

ADVENTURE
GAMEBOOKS

GAMEBOOK

16

STEVE JACKSON
AND IAN LIVINGSTONE

Seas of Blood 16

ISBN 0-14-031951-4



Part story, part game, this is a book in which YOU become the hero!

The city of Tak, at the northern end of the Inland Sea, is the greatest den of thieves, pirates and cut-throats that the civilized world has ever seen. In this city of scum, there are two pirates infamous for their ruthless greed, their daring raids and their countless skirmishes with death. One of these villains is Abdul the Butcher. The other is YOU!

Only one of you can be King of the Pirates. A wager is laid, a race is on. But which of you will win?

Two dice, a pencil and an eraser are all you need for this rip-roaring adventure. YOU decide which course to sail, which dangers to risk and which monsters to fight.

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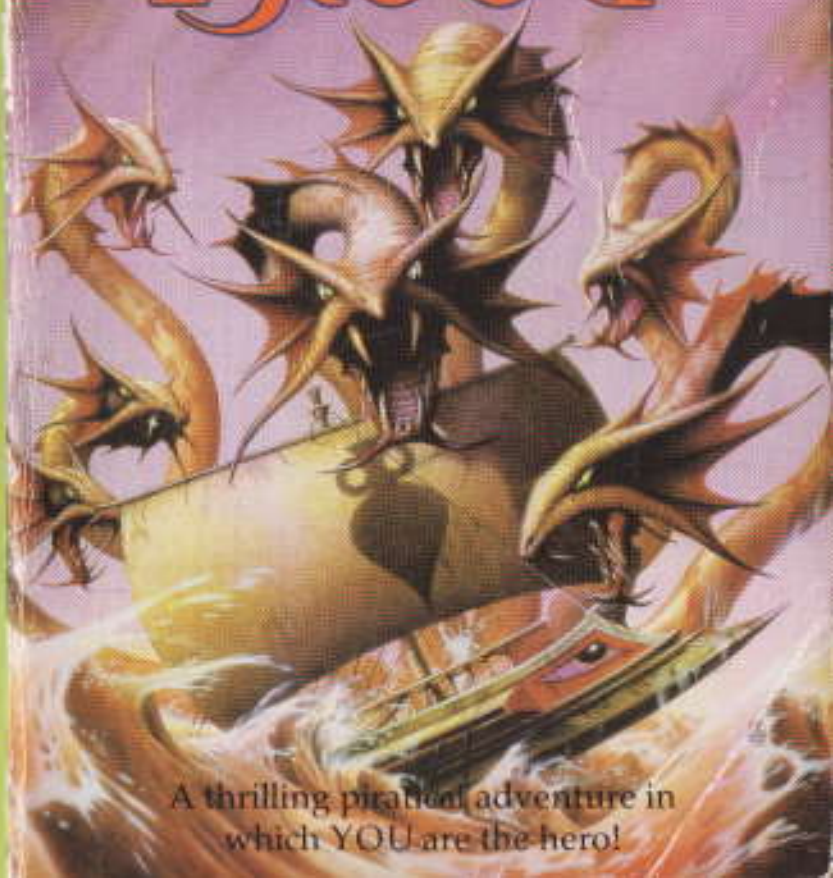
ADVENTURE
GAMEBOOKS

16

STEVE JACKSON and IAN LIVINGSTONE
present



Seas of Blood



A thrilling piratical adventure in which YOU are the hero!

PUFFIN BOOKS
SEAS OF BLOOD

The city of Tak at the northern end of the Inland Sea is the greatest den of thieves, pirates and cut-throats that the civilized world has ever seen. In this city of scum, there are two pirates infamous for their ruthless greed, their daring raids and their countless skirmishes with death. One of these is one Abdul the Butcher. The other is YOU!

Only one of you can be King of the Pirates, but which will it be? A wager is made that the first to reach the distant Isle of Nippur with the greatest amount of gold wins the crown. But beware! These are treacherous seas and many dangers await you. Powerful adversaries are ranged against you and at times your only choice is to kill or be killed!

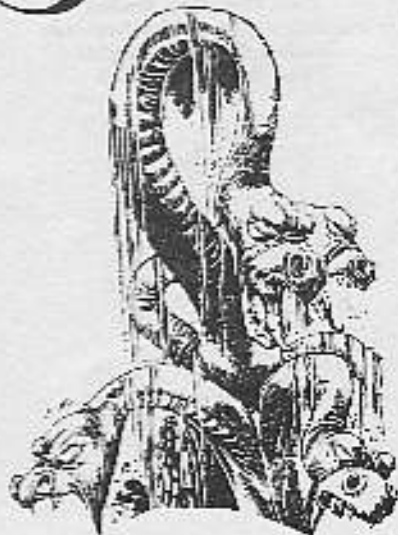
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Steve Jackson and Ian Livingstone present:

Seas of Blood



Andrew Chapman

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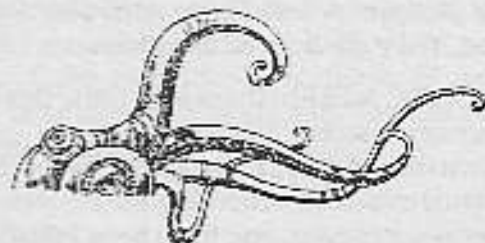
THE SEAS OF BLOOD

23

INTRODUCTION

You are the captain of the pirate vessel *Banshee*. Together with your band of seasoned cut-throats, you must scourge the lands of the Inland Sea, searching for gold and slaves in a race against your greatest rival, Abdul the Butcher. The two of you have cut a swath of infamy across the civilized world, and are recognized as the two greatest pirate captains in existence. Now, however, you must contest to discover who is *the* greatest.

But before you can begin your journey you must determine the strengths and weaknesses of yourself and your crew. For this you will require two dice and a pencil to record scores on the *Adventure Sheet* on pages 18–19. As it is possible that you will not complete your trip in one adventure, you may wish to make copies of the *Adventure Sheet* for future attempts.



Your Crew

Roll one die. Add 6 to the result. Enter this total under the CREW STRIKE section of the *Adventure Sheet*. This value will be used when you engage in large-scale battles using your crew (e.g. when fighting enemy shipping).

Roll two dice. Add 6 to the result. Enter this total in the CREW STRENGTH section of the *Adventure Sheet*. This score represents the manning level on board the *Banshee* and is used to determine how efficiently you sail. You will lose points from your CREW STRENGTH when you engage in large-scale battles. Certain actions will allow you to recover lost CREW STRENGTH points, but you may never exceed the *Initial* score. If your CREW STRENGTH ever reaches zero, then you and your crew have been wiped out.

Your Abilities

Your ability to fight, withstand damage and escape from tricky situations is determined by your SKILL, STAMINA and LUCK. On your *Adventure Sheet* you will see sections where these attributes are to be recorded. They are derived as follows:

Roll one die. Add 6 to the result. Enter this total as your SKILL score.

Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA score ever reaches zero, you have been killed.

Roll one die. Add 6 to the result. Enter this total as your LUCK score.



Using Luck

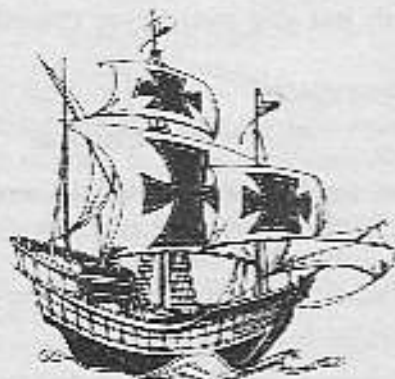
On occasion, you will be called upon to *Test your Luck*. When this occurs, roll two dice. If the result is *equal to or less than* your current LUCK score, then you have been *Lucky*. If the result *exceeds* your current LUCK score, then you have been *Unlucky*. Each time you *Test your Luck*, reduce your current LUCK score by 1 point. Thus, the more you use your LUCK, the riskier it becomes. LUCK points may sometimes be recovered, but you may never exceed your *Initial* score.

Individual Combat

Individual combat is conducted the same as in other *Fighting Fantasy* books. It is used when you, the captain, fight individual creatures. If you are already familiar with this system, you can skip this part of the rules. Otherwise:

1. Combat is simultaneous. Individual combat is conducted as a series of rounds in which one combatant will inflict damage upon the other.

2. Roll two dice. Add your opponent's **SKILL** score to the roll. The total is your opponent's *Attack Strength*.
3. Roll two dice again. Add your **SKILL** score to the roll. The total is your *Attack Strength*.
4. If your opponent's *Attack Strength* is higher than yours, the opponent has inflicted damage on you – deduct 2 points from your **STAMINA**.
5. If your *Attack Strength* is higher than your opponent's, you have inflicted damage on your opponent – deduct 2 points from your opponent's **STAMINA**.
6. If both *Attack Strengths* are equal, both attacks have missed. Start the next *Attack Round* from step 2 above.
7. Continue this combat until either your or your opponent's **STAMINA** is reduced to zero (death).



Large-scale Battles

Whenever the book says that your crew must fight, or when the opponent has **STRIKE** and **STRENGTH** values instead of **SKILL** and **STAMINA**, then the rules for large-scale combats must be used. They are as follows:

1. Combat in large-scale battles is simultaneous and conducted in a very similar manner to individual combat. It is a series of rounds in which one force in the battle will inflict damage upon the other.
2. Roll two dice. Add your opponents' **STRIKE** score to the roll. The total is your opponents' *Attack Strength*.
3. Roll two dice again. Add your **CREW STRIKE** score to the roll. The total is your crew's *Attack Strength*.
4. If your opponents' *Attack Strength* is higher than your crew's, they have inflicted damage upon your crew – deduct 2 points from your **CREW STRENGTH**.
5. If your crew's *Attack Strength* is higher than your opponents', your crew have inflicted damage upon your opponents – deduct 2 points from your opponents' **STRENGTH**.
6. If your crew have inflicted damage upon your opponent and the option of escaping is given in the book, then you may escape. Note, however, that this has a penalty: whenever you choose to escape, you automatically lose 2 points of **CREW STRENGTH**.

7. If both *Attack Strengths* are equal, both attacks are unsuccessful. Start the next *Attack Round* from step 2 above.
8. Continue this combat until either your opponents' or your crew's **STRENGTH** has been reduced to zero (unless you escape, of course). Whichever side is reduced to zero first has lost.



Your Log

Your **LOG** records how long you have been travelling. Using a sheet of paper, you should keep a record of your **LOG** as instructed in various passages in the book. You only have a limited amount of time in which to complete your journey; the **LOG** will allow you to see how you are progressing.

Restoring Stamina

If you become involved in any individual combat, you will almost certainly lose some points of **STAMINA**. There is only one way to recover these – other than the occasional instruction in the book – and that is by resting. For every day that you add to your **LOG**, you will be able to recover 1 point of **STAMINA**. Note, however, that your **STAMINA** score can never exceed its *Initial* value. Of course, the more time you spend resting, the slower you will travel towards your destination – so, beware!

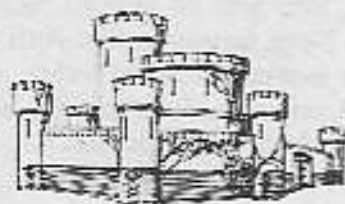
Booty

During the course of your adventure, you will almost certainly capture some gold and slaves. This is *Booty*. There is a section on the *Adventure Sheet* in which this can be recorded. You start the adventure with only 20 Gold Pieces.



The Map

The area in which you will be travelling is covered by the map opposite. It would pay you to become familiar with the names and places on this map, as there are quite frequent references to them in the book.



ADVENTURE SHEET

SKILL

Initial
Skill=

STAMINA

Initial
Stamina=

LUCK

Initial
Luck=

EQUIPMENT
LIST

CREW STRIKE

Initial
score=

CREW STRENGTH

Initial
score=

BOOTY

ENCOUNTER BOXES

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

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Skill=

Stamina=

Skill=

Stamina=

Strike=

Strength=

Strike=

Strength=

Strike=

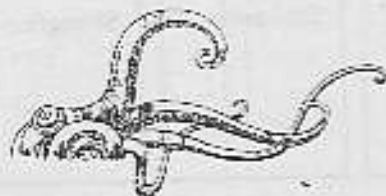
Strength=

THE WAGER

The city of Tak, at the northern end of the Inland Sea, is the greatest den of thieves, criminals and cut-throats the civilized world has ever seen. Every form of vice and illicit activity is not only permitted, but even encouraged, in this city of scum. This, your home town, is where your adventure begins.

Of the numerous pirates drawn to Tak, you and Abdul the Butcher are recognized by all as being the kings in daring and greed. However, neither of you are particularly wealthy, as your love of gambling consumes all the riches that you bring back from your journeys against the enemy cities of Lagash, Marad and Kish.

The infamy that the two of you have bred is also the source of a great rivalry; you each try to outdo the other in increasingly dangerous but breathtakingly successful raids. Your goal - the title of King of Pirates, the Sacker of Cities, which is never bequeathed, but only earned.



One evening, while dicing against each other in one of Tak's gambling-pits, somebody suggests that the two of you should have a contest to determine, once and for all, who is *the* greatest pirate. The idea appeals instantly to your audacious spirits. 'Yes,' says Abdul, 'let us have a race of speed and treasure.'

You agree upon the terms of the contest. Each will take only one ship and, sailing from Tak on an appointed day, will head for the distant isle of Nippur, which lies deep in the great Southern Sea. The journey must be completed within fifty days and, at the end, whoever has the greatest amount of gold wins the bet.

With shaking of hands all round and much toasting, the deal is sealed. Your journey is about to begin.

TURN OVER

1

On the day appointed for the beginning of the race, you take the *Banshee* out of the towering granite bay of Tak and into the Inland Sea. Abdul the Butcher's *Haveldar* cuts quietly through the water beside you. Far to the east is the hostile but rich port of Lagash; to the west is the Scythera Desert, across which the caravan routes to the cities of Kish, Calah and Assur run. To the south is the mountainous isle of Enraki. Will you:

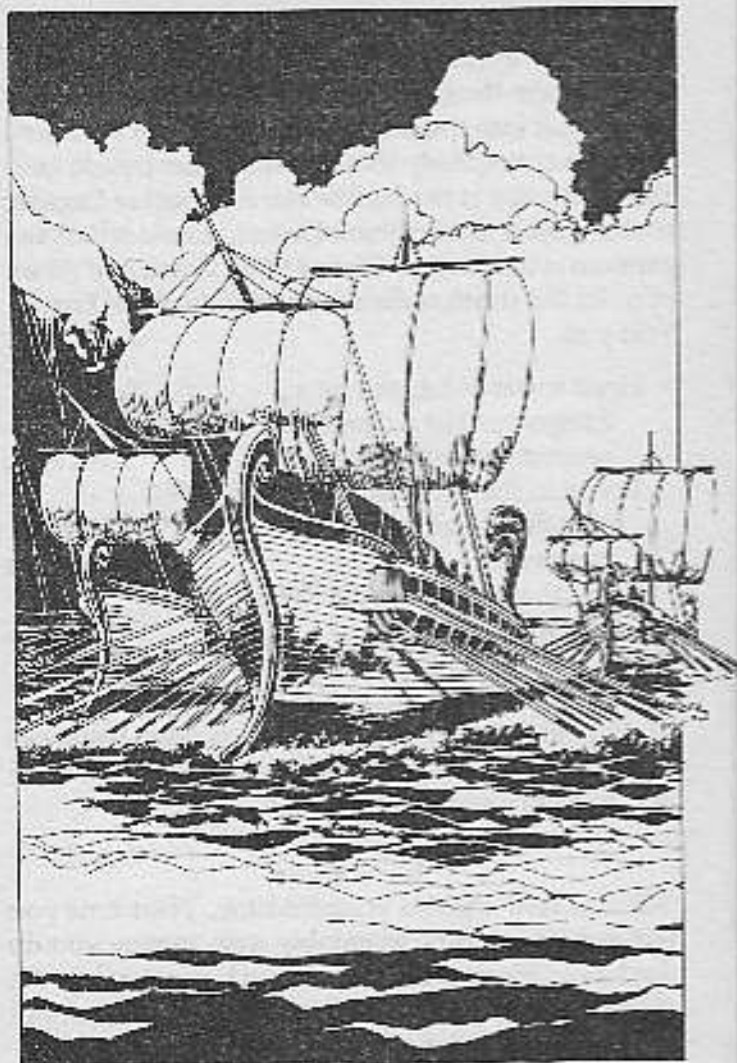
- | | |
|---|--------------|
| Head towards Lagash for a dangerous but daring raid against its coastal shipping? | Turn to 55 ✓ |
| Travel to the Scythera Desert to plunder the rich western caravans? | Turn to 20 ✓ |
| Patrol the Inland Sea via the isle of Enraki? | Turn to 76 |

2

The wheel is too fast and you are too slow. It crashes into you with flailing scythes, bringing your adventure to a gory and untimely end.

3

'Mine at last!' cackles your creditor. 'Next time you will not be so quick to gamble with money you do not have.' He and his sailors brush past you, going to claim their prize. Without a ship, you cannot continue your journey. Your adventure ends here.



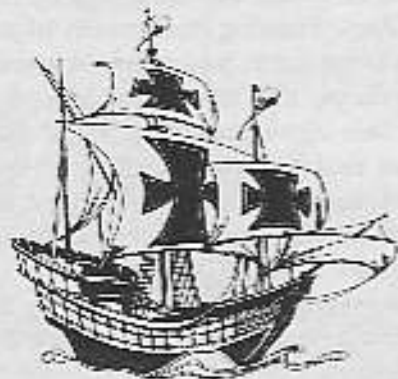
4

Add 1 day to your LOG. When you reach the narrowest point of the Channel of Goth, an extended line of warships appears on the horizon in your direction of travel. As you approach closer, you see that there are several hundred war galleys, with the markings of Shurrupak, heading through the channel in battle formation. They stretch from the shores of the Isle of Volcanoes almost to the shores of the Eastern Rim. Turning back north to avoid conflict with this large force, you run into another long line of war galleys, this time from Marad. You realize that the two city-states must be at war with each other and that you have quite inadvertently been caught in the middle of what is about to be an enormous naval battle. Both forces are roughly equal in size, but the Marad galleys – reputed to have five men on every oar – are by far the larger vessels. Will you head for safety by trying to break through the Marad lines (turn to 43) or the Shurrupak lines (turn to 127)?



5

As you approach the door, you stumble over an unseen tripwire. Something snaps, causing a splintering sound overhead and a deep upsetting rumble to vibrate through the surrounding stonework. The corridor suddenly collapses, crushing you under several tons of masonry. Your adventure is over.



6

Struggling with the door, you manage to squeeze halfway through before the block crashes to the ground. Unfortunately, the half of you that is still on the other side of the door gets wiped by the monolith. Your adventure ends here.



7

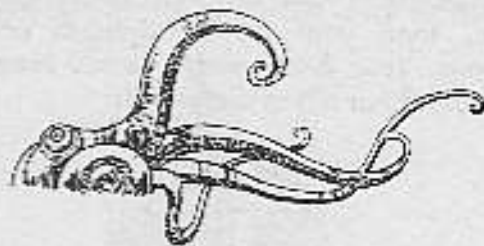
Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 387. If the result is *equal to or greater than* your CREW STRENGTH, turn to 356

8

As you sprint for the door, the monster slams you with a blow from its spiked tail. You are crushed against the side of the pit. Your adventure is at an end.

9

You stumble back in pain and terror as the poison eats through your eyes and into your brain. Your adventure is over.

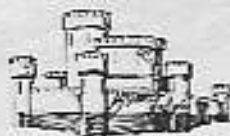


10

You sail onwards, passing the bleak red dunes of the Eastern Rim's Sea of Fire – so named because of the intense colouring of the infertile earth. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. One evening, with the sun setting over the sea to the west, you notice a phosphorescent wreck in the water to the side of the *Banshee*. Heaving to, you drop anchor and dive overboard for a closer look. You see a merchant vessel, lying in shallow water, with two large holes smashed in its hull – one in the stern and the other in the bow. Which will you swim into, the hole in the stern (turn to 44) or the bow (turn to 33)?

11

You take the skeleton by the hand, intent on removing its rings. However, as soon as you touch the golden trinkets, the skeleton springs into action by grasping your hand in its own bony digits. It squeezes tightly and holds you fast. All your efforts to escape are in vain; the supernatural grip proves greater than your mortal strength or human weapons. Your death comes slowly from hunger and thirst. Your adventure is over.



12

Your crew manage to cut the *Banshee* free from the warship's grapples, and slash its rigging. The warship's sails crash to the deck, causing chaos and confusion among the marines. Turn to 90.

13

After harrowing you for a day, the seas and wind abate. The skies begin to clear. Before you, on the horizon, is the island of Trysta, so the storm has carried you over and past the treacherous shoals. By some stroke of good fortune, the *Banshee* escaped destruction. Will you land on the island ahead (turn to 152), sail south-east, towards the Channel of Goth (turn to 191), or sail south-west, either towards Kish (turn to 223) or the Roc (turn to 27)?



14

'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair. 'O bearer of such wretched news, I curse you.' Lose 2 points of LUCK and 1 point of SKILL. Turn to 210.



15

Once in the Southern Sea, will you:

Travel to Shurrupak, to sell any slaves you might have and to recruit more crew?

Turn to 301

Head into the great Kish Delta and travel upstream to the Dead City?

Turn to 140

Sail through the centre of the Southern Sea, aiming for Nippur?

Turn to 340



16

As soon as you exert pressure, the ring sinks into the ceiling and admits a torrent of water, which knocks you to the floor. The entrance door slams shut, the crypt fills rapidly with water, and you drown. Your adventure is over.

17

You try to run to one side, to avoid the speeding missile, but the snow is too deep. The ball hits and crushes you. This is the end of your adventure.



18

The monster parries ferociously with a swift movement of its long arms, knocking your punching arm to one side and almost breaking it – lose 1 point of STAMINA. As you jump back, the Cyclops grabs you by the left hand and then lifts you into the air. Will you:

- Give it an open-handed chop on the back of the elbow?
- Kick it in the shoulder?
- Back-hand it in the elbow?

Turn to 187

Turn to 251

Turn to 145



19

The *Banshee* picks up pace as you trim the sails and aim for the space between the two nearest galleys. Will you try to run *exactly* between them (turn to 296) or veer off at the last moment to crash through and shear one of the galley's oars off (turn to 275)?

20

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Eventually you arrive off the coast of the Scythia Desert, where you drop anchor, disembark with most of the crew and march inland across the burning sands. You come to a busy little village surrounding an oasis – obviously a staging-post for travel through the desert. Will you attack the village (turn to 143), or retreat into the nearby dunes to lie in ambush for any caravan that might happen by (turn to 79)?

21

As soon as you attack the Anemone, it folds a dozen tentacles around your body, and the poison stings inject a large and consequently fatal dose into your bloodstream. You lose consciousness as the creature moves you slowly towards its circular mouth. Your adventure is over.

22

The Kishian marines are defeated and the warship set afire. Boarding and searching the enemy vessel, you discover a chest in the master's quarters which contains 27 Gold Pieces. From the survivors among the marines, you find 3 fine specimens for the slave-markets of the Eastern Rim. You scuttle the warship and continue towards Assur. Turn to 376.



23

You march over the sand for several hundred yards until, without warning, the beach collapses under your collective feet, revealing huge slime-covered creatures which seize some of your crew in their claws and carry them out to sea. Deduct 2 points from your CREW STRENGTH. Hysterical with fear, your crew insist that you take them back to the *Banshee*. Will you force them to continue along the beach (turn to 86), or suggest that you all head inland instead (turn to 42)?



24

For three days, you wait in the village for hapless passers-by to fall into your ambush, but none appear. Finally, your patience snaps at this waste of time and you decide to return to the *Banshee* to try your fortune elsewhere. Add 3 days to your LOG, then turn to 35.

25

Your vigilance and care are not enough. With an ominous scraping sound, the *Banshee's* keel slides over a bed of silt. The ship comes to an unsteady halt. Using large poles to push, and throwing out all your excess cargo, you attempt to refloat your vessel, without success. The water-level drops and the *Banshee* settles deeper into the sand-bar. In the morning, you find yourselves surrounded by Kishian soldiers who, from their nearby garrison, saw your mast above the river-banks. You are captured, and your adventure is over.

26

Sitting down, you dig into the soup and bread with gusto. After a while you start to feel quite sleepy, as do your crew. Rubbing your eyes, you look down the long table, at which you are all seated, and notice something quite unusual: all of your pirates have been turned into farm animals – sheep, goats, pigs and such. Alarmed at this turn of events, you give a squawk. A *squawk*? When you look down at yourself, you find you have been transformed into a parrot. 'Come, my pretty little fellow,' says the woman, settling you on her hand; 'come and join the others.' No longer human, your adventure is over.



27

Add 2 days to your LOG. The Roc is an island formed by a single enormous mountain jutting out of the ocean. Its peak is almost continually shrouded in cloud, while the lower slopes are covered with dense forests. It is named after a species of gigantic bird which sometimes uses the higher slopes for nesting. *Test your Luck*. If you are *Lucky*, turn to 67. If you are *Unlucky*, turn to 92.



28

Most of the cheap men have been lured away to the war with Marad, which promises enormous riches to the winning side. You are left with good, but expensive, applicants to select from. For each point of CREW STRENGTH you wish to recover, you will have to spend 20 Gold Pieces. When you have completed your recruiting, turn to 180.

29

Jumping forward, you deliver a swift elbow into the Cyclops' ribs, causing it to double over – deduct 2 points from its STAMINA. As it leans over, it delivers a back-handed slap to your head, sending you reeling to the ground – lose 2 points of STAMINA. The Cyclops recovers first, grabs you by the arm and lifts you into the air. Will you:

Kick it in the shoulder?

Turn to 251

Kick it in the armpit?

Turn to 305

Back-hand it in the elbow?

Turn to 145



30

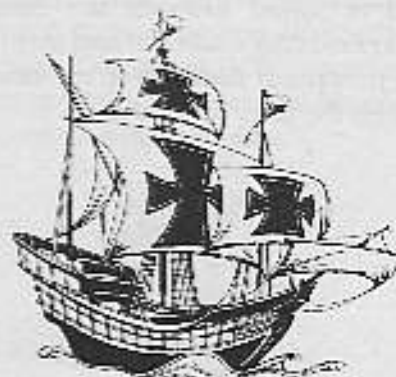
The cry comes again, rolling eerily down the mountain slopes. You head up the ravine, towards the source of the sound. Will you take your crew with you (turn to 160), or creep along alone (turn to 138)?

31

'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair. 'O bearer of such wretched news, I curse you.' Lose 2 points of LUCK and 1 point of SKILL. Turn to 210.

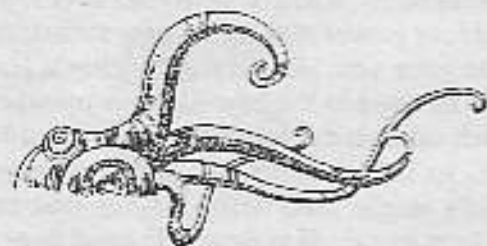
32

The *Banshee* sails into the only large bay that Nippur boasts. Your crew are overjoyed that the journey is over. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Abdul the Butcher's *Haveldar* is already moored in the bay. The few members of his crew left on board inform you that Abdul has gone inland, to the rendezvous point on the peak of Nippur's single mountain. If your LOG exceeds 50 days, turn to 342. If your LOG is *equal to or less than* 50 days, turn to 213.



33

The hole is large and rimmed with weed and barnacles. Swimming through into the interior of the ship, you brush against what you thought was a gummy pile of rags stuck to the hull. It unfolds into a brightly coloured flower of tentacles and rasping teeth, and blocks your exit from the ship. You will need to go back to the surface for air at any moment, so will you fight your way past the tentacled creature (turn to 21), or try to find a way out through the interior of the sunken ship (turn to 37)?



34

You head at speed towards the coast, but the warships are moving quite fast and soon cut you off. You have no option now but to try smashing your way through the line. Turn to 19.

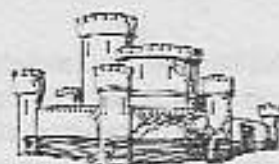
35

Returning to the *Banshee*, you weigh anchor and set off out to sea. If your crew have taken casualties, you could head for the neutral city of Assur to recruit some more men (turn to 171). Alternatively, you could go to the neighbouring city of Calah to try your luck in the gambling-pits (turn to 211), or sail east to raid the isle of Enraki (turn to 76).

36

When you reach the summit, you find Abdul the Butcher and a few of his men waiting for you. 'Ah,' he says, when you appear, 'you made it. Now, let us see which is the greater rascal!' He drags an enormous chest forward. 'I sacked Kish,' he boasts, 'and even captured a Marad war galley. The treasure is here to prove it.' He opens his coffer, inviting you to do the same with yours. To work out whether you have more than Abdul, round the amount of gold you have *down* to the nearest hundred (e.g. if you have 387 Gold Pieces, round this figure down to 300); when you have done this, divide the rounded figure by two. The result is the number that you should turn to. If the number you should turn to is more than 400, then turn to 400.





37

The wild man screams as you swing at him, catches your arm and pounds you in the head, knocking you out. Lose 2 points of *STAMINA* permanently (i.e. reduce your *Initial* score by 2). Upon recovering some hours later, you discover that the money you put up as a bet is gone – deduct it from your *Booty*. If you haven't already, you could try the Bataar races (turn to 270) or the dice (turn to 236); otherwise, you leave Calah (turn to 262).

38

The island is like an enormous smooth granite boulder, with neither beaches nor foliage. Lowering the ship's boat, you go ashore with a few crew. *Test your Luck*. If you are *Lucky*, turn to 133. If you are *Unlucky*, turn to 120.



39

She keeps insisting that you should eat, but, just as you bow to her pressure and take a bowl of soup, your crew, all at once, slump unconscious to the table. What's even more alarming is the transformation they start to undergo – turning into sheep, goats and pigs. Dropping your bowl, you rush to shake the first mate awake. 'Oink,' is the only response he can muster. The witch has fled into the house, probably fearful because you're still in human form. Pursuing her, you find yourself in a small lobby which leads into a large feasting-hall, whose central fire-pit is blazing. A small side-door also leads from the lobby. The witch is not in sight. Will you go into the hall (turn to 216), or take the side-door (turn to 227)?

40

The Lizard Men are forced back into the surrounding forest. Your crew manage to capture four of these creatures to sell as slaves; the little fellows generally fetch quite a high price. The jungle has come alive with the throat warbles and Tok-Tok stick signals of the natives. Obviously, a larger force is gathering under nearby cover in preparation for a renewed attack. Beating a hasty retreat, you return to the *Banshee*, weigh anchor and continue through the straits. Turn to 15.

41

Your men lay into the cattle with ropes and knives. Only minutes after they start, a large force of heavily armed cavalymen appear over a nearby rise and approach your position. Drawing to a halt, the cavalry dispatch a herald towards you, who says, 'Hear, O foolish pirates, that you have offended His Majesty, the King of the Four Winds. You are instructed to leave this island immediately, or suffer the most dire consequences!' Turn to 176.



42

Cutting your way through the jungle, you penetrate into the interior, coming face to face with the biggest and ugliest looking critter you have ever seen. Hundreds of tree-trunk legs support a body twice as long as the *Banshee*, while its head - which is mostly mouth - is stacked with knives for teeth. Will you run (turn to 54) or fight (turn to 70)?

43

Giving full sail to the *Banshee* and putting every man armed and ready on deck, you head at full speed towards the line of Marad galleys, aiming between the dipping oars of two ships. As your boat hurtles through this gap, one of the galleys fires its ballista grapples, catching the *Banshee* by the gunwale. It drags you in like a harpooned whale. Your crew will have to fight.

MARAD GALLEY STRIKE 8 STRENGTH 12

If your crew beat off the attack, turn to 208.

44

The hole leads into the captain's quarters, where you confront half a dozen Sea Sprites. These anxious little creatures dart nervously from side to side as you enter the vessel, then rush into the far corner of the room where they whisper together in high-pitched squeaks. Finally, one of them swims forward cautiously and says, 'We are magical creatures, O brave adventurer from the world above. If you will help us to recover a treasure, we will speak on your behalf to our cousins, the Wind Sprites, who will surely make your ship the fastest on the seas.' Will you help them (turn to 75) or not (turn to 383)?



45

The *Banshee* sails down the coast. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. You arrive just offshore from Mount Martu-Amurru, a giant forest-covered peak that towers over the small fishing town of Kirkuk. Will you:

Take your cut-throats ashore and try to frighten the townspeople into handing over most of their gold?

Turn to 102

Continue sailing down the coast towards the hostile city of Kish?

Turn to 223

Sail out into the Inland Sea to raid the shipping-lanes around the Shoals of Trysta?

Turn to 66



46

Flailing your arm, you smash the monster in the back of the knees. It staggers forward and, losing balance, collapses to the ground on to some sharp rocks – deduct 2 points from its STAMINA. Will you:

Kick it in the ribs?

Turn to 266

Kick it in the groin?

Turn to 224

Punch it in the jaw?

Turn to 196



47

When you reach the outskirts of the Kishian town, you see that there are no regular soldiers of any kind. Having lined your men up under cover, you give the order to charge. With a mighty roar, they sweep forward into the unprepared settlement, the town militia giving only piecemeal resistance.

TOWN MILITIA

STRIKE 6

STRENGTH 10

If you win, turn to 80.



48

The punch-out arena is set under a sprawling tent, which is packed with shouting and roaring gamblers. The idea of the game is that a challenger fights the house champion in a duel with spiked iron gloves. The first to knock out the other wins and, if challenging, collects double the money put up as an initial bet. You decide to challenge the champion, an enormous Ogre from Scythera. You may bet up to 50 Gold Pieces. In the following combat, the first to hit the other wins the bout.

OGRE CHAMPION

SKILL 11

If you win, turn to 370. If you lose, turn to 323.



49

Dropping anchor in a steamy volcanic lagoon, you proceed ashore with your crew. The countryside is almost jungle, with thick foliage, exotic animals and hundreds of thousands of insects. Will you head for the higher slopes of the central mountain (turn to 151), or stay in the lowlands, searching through the jungle (turn to 184)?



50

'Come now,' says Abdul, looking at your markedly smaller pile of gold, 'it was hardly even a contest — and you call yourself a pirate?' You have been hopelessly trounced. Abdul is, without a doubt, the greater pirate. You have lost the wager.

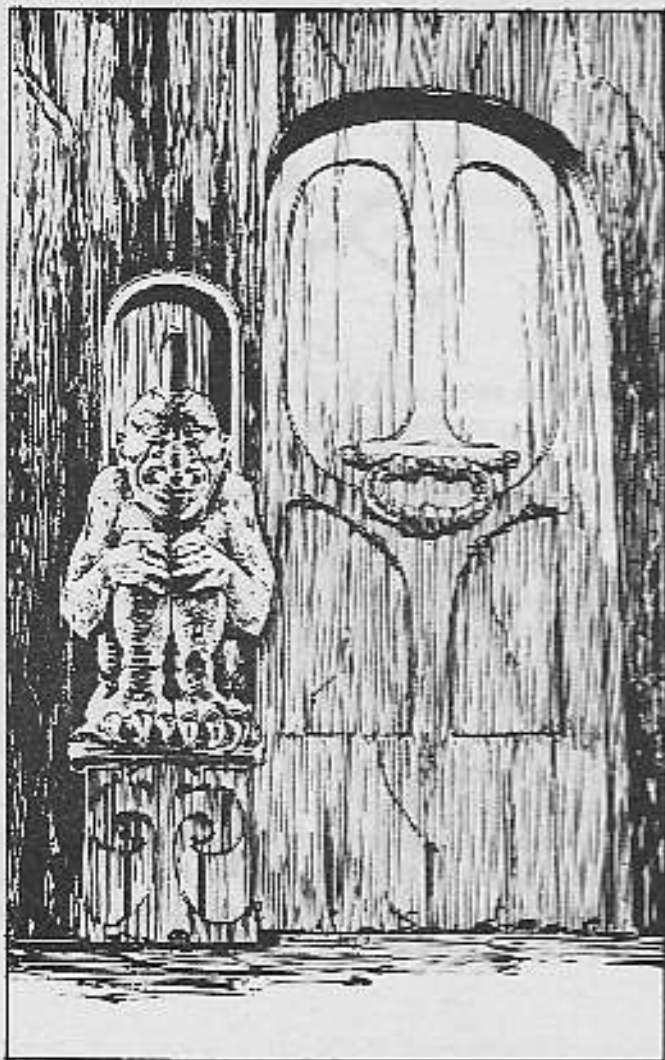


51

The *Banshee* stops almost dead in the water, while your crew try ineffectually to rehoist the sail. One of the enormous war galleys bears down on your craft, impales the *Banshee* on its ram, and breaks its back. You and your crew fall into the shark-infested waters. Your adventure is over.

52

Reaching the pass, you look down the further slope, and spy a tower of the fortress some miles away. A sudden cry of anguish or fear flies out of a nearby steeply climbing, snow-filled ravine. Taking stock, you find none of your crew are missing. The cry comes again, even more tortured and rending. Will you side-track into the ravine to see what is causing the noise (turn to 30), or ignore it and proceed down towards the temple-castle (turn to 111)?



53

You are in a large subterranean cavern, lit by the phosphorescence of the rocks around. To one side, a small wooden landing juts out into the water. Swimming to this, you pull yourself from the water and follow the construction to a short corridor, which leads from the cavern to a massive stone door. Beside the door is a life-sized statue of a gargoyle, looking down the corridor at you. Will you try to open the door (turn to 69), or have a close look at the statue (turn to 88)?



54

Tearing off through the jungle like a herd of panic-stricken animals, you and your pirates dash to the beach, into your boats and back to the *Banshee*. If you haven't already, you sail to either the neat-looking island (turn to 386) or the palm-covered island (turn to 354).

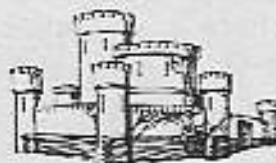


55

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG and turn to 68. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG and turn to 181.

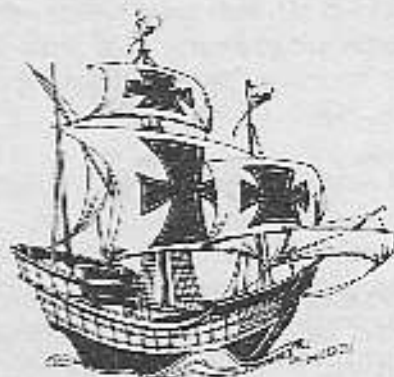
56

Impressed with your spirit, Mog and Ogmog offer to join your party as crew members – add 3 points to your CREW STRIKE. If this takes your CREW STRIKE over its *Initial* score, then the new total becomes your *Initial* score. The Giants inform you that the country around is a wasteland, occupied by hordes of Orcs and certainly never visited by anyone wealthy. You return to the *Banshee*. Turn to 272.



57

Diving down, you pass through an open hatchway into the empty hold. From here, you make your way through a rotting deck-cover and into the open sea. With blood pounding in your ears, you reach the surface and gulp in air. Recovering your composure, you take another deep breath and dive down to the hole in the stern of the ship. Turn to 44.



58

As your men swing their rams, the occupants of the towers on either side of the gate counter-attack by pouring massive cauldrons of boiling oil on to them. Deduct 4 points from your CREW STRENGTH. Demoralized by this turn of events, your crew drop the rams and flee, running at breakneck pace for the *Banshee*, as the angry warrior priests burst from their castle in hot pursuit. You reach the ship safely, hoist sail and head off down the coast. Turn to 123.

59

Business is extremely poor. By the end of the day, you have sold so few of your captives that you are forced to sell the remainder to a dubious slaver for only 5 Gold Pieces each. Multiply the number of slaves you had by five and add the total to your Booty as Gold Pieces. Turn to 279.



60

When you leap at the Cyclops, it protects its body by taking your kick on its arms. Grabbing you by your extended leg, it applies an extremely painful and crushing grip - deduct 2 points from your as well as its STAMINA. It gives up on trying to break your leg. Instead, it grasps you by the ankle and dangles you upside down. Will you:

Kick it in the elbow?

Give it an upper cut to the groin?

Punch it in the stomach?

Turn to 235

Turn to 177

Turn to 139



61

Heading for the beach, you run into several members of your crew who had been searching the island, with the rest of your men, in the hope that you were still alive. You return to the *Banshee* and continue your journey. Turn to 15.

62

Most of the cheap men have already been hired by various Shurrupak nobles to use on their war galleys in the conflict with Marad. By a stroke of good fortune, however, you find a pirate crew who have recently been deprived of their ship through having to repay a gambling-debt. Many of them are willing to be hired by you. For each point of CREW STRENGTH you wish to recover, you will have to spend 10 Gold Pieces. When you have completed your recruiting, turn to 180.





63

The corridor leads you into a small ante-chamber, occupied by a weird-looking cleric. The creature has a roughly humanoid body, but the head and legs of some twisted bird. It hisses when it sees you, rattles a few of its sacred talismans and then attacks with a swing of its ebony staff. You fight it. Whenever the creature hits you during the battle, roll one die. If the result is 1 or 2, deduct damage from your STAMINA as normal; if the result is 3 or 4, deduct 1 point from your SKILL; if the result is 5 or 6, deduct 1 point from your LUCK.

AWKMUTE

SKILL 8

STAMINA 8

If you defeat it, turn to 125.



64

The *Banshee's* keel scrapes the bottom several times, but does not stick. With an hour to dawn, you reach the point where the river passes between the mighty anti-barbarian walls of Kish. These heavily defended walls, punctuated with high towers, run for hundreds of leagues to either side of the river, completely encircling the state of Kish. As you try to pass between the towers that stand on either bank, the bow of the *Banshee* catches an enormous iron chain which stretches across the entire width of the river. You are brought to a halt. Will you send a few crewmen ashore to unshackle the chain from where it is connected to one of the towers (turn to 268), or turn back to the sea (turn to 207)?

65

The Elverines' slashed bodies sink to the bottom of the pool. The water, now still, is only a foot below the floor of the abbot's chamber. Bloodied, you clamber out of the pit. Turn to 225.



66

The *Banshee* ploughs on towards the Shoals of Trysta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. As you near the treacherous reefs off the island of Trysta, a vicious squall starts up from the north and looks as if it might turn into a major storm. Will you run with the storm by heading south (turn to 103), or tack north, into the wind, to sit out the foul weather (turn to 142)?

67

While you are sailing past the island, the ship suddenly falls into a very dark and sharply defined patch of shade. Looking up, you see an enormous bird, somewhat like a buzzard, only several hundred times bigger. It circles above the *Banshee* a couple of times, then descends in a steep dive to attack. Your crew take up weapons to defend themselves.

ROC

STRIKE 10

STRENGTH 4

If your crew defeat it, turn to 117.

You sail towards Lagash, on the Eastern Rim, keeping a keen eye out for any of the numerous merchantmen that are attracted to this city. Fortune is running against you, however. Two triangular red sails appear on the horizon in front of the *Banshee* and sweep down towards you. They are Lagashian warships, decks crowded with marines, battle banners streaming in the wind. You heel the *Banshee* about and try to outsail the intruders. Roll three dice. If the result is *less than your CREW STRENGTH*, turn to 87. If the result is *equal to or greater than your CREW STRENGTH*, turn to 175.



The door is large and heavy, but, by putting all your weight against it, you manage to open it a fraction. As soon as the door gives, however, a tremendous splintering sound echoes from above. A stone block, weighing at least several tons, has tipped from its place above the door and is falling to crush you. *Test your Luck*. If you are *Lucky*, turn to 99. If you are *Unlucky*, turn to 6.

The beast rears its head and opens its mouth in the sharpest grin ever seen by man or god. Hunger burns in its eyes. If you have the Crossbow of Axillon, turn to 163; otherwise, turn to 110.

After you have handed the gold over, el-Shazar tosses you a letter of free passage to Shurrupak. His marines relinquish their grapples and let the *Banshee* pull away. Leaving the scene of the battle, will you head towards Shurrupak (turn to 301), or sail out through the middle of the Southern Sea, intent on travelling as rapidly as possible to Nippur (turn to 340)?

Trade is brisk, if uninspiring. After a day's work in which you managed to sell every one of your captives, you find that you received, on average, 10 Gold Pieces for each. Multiply the number of slaves you had by ten and add the total to your Booty as Gold Pieces. Turn to 279.



73

The Bataar races are over for the day. If you haven't already, you could try punch-out (turn to 48) or dice (turn to 236). Otherwise, you leave the city of Calah (turn to 262).

74

Stepping sideways, you aim your blow, only to have it caught in mid-flight by one of the Cyclops' enormous hands. It twists your arm savagely, almost dislocating it — lose 2 points of STAMINA. Letting go of your hand, it grabs you by the ankle and dangles you upside down. Will you:

- | | |
|-----------------------|-------------|
| Kick it in the elbow? | Turn to 235 |
| Knee it in the chest? | Turn to 122 |
| Butt it in the ribs? | Turn to 372 |

75

'A predatory Krell, which inhabits a cave under this vessel, has stolen the Skull of Salt,' explains the Sprite. 'This is our most precious relic, given to us by Father Sea, which, by its magic, keeps the sea and fresh waters of the world separate. We must have it back.' The Sprites give you a magic potion which enables you to stay underwater without needing to breathe, and then show you to the Krell's cave beneath the wreck. The entrance tunnel descends vertically into the sea-bed. Swimming down, you notice that the walls are heavily pocked with wide, deep holes. Will you continue swimming down into the cave (turn to 105), or stop for a moment to look in one of the holes (turn to 89)?

76

The *Banshee* sails out into the Inland Sea. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Presently, you arrive off the northernmost tip of the mountainous isle of Enraki, home of the warrior priests of Asswr sel Dablo. These fearsome holy men, armed by the gods of war and protected by the gods of stone, reside in a fortress raised on the lower slopes of the island's precipitous central snow-capped mountain. They are very rich. You have three options to deprive them of this wealth:

- | | |
|---|-------------|
| A direct assault on the fortress | Turn to 231 |
| Gaining entry to the fortress via a deception of some kind, then pilfering what you can | Turn to 315 |
| Finding a way over the mountains behind the castle so as to assault the (most probably) lightly defended rear | Turn to 188 |



77

As you march cross-country, a large body of heavily armed cavalry appears over a rise in front. They dispatch a herald towards you, who says, 'Adventurers, know that you are in the land of the King of the Four Winds and that His Majesty requests the pleasure of your company at his table.' Will you follow the herald towards the cavalry and then, presumably, to the King (turn to 215), or return to your ship (turn to 176)?



78

Only a short distance down the tunnel, you come across the bodies of half a dozen men. The marks on their bodies show that they have been badly mauled by some large avian – most probably the Roc that attacked you. Will you search their bodies for loot (turn to 229), or continue down the tunnel (turn to 240)?



79

For three days, you and your crew lie under the blazing sun of the Scythera Desert, waiting for sight of the lumbering pack-animals common among caravans in this part of the world. Add 3 days to your LOG. You begin to run low on provisions and fresh water. Will you wait for just a few more days among these dunes (turn to 194), or give up on the desert and return to the *Banshee* (turn to 35)?

80

With the militia defeated and most of the townsfolk fled into the neighbouring countryside, you proceed straight to the local courts, to seize the public assets. Marching boldly through the chaotic mess that your men have made of the building's interior, you come to the vaults, whose locks your pirates have just crowbarred free. When you open the massive iron doors, a ferocious black Sith Orb lunges out and attacks. You fight this terrible beast alone.

SITH ORB

SKILL 10

STAMINA 10

If you defeat it, turn to 97.

81

'Damn me to the seven hells if I'll let you take her, el-Fazouk!' you cry, swinging your scimitar at his head. He ducks to the side as his sailors rush to his defence. You fight your foes one at a time.

	SKILL	STAMINA
FIRST PIRATE	8	4
SECOND PIRATE	8	6
THIRD PIRATE	7	6
JAMIL EL-FAZOUK	9	6

If you win, turn to 397.

82

As the Cyclops tries to heave itself back to its feet, you run up and shoulder it in the face. Unfortunately, it sees you coming and bites you on the arm—lose 1 point of STAMINA. The monster regains its feet and launches into a crouched attack, intending to catch you in its arms. Will you:

Take a flying kick at its midriff?

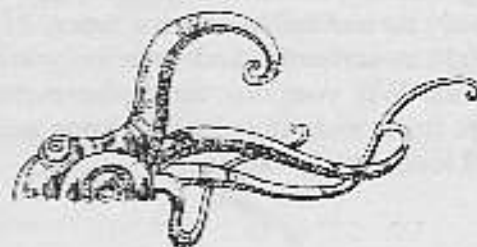
Turn to 60

Take a flying kick at its legs?

Turn to 319

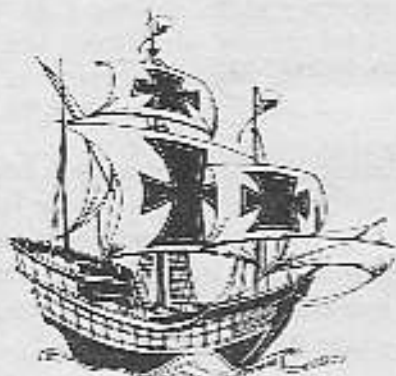
Take a flying kick at its head?

Turn to 290



83

With a heroic effort, your crew wrestle the mainsail back into place, allowing the *Banshee* to pick up just enough speed to avoid the rams of the war galleys. Breaking into the open seas, will you head towards Shurrupak, to sell slaves and hire crew (turn to 301), or travel out through the middle of the Southern Sea, intent on sailing as rapidly as possible to Nippur (turn to 340)?



84

Having defeated Nestafa, you search his body, finding nothing in the rags he was wearing. Obviously he had fallen on hard times. Afraid that you might meet more old adversaries, you leave the dock area. Will you look for replacements in the markets (turn to 253) or in the slums and poorer parts of town (turn to 293)?



85

The stairs lead into a slimy darkness. The walls, dripping with moisture and covered with moss, press in close on either side. Water trickles down the stairs at your feet, making your progress rather precarious. Without warning, a ten-foot Leech, enormous by anyone's standards, lunges from its lair above and bites you on the shoulder. You hack at it in a frenzy. For every round of combat that the Leech is still alive, it will suck 2 points of STAMINA from you.

GIANT LEECH

SKILL 8

STAMINA 8

If you defeat it, turn to 162.

86

'Move, scum!' you say, unsheathing your scimitar. 'Or you'll have more to worry about than monsters.' Test your Luck. If you are *Lucky*, turn to 230. If you are *Unlucky*, turn to 182.



87

Cunning and skilful sailing puts one of the warships far behind. However, the other warship stays with you, and eventually pulls alongside with a shower of grapples and arrows. You will have to fight.

WARSHIP

STRIKE 10

STRENGTH 8

If you want to escape, remember the penalty and turn to 12. If you decide to fight on, and successfully defeat the warship, turn to 135.



88

The gargoyle is set about a foot above the ground, on a small circular dais. Looking closer, you see that the dais has rollers built under it, so the statue has been built to be moved. There are wear-marks from the rollers on the left side of the statue but none on the right. Taking a firm grip of the gargoyle's shoulders, you prepare to push. Which way will you try to move the statue: to the left (turn to 114) or to the right (turn to 165)?

89

Reaching randomly into a hole, you disturb an enormous eel, which savages your arm. Lose 1 point of SKILL. Withdrawing quickly, you continue your descent into the cave. Turn to 105.

90

The *Banshee*, under full sail, pulls away from the warship and leaves it far behind. Will you head back into the Inland Sea, towards Enraki (turn to 76), or travel down the coast of the Eastern Rim, towards the Rivers of the Dead (turn to 197)?



91

Your blow is completely ineffective and results only in leaving you open to a counter-attack. The Cyclops jerks its knee into your chest and then pushes you to the ground - lose 2 points of STAMINA. Leaning over your pain-racked body, it grabs you by the forearm and lifts you into the air. Will you:

Kick it in the armpit?

Turn to 305

Bite it on the wrist?

Turn to 276

Give it a chop to the back of the elbow?

Turn to 187



92

While you are sailing past the island, the ship suddenly falls into a very dark and sharply defined patch of shade. Looking up, you see an enormous bird, somewhat like a buzzard, only several hundred times bigger. It circles above the *Banshee* a couple of times, then descends in a steep dive to attack. Swooping, it catches you in its claws and carries you back towards the island. Drawing your scimitar, you try to fight your way free.

ROC

SKILL 11

STAMINA 10

If you defeat it, turn to 124.



93

The creature is about half as high as the pit and rather long, so will you take an athletic running leap at the beast's back in an attempt to springboard your way out of the pit (turn to 352), or run around the monster and go through the door it came out of (turn to 8)?

94

You find a real sucker to take your entire consignment of slaves. The wizened old man, obviously blind not to have seen the defects in your ailing captives, seems to believe he has got a bargain. You receive 15 Gold Pieces for each slave. Multiply the number of slaves you had by fifteen and add the total to your Booty as Gold Pieces. Turn to 279.

95

Your scimitar cleaves into the cat and kills it – the others vanish. The witch clutches her chest and falls over, dead. You step outside and find that all the farm animals and exotic birds have been turned back into human beings. Collecting your crew, you return to the *Banshee* and set sail for Nippur. Turn to 7.

96

'Too bad,' says el-Shazar. 'But then, we were never the best of friends.' He signals to his men to continue the assault upon the *Banshee*. The marines drag your ship alongside their galley, then pour down on to your hapless pirates, whom they slaughter rather efficiently. The *Banshee* is captured, and you and a few of your crew are taken as slaves. Your adventure is over.



97

Stepping past the body of the Orb, you enter the vault, where you find 130 Gold Pieces – add this to your Booty. Will you let your men continue with their sacking of the town (turn to 141), or beat a hasty retreat to the *Banshee* (turn to 113)?

98

Your trusty pirates overwhelm the would-be rescuers. From the survivors, you manage to find 1 fellow who will fetch a reasonable price in the slave-markets – add him to your Booty. You settle your men into the village to await the arrival and subsequent ambush of any unsuspecting caravans. *Test your Luck.* If you are *Lucky*, turn to 194. If you are *Unlucky*, turn to 24.

99

With just a fraction of a second to spare, your wriggle through the crack in the doorway. The stone block crashes to the ground behind, missing you by the minutest of distances. Turn to 179.

100

Turn to 50.

101

You knock out the wild man, collect as many Gold Pieces as you initially bet and then depart from the arena. If you haven't already, you could try the Bataar races (turn to 270) or dice (turn to 236). Otherwise, you leave Calah (turn to 262).



102

Sailing straight into Kirkuk's harbour, you disembark with most of your crew and order the gathering townsfolk to bring you their headman. When he duly arrives, you demand that the townsfolk pay you 200 Gold Pieces, otherwise you will raze the place to the ground and carry its occupants off as slaves. 'This is a heavy tax, your lordship,' says the frightened elder, 'but come with me to the town coffers and I will give you everything we have.' You and your men march with the town elder through the streets, arriving in a few minutes at a rather unimposing public building. As soon as he opens the door, a large number of soldiers, dressed in the short blue robes and steel armour of the Kishian army, charge out and attack your crew. More soldiers appear from around neighbouring buildings. An enormous mêlée starts.

KISHIAN SOLDIERS STRIKE 8 STRENGTH 8

If your crew defeat them, turn to 121.

103

The wind picks up, howling menacingly through the *Banshee's* rigging and driving the rain that starts to fall like needles on your crew. The ship crashes its way through the heavy seas. *Test your Luck*. If you are *Lucky*, turn to 13. If you are *Unlucky*, turn to 172.

104

Your crew overrun the two vessels, defeat the Lagashian marines and then search for loot. They discover a total of 68 Gold Pieces and save 3 of the marines to sell as slaves – add these to your Booty. You cut the *Banshee* free from the warship's grapples. Lagash is obviously a little too dangerous, so will you sail back into the Inland Sea, towards Enraki (turn to 76), or journey down the coast of the Eastern Rim, towards the Rivers of the Dead (turn to 197)?



105

The cave sprouts a large side-tunnel which disappears into murky darkness in front of you, while the main cavern continues straight down. Will you change your direction and take the side-passage (turn to 136), or continue down (turn to 148)?

106

The race begins; the lizards pound down the track towards a fresh Goblin. Basilisk streaks ahead and, with a very convincing bite, wins the race. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. If your Bataar lost, then you lose whatever you put up. Turn to 73.



107

The warship bears down quickly, intent on attacking. When it is close, the marines on deck cast grapples which seize the *Banshee* and draw it closer. The battle begins.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to 332. If you fight on and succeed in defeating the warship, turn to 287.

The *Banshee* crashes through heavy seas to reach the island. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. The weather clears markedly as you near Kazallu, becoming almost pleasant. When you reach the island, you disembark with your crew to look for food and water to replenish your diminished supplies. Splitting your crew into search-parties, you wait on the beach, planning the next and final leg of the journey. After a couple of hours, one of your crew returns to tell you that they have found a farm a short distance away. You go to the farmhouse and meet the owner, a strikingly beautiful young woman who runs the entire place by herself, her only company being many (and varied) exotic birds and the usual farm animals.

When you arrive she is busy feeding your crew with soup and bread. 'I am so pleased to meet you,' she says breathlessly. 'Can I offer you something to eat?' Will you accept her offer and join your crew (turn to 26), or decline and just take what you need back to the *Banshee* (turn to 39)?



109

As you pass the island of Trysta, a dark and sailless barge comes ploughing through the sea towards the *Banshee*. Its decks are crowded with soldiers, and mighty ballistas are set fore and aft. This mysterious craft, propelled by magic, no doubt, is obviously intent on attacking your own vessel. As it nears, the ballistas let fly, sending missiles which tear down your rigging. There is no escape; you will have to fight.

BARGE STRIKE 10 STRENGTH 8

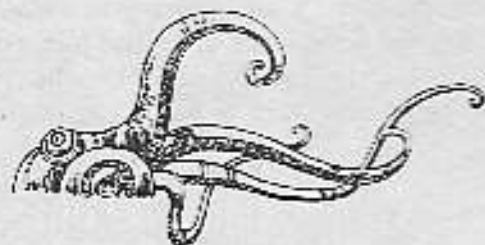
If your crew win, turn to 395.

110

The beast attacks you and your crew with insane fury.

THE HORROR STRIKE 12 STRENGTH 12

If your crew defeat it, turn to 219.



111

The path winds down the mountain slope, taking all of you to a rocky point overlooking the rear of the castle. You see that the walls are lowest at this point and offer the possibility of launching a surprise attack. You can also see right into the centre of the castle, to the enormous wooden temple that dominates the interior. Will you start the attack immediately by storming the low part of the wall (turn to 149), or try to confuse the defenders first by setting fire to their temple with fire arrows (turn to 285)?

112

Picking up a stone, you throw it into the darkness beyond the creatures, where it lands with a *crack*. The Troglodytes are not fooled by this attempted diversion. They spot you, unsling their spears and charge up the stairs. Drawing your sword, you dash down to meet them halfway. Turn to 130.

113

Returning to the *Banshee*, will you set sail east, to take the Channel of Goth into the Southern Sea (turn to 246), or enter this ocean via the Roc (turn to 27)?

114

The statue rolls easily but squirts a viscous stream of poisonous liquid into your eyes from its flared nostrils. Roll three dice. If the result *exceeds* your STAMINA, turn to 9. If the result is *equal to or less than* your STAMINA, turn to 129.



115

Stepping in close to the monster, you punch it in the back of the leg and send it crashing to the ground - deduct 2 points from its STAMINA. While the creature is lying prone, will you:

- | | |
|-------------------------------|-------------|
| Jump up and down on its back? | Turn to 361 |
| Kick it in the groin? | Turn to 224 |
| Shoulder it in the head? | Turn to 82 |

116

The Giant Crayfish will certainly satisfy all of your food requirements and, with the discovery of a fresh-water stream a short distance away, all of your provisioning needs are fulfilled. Returning to the *Banshee*, you leave the Three Sisters on the last leg of the journey to Nippur. Turn to 7.

117

The bird crashes into the ocean and sinks from sight. Will you land on the island (turn to 49), or continue on your way through the straits and into the Southern Sea (turn to 15)?

118

The race begins; the lizards pound down the track towards a fresh Goblin. To your utter amazement, none of the favourites win. Deduct the gold (or slaves) you put up from your Booty. Turn to 73.



119

With the warship in hot pursuit, you head towards the Shoals of Trysta, the sound of surf and sight of white water telling you just how close they are. Roll two dice. If the result is *less than* your SKILL, turn to 134. If the result is *equal to or greater than* your SKILL, turn to 159.



120

As you wander around the island, the members of crew who came with you light a small fire on the shore to cook a couple of fish they have caught. A tremor runs through the island, then another. Suddenly, the ocean around the island bubbles ferociously as enormous limbs, tails and heads rise out of the water. The 'island' is a single living creature! A tidal wave crashes on the deck of the *Banshee* as the monster rolls over to put out the fire on its back. Roll two dice and deduct the result from your CREW STRENGTH. If you still have some crew left, when the sea-monster settles down, you return to the *Banshee* and continue your journey. Will you sail south, towards the Channel of Goth (turn to 4), or west, towards the Roc (turn to 257)?





121

The Kishian soldiers, badly beaten, turn tail and run, disappearing down the surrounding maze of streets. Further down the street in which you were fighting, you can see a large number of Kishian Winged Hussars mustering into deeply packed ranks. Time to make an exit! Will you lead your crew at breakneck pace back to the *Banshee* (turn to 331), or dodge through the streets of the town with the aim of escaping into the forests of Mount Martu-Amurru (turn to 355)?

122

Swinging towards the Cyclops, you deliver a nasty blow with your free leg. It squeals in pain and drops you to the ground – deduct 1 point from its STAMINA. Landing lightly, you stand to face your opponent. Will you:

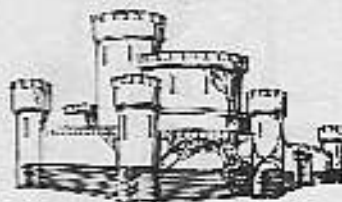
- | | |
|------------------------------------|-------------|
| Punch it in the shoulder? | Turn to 91 |
| Punch it in the midriff? | Turn to 18 |
| Give it a back-hand in the armpit? | Turn to 337 |

123

The *Banshee* is sailing just off the southernmost tip of Enraki. Apart from this island, the horizon is clear, with neither ships nor clouds visible. The main trade routes between Kish and the Eastern Rim lie to the south, between Enraki and the Shoals of Trysta. You could patrol this stretch in search of rich merchantmen (turn to 318), or, if your crew have suffered casualties, you could sail to the neutral city of Assur to recruit some more men (turn to 171). Alternatively, if you're feeling lucky, you could try your fortune in the gambling-pits of Calah (turn to 211), or proceed to the Eastern Rim for a bit of coastal raiding (turn to 197).

124

The Roc drops you over the island. Falling only ten feet or so, you land in a large nest, occupied by three gigantic eggs. In the bottom of the nest is a hole, leading into a narrow, rough-hewn tunnel. Will you climb down into the hole before the Roc (or its mate) can resume the attack (turn to 78), or scurry down the side of the mountain, towards the lowland forests (turn to 61)?



125

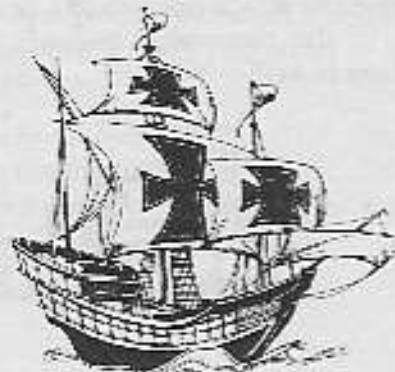
Having defeated the Awkmute, you may take its staff. From now on, whenever you fight an opponent and score a hit, roll one die; if the result is 1 or 2, then deduct 1 point from your opponent's SKILL; if the result is 3, 4, 5 or 6, then deduct damage from the opponent's STAMINA as normal. The antechamber has two exits: one is a simple corridor and the other is what appears to be a chimney with rough hand-grips cut in it. Will you take the corridor (turn to 173), or climb up the chimney (turn to 199)?

126

Your scimitar cleaves straight through the brown cat, but does not harm it. Turn to 322.

127

Will you cut across the front of the line of ships, heading for the coast of the Eastern Rim (turn to 34), or give full sail to the *Banshee* and try to speed your way through the attacking vessels (turn to 19)?



128

Having defeated your attackers, you decide to scurry back to the *Banshee*, just in case a general alarm has been sounded through the countryside. Turn to 113.

129

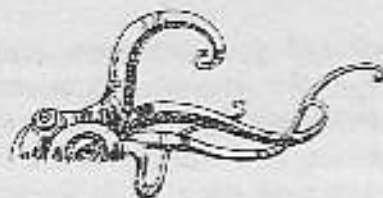
The poison infects your system but does not kill you – reduce your STAMINA to 6. Wiping the blinding substance from your eyes, you see that moving the statue has caused the massive stone door to swing open. You go through the opening. Turn to 179.

130

You run into the midst of the creatures, slashing from side to side with your curved blade.

	SKILL	STAMINA
FIRST TROGLODYTE	9	6
SECOND TROGLODYTE	8	6
THIRD TROGLODYTE	7	4
FOURTH TROGLODYTE	7	4

If you defeat them, turn to 307.



131

The race begins; the lizards pound down the track towards a fresh Goblin. It is a close finish, and the umpires are called in. They decide in favour of Wazi Biin. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. If your Bataar lost, then you lose whatever you put up. Turn to 73.

132

Stepping in close, you throw your arm against the monster's back, without any visible effect. The Cyclops spins about, kicking with its leg as it does so; the blow strikes you on the shoulder - lose 1 point of STAMINA. You grasp the Cyclops' leg and give it a sideways twist, sending the creature crashing to the ground. Will you:

- Jump up and down on its back?
- Kick it in the ribs?
- Shoulder it in the head?

- Turn to 361
- Turn to 266
- Turn to 82



133

You wander around the island, completely circumnavigating it within a couple of hours. Not finding anything of any interest, you head back to the *Banshee*. Will you sail south, towards the Channel of Goth (turn to 4) or west, towards the Roc (turn to 257)?



134

You manage to coax your crew into attempting the passage through the treacherous reefs. The *Banshee* enters a shallow passage surrounded by foaming and crashing water. Taking down most of your sail, you edge forward, eventually reaching what appears to be a split in the channel. Will you follow the wider branch (turn to 170) or the narrower one (turn to 198)?

135

With the warship defeated, you board and search for loot; you find no gold, but 5 excellent captives from among the marines to sell in the slave-markets of the Eastern Rim. Returning to the *Banshee*, you put the enemy vessel to the torch. Will you head back into the Inland Sea, towards Enraki (turn to 76), or travel down the coast to the Rivers of the Dead (turn to 197)?



136

The side-tunnel winds for a long way into the sea-bed. In one stretch you notice that the walls, ceiling and floor of the passage are covered entirely with the skulls and other bones of a variety of creatures. Long-snouted skulls, thigh bones as big as your whole leg and other, more human, remains are easily identifiable. One skull, which looks like a Unicorn's, stands out especially white and clean. Will you remove this from its place in the wall (turn to 201), or leave the skulls alone and continue along the tunnel (turn to 168)?

137

The man you chose to sell your slaves for you is an extremely skilled salesman. Even though business is bad and most of your slaves are sickening from the long voyage, he manages to fetch an average price of 12 Gold Pieces for each slave. Multiply the number of slaves you had by twelve and add the total to your Booty as Gold Pieces. Turn to 279.

138

The ravine is long, twisting and covered in snow. You walk up it slowly, listening to the increasingly louder and closer screams. Suddenly, several large, shaggy, white beasts rise from cover some distance above and roll a huge ball of packed snow, ice and rocks down the ravine towards you. Roll two dice. If the result is *less than* your SKILL, turn to 209. If the result is *equal to or greater than* your SKILL, turn to 17.

139

As you punch it in the stomach, it bites you on the leg. Both of you howl with pain, and the Cyclops drops you on your head when it relinquishes its grip – deduct 2 points of STAMINA from *each* of you. Standing on shaky legs, you face your opponent. Will you:

Punch it in the chest?

Turn to 18

Elbow it in the ribs?

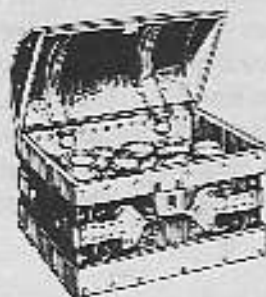
Turn to 29

Take a flying kick at its chest?

Turn to 206

140

The *Banshee* heads along the west coast, bringing you to the Kish Delta. Roll three dice. If the result is less than your CREW STRENGTH, add 4 days to your LOG. If the result is equal to or greater than your CREW STRENGTH, add 5 days to your LOG. Under the cover of darkness, you sail up one of the mouths of the Delta rivers, edging your way through the shallow waters to avoid hitting any sand-bars. Test your Luck. If you are Lucky, turn to 64. If you are Unlucky, turn to 25.



141

Your crew run riot, setting fire to buildings and generally tearing the town to pieces. Before long, however, a large troop of Kishian cavalry appears on the outskirts of the settlement and proceeds to counter-attack. The attack takes your pirates by surprise, so, in the ensuing combat, deduct 2 from your crew's dice rolls.

KISHIAN CAVALRY STRIKE 11 STRENGTH 6

If your crew defeat them, turn to 128.

142

You beat into the wind. Roll one die. If the result is 1, 2 or 3, add 2 days to your LOG. If the result is 4, 5 or 6, add 3 days to your LOG. If your LOG is now an even number, turn to 255; if your LOG is an odd number, turn to 212.

143

You and your crew sweep into the tiny village like a squall, taking the defenceless occupants by surprise and capturing most within minutes. However, a few must have escaped and fled to a nearby military post (previously unknown to you), for a small detachment of mercenary cavalry appears within half an hour and proceeds to counter-attack.

MERCENARIES STRIKE 9 STRENGTH 8

If your crew defeat them, turn to 98.

144

'You lose,' says el-Fazouk, 'the *Banshee* is mine.' Will you hand the *Banshee* over peacefully (turn to 3) or fight your way out of this mess (turn to 81)?



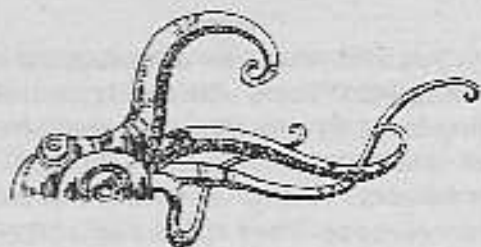
145

You twist and deliver the blow as sharply as you can to the Cyclops' elbow – deduct 2 points from its STAMINA. With a gasp, it drops you to the ground, where you land heavily – lose 2 points of STAMINA. Crawling on all fours, you scuttle behind it. Will you:

- | | |
|-----------------------------------|-------------|
| Elbow it in the spine? | Turn to 132 |
| Elbow it in the back of the knee? | Turn to 46 |
| Punch it in the kidneys? | Turn to 347 |

146

The markets are full of farmers, soldiers, bureaucrats, merchants and slaves, but next to no sailors and even fewer non-seafarers willing to learn the piratical trade. There are a few souls prepared to join up, however, but the price is steep. For every 20 Gold Pieces spent, you will be able to recover 1 point of CREW STRENGTH. You learn from some of the new hands that there is a wealthy but unwholesome shrine, dedicated to the gods of pestilence, built some miles up the main river which flows to the side of Assur. Will you make a short detour upriver to check the place out (turn to 335), or leave Assur and patrol either south-east, into the Inland Sea (turn to 318) or south, down the western coast (turn to 45)?



147

The decimated horde turns tail and runs. Giving chase, you follow the surviving Goblins back to their cavernous lair, where your crew start up the fight once again. During the battle through the Goblins' cavern, you become separated from your men and, stumbling through the dim light, fall into a subterranean rapid. You are swept under jutting buttresses, down waterfalls and, finally, into a relatively still pool – miles from where you started. Turn to 53.

148

The cave finally narrows quite considerably into a jagged slit about ten feet long and two feet wide – just enough to squeeze through. The murky water doesn't allow you to see what lies beyond. Will you slide your way through the slit (turn to 398), or go back up the cave and down the side-passage you saw earlier (turn to 136)?

149

Silently, you and your crew approach the rear wall of the stronghold. Then, with a rush, you all charge; grappling-irons fly and the crew scrabbles for the parapet. You sweep over the wall and into the castle's interior, taking the warrior priests completely by surprise. They still put up a bit of a fight, however.

ENRAKI PRIESTS STRIKE 8 STRENGTH 10

If your crew wins, turn to 274.

150

Turn to 50.

151

Climbing towards the mountain peak, you stumble across an enormous nest constructed from tree-trunks and boulders. It contains three eggs, each as large as a man. It is obviously a Roc nest. Looking inside, you discover the narrow opening to a rough-hewn tunnel leading into the mountain-side. Just as you crawl in, alone, to have a closer look, a terrible flapping sound fills the air. The Roc is returning to its lair! Your crew, still outside the tunnel, scatter in panic, and run at full pelt towards the jungle. The Roc lands on its nest with a squawk. You decide to follow the tunnel down. Turn to 78.

152

Add 1 day to your LOG. You heave to in a sheltered cove on the north coast. Disembarking with your crew, you proceed inland, crossing wide, carefully tended fields. In one of these you come upon a large herd of cattle, quietly grazing on thick clover. Your crew suggest that, as the *Banshee* is running low on provisions, they should slaughter some of the cattle for later use. As the fields are devoid of human life, will you give your crew the go-ahead to steal the cattle (turn to 41), or refuse and continue to explore the island (turn to 77)?



153

As the *Banshee* passes between two ships in the second line, one of them spews forth a viscous black substance that covers the *Banshee's* decks and rigging. Volleys of fire arrows follow, setting the black substance alight. Your vessel and many of your crew become instant torches. Diving overboard, you and your surviving crew save yourselves – but not your journey. Your adventure ends here.

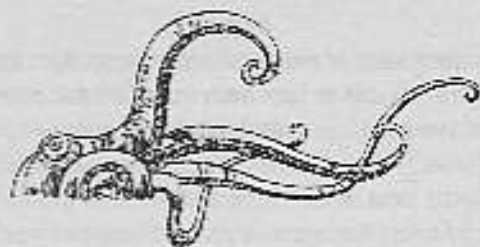
154

The pirates were, of course, burying their treasure. Lifting the chest out of the hole into which it had so recently been put, you discover that it contains 112 Gold Pieces – add this to your Booty. Searching their vessel, you find enough provisions and water to see you through the last leg of your journey to Nippur. You return to the *Banshee* and set sail to the south. Turn to 7.



155

'You scurvy dogs, there's not a pirate among you,' you say, drawing your scimitar. 'I'll run through the first to turn his back upon this land of opportunity.' Your crew remain unimpressed – so unimpressed, in fact, that one of them raises his crossbow and lets fly a dart which strikes you in the chest. 'I'll not die to satisfy your greed,' says your murderer, as you collapse to the ground. Your adventure is over.



156

As the Cyclops grabs you, you let fly a swift punch into its single large eye – deduct 2 points from its STAMINA. Screaming in pain, the monster lifts you into the air by one of your legs. Hanging upside down, will you:

Punch it in the stomach?

Butt it in the ribs?

Kick it in the elbow?

Turn to 139

Turn to 372

Turn to 235



157

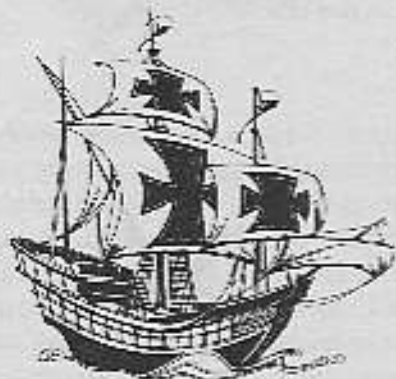
The *Banshee* sails west, towards the coast. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. You reach the coast at a point just off Mount Martu-Amurru, a giant forest-covered peak that towers over the small fishing town of Kirkuk. Will you:

Take your cut-throats ashore and try to frighten the townspeople into handing over most of their gold?

Turn to 102

Sail south along the coast towards the hostile city of Kish?

Turn to 223



158

Lighting torches, you and your companions ease your way into the tunnel and edge down through the hill. After a few hundred yards the tunnel ends in another doorway – this one is blocked. Leaning against it to test its strength, you are surprised to have the floor beneath you flip open, dropping you out of sight of your equally surprised companions and into a narrow chute. You tumble down this for a few seconds before dropping into an open space and landing in a subterranean lake. Spluttering to the surface of the water, you look around. Turn to 53.



159

Your crew are extremely reluctant to approach the dangerous reefs, and when a horrible grating and vibration passes through the *Banshee*, their worst fears are realized. Your ship is stuck on the rocks. The Kishian marines, seeing your plight, ease up a bit but still prepare to board – their shallower keel allows them to approach the *Banshee* with some degree of safety. Your crew stand fast as the first marines come over the gunwale.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If your crew win, turn to 234.



160

The ravine is long, twisting and filled with deep snow. As you and your crew climb up it, the screams and howls increase in intensity and frequency. Suddenly, an enormous ball of ice, snow and rocks comes careering down the ravine at a dangerous speed. You manage to leap safely to one side, but several of your crew are less fortunate and are crushed. Deduct 2 points from your **CREW STRENGTH**. Further up the mountain, you can see several shaggy white beasts constructing more of these dangerous missiles to roll down at you. Will you charge and attack these snow creatures before they can complete their weapons (turn to 220), or retreat down the ravine and continue along the path (turn to 244)?





161

With many hard metallic *clinks* against the boulder, you start it rolling out on to the stairs. The Troglydtes, hearing all the commotion, run up towards you. This is quite fortunate for your plan, as it takes the creatures away from the safety of the side-passage. When they see the boulder crashing down towards them, they turn tail and try to run. The boulder is too quick, however, and crushes them against the stairs. Turn to 307.

162

The Leech drops from its lair and lies quivering at your feet. You notice that the hole it came from is rather wide, with rough-cut handholds cut into its side – it should be possible to climb into, and up, this tunnel. Will you continue down the stairs (turn to 183), or climb up the Leech's hole (turn to 199)?



163

Putting the bow to your shoulder, you aim and fire, the quarrel singing from the weapon and striking the beast between the eyes. The missile explodes with a bright blue flash. The monster collapses to the ground, headless. Hearing distant roars and crashes in the jungle, you decide to return to the *Ranshee*. Turn to 219.



164

Sailing around the shoals, you head for Trysta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 1 day to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 2 days to your LOG. Then turn to 152.

165

The statue rolls easily to the side, causing some ancient mechanism to grind into life, which opens the massive stone door with a hollow boom. You go through it. Turn to 179.



166

You swing the wheel, turning the *Banshee* just enough to miss a fatal collision. As you cruise past the ice mountain, the fog lifts momentarily, allowing you to see a large galley which is resting on the ice several hundred yards in from the water-line. Will you heave to and approach the ice mountain in the ship's boat (turn to 221), or steer away from the monolith and continue on your journey south (turn to 217)?



167

The *Banshee* cuts through the Southern Sea towards the Three Sisters. Roll three dice. If the result is *less than your CREW STRENGTH*, add 4 days to your LOG. If the result is *equal to or greater than your CREW STRENGTH*, add 5 days to your LOG. As you approach the three islands, you see they are grouped together quite closely. The nearest island is low and looks fertile, with neatly tended orchards and small villages of thatched huts. The next island is actually an extinct volcano, its cone rising thousands of feet into the air, while the lower slopes are heavily timbered. The other island is, like the first, quite low, but is dominated by palms and sand. Which will you land on:

The neat-looking island?

Turn to 386

The volcanic island?

Turn to 369

The palm-covered island?

Turn to 354





168

The tunnel ends quite suddenly in a large rocky chamber. Sitting on the irregular floor, its insanely complicated limbs folded about a spiked shell, is the Krell. Its stalked eyes consider you, while it toys with a boulder in its claws. 'Food,' it says. 'Mmmm, food. Yes, food.' With a kick of its legs, it attacks.

KRELL

SKILL 8

STAMINA 12

If you defeat it, turn to 374.



169

You leap nimbly to one side, and the wheel spins past and crashes harmlessly against the other side of the pit, razors carving deep gashes in the door beyond. The niche from which the wheel came is a dead end, affording no exit from the pit. 'Very quick, you wily fox,' says the abbot, watching your endeavours. 'Won't you try another?' Which door will you open now:

The door with a star-burst?

Turn to 380

The door with an upside-down triangle?

Turn to 327

The door with a horizontal crescent?

Turn to 249

170

Careful handling of tiller and sail takes you into the branch channel safely. Suddenly, the boat grinds to a halt, stopped not by rocks but by some enormous creature residing in the centre of the passage. Large sulphur-yellow tentacles arch out of the water and over the deck of the *Banshee*, coiling around you and your crew. You battle this new horror.

REEF LURKER

STRIKE 9

STRENGTH 6

If you defeat it, turn to 267



171

You head for the neutral city of Assur, the *Banshee* ploughing steadily through the still waters of the Inland Sea. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. If your LOG is an odd number, turn to 376; if your LOG is an even number, turn to 357.

172

After a few hours, the storm drives you straight on to the rocky teeth of the Shoals of Trysta. The stones and ancient corals of this godforsaken reef tear the *Banshee* to pieces as the huge seas and relentless wind dash it forward. Shipwrecked, you cannot continue your adventure.

173

The corridor leads into a deep gloom, but ahead you can make out the dim shape of a door. *Test your Luck*. If you are *Lucky*, turn to 289. If you are *Unlucky*, turn to 5.

174

Once infected with the parasites, there is no hope of survival. In a matter of minutes they have reduced you to an empty shell, and they lay their eggs in your remains, to hatch when the next unsuspecting victim happens along. Your adventure is over.

175

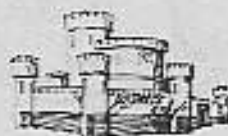
The *Banshee* is too slow. The warships cut rapidly through the sea and pull abreast, one on either side. They open fire with arrows and cast grappling-irons into the *Banshee's* rigging. You will have to fight.

WARSHIPS

STRIKE 10

STRENGTH 14

If your crew defeat them, turn to 104.



176

With the cavalry following at a reasonable distance, you return to the *Banshee* and put out to sea. As soon as you are clear of the cove, however, a strange and frightening wind starts up from the south. This supernatural squall, obviously a sign of the King of the Four Winds' displeasure, blows progressively stronger and stronger, whipping up a wild water all around the ship. Unable to navigate in this maelstrom, you are swept along wherever the wind cares to take you. After a week, the storm abates, and you find yourself back at the northern end of the Inland Sea, just offshore from your starting-point of Tak. As it is impossible for you to win the wager, your adventure is over.

177

Swinging in the monster's grip, you deliver a savage punch to its groin, achieving little and badly bruising your hand - lose 1 point of STAMINA. The Cyclops is sufficiently distracted, however, to relinquish its grip on your leg. You fall to the ground. Standing up, you face your opponent. Will you:

Punch it in the chest?

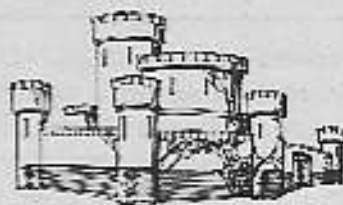
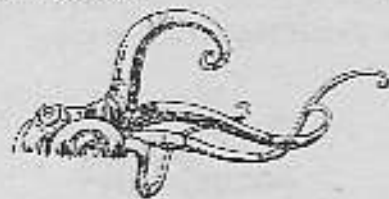
Turn to 18

Give it a back-handed blow in the armpit?

Turn to 337

Elbow it in the ribs?

Turn to 29



178

You round the southernmost point of Trysta and steer towards the Channel of Goth. Some fifty leagues offshore from the city of Marad, you see an island which is not indicated on any of your charts. Will you land on this island (turn to 38), or continue on your way (turn to 4)?

179

Through the door is a long narrow hall, whose walls on either side are regularly punctuated with alcoves. The floor is strewn with a large number of grey ovoid stones, each about two feet in diameter. At the far end of the chamber is another massive door. Will you look in one of the alcoves (turn to 218), take a closer look at the stones (turn to 390), or leave everything alone and make your way to the other door (turn to 248)?

180

If you haven't already, you can sell any slaves you may have (turn to 349); otherwise, you return to the *Banshee* (turn to 238).



181

You sail towards Lagash, on the Eastern Rim, arriving on the sixth day. You take the *Banshee* into the mouth of the Parine River, which flows under the very walls of the city, and head inland. As the ship rounds a bend in the river, you see a stately pleasure-barge ahead, rowing lethargically upstream. The *Banshee* pulls alongside and, with a cry, you send your crew against the small number of chrome-helmeted guards.

BARGE

STRIKE 8

STRENGTH 6

If you win, turn to 280.





182

'No way, captain,' they scream. 'We're sick of all the places you keep taking us to. We're going back to Tak – at least our enemies there are human!' They sprint off down the beach, seize the ship's boat and return to the *Banshee*. Sailing off to the north, they leave you stranded. Your adventure is over.



183

Eventually, the stairs end in a large mausoleum. Coffins, sarcophagi and even loose bodies, covered only with shrouds, crowd the crypt. You walk across the slimy floor and stand by one of the coffins, deciding whether or not to open it. A low groan passes through the chamber, followed by a wail. Turning slowly, you see the glowing white form of a great warrior, resplendent in armour, but long dead. The ghost beckons to you with a white digit and, staring, whispers, 'Which . . . which way is the wind blowing, these days, on Enraki?' Paralysed with fear, what will you answer: north (turn to 338), east (turn to 259), south (turn to 31) or west (turn to 14)?



184

After a few hours of fruitless wandering, you are ambushed by a large contingent of pygmy Lizard Men. These ferocious creatures, similar to their larger desert-dwelling brethren in general physiology, are armed with short spears and bows. There is nothing they prize more highly than human flesh. Your men draw their swords to meet the rush of the attacking creatures.

LIZARD MEN

STRIKE 7

STRENGTH 8

If your crew win, turn to 40.



185

The journey to Assur is short and uneventful – add 1 day to your LOG. Upon arrival, you head straight for the central market, hunting for some sailors to recruit as pirates. *Test your Luck.* If you are *Lucky*, turn to 283. If you are *Unlucky*, turn to 146.

186

Some keen-eyed occupant of the town must have spotted you and your crew as you entered the cornfields. When you reach the edge of the town, you find several hundred armed militiamen prepared to defend their property. As you all emerge from the cover of the corn, the Kishians charge.

MILITIAMEN STRIKE 8 STRENGTH 10

If your crew defeat them, turn to 128.



187

Twisting in its grip, you manage a bit of spin to deliver what would normally be an arm-breaking blow to the back of its elbow. The Cyclops, definitely irritated by this manoeuvre, drops you to the ground – deduct 1 point from its STAMINA. Landing lightly, you sprint around behind the monster. Will you:

Punch it in the leg?

Elbow it in the spine?

Take a flying kick into the middle of its back?

Turn to 115

Turn to 132

Turn to 384



188

Taking most of your crew ashore, you begin exploring for a pass through the mountains behind the temple-fortress – add 2 days to your LOG. Eventually, you find a likely path and proceed up it, through forest, scrub and finally snow. As you and your crew wend your way towards the high point of the pass, you see the unique Π shape of an Enraki shrine poised on a nearby ridge; its red-wood structure howls eerily in the wind. Will you detour to look at this shrine (turn to 359), or continue along the path (turn to 52)?

189

Business is bad and your slaves, sickening from long confinement in the hold of the *Banshee*, are not of the best quality. You receive, after the dealer has deducted his cut, 8 Gold Pieces on average for every slave. Multiply the number of slaves you had by eight and add the total to your Booty as Gold Pieces. Turn to 279.



190

Kneeling down, you reach across to roll one of the stones over. Unexpectedly, your hands sink into the grey mass, causing the 'stone' to shriek loudly and spit gobs of acid at you - one strikes you on the shoulder. Deduct 2 points from your STAMINA. The ovoid continues to shriek and spit. You draw your sword to defend yourself.

ACID BALL

SKILL 9

STAMINA 6

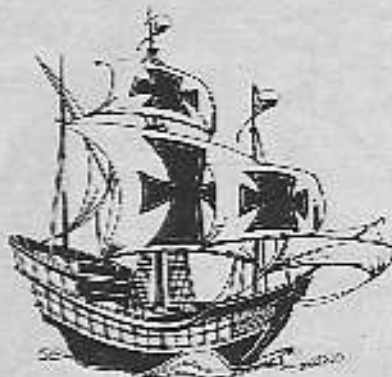
If you defeat it, turn to 205.

191

You steer wide of the hostile city of Marad. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. As you get to within fifty leagues of the Channel of Goth, your look-out spies an island which is not indicated on any of your charts. Will you land on this island (turn to 38), continue towards the Channel of Goth (turn to 4), or head west, to pass south of Trysta on your way to the Roc (turn to 257)?

192

The men of the village have been annihilated, and the women and children have fled inland. Your crew, irate at being imprisoned for no particular reason, put the village to the torch. You return to the *Banshee*, which is still safely anchored offshore. Turn to 314.



193

It is too late to avert tragedy. The *Banshee* ploughs into the ice mountain, snapping its masts and ripping its hull open. Taking in massive amounts of water, your unfortunate vessel sinks beneath the waves with the loss of all hands. Your adventure is over.



194

After just one day, a caravan of enormous ochre-coloured octopedal beasts shambles over a ridge and into sight. The heavy pack-animals are guarded by a dozen Lizard Men who, high in their wooden saddles, survey the surroundings with some suspicion. Keeping your men out of sight, you allow the convoy to approach within striking range, then launch the attack. As your crew surge out, uttering their war cry, the Lizard Men calmly draw long composite bows and let fly; the three-foot arrows cut a swath through your force. Deduct 2 points from your CREW STRENGTH. Eventually, hand-to-hand combat begins.

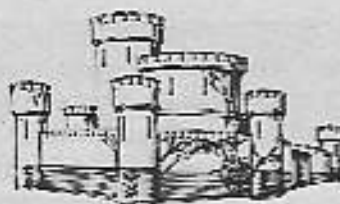
CARAVAN

STRIKE 8

STRENGTH 6

If your crew defeat the guards, add 1 day to your LOG and then turn to 329.





195

The helmet, obviously constructed by a magical being of high potency, drives the vicious Brain-eaters from your body before they can do any more damage. Leaving the other bodies, you continue down the tunnel. Turn to 240.

196

Running up to the creature's head, you punch it with terrific force in the jaw – deduct 2 points from its STAMINA. The Cyclops staggers to its feet, holding its head. Recovering slightly, it launches into a crouched attack, running to catch you in its arms. Will you:

Punch it in the eye?

Turn to 156

Step sideways and deliver an elbow smash to its arm?

Turn to 74

Take a flying kick at its midriff?

Turn to 60



197

You sail onwards, to the Rivers of the Dead. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Dropping anchor by the mouth of the largest river in the group, you disembark with most of your crew and march inland, looking for settlements or caravans to raid. After a few hours you come to a small range of steep stony hills, crazed with gullies, narrow valleys and dry waterways. Will you climb over these hills (turn to 239), or search through a few of the gullies in case they are hiding anything (turn to 226)?

198

Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 277. If the result is *equal to or greater than* your CREW STRENGTH, turn to 341.

199

The climb takes you out of the shrine and on to the roof. You wave at your crew skulking in the foliage some distance away and then look to see which way to go next. The only way forward is to climb *down* another chimney – of which there are several. Picking one at random, you descend into a small closet-like room. There are two doors leading from it. Which will you take, the left (turn to 264) or the right (turn to 289)?

200

Turn to 50.

201

Grasping the skull by its single horn, you pull with mighty force. *Test your Luck.* If you are *Lucky*, turn to 232. If you are *Unlucky*, turn to 243.



202

The next race has sixteen lizards entered, but your keen eye whittles this down to a competition between four favourites: Omar Shazi, Basilisk, Wazi Biin and el-Savak. You must place a bet of 20 Gold Pieces or 2 slaves, whichever you prefer, on one of these. Choose which Bataar you will back, then throw a die. If the result is 1 or 2, turn to 118; if the result is 3 or 4, turn to 131; if the result is 5 or 6, turn to 106.



203

The scimitar cleaves straight through the red cat, but does not harm it. Turn to 322.

204

Roll three dice. If the result is *less than* your CREW STRENGTH, add 3 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 4 days to your LOG. Then turn to 27.

205

The ball, cut into shreds, lies quivering on the floor, its 'blood' etching deep marks in the paving-stones. If you haven't already, you can look in one of the alcoves (turn to 218); otherwise, you make your way to the other door (turn to 248).





206

Taking a short run up, you jump in the air and kick out at the Cyclops' chest, striking it a heavy blow – deduct 2 points from the creature's STAMINA. It utters a short grunt and stumbles back, lashing out with a huge paw as it does so. Grabbing you by the forearm, it lifts you into the air. Will you:

Back-hand it in the elbow?

Turn to 145

Kick it in the armpit?

Turn to 305-2

Bite it on the wrist?

Turn to 276

207

Renegotiating the tricky Kish Delta, you return to the Southern Sea. Will you head for the island of Kazallu to search for provisions (turn to 108), or steer well clear of the Kishian coast and sail out into the centre of the Southern Sea (turn to 340)?

208

As the *Banshee* pulls free of the galley, you see a second line coming in from Marad. Will you continue to try to break through the Marad lines (turn to 153), or try your luck with the smaller Shurrupak galleys instead (turn to 127)?

209

Ducking under a protective finger of rock, you let the snowball crash past and disappear down the ravine. When it has passed safely by, you rise from cover and run back down the ravine to the path and your waiting crew – watching furtively over your shoulder as the snow beasts roll more missiles into place. Turn to 111.

210

'Go!' says the spirit. 'Leave through there.' He points at a low arch. Going through this, you find yourself at the foot of a high spiral staircase which disappears into the gloom overhead. 'Go!' you hear the ghost implore. 'Go!' You climb the winding stairs up into the shrine, until they reach a door. Turn to 289.



211

You turn the *Banshee* towards Calah. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Calah is a bustling, grotty seaport, second only to your home town of Tak for seediness and criminal activity. Upon arrival, you head straight to the wharfside gambling-pits. Which game will you play:

Punch-out?
Bataar racing?
Dice?

Turn to 48
Turn to 270
Turn to 236



212

The storm abates, leaving clear skies and a still sea in its wake. 'Cap'n,' cries the look-out, pointing south, 'merchant vessel that way; looks like it's been damaged by the storm.' Heeling the *Banshee* about, you approach the large ship which, you see, has lost a mast and most of its canvas. Will you board and sack the vessel (turn to 302), or try to frighten the ship's master into handing over all his gold without a fight (turn to 326)?



213

Disembarking with a few of your crew and all of your treasure, you head inland, towards the central peak of Nippur. Halfway up the mountain, you come to a high wall which seems to completely encircle the interior of the island. You follow the wall around, until you come to a break flanked by two enormous stone statues. These statues have their arms raised in the air, supporting a large beam which spans the gap between them. From the beam hang the bodies of several sailors, twisting slowly in the wind. A short wizened creature, dressed in loose black robes, appears and says, 'So, you have come to see the mountain. One of you will have to fight the keeper, if you want to see the mountain.' It cackles and adopts an expectant pose. Will you agree to fight the 'keeper' (turn to 298), or just ignore the threat and head straight through the break in the wall (turn to 389)?



214

The door crashes open to reveal a small shrine whose central feature is a wooden figure of a great warrior lying in repose upon a raised dais. The dais is inscribed with the following:

AXILLON
WARRIOR SAINT
SLAYER OF DRAGONS

The figure has a crossbow of ebony slung from one shoulder. Taking this, you notice that the weapon, armed with one bolt, seems to be in working order. You don't have time to examine it too closely, however, as the fire, spreading rapidly through the barge, is threatening to cut you off. Time to leave. Turn to 291.

215

The cavalry lead you to an impressive castle, bedecked with banners and guarded by hundreds of men-at-arms. Revelries are in progress in the central courtyard. Leaving your crew here to partake of the wine and song, you are conducted into the main feast-hall, where the King of the Four Winds sits among his retainers and courtiers. With a welcoming gesture, the King bids you be seated only a few places from his throne. He engages you in a rather loud conversation (as the feast-hall is noisy with the festivities) about the weather and your journey. Will you tell the King about the true nature of your trip (turn to 260) or not (turn to 312)?

216

When you enter the hall, the flames in the fire-pit leap to the ceiling, and a groan creaks throughout the room. 'Wait,' breathes a voice, 'wait.' Looking into the flames, you see a tenuous lizard-like creature, armed with a short trident, beckoning you closer. Its almost human eyes twinkle as it asks, 'Where in Albion would you find that which lies between above and below?' If you know the answer to this, turn to 308. If you don't, turn to 317.



217

Pulling away from the icy monolith, you continue south. You will have to take on some provisions and fresh water to be able to reach Nippur. You can get these by landing either at the island of Kazallu (turn to 108) or the islands of the Three Sisters (turn to 167).



218

The alcove into which you look is shallow, covered in cobwebs and occupied by an ancient human skeleton. This relic is dressed in rotting rags and the remnants of once proud armour. Now it lies in dusty collapse upon the stone floor. You see that it has several gold rings on one hand. Will you take these (turn to 11), or, leaving the alcove alone, go to the door at the end of the hall (turn to 248), or, if you haven't already, inspect the ovoid stones (turn to 190)?



219

If you haven't already, you sail to either the neat island (turn to 386) or the palm-covered island (turn to 354).

220

As you and your crew charge up the mountain, the snow beasts give that weird scream that had attracted you into the ravine, then turn and disappear at a run into the bleak reaches above. You continue the chase for a while, hunting around for the dangerous creatures, before being interrupted by yet another large snowball rolling into the midst of your crew, and crushing several men. Deduct 2 points from your CREW STRENGTH. Once again the creatures retreat into the cover of the snow further up the mountain. You decide to return to the path above the fortress. Test your Luck. If you are Lucky, turn to 244. If you are Unlucky, turn to 373.



221

You paddle to the icy shore and disembark. The galley lies about two hundred yards away in the centre of a deep valley of ice. Will you approach it by walking up the middle of the valley (turn to 273), or by walking as close to one of the steep sides as possible (turn to 288)?

222

Pulling the Hydra's carcass on board, you cut it open, and find the grisly remains of sailors mixed with the odd shark and other scraps. The beast's gullet also contains some 52 Gold Pieces, which you add to your Booty. You throw everything else back into the sea. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to 66), or change course and travel either to the west coast (turn to 157) or the Eastern Rim (turn to 10) for a bit of coastal raiding?

223

Roll three dice. If the result is less than your CREW STRENGTH, add 5 days to your LOG. If the result is equal to or greater than your CREW STRENGTH, add 6 days to your LOG. As you approach the city of Kish, numerous sightings of heavily armed but sluggish war galleys on the horizon impress upon you the foolishness of a raid on the city. Instead, you steer towards the Kish Isthmus, a wide peninsula of land protected by sheer, unbroken cliffs. These cliffs deter large-scale invasions into the rich lands beyond, but a small force, such as you and your crew, might be able to scale them to conduct a lightning raid inland. Dropping anchor when you reach this isthmus, you take your crew on the long and dangerous climb up the cliffs. Roll two dice. If the result is less than your SKILL, turn to 263. If the result is equal to or greater than your SKILL, turn to 242.

224

Taking advantage of the Cyclops' prone position, you step forward and kick it in the groin with all your might, spraining your ankle rather badly—lose 2 points of STAMINA. The monster does not seem to be overly distressed by your blow; it rises to its feet and then launches into a crouched attack, running to catch you in its arms. Will you:

Take a flying kick at its head?
Punch it in the eye?
Step sideways and deliver an
elbow smash to the arm?

Turn to 290
Turn to 156

Turn to 74



225

You face the surprised abbot and his equally surprised attendant monk. Whipping your scimitar from its scabbard, you rush the pair, cutting the monk down before he can defend himself and then crossing swords with the master.

ABBOT

SKILL 10

STAMINA 8

If you defeat him, turn to 390.



226

The valleys are long, tortuous and diverse. You skulk around them for a few hours before stopping to rest. However, just as your crew put canteens to mouths, a ferocious shouting starts up behind the steep rises to either side, followed by the slapping and banging of hobnailed boots on stony ground. A terrific number of angry desert Goblins, with flared hairy nostrils, bat-like ears and flashing swords, pour over the edges of the gully and leap into the midst of your men. A ferocious battle starts up.

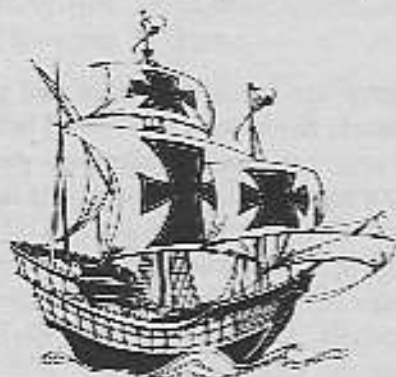
GOBLIN HORDE STRIKE 9 STRENGTH 12

If your crew defeat them, turn to 147.



227

Opening the door, you step into a small room occupied by a single Basilisk. This hideous little creature, which has its back to you when you enter, turns around slowly. *Test your Luck*. If you are *Lucky*, turn to 278. If you are *Unlucky*, turn to 247.



228

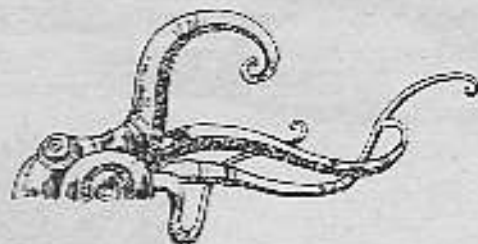
The statue is easily raised from its pedestal and, while being heavy, presents no real difficulties as you carry it outside, down the stairs and into the arms of your waiting crew. Returning to Assur, you sell the idol for 105 Gold Pieces – leaving the ruby for the lucky new owner to recover. On the *Banshee* again, will you go raiding south, down the western seaboard (turn to 45), or sail south-east, into the Inland Sea, in search of merchantmen (turn to 318)?

229

Grabbing the nearest body, you are horrified when several swollen worms burst from the man's chest and burrow their way into your arm. Lose 2 points of *STAMINA*. You recognize them as being parasitic Brain-eaters, which chew through their victim's flesh and bones on their way towards the unfortunate's brain. If you have the *Helmet of Ut-Napishtim*, turn to 195; otherwise, turn to 174.

230

With great reluctance, your crew calm down and agree to continue. Around the next curve in the beach you come across a wrecked galleon, its empty hull stripped by time and weather. Hunting around, however, you find 16 Gold Pieces lodged in cracks or just lying in the sand – add these to your Booty. Will you turn inland (turn to 42), or return to the *Banshee* and – if you haven't already – sail to either the neat-looking island (turn to 386) or the palm-covered island (turn to 354)?





231

Dropping anchor in a bay ten miles from the fort, you proceed ashore with your entire crew – each man heavily armed and most bearing grappling-irons or ladders. When you arrive at the castle, you see that the stone walls are about twenty feet high, while the main gates are solid iron and flanked by two tall towers. Will you launch your assault over the walls (turn to 367) or through the gates (turn to 303)?



232

The horn breaks free from the skull, which stays firmly embedded in the wall. A Unicorn's horn is a lucky find at any time, but here, under the ocean, it is doubly so. Restore 2 points to your LUCK. You continue along the tunnel. Turn to 168.

233

You go to the great rows of sailors' inns that line Shurrupak's harbour. In one of these, you feel a heavy hand clap you on the shoulder. Turning, you see, momentarily, the face of one of your oldest adversaries, Shamit Gawel Nestafa. He punches you in the face, knocking you to the floor. 'You dog!' he screams, drawing his sword. 'I lost my ship - which I stole with my own hands - because of you.' He rushes to the attack.

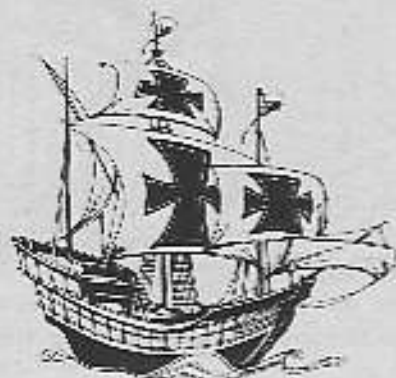
SHAMIT GAWEL

NESTAF

SKILL 9

STAMINA 6

If you defeat him, turn to 84.



234

Your crew slaughter the marines, saving 10 for sale later in the slave-markets of Shurrupak. In time, the rising tide lifts the *Banshee* from her place on the rocks, allowing you to retreat to deeper water. Will you sail around the shoals to the island of Trysta (turn to 164), or head south-west, either towards Kish (turn to 223) or the Roc (turn to 204), or travel south-east, towards the Channel of Goth (turn to 191)?

235

Twisting, you deliver a sharp kick to the Cyclops' elbow, possibly inducing a hairline fracture. It screams and drops you to the ground - deduct 2 points from its STAMINA. Getting to your feet, you face your stricken opponent. Will you:

Punch it in the shoulder?

Turn to 91

Elbow it in the ribs?

Turn to 29

Take a flying kick at its chest?

Turn to 206



236

In the dicing-dens, you have the misfortune to meet an old creditor, Jiamil el-Fazouk, to whom you owe several thousand Gold Pieces from a past gambling-debt. 'Well, well,' says el-Fazouk, upon seeing you, 'if it is not Abdul's foe in wager. He said you might be by!' He insists that you must gamble with him for the debt you owe. 'Roll these two dice,' he says. 'If you throw 7 you can keep your ship; otherwise, is *mine*. If you refuse to play, my men will kill you.' Several sturdy pirates rise to el-Fazouk's side to support this statement. You take the dice. Roll two dice. If the result is 7, turn to 330; otherwise, turn to 144.



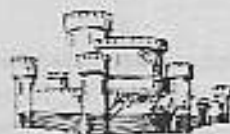
237

The *Banshee* is grappled as it passes a large war galley. As it is drawn towards the vessel, a vaguely familiar figure appears among the crowd of marines at the gunwale. 'You there,' he shouts, pointing at you. 'I know you. Didn't we meet at a game of punch-out once?' Straining to place his face, you remember. It is Ali Mitok sen el-Shazar, a wealthy noble of Shurrupak. 'Yes,' you say, 'you beat me badly. I lost six teeth!' He laughs at the memory and signals to the marines to cease dragging the *Banshee* in. 'I don't know how you got caught up in this little affair,' he says, waving vaguely at the raging battle a few hundred yards away, 'but for old time's sake, I will let you go for a small ransom - 200 Gold Pieces!' If you are willing and able to pay this, turn to 71. If you don't want to (or can't), turn to 96.



238

Hoisting sail and weighing anchor, you head out of Shurrupak's port and into the Southern Sea. Will you sail along the coast and then to the Three Sisters (turn to 167), or head for the open sea and speed towards Nippur (turn to 378)?



239

Climbing over the crumbling surface of these devastated hills, you stumble across a corner-stone from a piece of monumental masonry. Getting your crew to dig the earth and rocks away from around this, you find an ancient stone entrance to what may be a buried crypt, temple or mansion. Pulling away the stones that block the portal reveals a narrow but straight tunnel, plunging at a steep angle into the hill. Will you go down this tunnel with a few of your best men (turn to 158), or close the entrance up and continue your march over the hills (turn to 316)?

240

Without warning, some massive and unseen creature grasps you by the neck and starts to strangle you. You slash out with your sword, and the beast emits a startled shriek and drops you. When you turn to look, you can see nothing but the tunnel. Then the creature strikes again, smashing you in the face with its invisible fist. For the duration of this combat, reduce your SKILL by 2 points.

INVISIBLE STRIKER SKILL 7 STAMINA 6

If you defeat it, turn to 381.

241

Several of your crew manage to slash the warship's rigging, while the rest cut the *Banshee* free from the grappling-irons – all the while fighting a rearguard action against the marines. The *Banshee* heels about, catches the wind and races away, leaving the Kishian vessel in a state of confusion. The route to Assur has been cut off, so you head south-east into the Inland Sea. Turn to 318.

242

The path you have chosen to lead your men up is quite treacherous, resulting in fatal falls for several of your crew – lose 1 point of CREW STRENGTH. Turn to 304.

243

The skull pops free from the wall and opens an enormous fissure along the tunnel. Boulders, chunks of bones and dirt fly around as the passageway collapses, burying you hundreds of feet under the sea-bed. Your adventure is over.

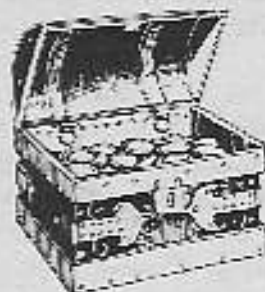


244

You all return to the path safely. Turn to 111.

245

After a few inquiries and a bit of haggling, you find a slave-trader willing to sell your slaves for you. Test your Luck. If you are *Lucky*, turn to 137. If you are *Unlucky*, turn to 189.



246

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. If your LOG is now an even number, turn to 109; if your LOG is an odd number, turn to 178.

247

You look the Basilisk full in the eyes. Its pupils harden into slits and transform you to stone. Your adventure is over.

248

The door is a massive stone affair with an ornately carved block set in its exact centre. Under this block is an inscription in a language which is so archaic that you have difficulty deciphering it. What you think it says is this: 'To greet Ut-Napishtim you must (will?) push (pull?) the handle into (out of?) the door.' Taking the carved block in hand, will you push it into the door (turn to 258) or pull it away from the door (turn to 281)?



249

The door opens to reveal an almost impenetrable darkness – almost, for you can make out the barely defined shapes of two large eyes considering you with carnivorous rage. You back off, as a truly gigantic beast pulls itself through the doorway and into the pit. Horns sprout from its wide head, down its scaly back and on to its tail. It growls. Will you attack the creature (turn to 399), or attempt some alternative evasive action (turn to 93)?



250

Turn to 50.

251

Your kick, coming from a difficult angle, only glances against the monster's shoulder. Impervious to your attack, it swings you around and casts you against one of the walls of the cavern. Landing well, you avoid serious injury – lose 1 point of STAMINA. Crawling on all fours, you scuttle behind the Cyclops. Will you:

- | | |
|-----------------------------------|-------------|
| Punch it in the back of the knee? | Turn to 115 |
| Punch it in the kidneys? | Turn to 347 |
| Elbow it in the spine? | Turn to 132 |



252

The crew and passengers of the merchantman, aghast at the Warlock for provoking you so, rush and seize him. Trussing his arms with a stout rope, they push him overboard into the sea, leaving him to drown or be taken by the sharks. The captain climbs into the rigging and shouts, 'Forgive us for harbouring such an unworthy fellow. We place ourselves at your bountiful mercy!' His crew and passengers vigorously agree. Boarding the merchantman, you seize 120 Gold Pieces and, in a fit of good will, take only 2 of his passengers as slaves – add these items to your Booty. Returning to the *Banshee*, you allow the merchantman to continue its journey. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to 66), or change course and travel towards either the west coast (turn to 157) or the Eastern Rim (turn to 10) for a bit of coastal raiding?



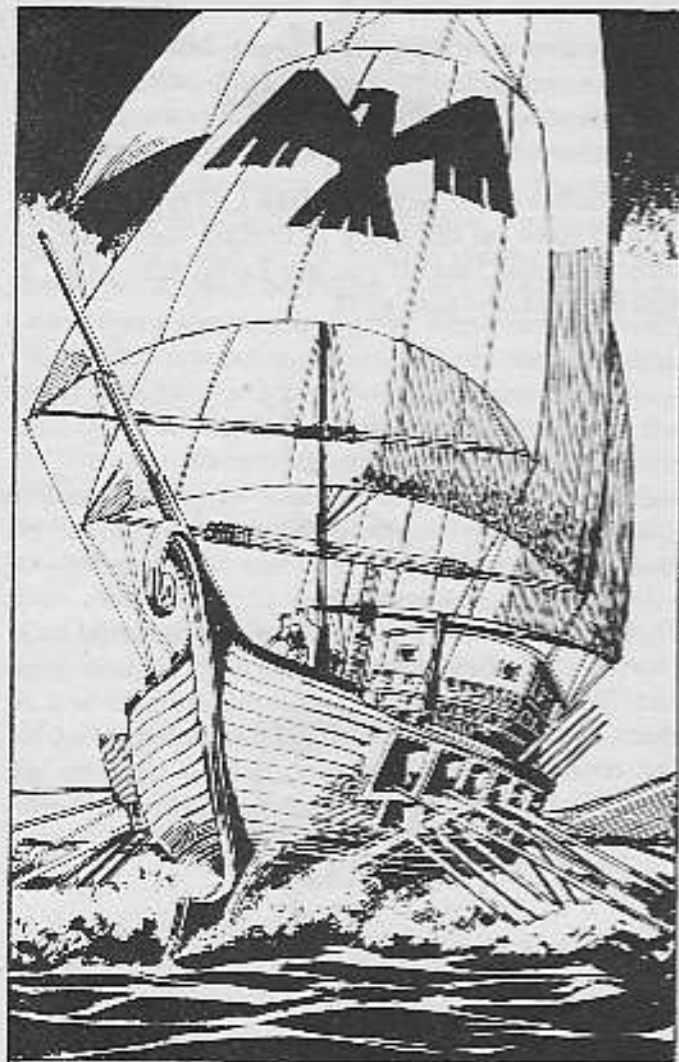
253

The market-place certainly draws all types, so you should have no difficulty in finding some men to hire. *Test your Luck*. If you are *Lucky*, turn to 62. If you are *Unlucky*, turn to 28.



254

Through the door, you find a hastily deserted bed-chamber. Clothes, empty chests and religious artefacts lie scattered over the floor and canopied bed. A quick search reveals a small coffer, overlooked by the room's fleeing occupant, which contains 98 Gold Pieces. Hefting this under one arm, you leave the room. Turn to 291.



255

The storm blows over, leaving the skies clear and the seas calm. While you are bringing down the storm gear and preparing the *Banshee* for fair-weather sailing, your look-out spots the distinctive sails and battle banner of a Kishian warship to the north and closing fast. Your only hope of escape is to attempt to navigate through the Shoals of Trysta, which lie only a short distance to the south. Will you take this course (turn to 119), or stand and fight (turn to 107)?



256

Your scimitar cleaves straight through the white cat, but does not harm it. Turn to 322.



257

Sailing west, you pass between the garden island of Trysta to the north and the Isle of Volcanoes to the south. Roll three dice. If the result is *less than* your CREW STRENGTH, add 3 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 4 days to your LOG. If your LOG is now an even number, turn to 109; if your LOG is an odd number, turn to 27.

258

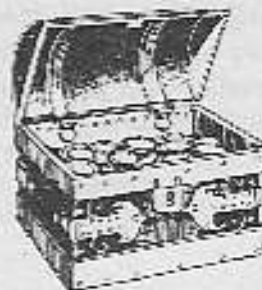
As soon as you start to push, the block explodes with a shattering roar. Roll two dice and subtract the result from your STAMINA. If you have survived the blast, turn to 281.

259

'This is good news indeed,' says the ghost. 'I am thankful. I bestow upon you what little blessing I have left, after all these centuries.' He approaches and lays an icy but weightless hand upon your shoulder. From now on, whenever you roll three dice against your CREW STRENGTH, you may deduct 2 from the result of the dice roll. Turn to 210.

260

'Ah, yes,' says the King, 'Abdul the Butcher and his men. I remember them well, as they were here but three days ago. Very poor table manners but a lively wit!' The King waves a servant over, whispers in his ear and sends him away. When the servant returns, he is bearing two very large sacks. 'These,' says the King, 'contain the north and south winds. As I gave the east and west winds to Abdul, I think it only fair I should give these to you. Open the bag containing the north wind on your journey to Nippur and open the other bag when you wish to return.' At the end of the feast, you gather your men and prepare to return to the *Banshee*. Your crew are intensely interested in the sacks and don't believe you when you tell them that they contain 'only air'. They believe the King has filled them with treasure and that you are simply being greedy. 'Share it with us,' they say, 'or we won't go on. We'll stay here.' You can't open the sacks now, so will you give your crew 100 Gold Pieces to keep them quiet (turn to 368), or simply insist to them that they are being stupid not to believe you (turn to 396)?



261

Passing at a relatively safe distance, you are surprised when a missile from a ballista mounted on one of the galleys crashes into your mast, bringing the mainsail down on to the deck in a confusion of white canvas. Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 83. If the result is *equal to or greater than* your CREW STRENGTH, turn to 51.



262

Returning to the *Banshee*, you hear from the port pilot that there is an extremely wealthy temple, occupied by the Priests of the Dead, up the river which flows through Assur. Will you raid inland to seize the treasures of this shrine (turn to 335), or ignore this information and either head to Assur to recruit more crew (turn to 185), or set sail into the Inland Sea to hunt for merchantmen (turn to 318)?

263

You reach the top of the cliffs and look across the wide tablelands of the Kish Isthmus, dotted with fields, settlements and forests. A few miles away is a small town. Will you approach this via the cover of a nearby forest (turn to 353) or by a stealthy march through the wide cornfields that lie between the cliffs and the town (turn to 328)?

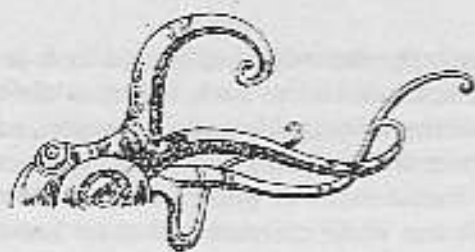
264

The door leads into a small room whose high walls disappear into a glowing vaporous mass above you. The pearly radiance which this casts fills you with warmth and a feeling of well-being. You recover 4 points of STAMINA and 2 points of LUCK. There is no other exit from this chamber, so you return to the chimney and take the other door. Turn to 289.

265

The further you go along the ledge, the narrower and more uncertain it becomes. A stone collapses as you step on it, sending you sprawling out into the darkness of the cavern. *Test your Luck*. If you are *Lucky*, turn to 365. If you are *Unlucky*, turn to 334.





266

Taking a short run up, you deal the monster a savage kick in the ribs, undoubtedly cracking some, but hurting your own foot – deduct 2 points from *each* of your STAMINAS. The Cyclops rises to its feet rather painfully, then launches into a crouched attack, running to catch you in its arms. Will you:

- | | |
|------------------------------------|-------------|
| Take a flying kick at its legs? | Turn to 319 |
| Take a flying kick at its midriff? | Turn to 60 |
| Punch it in the eye? | Turn to 156 |

267

With the beast dead, you continue through the passage, eventually leaving the white water, crashing waves and warship behind. You have successfully negotiated the shoals and there, ahead, is the island of Trysta. Will you proceed towards it (turn to 152), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 27), or south-east, towards the Channel of Goth (turn to 191)?

268

Taking the ship's boat, six of your crew row towards the nearer shore, disappearing into the pre-dawn gloom. A few minutes pass, then a scream, followed by shouts and the sounds of fighting, shatters the still air. Alarm fires spring up on the nearest towers; horns blow. A few moments later, the sounds of fighting cease and a lone crewman, badly wounded, paddles back to the *Banshee*. 'Guarded, captain,' he manages to gasp out before collapsing. Deduct 2 points from your CREW STRENGTH. Having no other option, you turn back down the river and head for the sea. Turn to 207.



269

Taking an empty space in the bazaar, you parade your captives before the prospective buyers who are casually strolling about, inspecting the various traders' wares. Roll one die. If the result is 1 or 2, turn to 94. If the result is 3 or 4, turn to 72. If the result is 5 or 6, turn to 59.

270

The Bataar races are conducted on a long sandy stretch between the wharfs and the city. The enormous racing-lizards are restrained at one end of the straight track until the start of the race, when they fly down towards a staked Goblin at the other end. The first Bataar to set teeth into the unfortunate creature is declared the winner. From the field of twenty starters, you narrow the favourites down to three: Fazima, Awkspeed and el-Savak. You must place a bet of 20 Gold Pieces or 2 slaves, whichever you prefer, on one of these. Choose which Bataar you will back, then throw a die. If the result is 1 or 2, turn to 321. If the result is 3 or 4, turn to 348. If the result is 5 or 6, turn to 362.

271

You have travelled only a short distance, when a Giant Crayfish scuttles out of the sea and up the beach, intent on grabbing one of your crew as a tasty snack. Being about twenty feet long, armed with five-foot claws and protected by thick skin, it is a formidable foe. Your crew defend themselves.

GIANT CRAYFISH STRIKE 9 STRENGTH 8

If your crew win, turn to 116.

272

Hoisting sail, will you head out into the Inland Sea, to patrol for rich merchantmen (turn to 318), or journey south down the coast of the Eastern Rim (turn to 10)?

273

You stroll up the middle of the valley. When you are quite close to the galley, the ground collapses under your feet, plunging you into a deep crevasse. Roll two dice and deduct the result from your STAMINA. If you are still alive, you drag yourself from the hole and continue towards the galley, carefully testing the ground ahead as you go. Turn to 288.



274

With the defeat of the priests, your over-exuberant crew set fire to the temple part of the castle: the blaze destroys most of the booty that you might have claimed as victors. Searching around, however, you manage to find 85 Gold Pieces and 10 surviving priests to sell as slaves – add these to your Booty. You return triumphant to the *Banshee* and set sail down the coast of Enraki. Turn to 123.

275

The two vessels attempt to take the *Banshee* out with their rams, but your cunning manoeuvre takes them a little by surprise. Test your Luck. If you are Lucky, turn to 313. If you are Unlucky, turn to 382.

276

Pulling yourself up, you set your teeth into the Cyclops' thick, scaly wrist, but succeed only in breaking one of your molars. The monster shakes you from side to side then dashes you to the ground, laying in a kick for good measure - lose 2 points of STAMINA. The monster, thinking you are unconscious, turns away for a moment. Climbing on to weak legs, will you:

- | | |
|---|-------------|
| Elbow it in the back of the knee? | Turn to 46 |
| Punch it in the leg? | Turn to 115 |
| Take a flying kick into the middle of its back? | Turn to 384 |

277

The *Banshee* squeezes through the very narrow channel without mishap, eventually leaving the white water, crashing waves and warship behind. You have successfully negotiated the shoals and there, ahead, is the island of Trysta. Will you proceed towards it (turn to 152), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 27), or south-east, towards the Channel of Goth (turn to 191)?

278

The realization that it is a Basilisk, and that one glance from it will turn you to stone, induces sufficient panic to get you out of the room and to the other side of the door fast enough not to be seen. You proceed into the feast hall instead. Turn to 216.

279

If you haven't already, you can try to hire more crew (turn to 371); otherwise, you return to the *Banshee* and leave Shurrupak (turn to 238).

280

As your pirates overwhelm the guards, the rest of the barge's crew and occupants leap overboard and swim to shore, preferring the risk of crocodiles to being captured by your men. Thick black smoke begins to curl from the interior of the richly appointed vessel - it has been set alight by its departing owners. You jump on board, determined to rescue some loot before it all goes up in flames. Rushing down into the smoke-filled interior, you come across two locked doors. Will you force the left door (turn to 214) or the right door (turn to 254)?

281

Slowly, the door opens into a large crypt, occupied by a single massive sarcophagus. All around the edge of the lid is an inscription, repeated over and over, which reads:

UT-NAPISHTIM KEEPER OF THE WATERS OF
RETRIBUTION

Will you attempt to open the sarcophagus (turn to 292), or leave it be (turn to 358)?

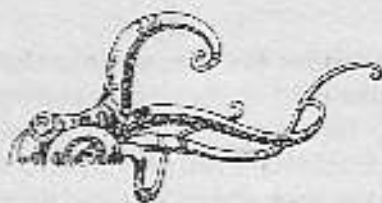
282

Passing through the palms, you come upon an unexpected sight. In the centre of the island is a large lagoon with a narrow entrance from the sea on the other side of the island. Anchored in the centre of this lagoon is a small pirate vessel, the crew of which are rather busy burying something on the shore. Will you attack these competitors (turn to 393), or return to the beach to search for provisions (turn to 271)?



283

A day's ferocious bargaining in the markets leaves you with the conviction that most willing and able-bodied men are unattracted by the razzle-dazzle of the piratical way of life. However, by a stroke of good fortune, you come across a slave-dealer who is drastically overstocked with captured pirates-made-slaves, and who is willing to part with them for a song. For every 10 Gold Pieces spent, you will be able to recover 1 point of CREW STRENGTH. This slave-dealer also lets slip a casual remark about a wealthy shrine built some miles up the main river which flows to the side of Assur. Having restocked your crew, you could make a small excursion up-river to check the place out and possibly seize some of its riches (turn to 335). Alternatively, you could leave Assur and either patrol south-east, into the Inland Sea (turn to 318), or head south, down the western coastline (turn to 45).



284

You walk down for some considerable distance before seeing a light below. Creeping forward, you see four Troglodytes emerging from a small side-passage on to the stairs. They are all armed with spears, and two are also carrying a heavy chest between them. You slide behind a large boulder to remain out of sight. The chest looks as though it might contain something valuable, so will you:

Throw small pebbles further down the staircase, to distract the Troglodytes and split them up, before attacking?

Turn to 112

Draw your sword and charge the creatures?

Turn to 130

Use your sword as a lever to roll the boulder you are hiding behind out on to the stairs and down to crush the Troggs?

Turn to 161

285

Your crew shoot fire arrows into the castle compound; some land on the temple and start a blaze. In moments, however, the watchful priests of the Asswrsel Dablo have not only rushed to put out the fires but have rung alarm bells and lined the walls of their stronghold with archers and spearmen. At your signal, the crew of the *Banshee* stream with a roar at the low part of the castle's walls. The battle begins.

ENRAKI PRIESTS STRIKE 10 STRENGTH 16

If your crew win, turn to 274.



286

One of your pirates discovers a loose bar which, when worked continuously by four or five men at once, soon comes out completely. Still armed, you steal out of the enclosure and fall upon the unsuspecting village. Resistance to your lusty pirates is confused.

VILLAGERS STRIKE 7 STRENGTH 6

If your crew win, turn to 192.



287

The Kishian marines are routed and their vessel set afire. You don't have much time in which to loot the blazing ship, so you concentrate mainly on collecting slaves among the survivors of the marines. There aren't many, but you manage to find 11 that will be worth selling - add them to your Booty. Will you sail around the shoals to the island of Trysta (turn to 164) or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or travel south-east, towards the Channel of Goth (turn to 191)?





288

Reaching the stranded vessel, you climb up on its deck, and come face to face with a large, shaggy white beast that is busy feeding on one of the galley's dead crew. It growls at you and bares its fangs. You try to edge away, but the beast decides to attack, swinging huge claw-studded paws at your midriff. Drawing your sword, you defend yourself.

ICE BEAST

SKILL 9

STAMINA 10

If you defeat it, turn to 320.

289

The door opens into a large, heavily buttressed hall, of which the centre-piece is a small hideous statue raised on a low obsidian pillar. Standing on either side of this idol are two acolytes garbed in the traditional crocodile skins of the servants of the lords of decay. They take a menacing pace forward and draw long dirks from their thigh scabbards. 'Blasphemer,' says one, 'we shall hasten your journey to the land of perpetual sleep.' They attack. You will fight them one at a time.

FIRST ACOLYTE

SKILL

8

STAMINA

6

SECOND ACOLYTE

7

6

If you defeat them, turn to 388.

290

Running to meet the charging monster, you leap into the air, aiming a kick at its head. It ducks slightly, so your boot only grazes its skull - deduct 1 point from its **STAMINA**. As you fly past, it grabs you by the ankle and dangles you in the air, upside down. Will you:

Knee it in the chest?

Turn to 122

Butt it in the ribs?

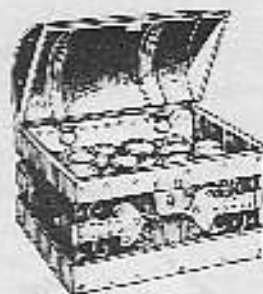
Turn to 372

Give it an upper cut to the groin?

Turn to 177

291

The interior of the pleasure-barge is now a roaring furnace, cutting off any hope of further salvage. Back on the *Banshee*, you find your crew have only rounded up 3 slaves from the survivors of the vessel. You turn the *Banshee* around and head back downstream, past Lagash and into the Inland Sea. As you leave the river, a red-sailed warship from the city cuts across your path. Roll three dice. If the result is *less than* your **CREW STRENGTH**, turn to 90. If the result is *equal to or greater than* your **CREW STRENGTH**, turn to 309.



292

With great difficulty, you manage to slide the lid from its place and on to the floor, where it lands with a resounding crash, which echoes through the crypt and out into the caverns beyond. The sarcophagus is empty except for a stout-looking helmet and a bag containing, at a quick count, 110 Gold Pieces. You put the helmet on and sling the bag over your shoulder. Turn to 358.

293

The poor of Shurrupak are *very* poor and willing to do almost anything to earn a few shekels. However, the quality of the individuals you hire here is rather unpredictable. For every 50 Gold Pieces that you spend on luring these unfortunate folk into a life of piracy, roll one die. The result is the number of points of **CREW STRENGTH** that you recover. When you have completed your recruiting, turn to 180.



294

The square rig and wide hull of a merchantman appear on the horizon. It is a large vessel, heavily laden and possibly well armed, ploughing its way west from the Eastern Rim to the city of Kish. Will you attack this ship (turn to 391), or leave it be and continue patrolling, looking for something a bit smaller (turn to 66)?

295

Your scimitar cleaves straight through the black cat, but does not harm it. Turn to 322.



296

As you approach, both the galleys make a sudden turn in towards you. You avoid one, but impale the *Banshee* upon the ram of the other. Your stricken vessel breaks in two, scattering its unhappy sailors and captain into the ocean where the sharks – never far from a sea-battle – are hungrily gathering. Your adventure is over.



297

The door bursts open as you turn the handle, revealing a massive, spinning wheel hanging in the narrow recess behind. The wheel drops from its axle, sprouts whirling razors on its rim and flies out at you, cutting a deadly arc through the air. *Test your Luck.* If you are *lucky*, turn to 169. If you are *Unlucky*, turn to 2.



298

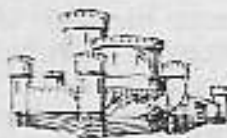
'Step this way,' says the aged creature, showing you to a trapdoor at the base of one of the statues. 'You must go down there. If you return, you may pass through to the mountain.' You open the trapdoor and climb down into the darkness. When you reach the bottom, you see that you are in a dimly lit cavern occupied by a Cyclops. This large one-eyed humanoid tears your sheathed sword from you and casts it into a niche high up in the cavern wall. 'Now,' it says, 'we will fight.' You will have to fight it using unarmed combat. Write down the number 311 on a sheet of paper; this is where you should turn to if you defeat the monster in the ensuing combat – i.e. as soon as its STAMINA reaches zero. Also note that its STAMINA is 16. Now decide on your opening attack. Will you:

Take a flying kick at its chest?
 Punch it in the shoulder?
 Jump in close and elbow it in the ribs?

Turn to 206–1

Turn to 91

Turn to 29



299

After you were given the two bags by the King of the Four Winds, did you give your inquisitive crew 100 Gold Pieces to stop them looking in the bags (turn to 32) or not (turn to 379)?

300

Turn to 50.

301

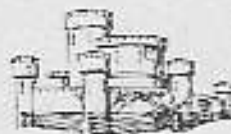
Shurrupak is a large, fair city, with sympathetic views towards the Inland Sea's pirates, who, therefore, only attack Shurrupak's main rivals. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Upon arrival in Shurrupak, will you sell your slaves first (turn to 349), or hire more crew (turn to 371)?

302

Drawing alongside, your crew cast grapples and pull the two vessels together. With a single roar, they leap across at the pitifully small number of defenders.

MERCHANT CREW STRIKE 6 STRENGTH 6

If you defeat them, turn to 392.



303

Your crew chop down a couple of local trees to use as battering rams. The noise alerts the warrior priests to your presence and intentions, and the walls and towers become lined with archers and spearmen. Eventually, you launch your attack, rushing at the gates with your crew screaming behind. With a resounding *boom*, your rams smash into the gates. Arrows, spears and stones crash into your men – deduct 2 points from your CREW STRENGTH. *Test your Luck*. If you are *Lucky*, turn to 343. If you are *Unlucky*, turn to 58.



304

When you reach the top of the cliffs, your crew begin to complain loudly. 'This is sheer madness, captain,' says the first mate. 'We've already lost four men, just in the climb, and the gods know how many soldiers are lurking up here. We've got to get back to the ship, where we stand a chance.' Will you bow to this pressure from your crew (turn to 113), or ridicule their lack of spirit and force them on (turn to 155)?

305

Summoning all your energy, you swing violently and smash the creature in the armpit with your foot. Screaming, it drops you to the ground and then clutches its wound – deduct 2 points from its STAMINA. Landing lightly, you run nimbly behind the stricken Cyclops. Will you:

Punch it in the kidneys?

Turn to 347

Elbow it in the back of the knees?

Turn to 463

Take a flying kick into the middle of its back?

Turn to 384



306

You sail into the midst of a large amount of driftwood, recent wreckage from some unfortunate vessel. Much of the floating planking is shattered and pocked with huge teeth marks. You find only a few barrels worth salvaging, scattered among all the destruction. One of these contains an excellent spirit which, when served out to the crew, boosts their morale considerably – restore 2 points to your CREW STRENGTH. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to 66), or change course and travel to either the west coast (turn to 157) or the Eastern Rim (turn to 10) for a bit of coastal raiding?

307

With the Troglodytes defeated, you split open their chest and finding exactly 100 Gold Pieces. Carrying all of this booty with some difficulty, you turn up the side passage and emerge, after a few hundred yards, into sunlight. You are outside, in the forests of the Roc. Heading for the beach, you run into several members of your crew who had been searching the island, with the rest of your men, in the hope that you were still alive. You return triumphant to the *Banshee* and continue your journey. Turn to 15.

308

'At the end, next to yourself,' you say, remembering the jewel in the ring. 'Yes,' says the Salamander, disappearing. 'You may pass.' The flames die down. You cross the hall, leaving through a door at the other end. Turn to 339.

309

The warship is too fast! It rushes alongside, catches the *Banshee* with grappling-irons and draws you towards the waiting marines. You will have to fight.

WARSHIP

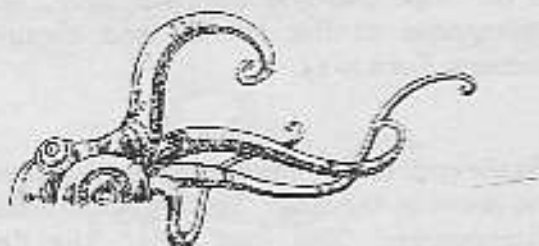
STRIKE 10

STRENGTH 8

If you want to escape, turn to 12. If you fight on and defeat the warship, turn to 135.

310

The ring moves with a solid *click*. In response, a section of one of the crypt's walls falls out, revealing a steeply rising staircase. Running up this, you find yourself back in the outside world, standing at the foot of the line of hills you left so long ago. You return to the point where you left the *Banshee*, and find that your crew had waited, just in case you were still alive. Turn to 272.



311

The Cyclops drops to the ground, unconscious. Victorious, you climb back up the ladder and through the trapdoor, to face the wizened old creature who sent you down in the first place. He cackles when you appear and then ushers you through the gap in the wall, indicating the path you must take to reach the summit of Nippur's mountain. Turn to 36.

312

With the feast over, the King bids you farewell. You return to the *Banshee* and leave the cove where you were anchored. If you were given the sacks containing the north and south winds, then from now on, whenever you are instructed to roll three dice and to compare the result with your CREW STRENGTH, deduct 4 points from the result of the dice roll. Which way will you head: south-east, towards the Channel of Goth (turn to 191), or south-west, towards the Roc (turn to 27)?



313

Your ship smashes through the warship's oars, but receives several volleys of arrows from the Shurrupak marines crowding the other vessel's decks – lose 2 points of CREW STRENGTH. Breaking through the line of war galleys, you see a second, smaller squadron following up behind. Will you go with the wind, cut in front of these vessels and head for the shore (turn to 261), or try to break through, as you did with the first line (turn to 237)?

314

You sail either to the volcanic island (turn to 369) or the palm-covered island (turn to 354).



315

You drop anchor in a sheltered cove of the island, disembark and travel to the temple-fortress of the warrior priests with only a few crew as companions. When you near your destination, but before you are in sight, you instruct your companions to wait in cover for your return and then proceed to the main gate alone. Posing as an emissary from the city of Lagash, you gain entrance and then audience with the abbot. 'O great abbot of illustrious Assur sel Dablo, keeper of truth and wisdom in the northern lands, I bring you greetings and news from an esteemed friend,' you say. 'You are too kind. Sit, have tea, then speak of the news,' he replies. You do as he says. After a suitably polite time has passed, you say, 'I have heard that there is to be an assault on your citadel by the Wazi of Lagash, whose masters are pressing him for increased revenue. I have powerful friends, O master, and—for a suitable fee—could cause the attack to be misdirected.' You bow.

The abbot sighs, then whispers to his attendant monk, 'An opportunist.' He presses a carbuncle on his chair: the floor around you falls away and drops you into a deep, open pit—lose 2 points of STAMINA. 'Foolhardy pirate,' laughs the abbot, looking down from the edge of the pit. 'You must meet your destiny through one of these.' He points at four doors, one in each of the four walls of the pit. Each door has a different symbol carved into it. Which will you open:

The door with a star-burst carved in it?

Turn to 380

The door with an upside-down triangle?

Turn to 327

The door with a wheel?

Turn to 297

The door with a horizontal crescent?

Turn to 249





316

As you climb the hill, you hear a faint sound of stones rattling above, then a large boulder comes flying out of the void and lands with a crash in front of you. Another equally large rock follows. 'Halt!' cries a deep voice from up the hill. 'None shall cross the land of the Muzzelmirs unbidden.' Two Giants, small by their brethren's standards, no doubt, but enormous by yours, step over the ridge ahead. They are armed with small tree-trunks and dressed in the hides of wild animals. Will you charge them with your crew (turn to 325), or deal with them by yourself (turn to 336)?



317

'Toot!' says the Salamander, leaping from the flames. 'You will die because of your stupidity!' With a shout, it stabs at you with its flaming trident. You will have to fight it.

SALAMANDER

SKILL 10

STAMINA 6

If you defeat it, turn to 377.

318

The *Banshee* cuts through the quiet waters of the Inland Sea; your look-outs keep a continuous watch on the clear horizon for any sign of shipping. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. If your LOG is an even number, turn to 363; if your LOG is an odd number, turn to 294.



319

When you leap at the Cyclops, it dodges easily to one side and swipes you with an open-handed blow to the head as you fly past—lose 1 point of STAMINA. As you land, the monster grabs you by the ankle and lifts you into the air. While you are hanging upside down, will you:

Give it an upper cut to the groin?
Punch it in the stomach?
Knee it in the chest?

Turn to 177
Turn to 139
Turn to 122



320

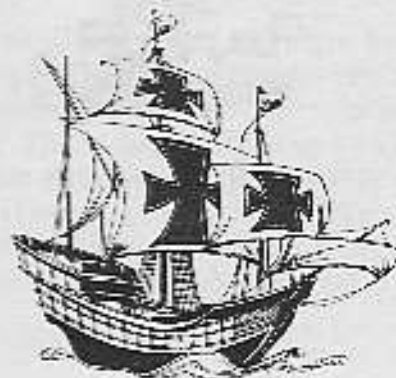
With the beast dead, you search the ship at leisure, and discover masses of frozen crates, but no treasure other than a flame-red jewel set in a gold ring. The ring is inscribed on one side with a riddle:

Where in Albion would you find that which lies between above and below?

And on the other side is what you presume is the answer:

At the end, next to yourself.

Odd. As you find nothing else, you return to the *Banshee*. Turn to 217.





321

The lizards are released! They fly hungrily down the track towards the doomed goblin – Awkspeed beats Fazima by a tooth. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. Will you bet on the Bataars again (turn to 202), or – if you haven't already – try punch-out (turn to 48) or dice (turn to 236)?



322

The other cats cease their circling while you are striking at their comrade, and dive at you, tearing through your flesh with long razor-sharp claws – deduct 4 points from your STAMINA. If you are still alive, which cat will you strike at next:

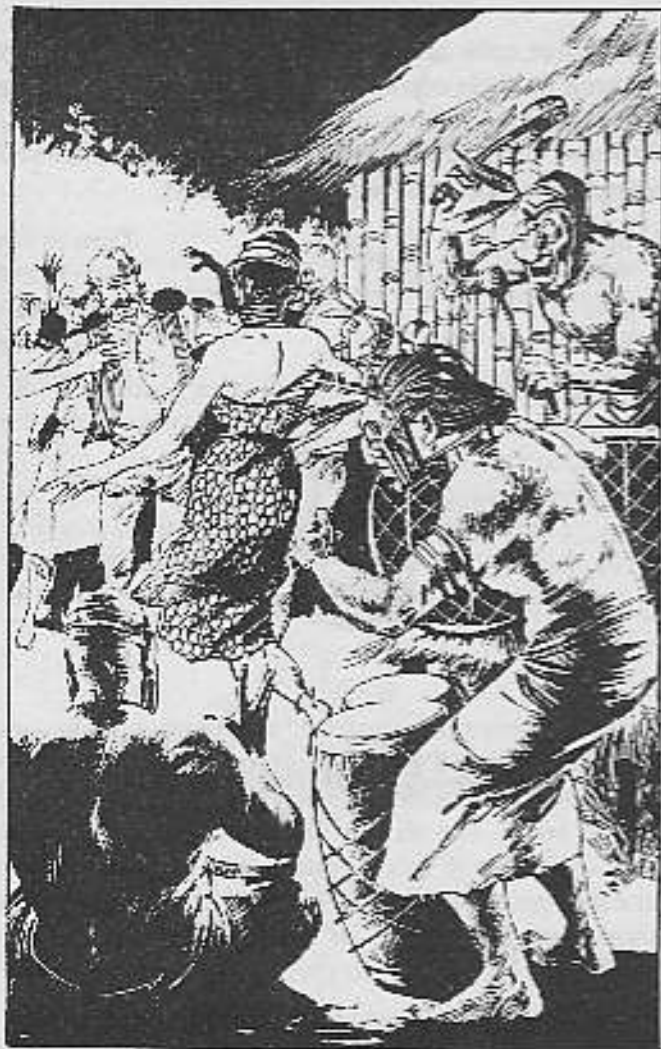
Black cat?
White cat?
Red cat?
Brown cat?
Grey cat?

Turn to 295
Turn to 256
Turn to 203
Turn to 126
Turn to 95



323

With a tremendous *whack*, the Ogre knocks you from the ring and into the audience – lose 2 points of STAMINA permanently (i.e. your *Initial* score is reduced by 2). The money you put up as a bet is also lost – deduct it from your Booty. Will you have another go at punch-out, but with a different champion (turn to 385), or – if you haven't already – try the Bataar races (turn to 270) or dice (turn to 236)?



324

Going ashore with most of your crew, you find yourselves being fêted by the exuberant natives. Dancing around you all the while, they lead you into the centre of their village, where they set out a splendid feast. When you inquire of the elders whether they can assist you in stocking the *Banshee*, they nod and laugh, saying you will certainly get all the help you need. After the feast, the villagers ply you with wine and make you dance along to the sounds of vigorous drumming. Eventually, you all collapse from exhaustion. On awakening the next day, you find yourselves locked in a large open-air enclosure. *Test your Luck*. If you are *Lucky*, turn to 286. If you are *Unlucky*, turn to 345.





325

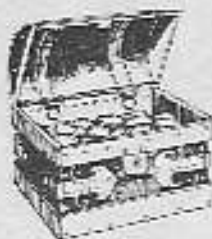
Your men draw their swords and charge, while the Giants heft their tree-trunks in preparation. The battle begins.

GIANTS

STRIKE 9

STRENGTH 6

If you defeat them, turn to 344.



326

Drawing the *Banshee* up beside the wallowing vessel, you lean nonchalantly on the gunwale and call across to the captain, 'Hey! You there, fathead! Hand over all, and I mean *all*, your gold and I won't sink your ship, enslave you and your crew or steal your cargo.' The captain, with a bit of prompting from his nervous crew, agrees to this generous offer. He sends over a small boat with his gold – 117 Gold Pieces – which you add to your Booty. You leave the merchantman. The Shoals of Trysta lie some short distance to the south, so will you sail around them to the isle of Trysta (turn to 164), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or sail south-east, towards the Channel of Goth (turn to 191)?





327

The door crashes out at you when you turn the handle, as thousands of gallons of water pour through the opening and into the pit, rapidly filling it. As you struggle to keep on the surface of the churning waters, you notice a couple of dark serpentine shapes slide through the doorway. They are ferocious Elverines – blind and grossly distorted man-eating, fresh-water serpents. Smelling your (no doubt) distinctive odour, they rush to attack. You fight them one at a time.

	SKILL	STAMINA
FIRST ELVERINE	8	6
SECOND ELVERINE	7	4

If you defeat them, turn to 65.



328

Flitting like dark pack-wolves through the high golden ears of corn, you advance towards the Kishian town. *Test your Luck*. If you are *Lucky*, turn to 47. If you are *Unlucky*, turn to 186.



329

With the guards overcome, you and your crew loot the caravan – stripping boxes, sacks and skins of wine from the great pack-beasts. The amount of booty, however, is not large. You find 63 Gold Pieces in a small chest and only 1 of the surviving Lizard Men is in fit enough condition to be traded as a slave. A little disappointed, you gather up your now drunken crew and return to the *Banshee*. Turn to 35.

330

'A bet is a bet,' says el-Fazouk, gloomily. 'Your debt is absolved.' You leave the dicing-dens before he changes his mind. If you haven't already, you could try your fortune at Bataar racing (turn to 270) or punch-out (turn to 48); otherwise, you leave the city of Calah (turn to 262).



331

Retreating in good but rapid order, you reach the beach before the Hussars. However, you don't have time to board the *Banshee* before the cavalry come sweeping out of the town and down towards the water-line. Your crew will have to fight.

WINGED HUSSARS STRIKE 11 STRENGTH 6

If your crew win, turn to 346.



332

Your crew bring the warship's mainsail down and cut the *Banshee* free of the grapples. Heeling aside, you sail away as fast as the wind will carry you. Will you sail around the shoals to the island of Trysta (turn to 164), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or travel south-east towards the Channel of Goth (turn to 191)?



333

Without warning, the *Banshee* crashes to a halt, sending you and your crew spilling across the deck. A tremendous bubbling froth boils around the ship. Out of this emerge several reptilian heads on long necks, all attached to one bloated black body. It is a Hydra! Mouths snapping, it arches over the deck, devouring your terrified crew.

HYDRA

STRIKE 9

STRENGTH 8

If your crew defeat it, turn to 222.



334

The fall, ending in a jumble of sharp boulders, is enough to kill you. Your adventure is over.

335

Heading inland, you seek out the rumoured shrine – add 3 days to your LOC. Eventually you find it, nestled in a cosy dell and surrounded by vegetation. Its stone-work is monolithic, rising forty or fifty feet into the air and lavishly decorated with human skeletons in tortured poses. Your crew refuse to approach any closer than bow-shot range. Laughing at their superstitious cowardice, you proceed towards the structure alone, and climb the high stairs to the entrance with forced nonchalance. Inside, the atmosphere is dark and oppressive, but at least devoid of life. Before you is a wide, straight corridor and a very steep and narrow set of stairs heading down into the bowels of the shrine. Which will you take, the corridor (turn to 63) or the stairs (turn to 85)?

336

'Good fellows,' you say, stepping forward, 'as we were unaware that the esteemed Muzzelmirs were occupying this land, let us resolve our differences with a little competition. If you win, we will return to our ship. If we win, however, then you will allow us free passage through your lands.' Being simple souls with simple tastes, they agree wholeheartedly. The shortest of the two steps forward. 'I am Mog and this is Ogmog,' he says. 'Let the competition be a wrestling match between you and me.' Not quite what you'd planned. Will you agree to wrestle (turn to 366), or suggest that you compete with something else, such as staves (turn to 351)?

337

A sharp blow from your flying hand causes the Cyclops to howl with pain and clasp its injured armpit – deduct 1 point from its STAMINA. Recovering somewhat, it lashes out with its huge paws, grabs you by the left forearm and hauls you into the air. Will you:

Bite it on the wrist?

Turn to 276

Chop it on the back of the elbow?

Turn to 187

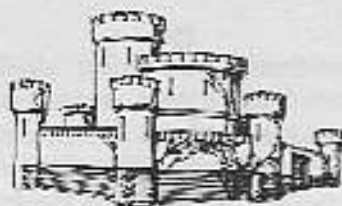
Kick it in the shoulder?

Turn to 251



338

'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair, 'O bearer of such wretched news, I curse you.' You lose 2 points of LUCK and 1 point of SKILL. Turn to 210.



339

You find yourself in a large room, empty but for the witch, who is standing in a circle on the floor. She holds a dagger in one hand and black cat in the other. 'Curse you,' she says. 'Why didn't you eat your meal, like the others? Now I must kill you, a task I do not relish.' She tosses the cat in the air and makes a sign with the dagger. Instantly, the cat multiplies into five, each a different colour; the five cats float rather mysteriously in the air. They circle around you, feinting and howling. Which animal will you strike at:

Black cat?

Turn to 295

White cat?

Turn to 256

Red cat?

Turn to 203

Brown cat?

Turn to 126

Grey cat?

Turn to 95

340

Roll three dice. If the result is *less than* your CREW STRENGTH, add 2 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 3 days to your LOG. Then turn to 378.

341

Your crew are not up to the task you have set them. The *Banshee* grinds against a small but dangerous outcrop of rocks, and one of the grey fingers rips through the hull, flooding the interior and sinking the ship. Your adventure is over.

342

Abdul's crew also remind you that, as you have taken more than fifty days to reach Nippur, you have lost the wager – regardless of how many Gold Pieces you may have. The adventure is over; you have lost.

343

The rams swing again, this time causing a splintering *crash* from the gates as they are torn from their hinges. With a mighty cheer, your men draw their scimitars and rush into the fortress – coming face to face with the determined defenders. The battle begins.

ENRAKI PRIESTS

STRIKE 9

STRENGTH 12

If you win, turn to 274.



344

Having overcome the Giants, you continue with your crew over the hills, until you reach the edge of a vast sea of sand which stretches to the horizon. Discouraged with the limited possibilities of looting that such landscape implies, you turn about and return to the *Banshee*. Add 3 days to your LOG, then turn to 272.

345

There is no way out of the cage. The village elders turn up towards noon and explain to you that, as their island is sacred, they cannot let strangers – whose profane eyes have beheld it – live. Therefore, they must kill you. Next, the rest of the villagers arrive, carrying bows, and proceed to open fire on you and your crew. Your adventure ends here.

346

The Hussars are routed, fleeing with the rest of the army from the town and down the coast towards Kish. Unfortunately, they had the same idea as you, and have stripped the town of all its wealth. So, instead of gold, you settle for slaves. Roll two dice: the result equals the number of slaves you manage to extract from among the now impoverished townsfolk. Returning to the *Banshee* with your booty, will you sail down the coast towards Kish (turn to 223), or into the Inland Sea towards the Shoals of Trysta (turn to 66)?

347

Stepping close, you land a couple of short but powerful jabs above the Cyclops' kidneys – deduct 2 points from its STAMINA. Enraged and in severe pain, the monster spins about, flailing its enormous fists and striking you in the face – lose 2 points of STAMINA. You both stagger back, and the Cyclops collapses to the ground. Will you:

Shoulder it in the head?

Turn to 82

Punch it in the jaw?

Turn to 196

Kick it in the ribs?

Turn to 266



348

The lizards are released! They fly hungrily down the track towards the unfortunate Goblin; Fazima beats el-Savak and Awkspeed by a bite or two. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. Will you bet on the Bataars again (turn to 202), or – if you haven't already – try punch-out (turn to 48) or dice (turn to 236)?

349

Taking a few crewmen and all of your slaves, you head for the markets. The scene is hectic. A recent battle between Shurrupak and Marad has resulted in hundreds of Maradian prisoners being taken – and most of them have been brought here to be sold as slaves. As a consequence, competition is very high and prices are low. Will you entrust the business of selling your slaves to an agent (turn to 245), or conduct the transactions yourself (turn to 269)?



350

The piles are very close in size, making it difficult to judge who has the most. You sit down to count each other's gold, and find, after over an hour, that Abdul had the edge. He declares triumphantly himself the winner and pirate of the century. You have lost the wager.

351

'Staves then,' agrees Mog. 'Do you want Ogmog's tree-trunk or have you got your own?' You borrow a staff from one of your crew, then suggest to the Giant that you each stand on one of the sandstone blocks prevalent in these parts and take turns trying to hit each other. The first to knock the other off wins. The Giant agrees, adding, 'As you're such a puny little critter – no offence meant – you can have the first hit.' You take your places, facing each other across a six-foot space. Will you aim at his head (turn to 375) or his feet (turn to 394)?

352

You run and dive at the beast's head, grasping it by the horns and flipping yourself on to its back. It performs a ferocious jump in an attempt to dislodge you, but actually gives greater impetus to your leap for the edge of the pit. With only inches to spare, you succeed in grasping the rim. With the abbot still laughing at your expected demise on the horns of the beast below, you crawl out and into the chamber. Turn to 225.



353

You lead your men through the thick, untamed wood. Suddenly, a sticky tendril flies from what you had assumed was a dead tree, and attaches itself to your body. It grows taut and starts to drag you towards the bole of the tree, which, you notice, has eyes on the tips of its branches and mouths opening and closing in its trunk. More tendrils fly out and grab you. Drawing your sword, you try to cut yourself free.

BARK BITER

SKILL 9

STAMINA 8

If you defeat it, turn to 47.



354

Heaving to a short distance from the shore, you disembark with most of your crew. The beach is wide and sandy, but the interior consists of clumps of coconut palms. Will you head along the beach (turn to 271) or inland (turn to 282)?



355

Most of your crew make it through the town to the lower slopes of the mountain, where, in the thick forest, the Hussars cannot follow. Circling around Kirkuk to the northern beaches, you see that the *Banshee* has pulled away from the town and dropped anchor a safe distance out to sea. You signal to your crew on board, letting them know that you are still alive. Will you retreat into the mountain forest, to await the possible departure of the Kishian forces, which are quite some distance beyond their normal location on the walls of Kish (turn to 364), or return to the *Banshee* and sail either down the coast towards Kish (turn to 223) or out into the Inland Sea towards the Shoals of Trysta (turn to 66)?

356

A storm blows up out of the south, making the going difficult. When the weather clears, you find that you are unsure of your position. You continue towards where you expected Nippur to be but, somehow, manage not to find it. Hopelessly lost, you pass the target day for arrival and thus lose the bet. Your adventure is over.

357

When you are only a day's sailing from Assur, your look-out spots a speck on the horizon ahead. It grows into a sail, and then a ship – sharp prow and triangular canvas bearing down on you with speed. A battle banner flutters from the mainmast. It is a Kishian warship. You pull about in attempt to evade, but the cutter has the wind and the speed to bring it alongside the *Banshee*. Grappling-irons and arrows fly; troops ready to board. You will have to fight.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to 241. If you fight on and defeat the warship, turn to 22.

358

Above the sarcophagus, in the ceiling, is a large stone ring surrounded by a circular inscription, written in the same archaic language as that on the door into the crypt. It says: 'Push (pull?) this key to a better (worse?) life (death?), or suffer Ut-Napishtim's trial.' Standing on the sarcophagus, you take hold of the ring. Will you pull it down (turn to 310), or push it up (turn to 16)?



359

The shrine overlooks a bleak valley. As you lean against the structure to take in the view, you are overcome with a sense of dread and despair. The black mood of this inhospitable and alien place robs you of your confidence – lose 2 points of LUCK. You return to your waiting crew and, fearfully, lead them towards the pass. Turn to 52.



360

When you grasp the jewel, your hand freezes in paralysis. Slowly, the tongue retracts further back into the idol's mouth, dragging your arm into a circular ring of razor-sharp blades set in the statue's throat. You are cut badly – lose 4 points of STAMINA and 1 point of SKILL. Eventually you manage to break free. You decide to leave the jewel where it is for the moment, and take the whole statue instead. Turn to 228.

361

You run on to the monster's rather hard back and proceed to pound up and down, producing distressed grunts from it – deduct 2 points from its STAMINA. The Cyclops brushes you off, rises to its feet and then launches into a crouched attack, running to catch you in its arms. Will you:

- | | |
|--|-------------|
| Take a flying kick at its head? | Turn to 290 |
| Take a flying kick at its leg? | Turn to 319 |
| Step sideways and deal it an elbow smash to its arm? | Turn to 74 |

362

The lizards fly from the start, but your favourite trips and crashes to the ground halfway down the track. You lose the money (or slaves) that you put up as a bet. Will you bet on the Bataars again (turn to 202), or – if you haven't already – try punch-out (turn to 48) or dice (turn to 236)?

363

The horizon remains monotonously flat and devoid of shipping. *Test your Luck.* If you are *Lucky*, turn to 306. If you are *Unlucky*, turn to 333.

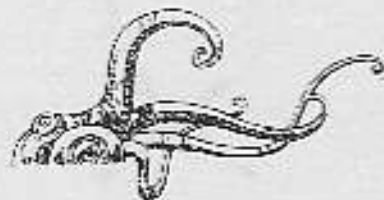


364

You and your crew retreat into the forest, while the *Banshee* sails up the coast, to return for a rendezvous in a few days. Add 3 days to your LOC. From your elevated position, you see the remnants of the Kishian forces pack up and leave Kirkuk, heading south towards their homeland. Gathering your men, you descend once again on the town. Unfortunately, the Kishian army, which evidently had the same idea as you, has stripped the town of all its wealth. Instead of gold, you settle for slaves. Roll two dice: the result equals the number of slaves you manage to extract from among the now impoverished townsfolk. When the *Banshee* returns, will you sail down the coast towards Kish (turn to 223), or into the Inland Sea towards the Shoals of Trysta (turn to 66)?

365

You slide down the side of the cavern, bumping against rocks and stones on the way, but hitting the bottom at a slow enough pace not to injure yourself grievously. You are some way down the staircase you earlier chose not to follow. You stand up and brush the grime of the fall from your clothes before proceeding down the stairs. Turn to 284.



366

A circle is drawn on the ground, into which you and Mog step. The Giant paces forward, spreads his arms and then swings a mighty fist at your head - knocking you clean out of the circle and into the world beyond. Your adventure is over.

367

At your signal, your men charge one of the walls with a mighty roar. Suddenly, men armed with spears and bows appear on the parapets and open fire. Your crew cast their grapples and place their ladders, then climb towards the defenders. The battle has begun.

ENRAKI PRIESTS STRIKE 11 STRENGTH 16

If your crew win, turn to 274.

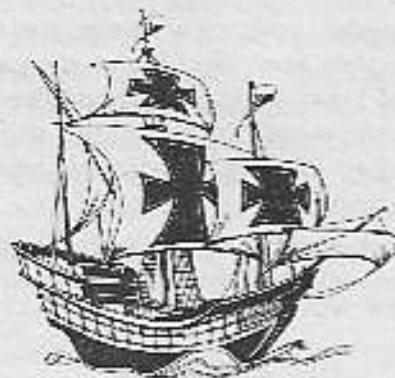


368

You hand over the gold to your men. Deduct 100 Gold Pieces from your Booty. Turn to 312.

369

Dropping anchor in a quiet lagoon, you head ashore with most of your crew. The island has a sandy beach completely encircling it, while inland from the shore is a blanket of dense jungle foliage. Will you head along the beach (turn to 23) or into the jungle (turn to 42)?



370

After your blow, the Ogre staggers defeated from the ring. Collect as many Gold Pieces as you put up for the bet. Will you have another go at punch-out, this time with a different champion (turn to 385), or – if you haven't already – try your luck at either the Bataar races (turn to 270) or dice (turn to 236)?

371

Where will you seek out replacements for the crew you have lost:

In the docks?

Turn to 233

In the market-place?

Turn to 253

In the slums and poorer areas of the city?

Turn to 293

372

You swing your body against the monster's, bouncing off rather ineffectually. The Cyclops, not even irritated at this rather pathetic effort, swings you over its head and throws you to the ground – lose 2 points of STAMINA. Wincing, you regain your feet and face your opponent. Will you:

Punch it in the shoulder?

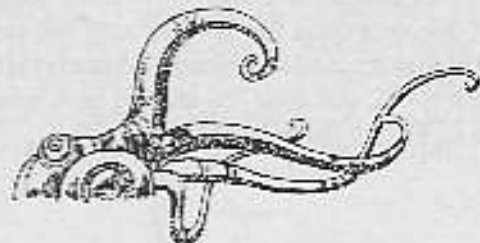
Turn to 91

Give it a back-hand to the armpit?

Turn to 337

Take a flying kick at its chest?

Turn to 206



373

Turning to retreat, you realize that you are unsure as to which way you should go (other than down). Striking off through a likely ravine, you are surprised by the appearance of *hundreds* of the snow beasts along the ridges on either side. Your crew panic and run as scores of enormous ice balls are pushed down the slopes above, gathering speed and snow as they come. An avalanche starts, sweeping all before it, and burying you and your crew alive. Your adventure is over.

374

Having killed the Krell, you search its cave, until you find what you were looking for – the Skull of Salt. Returning to the Sea Sprites with their prize, you are rewarded with a blessing to make your journey a rapid one. Whenever you are instructed by the book to roll three dice against your CREW STRENGTH, you need only roll *two* dice. You surface, climb back on board the *Banshee* and set sail. Which way will you go, south towards Marad (turn to 191), or south-west, out into the Inland Sea, towards the Shoals of Trysta (turn to 66)?



375

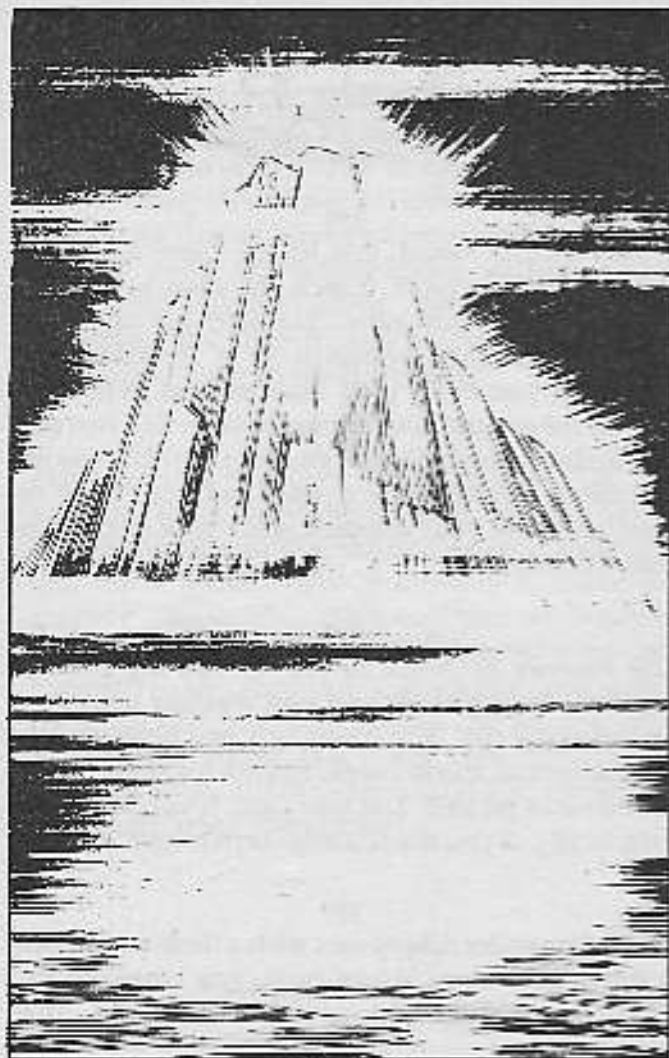
With a mighty swing, you hit the Giant a blow on the crown of his head. 'Ouch,' he says, not batting an eyelid. 'My turn now.' He hefts his tree-trunk into the air and swings it in a ferocious arc, smashing you from your boulder and depositing you on the ground several yards away. Roll two dice and deduct the result from your STAMINA. If you are still alive, you concede defeat, and your crew retreat, carrying your crippled body back to the *Banshee*. Turn to 272.

376

The journey to Assur is uneventful; the horizon remains clear of ships and foul weather until your arrival at the city. You disembark and head straight for the central market area, to look for some sailors to recruit as pirates. *Test your Luck*. If you are *Lucky*, turn to 283. If you are *Unlucky*, turn to 146.

377

The Salamander disappears with a flash as you deal it the deadly blow. Alone now, you cross the hall and leave through a door at the other end. Turn to 339.



378

You sail out into the Southern Sea, heading south of Shurrupak towards Nippur – add 2 days to your log. The further you go south, the rougher the sea gets and the more unpredictable the weather. One evening, when a supernatural and freezing fog has cut visibility down to mere yards, you see a glowing mountain of ice floating in the sea. The *Banshee* is under full sail and heading straight towards this white monolith. *Test your Luck*. If you are *Lucky*, turn to 166. If you are *Unlucky*, turn to 193.



379

Some of your crew, still believing that the bags contained treasure which you were unwilling to share with them, sneak into your cabin while you are on deck. Finding the bag containing the south wind, they open it – to discover why you had kept it hidden. The south wind leaps out, howls around your cabin, then escapes out of a window. Blowing ferociously, it whips up a terrifying storm which carries the *Banshee* back to the north. For three weeks the gale blows, tossing your ship before it. Finally it peters out, depositing the *Banshee* just offshore from the city of Tak, your starting-point. You don't have enough time to sail to Nippur again, so you have lost the bet. Your adventure is over.



380

The door springs open as you turn the handle, and releases long metal spikes from the recess behind, which impale you against the opposite wall. Your death is instantaneous.

381

The creature, still unseen, ceases its attacks, so you assume it has been repulsed. Continuing down the tunnel, you come to a dark cavern. Rough-hewn stairs lead down into impenetrable gloom; beside them, a precarious-looking ledge climbs upwards along the side of the cavern, also disappearing into darkness. Will you inch your way along the ledge (turn to 265), or walk down the stairs (turn to 284)?



382

Your ship smashes through the warship's oars, but passes so close to the towering enemy vessel that the Shurrupak marines have no difficulty in snagging the *Banshee* with their grapples. Brought to a sudden halt, you can only watch in despair as the second war galley draws up on the other side. Enemy marines pour into your ship and overwhelm your pirates. Your adventure is over.



383

'All the worse for you, then,' says the Sprite. 'We curse you and call upon our father, the sea, to hold your ship with cloying fingers of barnacle and weed. May it never catch the wind!' At the end of this speech, a great bubble of air bursts from the rotting timbers at your feet and carries you out of the wrecked vessel and back to the water's surface. You climb on board the *Banshee*. From now on, whenever you are instructed by the book to roll three dice against your CREW STRENGTH, then do not roll the dice but count the result as always being greater than your CREW STRENGTH. Which way will you sail, out into the Inland Sea, towards the Shoals of Trysta (turn to 66), or south, along the Eastern Rim towards Marad (turn to 191)?

384

Springing into the air, you smash the Cyclops in the middle of its back with your foot. The monster buckles under the blow and falls to the ground - landing on you! Both of you lose 2 points of STAMINA. Crawling out from under the creature, will you:

Punch it in the jaw?

Turn to 196

Jump up and down on its back?

Turn to 361

Kick it in the groin?

Turn to 224



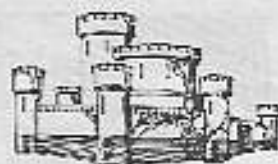
385

The next bout you choose to fight is against a hairy wild man, captured in the lands to the west of Kish and trained as a gladiator-slave. Decide how much you wish to bet, then begin the duel.

WILD MAN

SKILL 12

If you win, turn to 101. If you lose, turn to 37.



386

As you draw near the island, several hundred villagers run down to the shore, beating drums and waving floral garlands in the air. They are a fair-skinned people, with both men and women wearing their long flaxen hair in a single plait down the back. It seems they are quite happy to see you. Will you land and ask these people for provisions (turn to 324), or press on to another island (turn to 314)?

387

A storm blows up out of the south, making the going difficult. Your crew, however, are equal to the task of keeping the *Banshee* on course. When the weather clears, you see your destination, the isle of Nippur, on the horizon. Were you given, earlier in this adventure, two bags by the King of the Four Winds? If so, turn to 299; if not, turn to 32.





388

Having defeated the acolytes, you approach the statue – an ugly depiction of one of the lords of decay. Stylized carrion hang from its toothed beak and several of its numerous insectoid limbs are shown rending various creatures to death. Its beady eyes seem to penetrate straight through you. Looking closer, you see that the idol has a huge ruby – cut in the shape of a forked tongue – inside its gaping maw. Will you reach in to grab the jewel (turn to 360), or try to lift the statue from its pedestal to carry it outside to your waiting men (turn to 228)?



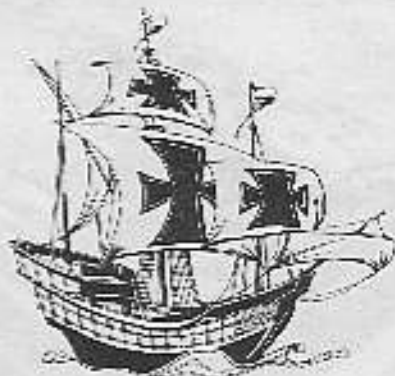


389

As you pass between the statues, the ground collapses at your feet, dropping you and your companions into a deep pit. Stunned by the fall, you can do nothing when somebody unseen slips a rope about your neck. Struggling to get to your feet, you are hoisted, along with your pirates, into the air, to dangle with the other sailors between the statues. Your adventure is over.

390

You search the abbot's chamber and discover a chest which contains 110 Gold Pieces. The abbot's sword is also a worthy prize, being forged from the finest Marad steel; it will add 2 to your SKILL whenever you engage in hand-to-hand combat. Searching the room further, you find a trapdoor under the abbot's chair, which opens on to a spiral staircase. Descending this, you arrive at a rough-hewn corridor, which takes you to a point outside the castle walls. You recover your waiting crew, return to the *Banshee*, weigh anchor and head down the coast. Turn to 123.





391

You give full sail to the *Banshee* and bring her rapidly alongside the sluggish merchantman. Your crew brandish their scimitars and crossbows as you lean across the gunwale, shouting to the other vessel's captain and crew, 'Surrender your cargo and passengers or you will lose your lives as well as your ship.' This brings an unexpected response. A hooded figure, obviously a Warlock or Magus, steps aside from the gaggle of frightened passengers and performs a short spell, which summons a hellish Shade and sends it like a smoky cloud across the space between the ships to attack you, the captain.

SHADE

SKILL 11

STAMINA 6

If you defeat it, turn to 352.



392

The captain of the vessel, seeing his crew being massacred, has run through the hold of his craft and knocked out hull timbers at random. The merchant ship starts to sink. Finally, in a paroxysm of fear, the captain, clutching his bags of gold close to his chest, leaps overboard into the briny depths. All you get for your troubles are 5 of the crew to sell as slaves. The Shoals of Trysta lie some short distance to the south, so will you sail around them to the isle of Trysta (turn to 164), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or sail south-east, towards the Channel of Goth (turn to 191)?



393

Drawing your weapons, you and your men sneak up on the unsuspecting pirates. With a shout, you lead your crew in a charge.

PIRATES

STRIKE 10

STRENGTH 6

If you defeat them, turn to 154.

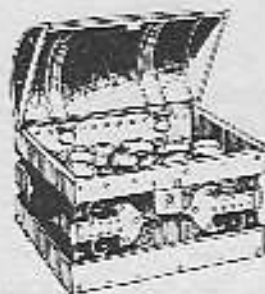


394

Mustering all your strength, you swing your staff at the Giant's feet, but miss his toes and strike the rock. 'Ha!' says Mog. 'Missed!' However, the sandstone block, already overstressed by the Giant's tremendous weight, cracks from your blow and disintegrates into dust as Mog prepares to swing his tree. Thrown off balance, he falls to the ground. 'Well,' he says, shrugging, 'I guess you win.' *Test your Luck.* If you are *Lucky*, turn to 56. If you are *Unlucky*, turn to 344.

395

Having defeated the attacking craft, you waste no time in sacking it. However, being a simple assault barge, it carries no gold, so you settle for claiming 5 of the survivors as slaves. You also take possession of the vessel's tiller which, you suspect, is behind its mysterious propulsion. This acquisition, while not working on the *Banshee*, has a beneficial influence on your crew's morale - restore 2 points to your *LUCK*. If you were heading towards the Roc, turn to 27. If you were heading towards the Channel of Goth, turn to 178.



396

After giving them a bit of verbal abuse, they mutter into their beards and look down at the ground, humiliated. Discipline has been restored. Turn to 312.

397

The dicing-pit around you is a wreck. The bodies of el-Fazouk and his men lie at your feet. The occupants of the unaffected parts of the den stop watching, now that the battle is over, and return to their gambling. Just an everyday brawl in this hive of villainy. Searching your old foe, you discover a bag containing 55 Gold Pieces – add this to your Booty. If you haven't already, you could try punch-out (turn to 48) or Bataar racing (turn to 270); otherwise, you leave the city of Calah (turn to 262).

398

As you swim through the crack, it snaps shut, pinning you tight some twenty fathoms under the sea. The slit is actually the heavily encrusted mouth of a giant clam. The creature holds you fast long enough for the effects of the magic potion you drank to wear off. Your adventure is over.



399

Swinging your scimitar, you rush at the beast and hit it right in the middle of its head. The blade shatters. With a grunt, the creature charges – impaling you on several of its bony horns and then crushing you against the walls of the pit. Your adventure is over.





400

'There,' you say to Abdul, flinging your coffer open to reveal an amount of gold substantially greater than his own, 'I am the victor, I am the greatest rascal, the best sacker of cities!' Abdul bows his head, admitting your victory. You have won.



Steve Jackson's

SORCERY! 1

THE SHAMUTANTI HILLS

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

SORCERY! 2

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SORCERY! 3

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YOU as the heroine have the chance to ride for the Olympics. Winning the gold medal is your ultimate aim. Can YOU overcome the hurdles you encounter on your way – an attractive Sugar Daddy; foul play with dope pills; a strained fetlock at the vital moment? How will YOU respond?

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Heather Fisher

YOU are a young detective, newly recruited to an important detective agency. Your first mission is to track down the irresistible heir to a fortune, who has run off with a rock band on tour in America. How will YOU cope, caught up in the high-powered world of record agents, casinos and pop parties?

STARLIGHT ADVENTURE 3:

ISLAND OF SECRETS

Kim Jordan

Somewhere on the sun-drenched island of Simnos, the legendary treasure of Aphrodite lies hidden. Or so YOU hear when you arrive there to begin your exciting new job as a villa girl. Almost unwittingly, YOU are swept up into a thrilling treasure hunt, only to discover that someone else is searching for the gold too – someone who is prepared to be utterly unscrupulous. Could it be the gorgeous windsurfer? Could it be the mysterious Englishman? Or could it be someone infinitely more dangerous?

STARLIGHT ADVENTURE 4:

DANGER ON THE AIR

Elizabeth Steel

Something is going sour at Radio South. The bustling, lively atmosphere of this thriving local radio station, where YOU are a reporter, has taken a turn for the worse. There's a hint of scandal in the air - a scandal that could spell disaster for the station and everyone involved. It is up to YOU to find out who's behind it.

in preparation

STARLIGHT ADVENTURE 5:

ICE DANCER

Elizabeth Buchan and Tessa Strickland

There is an electric excitement in the world of ice dancing. The Olympics are on the way and YOU, an exceptionally talented young skater, have a chance to compete for your country. But beware! The path to fame and success is not easy. There are unexpected dangers to face, enemies to outwit and, above all, a gold medal to win. Will YOU succeed?