yes, the mist! I've been dreaming about the mist!"

"What were you doing here before you fell asleep?" you ask.

"The queen sent me."

"The faerie queen?"

"Oh, no. The queen of the Amazons. I'm an Amazon, you see."

"You're a long way from home," you say.

"Yes. The queen sent me to find some magic Dust of Plants."

If you have some Dust of Plants, turn to **146A**. If you don't, turn to **98J**.

**149D** A translucent brown stone shows you a vision of **135**.

You bite into the juicy apple, marveling at its fine flavor, as well as the fact that you **149E** have acquired more knowledge about your magic.

The snake clings to the branch and watches you as you eat. Then it says, "Now I've got good news and bad news for you. The good news is that from now on any magic spell you cast will do an additional 6 life points of damage. The bad news is that you will lose one spell at random."

Generate a number from 1-12. That is the number of the spell that you will lose the next time you cast a spell. If you don't have that many spells, or that spell has already been used, try again until you get a number that destroys a spell.

"Thanks loads, snake," you say, turning to **118**.

You pry the cork from the bottle, and you smell it, but you smell nothing more than **149F** the salty odor that's in the air all around you. You shake the bottle, but feel nothing.

A sudden shriek of fury interrupts you. You're being attacked by a screaming mermaid. Finally you notice that the water of the pool has been drying up around you. The strange bottle has been drinking it up!

You take an instant to cork the bottle again, but it's too late to assuage the mermaid. You can't stand the thought of harming this beautiful creature. After all, you almost dried up her home.

You try to escape the mermaid's fury by leaping toward the dry area near the little stream. To see if you make it, generate a number from 1-12. If you roll 1-9, turn to **113E**. If you roll 10 or more, turn to **120L**.

You push on the door with the frowning mask, but the big slab of polished oak **149G** refuses to move. Instead, the mask's mouth opens wide, sucks you inside, and eats you. Your adventure, and you, are finished.

The magic portal steals the first potion on your list. Turn to **130**. **149H**

"Forget it," you decide, and you casually **149J** toss the hoop over the bridge's ropes and into the chasm. You hear it clatter its way down into infinite depths. Now you're going to have to fight the troll to get past; turn to **74J**.

You have swallowed a potentially deadly poison and the Elf immediately vanishes, **149K** laughing. Roll the die and subtract that many life points from your remaining total. If you are still alive, you may continue your quest.



**150** A mermaid! You can't believe your eyes! Of all the strange and wonderful—and horrible—things you've seen on this adventure, this is the one you've been hoping for. A mermaid—a thing of fable and legend. You shiver slightly as she peers seductively at you from under her cascade of golden tresses.

If you have a See the Unseen spell and want to use it, you must generate a number to see if you even think of using it. If you get a 6-12, turn to **118D**. If you get less than 6 or if you don't have such a spell, turn to **133C**.

|                                                                      |                |
|----------------------------------------------------------------------|----------------|
| When you are free to explore this place,<br>you can investigate the: | by turning to: |
| casket                                                               | 102C           |
| bottle                                                               | 110B           |
| trident                                                              | 125D           |
| statue                                                               | 140D           |
| face in water                                                        | 146C           |
| waterfall                                                            | 154B           |

If you have been here before in this adventure, turn to **108D**.

**150A** You draw your weapon and thrust it at the duergar. You're twice as big as he is, and your weapon is more than a match for his battle-axe, ornate as it may be. Before you can blink an eye, you feel a disturbance in the air by your side, and the gray dwarf is gone from your sight—run away, leaving you alone with the treasure.

You start to celebrate your easy victory, until you realize that the duergar stole a potion from you. Cross off the first potion on your list. If you don't have any potions, he took the first sword on your list.

But at least he's gone, and you're free to explore. Turn to **146**.

**150B** Again the spell fails to work, and you've lost another life point! The only way you can stop the sticks from beating you to death is to hop into the pool of water. Surely the sticks would float on top of the water if they tried to follow you. Turn to **130B**.

**150C** Then, suddenly, your fear of the ghost is gone. It does not matter anymore, because you have seen your goal! There, by the feet of the stone effigy, is a bag of gray powder. The dust of the ancient elven king! It's here. You bow your head and thank your gods that the cure for your liege has been found.

But can you get the bag out of here?

Then the ghost speaks again. "My gift to you, stranger, is this warning: You have nothing I want, and I have nothing you can have. Begone!"

There's nothing ghostly-looking about the lethal blade in the ghost's hand, and you know from experience that the undead are awesome foes.

If you have the Shroud of Ghost Protection, turn to **82D**. If not, you must fight the ghost if you're going to get the dust. Turn to **87D**. It's unthinkable that you would give up.

You pick up the large cushion from where it rests against the tapestry of the swinging girl. Under the pillow, you find another quickling that has been hiding. It emerges with dagger drawn, so you must fight it. Conduct combat. If you win, turn to **152J**. If you lose, turn to **126B**.

The moment you come close and begin to examine the runes on the right-hand pillar, the magical symbols start to sing. Choral images sear into you, images of suns and candles and forges and deserts. Suddenly you find yourself sitting on the floor between two hot firepits. Stand up and turn to **60**.

The large flower looks strangely out of place there on the sand. You stoop to investigate it, and it says, in light, bell-like tones, "Eat me. I'll make you happy."

If you want to eat the flower, turn to **156B**. If you don't eat the thing, you keep exploring the place; turn to **110**.

When you apologize to the queen for not having a key and a gem, she exclaims, "No gift! Then you may not stay here!" The other people in the room move away from you as if you were a pariah. "No gift! No gift!" they whisper excitedly among themselves.

The queen makes a magical gesture with her hand, and the next thing you know, you are standing in **98**.

Instead of settling over the top of the stanchion, the hoop hits a corner of it and ricochets into the chasm. You hear it bounce all the way down. You realize there's nothing you can do now but fight the troll. Turn to **74J**.

Excitedly, you open the bag of gems that stands next to the sarcophagus. You reach in and grab a handful. Roll the die to see how many gems you manage to clutch, then turn to **153J**.





**152A** Mounting the chariot, you brace your feet against the front and give the reins a sharp flick, all the while uttering a brief prayer to your gods.

Instantly the creature bursts into motion, starting the chariot with a sharp jerk. Before you can react, it is out in the open and the sun is pouring down on you. With flaming, thundering hooves, the nightmare pulls you at such speed that you can't tell where you're going or even where you've been. Then, suddenly, the creature slows and you find yourself beside a narrow bridge over a yawning chasm.

If this is the first time that you have ridden the nightmare's chariot, turn to **60L**. If it is the second, turn to **116F**.

**152B** The drum sounds the resonant, hollow sound that you expect. If the giant is still in the chamber, you suddenly notice that he has fallen sound asleep. You notice, then, that the drum has broken in your hands. You drop the pieces. Now you're free to do whatever else you want in this chamber.

Return to **32** and look around.

**152C** You pull out your magical instrument and begin to pipe a melody that you are sure will charm the evil creatures, but instead it just seems to make them more ferocious in their attack. You lose 1 life point from your total points without even having had a chance for real combat. You hurriedly retreat to the door (**55J**) or the hole in the floor (**75B**).

**152D** You turn the key in the lock on the brass-edged, square trunk and raise the hasp. Eagerly you lift the lid. If this is the first trunk you have opened, turn to **54A**. If it is the second, turn to **120B**.

**152E** You reach down and touch the image of the face in the water. You prepare to be transported to your the chamber you wished for, but instead you find yourself plunging into the water as the face rises up rapidly.

"The job is all yours now, friend!" says the face to you. You are now the new face in the water, and your adventure—and your life as a human—are over.

**152F** You walk on by the sticks and choose something else in the mine to look at. Return to **122**.

**152G** You quickly sense that the dwarf's hammer is the most important tool he owns. You can't even get near it if the dwarf isn't dead. But if he is, you

pick up the large hammer and discover, to your amazement, that it is magically light in weight. You may take it with you without trading one of your three weapons for it. It is a +4 hammer. Return to **106**.

Glancing occasionally in the direction of the nymph, who just keeps on brushing her beautiful hair, you move about the grotto, looking at the arch, the weapons, the skulls. You wonder why the skulls are here. The nymph says nothing, nor do you.

You are examining the stalactites on the ceiling of the chamber when you hear a sudden rush of sound behind you. It's the giant otter, the nymph's pet, and it's attacking you! Conduct combat. If you win, turn to **19K**. If you lose, turn to **20F**.

You defeated that quickling, but there's no telling how many more might be around, just waiting to attack you. You decide to leave. You move toward the tapestries, hoping to find an exit behind them. Turn to **102**.

You marvel at the vivid purples and greens and reds that seem to dance along the surfaces of the large gem, reflecting their lustrous colors off the ceiling of the chamber. What wonders I could do with this! you think to yourself as you touch the gem to see if it's fastened to the pedestal. Turn to **74G**.

Somebody must have eaten a dinner here at one time, but it was a long time ago, and the bones are nibbled clean. Return to **134**.

The threat is over, and the dragon is defeated, so you return your attention to the bridge. You realize now that this bridge won't take you anywhere. In fact, you're certain that it has no end. The other end of the bridge simply fades into nothingness.

You step off the magical bridge as quickly as you can and search for another way out of here. Turn to **110**.

By drinking from the chalice, you receive two gifts from the Beneficent Random Effects table on page **159**.

After you have taken the effects of the table you may continue searching. Turn to **24**.

The pillars, or stanchions, are decorated with magical writing. You stand by one and trace its patterns with your fingers. Roll the die. If you get 7-12, turn to **75P**. If you get 6 or less, turn to **63M**.



**153A** The giant's foot strikes your arm, sending you tumbling to the right side. The kick was only a glancing one, but it was enough to do some damage.

"MY DRUM!" thunders the fire giant as you try to raise yourself off your injured arm. If you accept the fact that all you can really do now is check the archway, turn to 129A. If you want to try to fight the fire giant, turn to 22C, but add 1 to the number you need to succeed in combat.

**153B** The faerie, who has been sitting there looking at you through slit eyes ever since you entered, smiles slyly and says, "Welcome, scum. Why the king or queen lets you humans into the mound, I'll never know. And I DON'T LIKE IT!"

You hold your tongue, reluctant to anger him further. Maybe it's just the wine speaking. If so, the wine seems to be getting angrier—

"So you know what I'm going to do, scum? I'm going to kill you!" Then the faerie smiles his evil smile again and sips from his large goblet, after shoving the mouse aside. "But first, let's you and I have a drink."

"Ummm . . ." You clear your throat. "Uh, I don't think I will, thank you."

"See? You're not even a good guest!" he shouts. Then he shakes his head and says, more calmly now, "Well, I'll just show you how nice I can be. You may be a lousy guest, but I'm a fine host. See, I'm going to offer you your choice of guest gifts before I kill you. Now, how much nicer can I be?"

The tipsy faerie rises, his tall leather boots creaking, and bows toward both tables. "You may have your choice of this fine magical sword—" he inclines his head—"or that magical shield. I don't care which you take, but of course you must give me a gift, too."

Select one magical item to give the faerie, then decide whether you want the sword (105J) or the shield (137C). Or, if you'd rather, you may decline both gifts (117K).

**153C** There's a rush of magic, and you find yourself back in the hall of the faerie queen, standing right in front of the throne. She gets a stern look on her face and says, "You have abused the hospitality of my realm. I demand that you return one of the gifts to me!"

Apologetically, you select the gift you choose to give her. She takes it and turns her back on you. Turn to 82 and decide what you want to do.

**153D** "Ah . . . I'm afraid I don't have it, Your Majesty. I found the tomb of the elven king and was . . . unable to keep searching for your lamp."

"No lamp, eh? Then, NO DUST!" And instantly the

sack of dust disappears from your arms. "It's back where you found it now, and there it stays until you return here with both it AND MY LAMP!" the King rages.

He turns away from you and angrily crosses his arms. As you turn toward the other faeries with a gesture of pleading, they, too, turn their backs on you.

There is nothing you can do but start the quest all over again. But this time you may keep any magical items that you as the wizard had left when you found the dust. You can use them as the fighter.

Turn to 8 and begin again.

You pull out the Potion of Teleportation that you acquired in the elven wizard's laboratory. Quickly you open the bottle and pour the liquid over your body. In a flash, you find yourself in 68. **153E**

Placing both hands on the shaft, you pull the spear from the tree trunk. Immediately a yawning pit opens up in the ground beneath you, and you find yourself falling into 12, losing 2 life points in the fall. The spear falls with you, glowing all the while. If you choose to use it as a weapon, it has no magical properties except its glow. **153F**

On you go, determined to catch up with the golden lights. Suddenly, instead of dancing on before you, the lights stop. As you hurry to catch up to them, the lights form jagged bolts of blue lightning that hurtle through the night toward you! **153G**

It can't be your dream doing this! It must be some sort of monster, some sort of horrible . . . will-o'-the-wisp! You must fight it! Conduct combat. If you win, turn to 136A. If you lose, turn to 121J.

Smiling, you break the shell behind the emerging baby dragon, and it is able to pull its tiny body the rest of the way out. As if in thanks, it tosses its head, sending the ring from its nose flying through the air straight into your hand! You pet the creature, but only briefly because you don't want it to think you're its mother. Turn to 16D. **153H**

The number you rolled is the number of life points that the Gems of Life-Force Stealing take from you. Painfully regretting your greed, you return to 126. **153J**

Taking the little path that clings to the twists and turns of the little brook, you gradually find the footing becoming wetter and wetter. Generate a number from 1-12. If you get 10-12, turn to 144C. With any other number, turn to 136U. **153K**

**154** Finding yourself in a forest of birch trees, you start to relax and enjoy the gleam of sunlight through the white branches. But as you do, you realize that one particularly thick copse of trees seems to form a small house. And that must be the occupant out in front of the house of trees, sitting on a large rock. She is dressed all in green leaves; even her skin appears to be the color of moss. You know she must be a moss faerie, or ghillie dhu. But most important—in her hand she holds a simple, polished lamp.

Do you want to talk to the moss faerie right away (75M), or would you rather use your See the Unseen spell, if you have one (67L)?

**154A** As it dies, the dragon moth changes back into the butterfly. The creature lying on the ground is beautiful and colorful, and looks very small as the spark of life goes out of it. Saddened, you reach out once more and pick up the lovely dead thing. Suddenly a voice enters your mind, "Thank you for removing my curse. You have killed the evil that was in me. For that I will give you a guest gift."

You have all your life points restored to the original 30 and you are given a small Wand of Lightning Bolts. The wand has five shots and each lightning bolt does 6 life points of damage. It cannot miss, so you don't have to use the combat system to hit with the wand.

Return to 118.

**154B** You study all the falling streams of water, but you see nothing strange about any of them except the one with the face. Turn to 146C if you want to check it out. Otherwise, return to 150.

**154C** You're running so hard that you don't bother to stop when you catch a glimpse of a small faerie alongside the path. Hurry on to 98.

**154D** As you touch the smooth marble arm of the caryatid on the right of the archway, the figure speaks. "Adventurer, you will be magically sent to any place of your choice where you have been before. Take with you my blessing and the return of all your original life points." Grinning, you turn to whatever chamber you select (of the ones you have been in before) and your life points are restored to their original total.

Return to 90.

**154E** There's a hush in the hall as everyone realizes that you have returned with the object of your quest. Then the hush is broken as all the faeries in the

When you are free to explore this area, you can investigate the:

|                          |      |
|--------------------------|------|
| birch house              | 76K  |
| large flower             | 125C |
| stream between the trees | 153K |
| hollow stump             | 138G |
| gems lying in the grass  | 120C |
| path between the trees   | 134J |

If you have been here before in this adventure, turn to 51L.

chamber burst into applause. You know that a foolish grin of satisfaction spreads across your face, but you can't help it.

You hold the sack before the king and say, "Thank you, Your Majesty. Because you were so gracious as to allow me in the faerie mound, the world will know yet another ruler as wise and compassionate as yourself. Now my liege will be allowed to live and spread his goodness to distant realms—"

"But what about my lamp, young man?" interrupts the king. There's urgency in his voice as he leans toward you, awaiting your answer.

If you have the faerie king's lamp, turn to 157D. If you don't, turn to 153D.

You spot an intriguing leather pouch hanging from a tree branch above the dwarf's work space. If you decide to get it down and open it, turn to 104E. **154F**

If you don't want to touch the thing, it is probably for the best. You begin to seriously consider taking one of the exits. Return to 106.

Suddenly you no longer care about the faerie. Your heart trembles. Though your song is gone now that you are a wizard, you still yearn for the lute of your dreams. And there it is before you. You feel it sing to you, though no sound disturbs the ancient dust. **154G**

Turn to 153B.

As you sway to the music, generate a number from 1-12. If you get a 10-12, turn to 70N. If you get any other number, turn to 51J. **154H**







**156A** You raise the crown to your head and put it on. Instantly you feel greater strength and authority. You gain 2 life points. Return to 12.

**156B** You eat the flower's blossom first, and before the last of the stem goes into your mouth, you begin to laugh. You laugh and laugh and laugh, so hard that it hurts. In fact, you laugh for three hours, so happy that you can't believe a mere flower could do that to you. The cwyllians sit around watching you in disgust, which makes you laugh all the more.

Finally, at the end of three hours, you stop laughing. And then you start to throw up, thoroughly, painfully. You lose 1 life point, and your See the Unseen spell, if you have cast one here, disappears so that you can't find the invisible item again.

Really irritated at yourself for eating that stupid flower, you start looking for a way out of the area. Turn to 110.

**156C** Or are you free from the lovely faerie's influence? You feel your strings being pulled again, as you begin to move to some unheard music, dancing with the water faerie. You've got to stop it! Something in you shrieks that here is extreme danger.

You think hard, trying to decide which one of your magic spells will prevent you from being pulled under the faerie's influence.

You cast the spell you've chosen, but the water faerie merely laughs! "Who do you think you are—a mage?"

"Yes!" you reply, and you start to spread your robe, as if its magical runes will convince her. But there is no robe in your fingers, only the garb that you wore as a bard or fighter in the faerie king's realm! Your magic is gone!

And now the water faerie is gone, too. You're back in the garden of the faerie dragon, hearing the creature chuckle at the success of the illusion he used to fool you. You haven't actually been anywhere or acquired any magical items or spells! Turn to 30J.

**156D** "NO!" you shout at the tree as you kick at it. "Too bad," says the tree, and it never speaks again, as you hang there . . . and hang there . . . and hang there. And you may be hanging there still as far as we know. Your adventure has come to an unfortunate end.

**156E** As you hold the Key of Fire Resistance in your hand, you realize that you can at least test the truth of the fire elemental's claim.

You know that firepits are usually not very deep—just deep enough to keep a fire from spreading around a room. Clutching the key firmly in your hand, you step

down into the flames. The fire is only to your knee when your foot touches solid bottom—it certainly doesn't feel like an exit!

But then you realize that the flame is moving away from your legs and a hole is opening up in the bottom of the pit! In seconds, the light of the fire reveals a staircase leading down beneath the firepit. You move down the stairs, and the floor of the pit closes above your head. You release your breath in a big sigh. You never dreamed you'd have to walk through fire on this quest!

Turn to 8.

The two broken limbs of the trees look like perfect hiding places for either creatures or things. If you want to investigate the left-hand branch, turn to 142F. If you're interested in the right-hand one, turn to 114H.

At the top of the stairs, on each side of the open doorway, are two shoulder-high braziers in which fire burns continuously. The light from these fires illuminates the entire chamber, but none of it seems to penetrate into the shadows on the other side of the door. If you're ready to go through that door, turn to 122H. Otherwise, turn to 134.

Smiling at the lovely pastel colors in the butterfly's sparkling wings, you watch it settle on your finger . . . and turn into a huge, scaly dragon moth, which immediately attacks you!

You must fight this creature. If you don't have an appropriate magic item, conduct combat. Either way, if you win, turn to 154A. If you lose, turn to 144M.

In such a dusty, stale-smelling, windowless room, it's astonishing to find a healthy, large-leaved plant growing near one table. If you didn't know better, you'd swear it was a beanstalk and you were Jack.

Or do you know better? If you want to climb the plant, turn to 132L. If not, turn to 134.

You sip from the emerald bottle and instantly feel the tension of your quest released from your body. Somehow you know you will not fail! The potion has given you an inner strength you didn't know you had. In future combat, you will strike with a +1 advantage.

Shifting yourself into an awkward position, you manage to thrust your hand partway into the hole leading to the treasure room. But that's as far as you get! Giant jaws descend on your hand, taking away 5 life points before you can pull it back. Now all you want to do is get out of here. Turn to 84 and find a way to leave.

**157A** "Ah . . . I'm afraid not, Your Majesty. Once I found the lute, I was . . . unable to keep looking for your lamp."

"No lamp, eh? Then, NO LUTE!" And instantly the lute disappears from your arms. "It's back where you found it, and there it stays until you return here with both it AND my lamp!"

The faerie king turns away from you and angrily crosses his arms. As you turn toward the other faeries with a gesture of pleading, they, too, turn their backs on you.

There is nothing you can do but start the quest again. But this time you have any magic items that you possessed as the wizard when you found the lute. You may use them as the bard or fighter.

Turn back to 8 and begin all over again.

**157B** The pesky skull that has both annoyed you and helped you on this adventure suddenly makes a sound. "Beautiful lady," you think you hear it say.

You turn and stare at the skull. "Aren't you past that sort of thing?" you ask.

"The flesh and the blood may be gone," the skull replies, "but the appreciation isn't."

"Oh," squeals the mermaid, "could I please have that skull? He would be so nice to have around!"

"Are you willing to stay?" you ask the skull.

"Are you crazy? Of course I'm willing to stay!" And the skull bobs through the air over to the mermaid's rock. She pats his cranium, then reaches behind her and pulls out some shiny metal armlets.

"These are yours, kind stranger," she says. Then she and the skull disappear beneath a waterfall, leaving you alone to look around (150).

The armlets she gave you are Mirror Bracers of Protection. When you are in combat, they will make a mirror image of you so that your opponent will automatically miss in the first round of combat.

**157C** All the time you've been walking around the laboratory, you've been careful to stay outside the circle and other lines marked on the floor. You've heard about wizards' pentagrams, and you suspect that you had better not enter this one. On the other hand . . .

If you want to cross over the chalk lines, turn to 109D. If not, keep on watching where you step as you move around the room and return to 68.

**157D** Feeling a momentary panic because your wizard's robe is gone and your fighter's clothing has returned, you wonder momentarily if the lamp was

teleported along with you. You're relieved as you reach into your pouch and find it immediately. Smiling, you present the small lamp to the king.

"I have kept our bargain, Your Majesty," you say.

"And I will keep mine." You hear a gasp from the faeries around you, as the king makes a sweeping gesture . . . and you wake up lying in the grass, covered with morning dew. Cradled in your arm, safe and dry, is the sack of dust. It wasn't a dream after all. The quest has been won and your stricken lord will live.

The beautiful wrought-iron gate is held in place by two pillars with runes on them. Do **157E** you want to open the gate (72K) or try to read the runes (92M)?

You walk toward the man with the small beard, who is standing by the fountain. As **157F** you near him, you hear him say, "To fly or not to fly, that is the problem . . . no, that isn't right! Let's see . . . To go or not to go . . ." You walk away as quickly as possible.

Smiling at a strange feeling that the man will be heard from again, you return to 82.

You turn away from the flowers and decide that it's probably time to leave this place. Turn to 138 and pick an exit. **157G**

To see if you can get safely past the bubbling cauldron, generate a number from 1-12. If you get 5 or more, turn to 98H. If you roll less than 5, turn to 142J. **157H**

Playing for time to think the problem through, you ignore the troll's grunts and growls and turn your back on it. Taking careful aim and keeping your wrist loose, you toss the hoop toward one of the stanchions that support the ropes of the bridge. To see if you make the toss or not, generate a number from 1-12. If you get a 9 or more, turn to 116K. If it's less than a 9, turn to 121G. **157I**

An open door into darkness stands before you. Somehow you find it more inviting than the glowing portal on the side of the wizard's laboratory. The presence of the wizard's coat and hat makes you think that this is the door the old elf uses regularly, so going through it probably won't get you into too much trouble. **157K**

The moment you step into the blackness, you sense a fluttering about your head. It must be bats! But you also smell the delicious aroma of spiced roast chicken. Surely you'll be all right if you follow your nose.

If you want to turn back into the laboratory and go to the other exit, turn to 42M. If you want to go on, turn to 11J.

## MALEFIC RANDOM EFFECTS TABLE

The workings of the table: Unusual, harmful things will happen to you all too often in the mound. When you are instructed to do so, mark the page you are reading and turn to this table to discover what harmful thing happens to you. Begin at the top of the list and check off each event. When and if you finish with all twenty, begin over again at the top of the list. With any luck, that much bad news will not come your way during the course of the adventure.

- 1) A strange green mist rises from the floor and reaches your eyes, stinging them and partially blinding you. For your next two encounters with any type of creature, you strike at -1 in any combat.
- 2) A thick yellow fog swirls at your legs and up around your body, and you are magically transported back to the hall of the faerie king. Turn to 8.
- 3) Lovely, tiny, glowing winged creatures fly out of the darkness toward you. They seem to be charming little people, until they begin to hurl magic darts at you, doing 1 life point of damage. Then they dash away, giggling.
- 4) The earth under your feet rumbles, and huge stone talons spring up from the ground, grabbing you and pulling you down. They claw at your equipment and steal all the potion bottles you possess, then recede into the ground once more.
- 5) A blinding shaft of light stops you in your tracks. It's as if time has been suspended. "I don't know what you think you are doing," booms a loud voice, "but you have disturbed my rest, and for that you must pay!" You are given a choice of losing your most valuable magical weapon or 3 life points; then you are allowed to continue.
- 6) Suddenly a strange, magical field of force has you in its grip. Searing sparks of energy fly in all directions, blinding you. Subtract 1 life point. When you can see your surroundings again, you have lost all the magical gems you might have had with you.
- 7) The ghostly form of a warrior elf rises from the floor and shrieks in pain. You are so filled with fear that you turn and run for your life. Quickly losing all sense of direction, you find yourself stumbling into the hall of the faerie king. All heads turn your way, but no one looks happy to see you. Turn to 8.
- 8) You feel something tug at your backpack. As you spin around, a soft wind caresses your face, and you hear the patter of small feet running off in the distance. Checking your possessions, you discover that all the keys you had are now gone!
- 9) A blinding stab of pain fills your mind, and a coy female voice says, "you really shouldn't be down here, you know." Subtract 1 life point.
- 10) A humming noise fills the area, and before your amazed eyes, your most valuable musical instrument disintegrates!
- 11) Huge sheets of rain begin falling all around you. You can't see through the deluge of water that is falling. Before you know it, you are swept away by a current of water, then dashed into a huge pool. Turn to 98.
- 12) Something trips you up, and you fall flat on your face. While you are on the ground, you feel tiny hands tugging at you. Before you can react, they are gone. You discover that whatever it was has stolen all your magical weapons.
- 13) A trapdoor opens beneath your feet, and you fall into a pit filled with sharp spikes. You lose 2 life points, but you also discover a glowing magical gem on the body of a long-dead warrior.
- 14) You hear a shout of joy from the darkness, and vicious, tiny men emerge from holes in the ground and attack you with tiny axes! They do 2 life points of damage before you succeed in driving them off.
- 15) A huge, glowing magical sword appears, floating in the air in front of your face. If you are dealing with a creature at present, it kills the creature and then swings toward you! Generate two random numbers by flipping the pages. If either or both are over 10, the sword strikes. Subtract 2 life points for each hit. Then the glowing sword vanishes.
- 16) Suddenly you trip over what looks like a large tooth. You may ignore it, or you may bring it with you. If you bring it with you, turn to section 116P the next time you are in danger.
- 17) Suddenly the ground erupts with thousands of insects. They crawl all over your body, pinching and biting. You can do nothing for 3 combat turns but try to rid yourself of them. They inflict 1 life point of damage. If you are currently being attacked by another creature, it continues to attack you.
- 18) Suddenly the air grows warm around you. At first you can't figure out what it is, but you know that magic is involved. If you have any type of crown from the mound, it begins to glow, then disintegrates.
- 19) A wondrous cloak appears before your eyes and says, "If you wear me, at first something bad will happen to you, but then you will discover something wondrous." You can ignore the cloak or you can put it on. If you put it on, turn to 59B.
- 20) It grows so dark around you that you can't see a thing. Suddenly a huge taloned paw grabs you and strips you of all your magic items and shouts, "There! Now try to finish your quest!"



## BENEFICENT RANDOM EFFECTS TABLE

The workings of the table: Pleasant, useful things do happen from time to time in the mound. When you are instructed to do so, mark the page you are reading and turn to this table to discover what beneficial thing happens to you. Begin at the top of the list and check off each event. When and if you finish with all twenty items, begin again at the top of the list. With any luck, you will come here often during the course of your adventure.

- 1) A gentle mist falls from above and heals 1 life point.
- 2) You trip, but it turns out to be a fortunate accident. Your hand falls on a pebble that turns out to be a magical gem. It restores 1 life point.
- 3) Suddenly you find yourself in the middle of a misty cloud. "Where would you like to go?" a voice asks. Pick a chamber you have been to before and the wind spirit will immediately transport you there.
- 4) A sweet smell fills your nostrils, and you feel invigorated by some magical force. All of your life points are restored to their original level.
- 5) In the blink of an eye, any lights are extinguished. Then you hear a voice filling the area around you. "Things have been hard on you so far, haven't they?" the voice asks. Before you can reply, the voice continues. "Well, let me try to help a bit."  
Before you know it, a force of energy surges through you, restoring 5 life points. These points can be added even if they make your total higher than it was originally.
- 6) A telepathic message tells you that the next creature you face will be turned into a loaf of bread, thus defeating the creature as if you had fought it.
- 7) The spirits of all the good warriors and bards that have died in this mound surround you, so that in your next two combat encounters, you cannot be harmed in any way.
- 8) A lovely female winged faerie appears before you. She calls herself "Tipster." With her help, you can ignore the next two harmful things that happen to you, but then, on a whim, she vanishes.
- 9) What must be a magical gem flies out of the darkness, and you reach up and catch it. This magical artifact mentally tells you that it will put to sleep the next harmful creature or creatures you encounter, but then the magic of the gem will be gone.
- 10) You plummet into a deep pit, but as you are falling, you are filled with a sense of well-being. A voice speaks to you. "You have fallen into the enchanted pit of good fortune. You may have your choice of the following:  
A) "I can reverse time so that you start your adventure all over again with the knowledge you have now;  
B) "I can give you back something you have had stolen from you or was destroyed on your quest;

C) "Or I can give you back all of your life points."

After making your choice, you discover that you are back on the very spot where you began falling.

- 11) A faerie from the hall of the faerie king appears before you and says, "The king is wondering how you are doing. He sent me to help if I can."  
You can be teleported to any chamber you have been to before, or you can continue on from where you are now.
- 12) You discover a glowing bottle that has suddenly appeared on the floor at your feet. Picking up the emerald-faceted container, you read the words, "Drink me" on the label. You may keep this bottle for a magical potion or you may drink it instantly. If you drink it, turn to 156K.
- 13) You have just remembered a bit of information given to you by a sage you talked to about this place. "Turn three times in a circle," he said, "and beg of a passing faerie, and he must help you." You turn around three times, and a faerie appears! The faerie will take you to any of the chambers you have been to so far or it will return one of your stolen or lost items.
- 14) A magic gate appears before you. Through its glowing pillars, you can see the hall of the faerie king again. You may go to the hall at 8, or you may continue from where you are.
- 15) Suddenly flowers erupt from the floor all around you, blasting pollen at you! You are covered in a slick sheen of flower dust. This is a magical protection that will prevent the next strike by an enemy from harming you.
- 16) Magically all of your life points are returned to you. "I've been pretty hard on you lately," a voice says from out of thin air.
- 17) A lovely woman magically appears, floating a few feet above your head. "Welcome, hero," she says. "I am Lady Luck, and I have come to the mound to grant you one simple request. From my hands, you may have one of the following:  
A) "A magical potion to be used in the well,  
B) "A magical ring to be used in the well,  
C) "A magical key to be used for a queen,  
D) "Or a magical gem to be used for a queen."  
You accept the gift, and the smiling woman vanishes in a puff of pleasant scents of spring and new life.
- 18) You destroy the next enemy you face before it can do any harm to you.
- 19) A magical rune appears, suspended in the air before your face. You read it and discover it is a Rune of Poison Negation. Reaching out to touch it, you are filled with its magic, and the next time you encounter anything poisonous it has no effect on you.
- 20) The magic of this random happening allows you to start all over again as if the adventure never happened. Or you may ignore it and continue on from where you are now.

# COMBAT TABLE

Brennies, the Fighter, normally strikes on 8 or less (*without* his magical sword).

Riderch, the Bard, normally strikes on 7 or less.

All normal weapons do 5 points of damage when they strike successfully.

Normal daggers and darts do 3 points of damage when they strike successfully.

Magical weapons add their bonus to *both* the number required to strike and to damage inflicted.

The bard's magical nonweapon pan-pipes render an opponent helpless on 6 or less but do no damage.

| Page # | Foe                 | # to Hit/Damage | Creature Life Points |
|--------|---------------------|-----------------|----------------------|
| 65     | Annis               | 11 / (8)        | 10                   |
| 111    | Invisible Dragon    | 10 / (5)        | 15                   |
| 111    | Cwyllian            | 8 / (3)         | 5                    |
| 111    | Nugget              | 5 / (2)         | 3                    |
| 13     | All Visible Dragons | 11 / (6)        | 20                   |
| 135    | Drinking Faerie     | 10 / (5)        | 22                   |
| 135    | Vampire Bats        | 4 / (1)         | 3                    |
| 135    | Rats                | 3 / (1)         | 2                    |
| 135    | Skeleton            | 8 / (3)         | 10                   |
| 147    | Duergar             | 9 / (4)         | 9                    |
| 147    | Ghost Warrior       | 10 / (5)        | 11                   |
| 107    | Dwarf               | 11 / (6)        | 15                   |
| 107    | Gargoyle            | 7 / (4)         | 10                   |
| 25     | Dragon Flowers      | 7 / (3)         | 9                    |
| 25     | Faerie Dragon       | 6 / (3)         | 5                    |
| 155    | Stalker             | 9 / (4)         | 11                   |
| 155    | Green Dragon        | 11 / (6)        | 20                   |
| 33     | Fire Giant          | 8 / (4)         | 9                    |
| 29     | Badger              | 5 / (3)         | 5                    |
| 53     | Goblin              | 5 / (3)         | 5                    |
| 53     | Wolves              | 8 / (4)         | 10                   |
| 119    | Dragon Moth         | 5 / (5)         | 6                    |
| 45     | Dragon              | 11 / (6)        | 20                   |
| 151    | Merrow              | 9 / (4)         | 11                   |
| 151    | Cwyllian            | 4 / (2)         | 4                    |
| 61     | Nightmare           | 9 / (5)         | 13                   |
| 61     | Fire Elemental      | 9 / (4)         | 10                   |
| 73     | Dragon              | 11 / (6)        | 20                   |
| 91     | Otter               | 6 / (4)         | 11                   |
| 21     | Pixie               | 5 / (2)         | 5                    |
| 80     | Giant Rats          | 5 / (1)         | 4                    |
| 57     | Siren               | 5 / (6)         | 9                    |
| 57     | Otter               | 6 / (4)         | 12                   |
| 77     | Spriggan            | 6 / (3)         | 9                    |
| 77     | Warrior             | 9 / (5)         | 11                   |
| 37     | Mushroom            | 3 / (4)         | 9                    |
| 127    | Ghost King          | 11 / (6)        | 15                   |
| 127    | Marble Statue       | 5 / (4)         | 10                   |
| 127    | Sword               | 5 / (6)         | 8                    |
| 131    | Troll               | 10 / (8)        | 13                   |
| 234    | Battle Sticks       | 9 / (6)         | 10                   |
| 115    | Will-o-the-Wisp     | 9 / (5)         | 9                    |





## Brennies, the Fighter

### LIFE POINTS:

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

### Items acquired in FAERIE MOUND:

Potion #1 \_\_\_\_\_  
 Potion #2 \_\_\_\_\_  
 Potion #3 \_\_\_\_\_  
 Weapon #1 \_\_\_\_\_  
 Weapon #2 \_\_\_\_\_  
 Ring #1 \_\_\_\_\_  
 Ring #2 \_\_\_\_\_  
 Ring #3 \_\_\_\_\_  
 Other Object #1 \_\_\_\_\_  
 Other Object #2 \_\_\_\_\_  
 Other Object #3 \_\_\_\_\_



## The Elf

### LIFE POINTS:

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

Weapon: Sword (strikes successfully  
 in combat on a roll of 9 or less.  
 Inflicts 6 life points of damage  
 with each successful strike.

Use the following to determine what  
 section to turn to, depending on  
 what die number is generated:

### Die Number

|    |                             |
|----|-----------------------------|
| 1  | The Joyful Elf (105A)       |
| 2  | The Happy Elf (27C)         |
| 3  | The Glad Elf (47H)          |
| 4  | The Pleasant Elf (137L)     |
| 5  | The Contented Elf (28H)     |
| 6  | The Introspective Elf (15G) |
| 7  | The Melancholy Elf (35L)    |
| 8  | The Curt Elf (39K)          |
| 9  | The Scornful Elf (112A)     |
| 10 | The Embittered Elf (144H)   |
| 11 | The Angry Elf (101F)        |
| 12 | The Enraged Elf (18M)       |



## Riderch, the Bard

### LIFE POINTS:

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

### Items acquired in FAERIE MOUND:

Potion #1 \_\_\_\_\_  
 Potion #2 \_\_\_\_\_  
 Potion #3 \_\_\_\_\_  
 Weapon #1 \_\_\_\_\_  
 Weapon #2 \_\_\_\_\_  
 Ring #1 \_\_\_\_\_  
 Ring #2 \_\_\_\_\_  
 Ring #3 \_\_\_\_\_  
 Other Object #1 \_\_\_\_\_  
 Other Object #2 \_\_\_\_\_  
 Other Object #3 \_\_\_\_\_



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